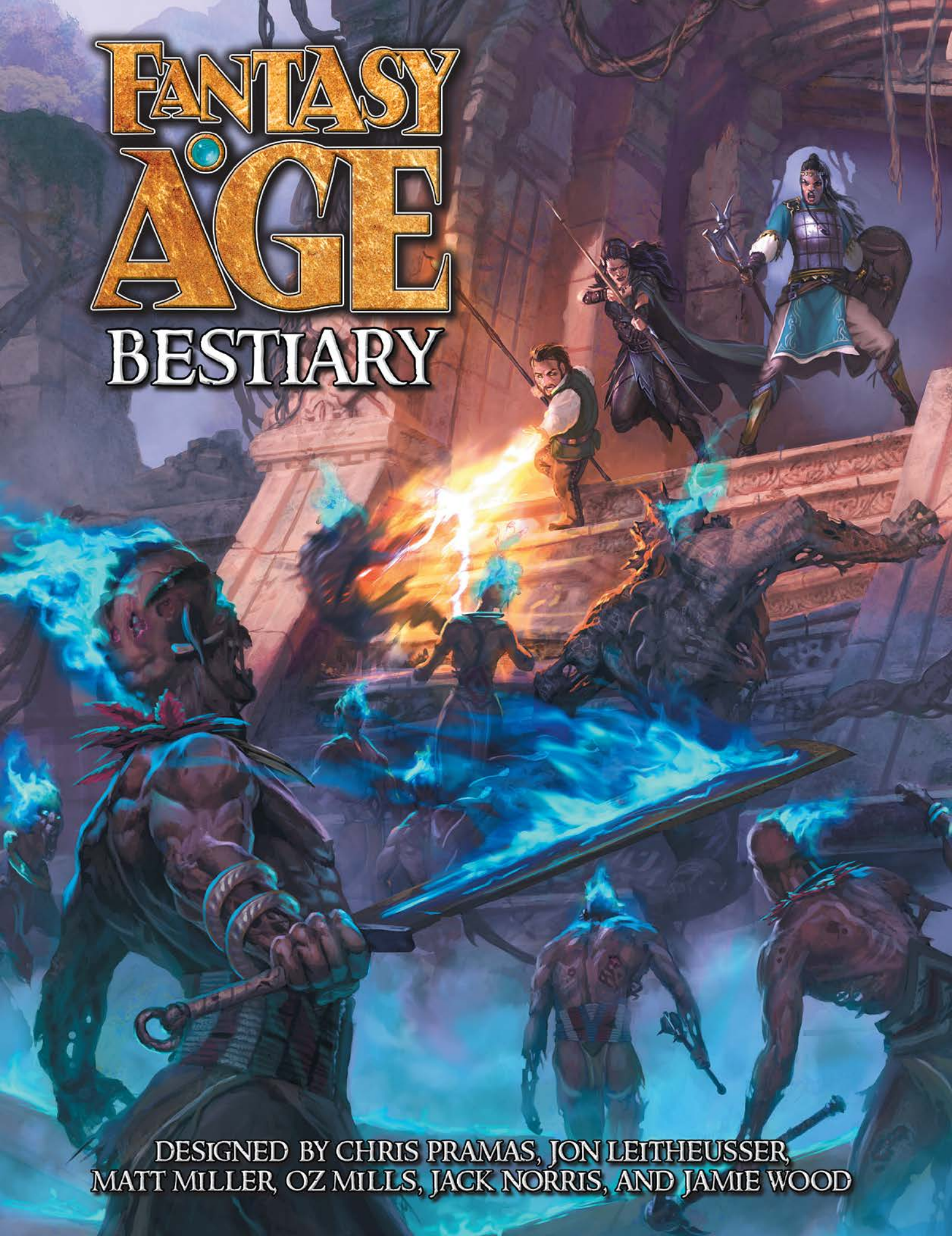


FANTASY AGE BESTIARY



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FANTASY AGE

BESTIARY

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HERE THERE BE MONSTERS!

Welcome to the *Fantasy AGE Bestiary*! This collection of monsters, beasts, demons, and spirits are here for use in your *Fantasy AGE* campaigns. From small creatures and animals to harass low-level characters to giant and terrible monsters who can threaten even the most powerful heroes, this book is filled with creatures inspired by fiction and mythology, along with some truly original creatures unique to *Fantasy AGE*.

WHAT'S IN THIS BOOK?

The *Fantasy AGE Bestiary* is divided up into four parts. The first is this introduction discussing the book and its contents. Next is the main section detailing dozens of adversaries for use with *Fantasy AGE*. Then comes a section of common animals and beasts such as horses, dogs, and bears presented in shorter entries. Finally comes a section on customizing adversaries which includes numerous special qualities and advice for tweaking, adjusting, and altering any of the creatures presented in *Fantasy AGE* as needed.

HOW TO USE THIS BOOK

The primary use of the creatures in this book are as adversaries. Often PC heroes will find themselves running afoul with numerous hostile creatures during a campaign and those presented here can serve as a varied and customizable collection of threats for them to face. To aid in using these creatures, each entry includes game statistics, multiple adventure ideas, a description of the adversary, a discussion of significant variant forms the adversary may take, and an in-character quote or fiction excerpt that suggests how characters in a campaign world may view or interact with this creature.

ANATOMY OF A MONSTER

The following pages contains a vast number of monsters, demons, and other threats for use in *Fantasy AGE* campaigns. The monsters range from minor threats suitable for low-level encounters to legendary villains that could be the climactic encounter for an entire campaign. Each entry has the following sections:

- The name of the adversary.
- A short fiction piece showcasing how the adversary may interact with the setting and the general mood it tends to invoke.
- A description of the adversary, its history, behavior, and background.
- Discussion of any variations of the adversary that are common or noteworthy.
- The adversary's game statistics (also "stats" or "statblock"), including its abilities, focuses, combat ratings, special qualities, and its threat rating.
- Multiple adventure seeds that feature the adversary.

ADVERSARY FOCUSES

For the most part, adversaries use the same ability focuses listed in **Chapter 2: Character Options** of the *Fantasy AGE Basic Rulebook*. There are a few more required, however, to deal with creatures and animals, mostly relating to their natural attacks. Player Characters cannot take these focuses unless their race description specifies otherwise. These additional focuses are:

ACCURACY: Bite. **FIGHTING:** Claws, Gore, Kick.

BEEFING UP ADVERSARIES

As with the adversaries from the **Adversaries** chapter of the *Fantasy AGE Basic Rulebook*, the stats presented in this chapter are average for an adversary of that type but you can change them for individual encounters. It's a simple matter to modify the weapons and armor of many adversaries to create different tactical challenges. If you want a tougher adversary (one you want to be a major NPC, for example), you can also modify the stats. You can change the stats as you like, but here are some basic guidelines for making more challenging adversaries.

ELITE

To make an adversary who is a little tougher than average, add 1 to any three abilities, add two focuses, and increase Health by 5. You can also make the NPC an Novice in a new talent or add a degree to an existing one.

HEROIC

To make an adversary who is very tough indeed, add 2 to any two abilities, add 1 to any three other abilities, add four focuses, and increase Health by 15. You can also make the NPC an Novice in two new talents or add two degrees to existing ones.

EPIC

To make an adversary who is extremely potent, add 3 to one ability, 2 to any two other abilities, and 1 to any three others. Add five focuses, increase the adversary's Health by 20, and increase armor rating by 3. You can also add three degrees to new or existing talents.

HOW TO USE THIS BOOK

This book can also serve as background material. Not every adversary in this book must directly confront the PCs for it to be useful in play. For example, a Burrower might attack the caravan the PCs are guarding. Or they might see it ambushing another large creature from afar, a living suggestion that perhaps that direction is a bit more dangerous than they may believe. A demon might battle the PCs, of course, but a particularly savvy or reasonable one might simply wish to trade information with them. Remember, not every encounter needs to be about combat, even those involving monsters.

Without any further delay, let's move on to the monsters!

Afancs are large, carnivorous creatures who make their home in deep cold water lakes and rivers. Amphibious predators, they will attack anything they can eat and will occasionally even capsize or destroy boats to feed on the crew. Most afancs are six to eight yards long and weigh around a ton, though even larger specimens have been reported.

Afancs spend much of their time resting on the beds of the lakes and rivers they call home, coming to the surface only to feed.

Older, larger afancs may lay dormant for months or even years before they surface to gorge themselves on flesh. They are notoriously territorial, attacking other predators, fishermen, boats, and even other afancs who venture into their waters. Unlike many creatures who only feed on humans and humanoids if no other preferred prey is available, afancs seem to relish the taste of humanity. It is for this reason some peasants and fishermen believe them to be not just monsters, but demons. However, to date there is no evidence to support these beliefs and most scholars believe afancs to be natural, if terrible, threats.

Afancs aren't particularly intelligent, but they do display a sort of tenacious cunning when it comes to their prey. Large amphibious quadrupeds, their wedge shaped horned heads hold a massive jaws of sharp teeth and their powerful legs sport three deadly claws. They will lurk in deep water to ambush unsuspecting victims, capsize boats, and cause great waves to disorient and single out potential targets, and even drag victims underwater to drown. Solitary hunters, afancs only come together to mate, burying their eggs deep in the muck of their home waters. Most afancs do not survive to adulthood, devoured by their elders or other predators.

DEMONIC ORIGINS

It is possible the stories are true and the afanc is demonic in origin. If so, the normal afancs are probably younger and weaker versions of a substantially more powerful amphibious demon with even more health, higher ability scores, a superior Armor Rating, and various demonic powers. Such fiends could be treated merely as Elite, Heroic, or Epic versions of the normal afanc, or they may possess other special qualities associated with demons in the campaign setting.

Even if the afanc is not a demon or some other supernatural threat, this and many other lake or sea monster type creatures are excellent candidates for unique and powerful versions of the basic adversary. A local lake settlement or river region may be home to a particularly large and ferocious afanc, with its own name, legends, and local superstitions.



The old legends say a virgin could soothe the beast, but thankfully the locals asked me before they offered up one of their youths. Otherwise the body count would be even higher.

I got it eventually, of course. Had to soften it up with drugged harpoons before we got a net around it. Then we dragged it out of the water with a team of ten oxen. It ate four of those, but the other six did the trick. Once it was far enough away from the water the plan was to wait until it got weak from lack of water and then finish it off. 'Course, the local boys I'd hired to help out got impatient and went too close before it got weak. It ate them, too.

In the end, damned thing took nearly a day to die and killed fifteen people. And it wasn't even a big one.

—Felix Forkbeard, famed dwarven hunter.

tions surrounding it.

HEAVENLY VIRTUES

Some legends tell of afancs being hindered, charmed, or otherwise influenced by particularly good and virtuous individuals. This lends credence to the idea that afancs are demons, but it also might be a quality of particular members of the species or unique to certain settings and campaigns. In such cases, the afanc will not attack those who are considered pure-hearted unless they attack the beast first. Any companions of such pure souls, however, are fair game. Afancs affected in this way would possess the Perception (Empathy) focus.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use afancs in an adventure or campaign.

THE LAKE DRAGON

A young inexperienced knight, Sir Nestin, seeks to hire the PCs as his assistants on a quest to slay a “lake dragon” in a remote part of the kingdom. Nestin’s “dragon” is in fact an afanc, a beast the youth is woefully ill-equipped to battle. Can the PCs defeat the afanc and keep their charge alive so they can get paid and not anger Nestin’s very powerful family?

VIRGIN SACRIFICES

An afanc has been devastating the coastal towns of a large lake. Desperate to appease the beast, the townsfolk have gathered a group of twelve virgins, relying on a local legend that such a “pure soul” can soothe the beast. They plan to set the youths adrift on the lake in a small boat, hoping their presence will calm the afanc and stop its attacks.

In truth, the afanc doesn’t care one whit about the life experience of its food source, and the townsfolk are simply sending the youths to their deaths. Can the PCs convince the stubborn and desperate townsfolk to reject their foolish plan? If so, how will they deal with the afanc?

DANGER RISING

Terrible flooding has caused an afanc to move beyond its normal territory to the flooded plains near its home waters. As the people struggle to escape the flood, the afanc stalks them. The local authorities have hired the PCs to help keep order and rescue those trapped in heavily flooded areas, but are unaware of the afanc’s presence. How will the PCs handle it when the rescue operations turn into an ambush from a large hungry predator?

AFANC

ABILITIES (FOCUSES)

3	ACCURACY (BITE)
–2	COMMUNICATION
6	CONSTITUTION (STAMINA, SWIMMING)
1	DEXTERITY
3	FIGHTING (CLAWS)
–1	INTELLIGENCE
3	PERCEPTION (SMELLING)
6	STRENGTH (INTIMIDATION, MIGHT)
2	WILLPOWER (COURAGE)

SPEED HEALTH DEFENSE ARMOR RATING

9 (13 SWIM)	85	11	6
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WEAPON ATTACK ROLL DAMAGE

BITE	+5	2D6+6
CLAWS	+5	1D6+7

SPECIAL QUALITIES

FAVORED STUNTS: Mighty Blow, Pierce Armor, Shred (3 SP) Thrash (4 SP)

AMPHIBIOUS: Afancs can survive and breathe on both land and underwater. Afancs must spend at least one hour a day submerged in water or take 2d6 damage.

AMBUSH PREDATOR: If submerged in water, the afanc is considered to have the **DEXTERITY (STEALTH)** focus.

ARMORED: The afanc’s thick rubbery hide provides a natural Armor Rating of 6.

SHRED STUNT: For 3 SP, the afanc can make an immediate additional claws attack against any target in melee range. This attack cannot generate stunt points. However, if the Pierce Armor or Mighty Blow stunts were used on the original attack, this attack also benefits from those stunts.

THRASH STUNT: As a 4 SP stunt the afanc’s movements become so powerful and violent they damage all around them. Any character within 5 yards of the creature suffers 1d6 + Strength (1d6+6) damage and suffer a –2 penalty on all actions for their next turn as they are temporarily disoriented. Ships, boats, and submerged structures fare worse—any of these objects within 15 yards of the afanc are weakened, damaged, or destroyed depending on their size, materials, and construction. This stunt only works when the afanc is in water.

THREAT: MAJOR

AHOOL

The ahoool is a large winged beast which dwells in remote forested regions, particularly tropical ones. Its body is vaguely humanoid or simian, but its most prominent features are those of a large, monstrous bat. This includes large wings tipped with fierce claws, large ears, and a screeching call. Ahools favor ambushing solitary travelers and feasting upon their flesh, but they have been known to stalk and attack small groups that venture into their territory as well. Ahools favor caves as lairs, though some make their home in ruined temples or high in huge trees.

Ahools are quite large, with bodies the size of a large ape or powerfully-built orc or human. Reports of even larger individuals persist, and the beast's great wings and tendency to only strike in darkness make it difficult at times to judge its true dimensions.

An ahoool's favorite tactic is to drop onto a target from above, wrap its wings around them, and then deliver a terrible bite to the trapped victim, rending flesh and breaking

bone. The ahoool then flies off with the corpse to feed. In the case of small targets or those who are part of a larger group, the ahoool will attempt to swoop down, grab the target alive, and fly off. It will then land some distance away and attempt to finish off its prey before feeding.

Ahools are sometimes worshipped by local humanoids in or near the forests where they dwell. It is likely this devotion began as practical sacrifices of livestock and captives to keep the monsters from preying on their followers, but over time

many of these bat cults came to believe these creatures to be divine in origin.

The monsters' resemblance to various actual bat-like demons and devils may also have led to the rise of such cults.

Ahools are generally believed to be solitary creatures, with a single creature carving out part of a forest or jungle as its territory to live and hunt in. However, legends persist of vast underground caverns where whole swarms of ahools dwell. If they exist, such swarms could lay waste to entire cities, perhaps even whole kingdoms.

CAMAZOTZ

There aren't many variations on the ahoool, with larger and nastier specimens being well represented as Elite, Heroic, or Epic versions of the basic creature.

However, there is a race of bat-like demons, sometimes known as camazotz, who are very similar to the ahoool. These large bat-like demons are believed to serve one or more gods or demon lords, often acting as soldiers, representatives, assassins, and messengers. These demonic variants have all the same abilities and statistics of an Elite or more advanced ahoool, though they have an Intelligence of 1 and the Shadow and Unholy special qualities (see **Modifying Monsters**, pages 135).

COLONIES OF NIGHT

If great swarms of ahools are more than just legend in your campaign, the creatures could operate in groups. While too

It came for us in the night. I was on watch with Harlon, the gnome and I trading stories and pulls from his wineskin to pass the time.

I heard a rustling in the trees before it struck. I ventured just beyond the edge of the campfire's light to see if I could see something. It was then it took Harlon.

The gnome only managed the beginnings of a scream when it landed on him. I spun to see the dark leathery wings pass over him and heard a sickening wet crunch. It turned and looked at me, its eyes filled with hunger and malice. Then it leapt skyward, its wings carrying it off in three great beats, Harlon's body hanging lifelessly from its bloody maw.

—From *Songs of Triumph and Loss*, the memoirs of Berinelle Bellflower, bard, historian, and retired adventurer

AHOOL

ABILITIES (FOCUSES)

2	ACCURACY (BITE)
-1	COMMUNICATION
3	CONSTITUTION (STAMINA)
3	DEXTERITY (INITIATIVE)
3	FIGHTING (CLAWS)
-2	INTELLIGENCE
4	PERCEPTION (HEARING)
4	STRENGTH (CLIMBING, INTIMIDATION, MIGHT)
2	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING
8 (16 FLY)	50	13	2

WEAPON	ATTACK ROLL	DAMAGE
BITE	+4	2d6+4
CLAWS	+5	1d6+5

SPECIAL QUALITIES

FAVORED STUNTS: Enclose (3 SP), Mighty Blow, Swoop (4 SP)

ATTACK LIMITATIONS: Ahools cannot use their bite attack when airborne. They must land on a surface or target first.

SONIC SIGHT: The ahoool can operate in darkness as if it were daylight and sense hidden attackers and objects within 20 yards unless they are behind or near stationary objects that can hide their presence. Simply moving quietly or under cover of darkness won't hide the target.

TOUGH: The ahoool's thick fur and strong muscular form give it a natural Armor Rating of 2.

SCREECH: The ahoool can spend a major action to let loose a terrifying screech. Every target within 10 yards of the ahoool who can hear this screech must succeed in a **TN 14 WILLPOWER (COURAGE)** test or suffer a -1 penalty to attack and defense rolls when fighting the ahoool for the rest of the encounter. If a target succeeds in this test they do not need to test against any future screech attempts during the encounter.

ENCLOSE: For 3 SP, the ahoool can wrap a target in its wings, preventing it from moving and imposing a -4 penalty to any attacks the target attempts to make until the target breaks free by spending a major action and succeeding in an opposed **STRENGTH (MIGHT)** test. Any bite attacks the ahoool attempts on the target while it is enclosed have a +2 bonus to attack and do an additional 1d6 damage. An ahoool can only enclose one target at a time and cannot move while so doing.

SWOOP STUNT: For 4 SP an ahoool may grab a target and take to the air with them. In addition to the normal damage for this attack, the ahoool may immediately fly itself and its target 8 yards in any direction. A grabbed target has a -2 penalty on all its attack tests and damage rolls. A target may break free from the ahoool's grip by spending a major action in an opposed **STRENGTH (MIGHT)** test. If they succeed, they can free themselves from the ahoool's clutches, but will fall to the ground unless somehow prevented from doing so. An ahoool can drop a grabbed target at any time.

RAKE: The Ahoool can make either one bite or two claw attacks with a major action. Each attack can generate stunt points.

THREAT: MODERATE

large to be treated as a swarm the way smaller bats or rats are, large groups of ahools would have the Pack Advantage special quality (see **Modifying Monsters**, page 135).

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use ahools in an adventure or campaign.

ON DEADLY WINGS

Unbeknownst to the populace, an ahoool has taken up residence in an old abandoned tower in a large city, far from its usual jungle territory. The creature has begun to attack beggars, vagrants, and other "undesirables" in the city's poorer districts, leaving behind bloody, half-eaten remains. The rich and powerful in the city don't care much about stopping these murders, but the people are beginning to fear for their lives. Can the heroes find the monster responsible and put an end to its reign of terror?

BLOOD FOR THE BAT GOD

A local tribe of wild and largely uncivilized humanoids has come to worship an ahoool in their region as a god. They seek captives to serve as sacrifices, whom they bring to an old ruined temple deep in the nearby jungle. The PCs may become involved either when they are attacked for the purpose of becoming sacrifices or when an important ally or an innocent is seized by the tribe for this purpose. The tribe's god might be a normal ahoool, though this adventure would be a good opportunity to introduce a more powerful version of the monster or a strange and dangerous variant.

IT'S DANGEROUS TO GO ALONE

Local travelers are being attacked and killed by an ahoool when they venture on the forest roads at night. When the son of a prominent merchant dies from such an attack, a sizable bounty is placed upon the creature's head. Can the heroes draw the beast out or locate its lair and defeat it?

AMAROK

Giant canines of wolf-like appearance, amaroks regularly reach sizes comparable to large horses or bears. Some grow even larger. Believing them to be creatures of supernatural ancestry, many cultures either worship the amaroks or see them as a threat of primordial origin which can only be opposed by true heroes and the agents of the gods. Scholars from other cultures and civilizations believe amaroks to be more mundane in origin, but even they do not deny the creatures' power and exceptional abilities.

Although sometimes organized in packs like wolves and other smaller canines, amaroks have a greater tendency to operate

alone. This is due to simple ecological realities—many locations unable to support a whole pack of giant predators may still be a fertile hunting ground for a single amarok.

The amarok is exceptionally cunning—more than its animal appearance may suggest. Some exceptional specimens have been known to speak and even display limited acts of human-like deception and disguise, though this ability does not appear to be universal. Some amaroks even bond with humanoids, especially if raised together while young.

DIFFERENT BREEDS

The most common amarok variant are those who display even more significant supernatural abilities and increased intellect. These creatures are usually exceptional specimens of Elite, Heroic, or Epic status who often feature heavily in local legends and folklore. Some of these “super alphas” command huge packs of amaroks. Others function alone or in small groups.

Some legends draw a connection to amaroks and other monsters and adversaries. An amarok's bite might cause a humanoid to become a werewolf (see **Werebeasts**), or they may serve as messengers, mounts, or pets for other creatures.

One version of the amarok is capable of speaking and moving about for short periods on its hind legs and can otherwise mimic humanoid-type movements. These are Elite, Heroic, or Epic versions with superior Communication and Intelligence and possibly such focuses as Communication (Deception) and the Intrigue talent. These creatures cannot truly pass as humanoid unless in extreme darkness or when nearly completely obscured such as when hiding under heavy blankets, but they are smart enough to construct such scenarios if it will lure prey or otherwise benefit them.

Amaroks who operate and are organized in packs gain the Pack Advantage special quality (see the **Modifying Monsters**, page 135). Lone amaroks don't have this quality, nor would it do them much good.

ADVENTURE HOOKS

You can use the following adventure hooks to introduce amaroks to your *Fantasy AGE* campaign.



“They called her the Wolf Queen. Which, given the furred monstrosity that shared her throne room, made a lot of sense. The thing was bigger than my horse. I never did find out what she did to earn that beast's loyalty, but I'll admit I nearly embarrassed myself and my station when the damned thing asked her highness if it was okay to eat me. The court laughed it off as a joke and I tried to join in. But I still remember what happened to that assassin two days later.”

—A Baron Dicun Daws, Imperial Diplomat to the court of Queen Lusa the Just

BROTHERHOOD OF THE WOLF

A particularly intelligent amarok has risen to rule a tribe of nearby barbarians whose myths and legends speak of a strong cultural connection to the creatures. The amarok, known as Sarlat, is actually a pretty good chieftain and his lieutenants are a mix of his amarok packmates and tribal champions. However, the tribe is making its neighbors very nervous and increased raiding along the border to the horde's territory is causing tension among local kingdoms.

The local rulers wish to send envoys to negotiate a treaty with the amarok chieftain and his people. However, they don't want to risk their own people and some within the local noble courts secretly desire war with the barbarians. Selected to lead or be part of a delegation to negotiate with the tribe, can the PCs negotiate with a barbarian tribe led by a giant hungry wolf and its pack, avoid nobles who wish to sabotage any peace-making efforts, and escape with their skins intact? And furthermore, how does one charm and impress a giant wolf that has its own army?

THE BETTER TO SEE THEM WITH...

Scarlet, a charming and independent local young woman, is worried about her family. Recently she attempted to visit her grandmother and three cousins in the small forest village where they live, but she encountered a large amarok on the path heading to the village and ran. She seeks an escort to reach the village to check on her relatives and asks the PCs to help.

Assuming the PCs assist her, they find the village curiously quiet. Some signs of a struggle are present, and Scarlet's family are barricaded in their homes and refuse to come out. They can be seen moving inside and will call out in gravelly voices that Scarlet is unsure are her family, but they won't let well-armed PCs enter and investigate.

In truth, Scarlet's family and the rest of the village is either dead or driven off. A small pack of particularly intelligent amaroks who have the ability to speak and somewhat mimic voices attacked the town and feasted on the inhabitants. Now they hope to do the same with Scarlet and the PCs if they can catch them unaware. Can the PCs turn the tables on these cunning creatures? If they leave, how will they escape a pack of giant wolves in a forest the amaroks know much better than the PCs do?

A PARTICULAR SET OF SKILLS...

An amarok pack leader has found her packmates slaughtered and her pups taken by hunters to be sold on the local beast-fighting circuit. Bloody-minded and seeking revenge, she is stalking and killing her way through the hunters and their contacts in an effort to find and locate her pups. With the body count rising, the local noble puts a bounty on the creature's head.

AMAROK			
ABILITIES (FOCUSES)			
5	ACCURACY (BITE)		
0	COMMUNICATION		
4	CONSTITUTION (STAMINA, RUNNING)		
3	DEXTERITY (STEALTH)		
1	FIGHTING (CLAWS)		
0	INTELLIGENCE		
5	PERCEPTION (HEARING, SMELLING, TRACKING)		
5	STRENGTH (INTIMIDATION, JUMPING)		
3	WILLPOWER (COURAGE, MORALE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
15	65	13	3
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+7	3D6+5	
CLAWS	*3	1D6+7	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Lightning Attack, Stunned Silence (2 SP), Threaten (1 SP)			
BAD: Regardless of its actual temperament, the amarok's appearance and ferocity makes it a terrifying foe. It can perform the Threaten and Stunned Silence stunts for -1 SP and any targets of these stunts suffer a -1 noncumulative penalty to attack the amarok for the rest of the encounter.			
BIG: The amarok is big and powerful and adept at using its size in battle. It can perform the Knock Prone stunt for 1 SP instead of the usual cost of 2 SP and characters wishing to use the Skirmish and Knock Prone stunts against it must spent +1 SP to affect it.			
HUNGRY: If using the Charge or Press the Attack actions to move and successfully attack a target that is either trying to flee combat or whom the amarok has done damage to this encounter, the amarok does an additional 1d6 damage.			
TOUGH: The amarok's dense muscles and thick fur provide it a natural Armor Rating of 3.			
DARKVISION: Amaroks can see normally in total darkness.			
TALENTS: Scouting (Novice)			
THREAT: MODERATE			

Can the PCs discover the true reason behind the amarok's rampage? Can they return the pups, stop the killings, and perhaps even gain a potent, if unusual, ally? Is the noble aware of why the killings are occurring? If they find out, would they care or view the beast as a "dumb savage animal"? Will the hunters surrender the pups or will the PCs need to deal with them as well? In any event, the killings won't stop until the mother amarok is dead or her pups returned.

AMMIT

Created to consume, the ammit are either a produce of divine or magical design, depending on who you ask. Hybrids of the hippopotamus, lion, and crocodile, ammits exist to feed. They are said to devour the hearts of the unworthy but in truth most will eat just about anything that gets in their way. Though some cultures see the ammit as divinely created and believe they play a part in the judgment of souls, no major faith actually worships these monsters—they simply fear them as an instrument of their gods' wrath.

Ammits have crocodile-like heads with powerful jaws, the forebody of a lion, and the hindquarters of a hippo. While this may seem an unwieldy combination ammits can move surprisingly fast in land or water and they can rip a humanoid to pieces

in moments. They attack in a terrifying rush of claws and teeth, often crippling multiple targets quickly so they can be devoured after the fighting ceases. Ammits are not exceptionally bright, but they possess keen senses and are adept at stalking and ambushing prey.

Like crocodiles, ammits can stay underwater for lengthy periods, especially if moving slowly. They use this ability to wait for prey to approach the rivers they call home. When an unsuspecting animal or person gets too close to the water the ammit will surge to the surface and attack. They are also known to leave the water and search for prey, especially at night when they can catch many animals and people asleep.

Foolish travelers who camp too close to the river's edge in an ammit's territory are likely to wake in the morning to find their mounts, or guard animals, or one or more of their companions missing. Only a bloody streak, drag marks, and the great beast's mismatched fore and hind footprints leading back to the water remain after such an attack.

DEVOURER OF SOULS

The largest and most dangerous ammit is believed to serve the gods of the underworld, devouring the wicked and aiding in the judgment of souls before they are allowed to pass into the afterlife. Such a creature would be an Epic ammit with additional special qualities such as Regenerate, Mighty, and similar qualities that would boost its effectiveness as a divinely-charged eating machine. In a campaign heavily based on the Egyptian myths where this creature is originally found, this terrifying version of the creature might be the only known ammit around.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use ammits in an adventure or campaign.

"We should have listened to our guide. But the prince wished to camp on solid ground, saying that so much river travel made him weary. Sworn to obey his every wish, we polled his royal highness' barge to the north shore of the river and made camp.

"As the servants set up camp, the prince supervised the unloading of his tent. He must have spotted something in the water because I remember he pointed beneath the dark waters and asked.

"Ptar, what is that?"

"That was the last thing he said. The creature burst from the water with a great spray. I jumped back, tripping and falling to the ground. His royal highness was not so fortunate. The ammit took him. In the time it took for me to jump to my feet and scream for help, the prince and the fiend that killed him were gone back below the water."

—The Testimony of Ex-Minister Ptarmak on the death of Prince Ka-Net Toth



TREASURE OF THE LOST TEMPLE

A great treasure is rumored to exist in the center of an ancient temple devoted to the gods of the underworld. The priests kept ammits in the temple, believing the souls of those they devoured were taken to their gods for judgment. When the temple flooded centuries ago it was abandoned by the priests, but the ammits remained. Now the creatures use the temple as their lair, hunting animal and humanoid alike in the surrounding *ria* (flooded river valley).

The ammits don't care for the treasure, which exists in the form of various golden and bejeweled ceremonial artifacts. However, they are very territorial and have come to be vaguely aware that the shiny gold and jewels that adorn their lair occasionally attract new meals and they will often allow treasure hunters and divers to approach or even enter the submerged temple before they attack. Out of their element, can the PCs defeat this fearsome creatures and claim the lost treasure?

THE GOD OF THE PIT

While ammits are not generally worshipped even by those who believe them of divine origin, there always has to be an exception. A tribe of gatorkin (see Gatorkin), have built a cult around a large blind ammit they see as the physical manifestation of one of their gods. The ammit is trapped in a great water-filled pit near the gatorkin's camp, fed animals, meat, and captives by its worshippers. When one or more PCs or an important ally are captured by the gatorkin and thrown into the pit as a sacrifice, can they defeat the ammit and end this threat? How will the gatorkin react if the PCs kill their "god"?

The ammit in the pit is a large, nasty specimen (Elite, Heroic, or even Epic) but it is blind, suffering a -2 penalty to all its attacks. The ammit's blindness is partially mitigated by the close quarters of the pit and the creature's keen sense of smell. The pit is 10 yards in diameter and 10 yards deep with sheer sides that are extremely hard to climb out of without a rope (at least a TN 19 Strength (Climbing) test). The water in the pit varies with the amount of rainfall, but it is a mere 1 yard deep when the PCs encounter the creature—enough to give them a hard time, but not so much they have to tread water and fight at the same time.

RIVER OF DEATH

A stretch of river near a small city and various coastal villages has become home to a hungry ammit. The creature is elusive, attacking livestock and citizens in one area and then moving to another for a time before eventually returning. Even small boats have been lost to the creature. The city government has put a reward on the creature's head, but are the PCs tough enough to collect?

The ammit lurking along the river is a large and particularly terrifying version of the creature. It is considered an Epic

AMMIT

ABILITIES (FOCUSES)

3	ACCURACY (BITE)
-1	COMMUNICATION
5	CONSTITUTION (STAMINA, SWIMMING)
1	DEXTERITY (INITIATIVE)
5	FIGHTING (CLAWS)
-1	INTELLIGENCE
2	PERCEPTION (SMELLING)
6	STRENGTH (INTIMIDATION, MIGHT)
2	WILLPOWER (COURAGE)

SPEED HEALTH DEFENSE ARMOR RATING

13 (13 SWIM)	80	11	6
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WEAPON ATTACK ROLL DAMAGE

BITE	+5	2D6+1
CLAWS	+7	1D6+9

SPECIAL QUALITIES

FAVORED STUNTS: Mighty Blow (1 SP), Lethal Blow (4 SP)

ARMORED HIDE: The ammit's hide provides it with a natural Armor Rating of 6.

AMBUSH: Ammits are considered to have the **DEXTERITY (STEALTH)** focus when submerged (partially or fully).

MARINE PREDATOR: Ammits can hold their breath for up to (Constitution x2) minutes and can swim at their normal speed. They may hold their breath for three times their normal duration if they do not move more than half their speed in a turn and are not engaged in combat.

DARKVISION: Ammits can see normally in total darkness.

DEADLY: Ammits can make two claw attacks or one bite attack with a single attack action.

MYSTIC FORTITUDE: The ammit's supernatural heritage makes it immune to mortal diseases and age. It gains a +2 bonus to any tests to resist poisons.

POWERFUL JAWS: Ammits may perform a Mighty Blow or Lethal Blow stunt with their Bite attack for -1 SP than normal.

THREAT: MAJOR

ammit with the Big and Mighty special qualities (see **Modifying Monsters**, pages 133-135). The creature is old, cunning, and knows the river far better than any PCs who seek to stop it. It will use the safety of the water, attacking them and any boats they use from below, and avoiding striking on land unless a target is very near shore. It is also possible the ammit is not the only one in the area; there might be more than one large and dangerous ammit hunting in the area

BAKWANEE



The bakwanee are a race of insectoid creatures that periodically plague civilized lands. Bakwanee (singular bakwana) are rarely taller than five feet and individually they are not particularly tough, but when they come, they come in huge numbers. Swarms of bakwanee buzz the countryside at will, and with their speed and agility, they are difficult to stop. Many kingdoms have died when bakwanee have blackened their skies.

Bakwanee are intelligent and have a language of clicks and clacks they use to communicate. None of the civilized races have the biology to reproduce these sounds, and bakwanee can't speak their languages either. The only times the bakwanee have been understood is through the use of magic and this has been accomplished rarely. As a result, even the scholars of the civilized lands know little about the bakwanee. Little that is not superstition in any case.

Most people believe the bakwanee are a curse the gods send to punish the wicked. By this logic any land the bakwanee attack must be wicked. This doesn't really hold up if the evidence is examined but that doesn't stop it from being a widespread belief. There are always demagogues ready to provide meaning for random events when none is apparent. "They deserved the terrible scourge of the insect creatures" has proved a popular one.

The truth of the bakwanee remains elusive. They seem to remain quiet in remote areas for years at a time. Then suddenly they burst forth from their hive cities and swarm the skies. If there is a logic or pattern to these attacks, no one has been able to figure it out. Some mages theorize that the bakwanee live on another planet or plane of existence all together, and that they travel through magical gates to make their attacks. While this would explain why they are seldom seen for years at a time, no one has ever witnessed their emergence from such a gate.

Physically, bakwanee look like giant insects that walk upright. They have six limbs total: two legs and four arms. They also have wings and are acrobatic fliers. They are adept with crossbows, can reload them quite quickly with their many hands, and often attack with them from above while hovering.

FIRE AND LIGHTNING

There are two main variants: fire and lightning bakwanee. A small number of each swarm will be bakwanee of these types, typically no more than one in ten. The fire and lightning attacks they use can be enhanced with combat stunts.

FIRE BAKWANEE: These creatures have an extended tail section that starts to glow in violent situations. Fire bakwanee can shoot a gout of flame from their tails that has a short range of 6 yards, a long range of 12 yards, a +4 attack roll, and inflicts 3d6 damage.

LIGHTNING BAKWANEE: These creatures can generate electricity with an intricate set of mandibles. This lightning strike has a short range of 8 yards, a long range of 16 yards, a +4 attack roll, and inflicts 2d6 penetrating damage.

Fire or Lightning bakwanee also have the Elemental Resistance special quality for the type of energy they can generate (fire/heat or lightning/electricity).

INSECTS FROM THE STARS

Assuming rumors of the Bakwanee's extraterrestrial origins are true, they may also possess alien magic or technology. The whole race may possess the Space special quality (see **Modifying Monsters**, page 135), able to take to the stars in massive hive-flights to colonize other worlds, or their cities may transform into giant hive ships capable of interplanetary transport. These alien variants likely possess alien energy weapons and blasters, using these instead of crossbows (Short Range 30, Long Range 60, Damage 2d6), and some individuals may possess alien mysticism that mimics the effects of various Arcana Talents. In this case Lightning and Fire bakwanee are mutants or the product of genetic manipulation, and other variations of the species relating to other arcana (shadow, water, wood, etc...) could exist.

“Aldredd of the Many Axes stood in the town square and defied the insect creatures. He smote them with his silver axes and they fell dead around him. Still they came, until Aldredd was surrounded by their corpses. But the numbers of the swarm were endless and Aldredd grew tired. They shot him with crossbows and stabbed him with spears. As night fell, so did mighty Aldredd.”

—*Saga of Aldredd of the Many Axes*

ADVENTURE HOOKS

You can use the following adventure hooks to introduce bakwanee into your campaign.

THE SCOUTING PARTY

A group of fifty or so bakwanee come to a border realm to scout it out. Depending on what they report, a huge swarm may descend upon this land. It is thus imperative to destroy the scouting party completely. If even a single bakwana escapes, it could spell ruin for the realm. The PCs, on their own or with local help, must come up with a strategy for tracking down and eliminating all the bakwanee. It will be difficult to deal with enemies who are fast and can fly. They must cut off lines of retreat or it will be likely that at least one will escape. One advantage certain PCs may have is dark sight. The bakwanee don't have it, so this may aid the PCs when planning their tactics.

If the swarm does come, bakwanee numbers are overwhelming and order soon breaks down entirely. The adventure here does not involve beating the swarm but surviving it. How can the PCs get through the attack and how many others can they save? Is it just a matter of waiting it out or are there things the PCs can do to encourage the bakwanee to move on?

THE INVENTOR

An eccentric inventor claims he has created a mechanical device that can reproduce and decipher the language of the bakwanee. The problem: He needs to test it. He wants to hire the PCs to take him and his device near to the suspected location of a bakwanee hive city. If the device works, it may be an invaluable opportunity to learn more about the bakwanee and what they want. If the inventor is just a crazy coot with more money than sense? Then the PCs are in for a swarm of trouble!

PEST CONTROL

The PCs arrive at a distant settlement, expecting to find a place to rest and revitalize. Their first surprise is that a large force of bakwanee have attacked the settlement and now occupy it.

BAKWANEE

ABILITIES (FOCUSES)

2	ACCURACY (BOWS, STAVES)
1	COMMUNICATION
2	CONSTITUTION
4	DEXTERITY (ACROBATICS, INITIATIVE)
2	FIGHTING (SPEARS)
0	INTELLIGENCE (NATURAL LORE)
3	PERCEPTION (SEEING, TOUCHING)
2	STRENGTH (JUMPING)
2	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING
14 (16 FLY)	15	12	3

WEAPON	ATTACK ROLL	DAMAGE
TWO-HANDED SPEAR	+4	2D6+2
CROSSBOW	+4	2D6+4
DAGGER	+2	1D6+3

SPECIAL QUALITIES

FAVORED STUNTS: Mighty Blow, Pierce Armor, Stay Aware

TALENTS: Quick Reflexes (Journeyman)

CARAPACE: Bakwanee have a carapace that proves them a natural Armor Rating of 3.

FLY-BY ATTACK: Bakwanee like to attack while buzzing by their opponents. Bakwanee using the Fly action can move part of their allowed distance, use the Attack action, and then finish flying their remaining allowed distance. Normally, they would need to fly and then attack, or attack and then fly.

MANY HANDS: With four arms to work with, bakwanee can quickly reload missile weapons. They can reload bows and crossbows as a free action.

WEAPON GROUPS: Bows, Light Blades, Spears, Staves

EQUIPMENT: Crossbow, dagger, two-handed spear.

THREAT: MINOR

Their second surprise is that there is something wrong with the bakwanee. They are slow and sickly, and indeed many have died already. This makes fights with them easier to win, so they'll be able to take back the settlement without too much trouble. The more interesting question is, what made the bakwanee sick? Did they eat or drink something in the town that poisoned them? (Beer with too many hops, fouled water, or tainted ham?) If so, figuring out exactly what that was could pay big dividends down the road if the bakwanee come in force.

BASILISK

The basilisk is a large, deadly lizard that kills with a virulent poison. Basilisks are so venomous that they sicken everything by their very presence, and even their gaze can poison their prey. Extremely aggressive compared

to most lizards, basilisks will attack any creature that enters their hunting grounds, poisoning them and leaving the body to eat later.

While the extreme nature of their venom and the magical ability to poison with a look indicate that basilisks are not purely natural in origin, there is no consensus on where they come from. They may be the creation of some terrible demon, the result of a magical mishap, or created by the fallout from some mythic conflict. Some religions have adopted them as a symbol of evil, while other groups claim they are a guardian set by a lost race or god. No one has any clear proof that their version of the basilisk's origin is correct.

The average basilisk is between six and eight feet long, with a color that varies from a bright, venomous green to a mottled greenish-brown. A basilisk's most distinguishing features are its large eyes, six sturdy legs, and gaping maw. These combine to give the creature a terrifying appearance. Basilisks are slung low to the ground and move surprisingly fast.

Basilisks prefer to hibernate and lair underground, in a cool, dark place, and are often encountered in caves and ruins. Like many lizards, however, they will often leave these lairs to sun themselves during the day. Generally found in warm climates, they find humid, tropical regions and dry, desert regions equally comfortable. The hunting ground of a basilisk is fairly easy to identify, as their very presence sickens the plants in the area, leaving dead grass, shrubs, and even trees. These poisoned areas can take months or even years to recover after a basilisk moves on.

Basilisks will generally attempt to ambush their prey. They will stay still until a target has come close enough, and then either lock in their poisonous gaze or charge, depending on their exact positioning and the terrain. Basilisks have been known to rear up on their hind legs and stabilize themselves with their tail



William looked on the battle in awe. Sir Ranulf had been fighting with the horrible lizard for half an hour, using his spear to keep the creature's terrible jaws at bay. William had never seen such a fight before, but he had no doubt of the outcome. Sir Ranulf would certainly triumph.

Ranulf's horse wheeled as the beast charged again. Twisting in the saddle as the basilisk slid past him, Ranulf finally saw an opening, and plunged his spear into the back of its neck, pinning it to the ground. He held it down with the spear as the creature thrashed in the dirt.

Sir Ranulf turned, lifted his visor, and smiled at the youth, raising his spear in salute... and then suddenly fell sideways from the saddle, convulsing. As Ranulf's horse shied away, William dashed to his hero's side, gazing in horror at the green and black veins of poison already snaking up the knight's face. How? Ranulf had taken no wound!

William's eyes fell on the spear, lying in the dust. The same veins of poison ran through the wood of the spear's haft, as if the poison had somehow crept up the spear to infect the knight.

as well, allowing them to cast their gaze more effectively or bring their four front claws to bear more easily.

VENOMOUS RELATIONS

In addition to larger and deadlier versions, there are a number of species that are believed to be related to basilisks. A species of large snakes with similar poison, sometimes called lindworms, can be found in temperate regions. The cockatrice is another related species. While slightly smaller, the cockatrice's poison is just as deadly, and its feathered wings allow it to fly (add the **Winged** special ability to the basilisk and reduce health to 45 for a cockatrice).

Along with these related animals, some basilisks have unique qualities, such as being amphibious (use the **Aquatic** special quality) or having a chameleon-like camouflage (**Blending**).

ADVENTURE HOOKS

The following adventure hooks can help introduce and use basilisks in an adventure or campaign.

A DEADLY CURE

Sickness is sweeping across the land. People are already dying in the hundreds, with thousands sure to follow, as the plague spreads. There seems to be no hope, as this magical illness resists any attempts to treat or quarantine it.

However, one mad alchemist claims he has a solution. He can create a cure for the disease, an elixir that will free a victim of the plague with just a few drops. However, in order to make this cure, the heroes will need to bring him basilisk venom—and the venom will only stay potent for three days after the basilisk dies.

MYSTERY OF THE ABBEY

In the abbey at Melik, three priests have dropped dead. Examination of the priests reveals that they died of basilisk venom. But how could they have come in contact with it? It is clear that there is a basilisk somewhere within the abbey, but where? And was the contact accidental, or did some madman use a basilisk as a tool for murder?

POISONED HARVEST

The village of Stonecroft is dying. Upstream of the village, a basilisk has laired near the river that makes up the main water source for the villagers. Already crops are dying, and it is only a matter of time before the village wells become tainted. The heroes must travel upstream, find, and slay the basilisk before the lands downstream of its lair become a poisoned wasteland.

BASILISK

ABILITIES (FOCUSES)

1	ACCURACY (BITE)
–2	COMMUNICATION
4	CONSTITUTION (SWIMMING)
3	DEXTERITY
4	FIGHTING (CLAWS)
–2	INTELLIGENCE
3	PERCEPTION (SEEING)
6	STRENGTH
1	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING
15	55	13	6

WEAPON	ATTACK ROLL	DAMAGE
BITE	+3	2D6+6
CLAWS	+6	1D6+7

SPECIAL QUALITIES

FAVORED STUNTS: Aura of Poison (3 SP), Mighty Blow (2 SP), Lethal Blow (5 SP), Venomous Gaze (2 SP)

SCALY HIDE: The basilisk's scaled skin gives it a natural armor rating of 6.

AURA OF POISON STUNT: The basilisk's breath is poison, its touch is poison, and simply being in its presence is poisonous to just about every creature. For 3 SP, this poisonous aura effects every creature within 10 yards of the basilisk. Each target must make a **TN 15 CONSTITUTION (STAMINA)** test, or suffer 1d6+2 Penetrating damage, and an additional 3 penetrating damage at the start of their turn until the end of the encounter or until the target is treated with either healing magic or a Heal action.

RAKING CLAWS: The basilisk can make two claws attacks as a single major action. Both of these attacks can generate stunt points.

VENOMOUS GAZE STUNT: For 2 SP per target, the basilisk can attempt to lock eyes with its prey during an encounter. The basilisk must be able to see the target directly to use the stunt. Each target must succeed in an opposed **WILLPOWER (SELF-DISCIPLINE)** test vs. the Basilisk's **PERCEPTION (SEEING)**. Failure results in the target taking 4d6 Penetrating Damage. The target also takes 1d6+2 Penetrating Damage at the start of their turn for the rest of the encounter, or until the target is treated with either healing magic or a Heal action specifically to treat the poison.

THREAT: MAJOR

BEASTKIN

There are forests that neither elves nor humans have been able to tame. These dark and ancient places are the homes of the beastkin, savage humanoids with the head and hooves of goats. In the shadows of great, gnarled trees, tribes of beastkin roam and hunt. They fight other creatures of the forest as well as each other. Sometimes, a strong leader

arises among the beastkin and then they leave the forest to kill and burn. If met with enough force, they melt back into the forest. Those that pursue them inside usually regret it, because beastkin are masters of the ambush.

The origins of beastkin are mysterious. Some scholars maintain that they were the result of the breeding experiments of crazed sorcerers. The beastkin have never heard these stories—no one is foolish enough to tell them such things—but they would laugh at the notion and then eat the heart of the storyteller. According to the beastkin, they are as old as the forests themselves. Older than humanity.

Beastkin worship a variety of dark gods and demons. This varies from forest to forest and even tribe to tribe. Sometimes the tribes fight over such things, though in truth they'd likely fight over something else if it wasn't religion. Each tribe has a cluster of seers who guide its movements and advise the chief. They read the entrails of sacrificed enemies to divine the will of the gods and demons. Beastkin are superstitious and place great faith in their seers, some of whom have magical talent to back up their position in the tribe.

MIXING IT UP

The classic beastkin are a cross between goats and humans, so the easiest way to make variants is to use different animals. This can simply be a cosmetic change if you like. The stats remain the same but you have beastkin in your campaign with, for example, wolf, mastiff, or ape features instead of or in addition to the goatkin features. You can customize them easily enough by changing their focuses. You might give apekin the Might focus instead of Jumping, for example.

You can also make beastkin that mix characteristics from different creatures. Roll once (or twice for a tougher monster) on the **Beastkin Characteristics** table to add new characteristics to beastkin.

ADVENTURE HOOKS

The following adventure hooks can be used to introduce beastkin into your campaign.

"Listen to me, children. I know you are headstrong and pay little heed to my words. Just this once, stop your fidgeting and give me your attention. Across the border there is a forest. On a bright summer day, it looks shady and inviting. You may think it'd be fun to play there. Please, by all the gods, just stay away from that forest! Beastkin lurk there still, and the first day you meet one will be your last."

—Grandfather Aethelwud



BEASTKIN CHARACTERISTICS	
2D6 ROLL	BEASTKIN CHARACTERISTIC
2-3	SLIPPERY: Increase Defense by 1 and add Dexterity (Acrobatics) focus.
4-5	BRUTE: Increase Constitution and Strength by 1.
6-8	TOUGH HIDE: Provides an Armor Rating of 5.
9-10	CLAWS: Add FIGHTING (CLAWS) focus. Claws inflict 1d6+3 damage.
11-12	KEEN EYES: Increase Accuracy by 1 and add Perception (Seeing) focus.

THE BLOODY GLADES

The PCs meet a wandering band of ragged-looking centaurs. An overwhelming force of beastkin attacked their home glades and drove them out. They've been on the road ever since, with many of their members wounded and ill. Their food supplies are also nearly exhausted. If the PCs choose to help, the first order of business is to find a place of refuge for the centaurs, somewhere they can rest, heal, and replenish their supplies.

Once the centaurs are in better shape, they are keen to reclaim their glades. If the PCs investigate, they'll discover that a beastkin champion has united several tribes under his banner. With just the PCs and the centaurs, it would be difficult to defeat them. The beastkin have made other enemies in recent months, however. With further investigation and diplomacy, the PCs can create an alliance to defeat the beastkin. The centaurs could then return to their homeland.

WITH THIS AXE, HE RULES

Bands of beastkin begin roaming into human lands. Their numbers are small at first but they keep coming and it turns into a full blown crisis. The local military and militias are soon overstretched and still no one can answer the question at hand: Why are the beastkin here? This isn't an invasion by an organized army. The beastkin are not pooling their forces. The move from place to place, as if they looking for something, but what?

Long ago these human lands were part of a great forest that was cleared as civilization spread. Somewhere among the towns and cities lies the hidden tomb of ancient beastkin hero, dead for millennia now. Lately, this hero has appeared in the dreams of hundreds of beastkin shamans. The vision says that the tribe that finds his tomb and claims his axe will lead the beastkin to uncounted victories. If the PCs can find out what the beastkin seek, they have a chance to find the tomb first and either destroy the axe or carry it far away.

THE FATED TWINS

Village folk are up in arms because a group of beastkin slipped into their settlement, slew a night watchman, and

BEASTKIN			
ABILITIES (FOCUSES)			
1	ACCURACY (BRAWLING)		
1	COMMUNICATION		
3	CONSTITUTION (DRINKING, STAMINA)		
2	DEXTERITY (STEALTH)		
3	FIGHTING (AXES, BLUDGEONS)		
0	INTELLIGENCE		
3	PERCEPTION (HEARING, SMELLING)		
3	STRENGTH (CLIMBING, JUMPING)		
1	WILLPOWER (MORALE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
12	20	14*	3
* INCLUDES SHIELD BONUS.			
WEAPON	ATTACK ROLL	DAMAGE	
BATTLE AXE	+5	2D6+3	
THROWING SPEAR	+3	1D6+6	
FIST	+3	1D3+3	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Mighty Blow, Threaten			
TALENTS: Weapon and Shield Style (Novice)			
BUSHWACKERS: Beastkin are highly skilled at ambushing their enemies. They may re-roll DEXTERITY (STEALTH) tests when attempting to surprise opponents. The results of the second roll must be kept.			
WEAPON GROUPS: Axes, Bludgeons, Brawling, Spears			
EQUIPMENT: Battle Axe, Light Leather Armor, Medium Shield, Throwing Spear			
THREAT: MINOR			

abducted two babies (they are twins). The PCs must track the raiders down and rescue the babies. Questioning the villagers reveals that nothing like this has happened before. Beastkin from a nearby forest have raided them from time to time but they've never gone after children before. The PCs may have heard stories about beastkin but prisoners in such stories are adults captured for sacrifice or for eating.

In fact, stealing the twins was not the idea of the beastkin at all, but that of priest who is convinced the children are fated to play an important part in the prophecy of the dark god he worships. The beastkin tribe worships the same foul deity and its shamans were willing to make a deal with the priest. The beastkin are supposed to meet the priest in an ancient ring of stones in the forest, a place of power used for rituals since time immemorial. The PCs only advantage in this situation (though they won't realize it at first) is that the priest wants the twins alive.

BOUDA

Bouda are a race of shapechangers who have a human form and a hybrid hyena form. Some bouda believe their ancestors were humans who learned magic to change into hyenas, while others think the hyena form is the true one and their ancestors learned to mimic humans. It is true that bouda are more comfortable in their hyena form and look forward to the time each day when they can make the change. For most groups of bouda, this is at night. It is then they change form and go out to hunt while their human neighbors sleep.

They usually live in family groups among the larger human population. They must be careful to avoid detection, which is why they prefer nocturnal expeditions in their hyena form. Sometimes bouda families will band together to make a whole village of their own. Such places appear like normal human villages during the day, but something quite different after dark. Bouda villages are suspicious of strangers and encourage them to move on quickly. They don't want anyone looking too deeply into their activities.



Bouda are hunters by nature and prefer fresh meat. They prey on animals first because they know murdered humans arouse suspicion, but in lean times they'll attack other villages for food. They've also been known to dig up fresh corpses from graveyards in dire situations, an act which horrifies their neighbors. Bouda hunters always bring back the bodies of their kills (or acquisitions) so everyone in the group can feed. If they are not careful to dispose of the bones when they must eat human bodies, this can be their undoing.

Some bouda groups are actively war-like, organizing to raid caravans and rival communities. They specialize in surprise attacks conducted in the middle of the night, when their dark sight and natural stealth gives them maximum advantage. While most bouda prefer to fight with their teeth and claws when in hyena form, some choose to arm themselves with spears as well. They find them useful in dealing with more heavily armored enemies.

THROUGH DIFFERENT EYES

The bouda as described have a human form, but it's easy enough to create variants in which they have elf or orc forms instead. You could use dwarves, gnomes, and halflings, too if you wanted a smaller version. They may have different cultures than other bouda groups, and there may be enmity between them. Some groups may see their abilities as a blessing and others a curse. Some bouda are said to be able to mesmerize people with their eyes. To create such a creature, add the following special quality.

MESMERIZE: The bouda can catch an enemy's eyes as a special 4 SP stunt. The target must win an opposed test of **WILLPOWER (SELF-DISCIPLINE)** vs. the bouda's **COMMUNICATION (DECEPTION)** or become mesmerized. A mesmerized character can take no actions on their next turn.

GNOLLS

The bouda as presented here are inspired by African mythology. Fantasy has its own tradition of hyena-headed humanoids known commonly as gnolls. If you remove the Werehyena special quality, you can use these stats for gnolls easily enough. Such creatures typically wear armor and use weapons, so you'll want to make some modifications to reflect that. Suitable weapon groups and focuses are axes, bows, bludgeons, and heavy blades.

TO GO ON FOUR LEGS

Some powerful or unusual bouda may possess the ability to assume a fully animal form—that of a large hyena. Such individuals would be seen as blessed by others of their kind

“The humans fear us, but that is merely jealousy. They have but one form, you see, but the gods have blessed us with two. They must hide behind walls at night, while we roam free.”

—*Lishan, Bouda Priest*

and would rise to positions of leadership in bouda communities. These individuals gain the following special quality:

HYENA FORM: This bouda possesses the ability to turn into a large hyena. The transformation requires an activate action when in bouda form or an activate and move action in human form. When in hyena form increase Speed by 4 and increase Bite and Claw damage by 1d6. However, the bouda can't use weapons, tools, or perform tasks that require fine manipulation in this form.

ADVENTURE HOOKS

The following adventure hooks can be used to introduce bouda into your campaign.

THE BLACKSMITH

The local townsfolk have begun to suspect the blacksmith is a bouda. This is a common folk belief, though there is no obvious tie between shapechangers and smiths. The town leaders ask the PCs to look into the blacksmith and find out if he is indeed a bouda. If they put him under surveillance, the PCs discover that he is up to something. He leaves his house late at night and returns before dawn. Is he out hunting in hyena form? It turns out that no, he isn't. He's doing work for a gang of assassins that is holed up in the town, providing them with new weapons as they prepare for a big job. To complicate matters further, there is a bouda family in the town as well, and they have grown concerned about the rumors floating through the taverns. They may become allies of the PCs if they seem trustworthy. They just want the paranoia to calm down, so they can go about their business.

GRAVE ROBBERS

The priests of a local church ask the PCs to investigate recent depredations in their graveyard. Corpses the priest are burying are simply disappearing. A day or two after the funeral, the graves are discovered to be dug up and empty. If the PCs manage to follow the tracks or lay an ambush, they discover it is a bouda family behind the grave robberies. They are starving, and using the corpses to get by. The PCs must decide if they want to help the bouda find a less loathsome source of food or punish them for their desecration. The priest, if asked, comes down on the side of the argument most in line with the church's beliefs. A god of war will have a church with one answer and a god of mercy another!

BOUDA

ABILITIES (FOCUSES)

2	ACCURACY (BITE)
2	COMMUNICATION (DECEPTION)
2	CONSTITUTION (RUNNING, STAMINA)
3	DEXTERITY (ACROBATICS, STEALTH)
3	FIGHTING (CLAWS, SPEARS)
1	INTELLIGENCE (NATURAL LORE)
3	PERCEPTION (SMELLING, TRACKING)
3	STRENGTH (JUMPING)
1	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING
15	25	13	3

WEAPON	ATTACK ROLL	DAMAGE
CLAWS	+5	1d6+4
BITE	+4	1d6+3
SPEAR	+5	1d6+6

SPECIAL QUALITIES

FAVORED STUNTS: Mighty Blow, Quick Bite (2 SP), Seize the Initiative (2 SP)

TALENTS: Scouting (Journeyman)

DARKVISION: Bouda can see normally in total darkness.

QUICK BITE STUNT: A bouda can perform a special Quick Bite stunt for 2 SP, which allows them to make a bite attack against the same target. This attack does not generate stunt points.

TOUGH HIDE: Bouda have a natural AR of 3.

WEREHYENA: Bouda can change from one form to another with an activate action. When in human form, they lose the Quick Bite Stunt and Tough Hide special qualities and their Speed becomes 13.

WEAPON GROUPS: Brawling, Bludgeons, Spears

EQUIPMENT: Spear (optional).

THREAT: MINOR

THE ENEMY WITHIN

A bouda war party comes to an already troubled region to take advantage of the situation (be it a natural disaster, invasion, war, or what have you). There are already many refugees on the roads, so the bouda send scouts in human form ahead to infiltrate the towns and villages. These spies pass information back to the war party, which always seems to attack at the right time and place. The local militias cannot catch them. The raiders are never where they are expected to be. The PCs must discover the nature of the threat and root out the spies, so the war party can be defeated.

BURROWER

A huge monster capable of tunneling through the earth quickly, the burrower prefers to attack prey from surprise by bursting up out of the ground, then grabbing it with tentacles it can extrude at will from its body and biting it with its large, beak-like mouth.

Although burrowers spend most of their time alone, they sometimes work in packs while still in their adolescence or when prey is particularly easy to find. Young burrowers are also more cautious, so they tend to hunt prey before moving in for the kill, but the longer they hunt, the more likely their prey will detect them and escape. As they age, burrowers

become more direct and aggressive, charging through the earth to attack from surprise or lying in wait for prey to come near and then rising up for the kill.

Like many large hunters, burrowers are patient and remain motionless for hours (or even days) if they expect prey to pass by or come out of hiding. Quite a few people who successfully escaped a burrower's initial attack have lost their lives when they returned to soft earth when they were convinced the burrower had moved on.

In addition to attacking creatures on the surface of the world, burrowers also plague caverns and tunnels underground. Reports of burrower infestations in the deep tunnels under dwarven strongholds and in other underground civilizations are relatively common. The destruction burrowers leave is unmistakable.

BELLOWING BURROWERS

One strain of burrowers can let out a frightening bellow that's something like a cross between a cough and a growl, the sound of which can travel for miles. Add the following to the normal burrower's Special Qualities.

BELLOW: A bellowing burrower can perform a special Bellow stunt for 3 SP. All who hear this mighty roar must make a **TN 13 WILLPOWER (COURAGE OR SELF-DISCIPLINE)** test or be unable to attack the burrower until after the end of the affected creature's next turn, although the affected creature can defend itself.

STINGER-TAIL BURROWERS

Stinger-tail burrowers are a bit thinner and longer than normal burrowers, but they have a maneuverable tail with a huge stinger on the end. They can use this tail to attack anyone near them with its long, sword-like tip that can also deliver a powerful dose of poison for 2 SP. In addition to the normal burrower traits, add the following.

WEAPON	ATTACK ROLL	DAMAGE
TAIL STINGER	+11	2D6+9

POISON STING STUNT: A stinger-tail burrower can inject poison as a special stunt costing 2 SP. The poison slows and partially paralyzes the victim, who suffers an additional 2d6 of penetrating damage and a -3 penalty to Dexterity, Fighting, and Accuracy until the end of the encounter or until the victim receives magical healing.

The thing attacked the caravan on the road by bursting up under the horses. It's a good thing too, because that gave the rest of us time to climb the rocks and wait for it to finish eating and leave.

—*Seph Calingian, Merchant*

BURROWER			
ABILITIES (FOCUSES)			
-3		ACCURACY	
-4		COMMUNICATION	
9		CONSTITUTION (STAMINA)	
0		DEXTERITY	
0		FIGHTING	
-2		INTELLIGENCE	
2		PERCEPTION (TOUCHING)	
9		STRENGTH (MIGHT)	
4		WILLPOWER (COURAGE)	
SPEED	HEALTH	DEFENSE	ARMOR RATING
10 (12 BURROW)	110	10	8
WEAPON	ATTACK ROLL		DAMAGE
BITE	+11		3D6+9
TENTACLES	+11		1D6+9
SPECIAL QUALITIES			
FAVORED STUNTS: Mighty Blow, Swallow (5 SP), Tremor (2 SP)			
LARGE AND IN CHARGE: The size and bulk of a burrower is truly impressive. It is immune to the combat stunts Skirmish and Knock Prone.			
SMASH: The burrower's strength and size is so overwhelming that it can use STRENGTH (MIGHT) instead of Accuracy (Bite or Brawling) for unarmed attacks.			
ARMORED HIDE: The armored plating that covers a burrower gives the creature an AR of 8.			
EARTHSENSE: The burrower senses its prey by feeling the vibrations they make on or in the ground. It can detect the movement of a creature up to 20 yards away using its Perception (Touching) focus for any tests. It can detect larger animals, like horses, or wagons at two or three times that distance, respectively. A creature must make a successful TN 11 WILLPOWER (SELF-DISCIPLINE) test to remain still enough that the burrower can't sense its presence.			
SWALLOW STUNT: For 5 SP on a bite attack, the burrower can swallow a man-sized or smaller target whole. The victim can make an opposed DEXTERITY (ACROBATICS) vs. STRENGTH (MIGHT) test to roll or dive out of the way at the last moment; otherwise the target is swallowed and takes 2d6 damage per round until they are freed or they die. Cutting the monster open so the target can escape can be done automatically once it is slain, but otherwise requires doing at least one quarter of the monster's health in one hit with a slashing or cutting weapon and spending 2 SPs. Swallowed targets can attempt to cut their way out of the creature and free themselves as well, but the cramped space inside the monster's stomach makes using any weapon larger than a short sword to do so impossible.			
TENTACLES: The tentacles that surround the mouth of a burrower allow it to make four melee attacks with a single major action and these attacks can reach targets up to 4 yards away.			
TREMOR: As a major action or for 2 SP, the burrower can rise up and slam its bulk onto the ground with great force and knock all targets within 4 yards to the ground.			
THREAT: DIRE			

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use burrowers in an adventure or campaign.

DUNGEON OF DEATH

The PCs are exploring a dungeon, catacombs, or some other underground location. They're kicking in doors, killing monsters, and taking their stuff—until a small pack of young burrowers is attracted to their activity and proceeds to tunnel through the dungeon to attack them, loosing other monsters along the way and generally turning their dungeon crawl into a death march.

THE GAUNTLET

A merchant by the name of Seph Calingian is paying *very*

good money for “competent guards.” The trip is relatively short, but should prove very profitable as long as he can deliver his goods by the time the buyer needs them. Travel is always dangerous, but in order to make the deadline, the merchant is willing to travel “The Gauntlet.” It's a stretch of road through scrubland marked by large holes and divots that are the signs of years of burrower attacks. Not only will the holes slow travel along the road—the chance of a burrower attack is high. But who knows? Maybe they'll get lucky and there won't be any burrowers around.

EASY HUNTING

Hired by the king's men to make their way up a mountain pass to the town of Darga's Rest, the PCs have been tasked with rounding up a small group of bandits who spent the winter in the snowbound town. Now that the pass up this side of the mountain is open, it's time to set off. Unfortunately, it's also time for the local burrowers to begin hunting for animals and their young in the area, as well as for anyone foolish enough to travel the road this time of year. The heroes need to make it past the burrowers on the way up, deal with the bandits, then get them home for trial on the same route!

CARNIVOROUS PLANTS

Most people have heard of the insect-eating fly-trap and the pitcher plant, and of course simple vines. Fewer people, however, know about the folk-trap, the pit plant, or the flesh-eating tree. These carnivorous plants have long been the bane of humans, animals, and other creatures larger than the prey of their smaller cousins. Usually found far from civilization, within deep jungles, they may occasionally spread to the edges of border towns and outposts. Left unchecked, they remain a danger to any explorers or scouts who might venture into the unknown.

While normal plants will not move, aside from slight reactions to sunlight and water, carnivorous plants have a basic intelligence. Sensing vibrations or heat, they are able to attack animals and humanoids. While such plants are all capable of capturing and digesting large animals, they employ different methods of performing these tasks.

The folk-trap lies in wait with its jaws across the ground, akin to an oversized bear trap. Over time, leaves and mulch will

cover its maw until a haphazard foot steps with some weight on it, at which point it snaps shut, trapping the victim within.

By contrast the pit plant has its roots and much of its body underground, and a large frond-like appendage rising above a cavernous and dark maw underneath. The frond has two purposes, first of all it prevents rainwater entering the pit plant itself and diluting the horrific digestive acids found within, and it also provides a shelter from the rain for animals and people to use, with the valve-like mouth of the plant allowing creatures to slide within, but have difficulty escaping. Pit plants tend to germinate in soft earth in which they can easily grow and expand.

A flesh-eating tree seeks out prey with its tendril-like vines, drawing them into its waiting maw to be digested. These plants are capable of movement, though they prefer to remain relatively stationary and draw prey to them. Flesh-eating trees are believed by some to be demons in plant form.

FOREST OF DEATH

The three primary types of carnivorous plant are the pit plant, the folk-trap, and the flesh-eating tree. These come in a range of sizes, and the heroes may encounter one which may only be able to capture smaller creatures, or one capable of trapping ogres or even dragons.

It should be noted that the pit plant and folk-trap are, in game terms, traps. These rules elaborate on how they differ from those listed in the basic rules.

PIT PLANT: This creature acts as a **pit trap** from page 102 of the *Fantasy AGE Basic Rulebook*, but the floor of the pit is covered with acid. For every round the victim remains in the pit plant, they take 1d6 penetrating damage as its digestive juices eat away at them and their gear.

FOLK-TRAP: The maw of this creature acts as a trap for anyone who steps on it, suddenly snapping shut and grabbing at anyone unfortunate enough to activate it. The victim takes 1D6+3 damage from the sharp barbs on its inner surface, and must succeed at a **TN 16 STRENGTH (MIGHT)** test to escape. Each turn the target fails to free itself the target suffers an additional 1d6+3 damage. Folk-traps can be destroyed with attacks and possess 25 Health, Defense 6, and an Armor Rating of 2. They will not attempt to defend themselves against attacks, but in the rare case an attack misses the folk-trap, it will automatically hit any target trapped by it.

“...can't tell which are safe and which are not. I'll remain in my tent for now. I can't risk leaving and being detected by that **THING**. Siân is no doubt a goner. I heard her screams in the early hours, and if I concentrate, I can smell it digesting her. I'm not going to concentrate.”

—Found in a blood-soaked diary in the *Altbarus* forest



FLESH-EATING TREE				
ABILITIES (FOCUSES)				
4	ACCURACY (BITE, TENDRIL)			
-2	COMMUNICATION			
7	CONSTITUTION (STAMINA)			
-2	DEXTERITY (INITIATIVE)			
0	FIGHTING			
-3	INTELLIGENCE			
2	PERCEPTION (TOUCH)			
5	STRENGTH (MIGHT)			
1	WILLPOWER			
SPEED	HEALTH	DEFENSE	ARMOR RATING	
6	75	8	5	
WEAPON	ATTACK ROLL		DAMAGE	
BITE	+6		3D6+5	
TENDRIL	+6		1D6+5	
SPECIAL QUALITIES				
FAVORED STUNTS: Skirmish, Swallow (4 SP), Knock Prone, Tendril Grab (2 SP)				
HEAT SENSE: The tree can sense heat, an ability it uses to target warm living bodies, but avoid fire. It can sense any warm bodies within 30 yards, though it may need to succeed in an opposed PERCEPTION (TOUCH) vs. DEXTERITY (STEALTH) test to locate an individual clever enough to mask its body heat.				
ROOTED: If a flesh-eating tree doesn't move in a turn, it is immune to the effects of the Skirmish and Knock Prone stunts. Even if it does move, attackers must pay +2 SP to use these stunts on it.				
BARKSKIN: The flesh-eating tree's bark and thick wooden body provides it with an Armor Rating of 5. Fire-based damage counts as penetrating against it.				
PULL: At the beginning of each of its turns, the tree may pull any grabbed target 10 yards closer to its waiting maw.				
SWALLOW STUNT: A flesh-eating tree can only bite a target adjacent to it, but it can Swallow such targets as a 4 SP stunt. A swallowed creature takes 1d6 damage per turn from the creature's digestive acids, suffers a -4 penalty on all tests, and cannot move until it or another character frees it from the tree's insides by killing the creature and cutting it open.				
TENDRILS: The tree may lash out with a tendril to strike a target up to 30 yards away. It can make three tendril attacks as a major action. In addition, for 2 SP it may perform a Tendril Grab stunt. Grabbed targets suffer a -2 penalty to all tests while grabbed and must spend a minor action and succeed at an opposed STRENGTH (MIGHT) test to break free. At the start of each turn a target is held by a tendril, they take damage as if struck by another tendril attack (1d6+5).				
WHEN THE BOUGH BREAKS: The tree's tendrils can be targeted instead of its central body. Each tendril has 25 Health, Defense 13, and Armor Rating 2. When destroyed a tendril releases any grabbed target and the flesh-eating tree loses 10 Health.				
THREAT: MAJOR				

The exact nature of a carnivorous plant may suggest customizing it with various special qualities and increased abilities. For example, a demon-possessed tree might have higher Intelligence and various magical or supernatural special qualities.

ADVENTURE HOOKS

The following adventure hooks can help you introduce carnivorous plants to a *Fantasy AGE* campaign.

WHAT’S STOMATA WITH GRANDMA?

Noted alchemist and botanist Tidlin Drewbog was grandmother to a large family. She died five years ago, and her research greenhouse has fallen into disrepair. The structure wasn’t found until her heirs decided to investigate what exactly they had inherited. Notes in Drewbog’s will referred to a treasure vault in the the greenhouse. Unfortunately, in the years since her death, Drewbog’s greenhouse has become a vast, overgrown deathtrap of carnivorous plants. The PCs have been hired to recover any inheritance (or one of them could be Tidlin Drewbog’s heir). Can they brave a deadly greenhouse of hungry plants and whatever other threats may lurk in such deadly greenery?

SISTERHOOD OF THE TRAVELLING PLANTS

Folks in the region are dying, their mangled bodies being discovered in the morning, and the culprit has yet to be discovered. The killers are several young flesh-eating tree sold ten years ago to various locals by two con artists, the Qalba sisters. Finally nearing maturity, the trees have graduated from birds and rodents to larger prey, moving about at night to attack travelers. The trees are unable yet to pull a fully-grown victim into their trunk, so the bodies have been crushed against the trunks of the plant and partially devoured. Can the PCs discover the source of the mystery, find the killer plants, and deal with them before things get any worse?

WEED ’EM AND REAP

Exploring deep into the magical forests of Newaw may not have been the intent of the heroes, but here they are. Shipwrecked deep upriver, surrounded by insects, spiders, birds of paradise, and trees, it may not be obvious at first, but there are no large animal tracks—any such creatures died out long ago. Now, each step puts the adventurers in danger as they may come across pit plants, folk-traps, or worse in these wilds they never intended to roam on the way back to civilization.

CHIMERA

Chimera are magical monsters that combine two or three naturally-occurring creatures into a single, unnatural whole. The classical chimera that appears in myths and heraldry has the head and forequarters of a lion, the head and hindquarters of a goat, and a tail with a snake's head, but chimera encountered in the wild can resemble parts of nearly any predator or aggressive beast, some of which have wings or are able to survive underwater. A typical chimera, if such a thing can truly be said to exist,



Chimera are creatures out of legend. They were created by one of the old, mad gods in his attempt to pervert the creations of the first gods by taking the worst aspects of a few creatures, distilling them down, and combining them into a single abomination. Always on the hunt, endlessly hungry, and unfailingly cruel, chimera are creatures to be feared wherever they appear.

—Ezekiah Ovin, from his book *Atrocities of the Gods*

has three heads, though chimeras with fewer or more heads are not unknown.

Territorial in the extreme, chimera stake out large areas as their hunting grounds and stalk anything that lives there or wanders through. They prefer to stalk and frighten prey, letting it know it's being hunted, attacking to wound and backing off multiple times before finally moving in for the kill. Chimera rarely back down from a fight, but if they do it's because they recognize their opponent is too large or powerful for them to take in a fight. In such an instance, the chimera slinks off to find something smaller or weaker on which to take out its frustration.

Somewhere in its territory, a chimera has a den of some sort. Often their homes are in caves, mines, or ruins, but it could also be a tree branch-lined shelter (especially for a chimera with a boar's head) or a huge nest in a difficult-to-reach location (for hawk, eagle, or even dragon-headed chimera).

As the terrain they inhabit depends on the heads a specific chimera possesses, it's uncommon to see one with a turtle or crocodile head very far from rivers, lakes, and swamps.

Although not particularly intelligent, chimera are prideful and greedy. These traits make the chimera susceptible to guile and bribes in the form of food or valuables. Chimera gather hoards to show how many foes they've bested and anyone who threatens their collection in any way is sure to be hunted by its owner.

INTERCHANGEABLE PARTS

Chimera combine the features of two or three different animals, usually powerful predators. The most well-known chimera in mythology had the head of a lion, the head of a goat, and a tail with a snake's head, but it's possible to create a chimera out of different combinations of creatures. Roll a d6 and consult the first column and another d6 and consult the second column on the **Chimera Combinations** table to create a random combination. You may also feel free to choose a combination you like from the options presented there.

The names of the various creatures on this table are broad examples. Thus an "Ant" headed chimera might actually have the head of a scarab beetle or similar insect or an "Eagle/Hawk" result could represent a vulture or other large predatory or scavenger bird.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use chimera in an adventure or campaign.

YOU SHALL NOT PASS

A dragon-headed chimera has claimed a bridge as its own and has built a nest on a nearby cliff from which it can watch

CHIMERA COMBINATIONS			
FIRST D6	SECOND D6	CREATURE	STATISTICS GRANTED
1-3	1	Ant	Bite
1-3	2	Bear	Bite, Claws
1-3	3	Boar	Gore
1-3	4	Bull	Slam
1-3	5	Crocodile	Bite, Claws, Swim speed (14)
1-3	6	Dragon	Bite, Breath Weapon, Claws, Flying and/or Swim speed (15)
4-6	1	Eagle/Hawk	Bite, Claws, Fly speed (15)
4-6	2	Goat	Gore
4-6	3	Lion	Bite, Claws
4-6	4	Snake	Bite and Poisonous Bite stunt
4-5	5	Turtle	Aquatic, Bite, Swim speed (14)
4-6	6	Wolf	Bite

the bridge and swoop down to collect a toll from anyone who comes near. Locals keep watch for when the chimera leaves and let travelers know when it's safe to cross, but that hasn't always been a guarantee of safety. Word of the threat travels quickly and either the PCs decide to be heroes on their own or are hired by the kingdom to deal with the problem—hopefully without irreparable damage to the bridge.

THIS WAS NO BOATING ACCIDENT

Fishing boats and trading vessels are disappearing at an alarming rate and it's beginning to affect both trade and the fishing industry in the area. The characters are either on a ship coming to the city or hired to find out what the problem is when their ship is attacked by a (turtle- or aquatic dragon-headed) chimera interested in feasting on the ship's passengers and breaking it open to find out what treasures are hidden inside.

THE KING IS DEAD

An Epic (see **Beefing Up Adversaries**, page 3) chimera lands in the city during a royal procession and eats the monarch, then declares itself king. More powerful and intelligent than other chimera (and possibly possessing spellcasting abilities), the new king settles into the royal palace and begins ruling exactly how one might expect a chimera to rule. Panic spreads across the city and people flee lest they draw their king's attention and end up on the dinner menu.

CHIMERA			
ABILITIES (FOCUSES)			
3	ACCURACY (BITE)		
-1	COMMUNICATION		
6	CONSTITUTION (STAMINA)		
3	DEXTERITY		
4	FIGHTING (CLAWS, GORE)		
-1	INTELLIGENCE		
2	PERCEPTION (SMELLING)		
6	STRENGTH (INTIMIDATION, MIGHT)		
2	WILLPOWER (COURAGE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
14	80	13	7
WEAPON	ATTACK ROLL	DAMAGE	
BITE*	+5	2D6+6	
CLAWS*	+6	1D6+7	
GORE*	+6	1D6+9	
*USE THE APPROPRIATE ATTACK FOR EACH BODY PART OF HEAD OF THE CHIMERA FOR EACH ATTACK.			
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone (1 SP), Mighty Blow, Poisonous Bite (2 SP)			
BREATH WEAPON: A dragon-headed chimera can spew flame, ice, or some other element either in a wide arc (4 years long and 6 yards wide) or a narrow stream (8 yards long and 2 yards wide) as a major action. Those caught in the area must make a TN 16 DEXTERITY (ACROBATICS) test. Those who fail, take 3d6 penetrating damage and those who succeed take 1d6+3 penetrating damage.			
CHARGE: A chimera that isn't in melee combat with a creature, may use its move action to charge or leap up to 10 yards in a straight line. The first melee attack it makes during its turn gains a +2 bonus to the attack roll and inflicts an additional 1d6 of damage.			
MANY HEADED: The chimera's heads can each attack. It can make as many attacks as it has heads using any of its attack options (claw, bite, or gore) as a single major action, but can't make more than one bite or gore per head or more than two claw attacks (total) in this way. All of these attacks can generate stunt points.			
POISONOUS BITE STUNT: A snake-headed chimera's bite delivers poison in addition to its normal damage when it hits for 2 SP. The target must make a TN 16 CONSTITUTION (STAMINA) test or suffer 1d6+1 penetrating damage and a -1 penalty to all attacks until the end of the encounter or healing magic is used on the target.			
TOUGH HIDE: The chimera has a natural AR of 7.			
THREAT: MAJOR			

CHARNEL KNIGHT

Charnel knights are powerful undead warriors, champions of dark powers who lead the walking dead and other evil forces in brutal campaigns of conquest and terror. Their skeletal forms are animated with great strength and encased in full plate armor. Their mere presence on the battlefield causes soldiers to flee, and it is an act of courage to even raise a blade against them.

Charnel knights can be created in three different ways. Some are chosen by evil gods or demon princes, usually at their moment of death upon a battlefield. They have been loyal servants in life and now carry that on in death. Other charnel knights transform themselves through rituals that require them to undertake the darkest of deeds. The details of these rituals vary but all require the aspirant to kill hundreds of innocents in their quest for immortality of a sort. Lastly, there

are those who are cursed to become charnel knights. They are often great heroes who betray what they once stood for, such as templars who break their vows and kin slayers. It is sometimes possible for such charnel knights to redeem themselves but few attempt it. Most are seduced by the power and the fear that they wield in their new forms.

Charnel knights are much more dangerous than the mindless walking dead. They maintain their knowledge and memories in full, making them canny opponents. Since most charnel knights were soldiers of some sort in their mortal lives, they have an understanding of tactics that can confound their enemies. Over time each also gathers a retinue of walking dead from slain warriors of proven skill. These undead soldiers are much tougher opponents than the average zombie and they serve as bodyguards and shock troops. Retinues can range in size from a dozen to several hundred. Some charnel knights become so powerful that other charnel knights serve them as sub-commanders. Groups of charnel knights who form their own orders in mockery of chivalry are also known and feared.

ORDERS OF EVIL

Charnel knights usually have a dark power who acts as a patron and you can use these evil gods and demon princes to customize the knights in your campaign. For example, you could give a charnel knight in service of a God of Fire a body that is perpetually engulfed in flame, which has the same effect as the Burning Shield spell. Or a charnel knight who was a champion of the God of Death might have a special 2 SP stunt that lets him absorb some of his enemy's life force (healing a wounded charnel knight 1d6 damage).

Some charnel knights like to fight mounted. Only specially bred war horses will tolerate this, as most horses won't get anywhere near such an undead horror. For this reason undead mounts are preferred. They are a little slower than their mortal counterparts but such creatures have no problem being ridden by charnel knights. To create such a mount, pick a suitable animal and reduce its speed by one third. Then add the following two special qualities.

DEATHLY FORTITUDE: Undead mounts have a natural AR of 4 and do not need to breathe, sleep, rest, eat, or drink normally.

MINDLESS AGGRESSION: Undead mounts never flee from battle unless commanded, though they can be tricked or manipulated.

ADVENTURE HOOKS

You can use the following adventure hooks to introduce charnel knights into your campaign.



“The night before the battle, I boasted that I would behead the charnel knight Belloque. I did face him on the field but our blades did not clash. To be in his presence is to feel the weight of death crushing your spirit. I wanted to charge him, to take his head from his shoulders, but my feet remained rooted to the spot. The battle swept us apart and all I could feel was relief. The shame came later.”

—Arkaitz, Knight of Silver Gryphon

THE PENITENT WOMAN

The PCs begin to receive mysterious letters. They tell a harrowing personal story of heroism and then a staggering betrayal. Always the letters are unsigned. Eventually, the letter writer asks the meet the PCs. They come upon a fully armored figure in a remote location and may be surprised when the helm is lifted to reveal the form of a charnel knight. The figure claims that she was once Knight of the Eternal Flame but she betrayed her brethren and the knights’ fortress fell because of her. She has wandered the world for a long time and performed many more notorious deeds. But decades of reflection have made her penitent, she claims, and she wants to redeem herself. Do the PCs believe her? If so, are they willing to help such a villain, no matter how penitent she is?

THE SHINING HERO

Early in the campaign, have the PCs hear stories of a famous hero of the region who is still adored by the locals. They might start to find these stories annoying after a while, because there is always some old coot in a bar ready to teach them another life lesson in the form of a story about this hero’s deeds. It turns out there is one story the locals don’t tell (perhaps because they don’t know), that of his fall from grace. Ultimately, this beloved hero became a charnel knight. He has spent the last century serving his dark patron elsewhere but now he is coming back to his homeland. The PCs will discover that the hero whose legacy they could never live up to is still alive and a champion of darkness. They may derive some pleasure from defeating him. The question is, do they reveal the truth to the populace or let his legacy remain intact? This hook obviously requires some planning but can have a great payoff later in the campaign.

THE FOUR HORSEMEN

Four charnel knights on undead mounts appear on the border of a civilized kingdom with their retainers in tow. It should not be obvious at first but these charnel knights represent War, Famine, Pestilence, and Death, and each has a related special quality. At a certain point your players will figure out the connection to the Four Horsemen of the Apocalypse. The question is, what does this mean in your campaign world? Are they a known part of the mythology? If not, where did these charnel knights come from and who do they serve?

CHARNEL KNIGHT

ABILITIES (FOCUSES)			
2	ACCURACY (BRAWLING)		
1	COMMUNICATION (LEADERSHIP)		
4	CONSTITUTION (STAMINA)		
2	DEXTERITY (RIDING)		
5	FIGHTING (BLUDGEONS, HEAVY BLADES)		
2	INTELLIGENCE (HERALDRY, HISTORICAL LORE, MILITARY LORE)		
2	PERCEPTION (SEARCHING)		
4	STRENGTH (INTIMIDATION)		
5	WILLPOWER (MORALE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
7*	75	12	10

*DUE TO ARMOR PENALTY.

WEAPON	ATTACK ROLL	DAMAGE
BASTARD SWORD	+7	2d6+5
MACE	+7	2d6+4
GAUNTLET	+4	1d3+5

SPECIAL QUALITIES

FAVORED STUNTS: Disarm, Lightning Attack (2 SP), Mighty Blow, Pierce Armor

TALENTS: Armor Training (Journeyman), Dual Weapon Style (Master), Mounted Combat Style (Master), Weapon and Shield Style (Journeyman)

AURA OF FEAR: The presence of a charnel knight is deeply unnerving. Characters within 10 yards of one must make a successful TN 13 **WILLPOWER (COURAGE)** test before attacking or casting a spell at a charnel knight. A character that fails the test can take a different action but cannot move closer to the charnel knight on that turn. A character who has been challenged or must face a charnel knight in single combat is even more likely to falter. The difficulty of their **WILLPOWER (COURAGE)** test to face the knight is increased to TN 15.

CHAMPION OF UNDEATH: A charnel knight can empower nearby undead with its unholy vitality. Walking dead within 10 yards of a charnel knight receive a +2 bonus on attack rolls and damage. Walking dead of a charnel knight’s retinue are always Elite (see **Beefing Up Adversaries**, page 3). Typically, they have increased Dexterity, Fighting, and Strength, add the **STRENGTH (BLUDGEONS)** and **DEXTERITY (INITIATIVE)** focuses, add the Weapon and Shield Style (Novice) talent, and are armed with maces and medium shields.

CHARNEL FORTITUDE: A charnel knight does not need to breathe, sleep, rest, eat, or drink normally.

WEAPON GROUPS: Axes, Brawling, Bludgeons, Heavy Blades, Lances, Light Blades

EQUIPMENT: Bastard sword, heavy plate, mace

THREAT: MAJOR

CRATERLING

Craterlings are not native to this world, instead they come from the stars and crash to earth in the form of meteorites. Once on the planet, they crawl forth from the impact craters to find living creatures onto which they can spray their eggs in an effort to create more of their kind. If the creatures they find prove capable of scraping off the eggs, the craterlings attempt to kill them so the eggs can use their carcasses as food.

Standing only three feet tall with a lower body of about the same length, craterlings have features similar to a number of different insects combined with other, alien traits. Their outer shell is leathery and rigid, and they are armed with a number of small, spiky limbs, and a lipless mouth lined with oversized teeth. They lack identifiable eyes, but are able to perceive their surroundings regardless and are capable of tracking by scent. Their thin legs appear weak, but are capable of propelling them through the air in long leaps.

While fighting, craterlings initially attempt to cover their foes in egg spray. Then, if the targets fight back, the craterlings move in for the kill so the eggs can feed on the body. Their

tactics in combat revolve around keeping prey penned in (using Skirmish) or feinting in order to make the attacks of other craterlings more effective (using Set Up), and stabbing with their claws or biting. Individual craterlings are smart enough to recognize when their claws aren't effective against armor and they should switch to biting. A small swarm of craterlings can be fearsome opponents.

GIANT CRATERLINGS

A handful of slightly larger craterlings have been encountered. These craterlings have 35 Health and a 6 Armor Rating. In addition, they lack the Egg Spray special quality and instead have the ability to broadcast a psionic Wave of Madness which causes confusion the other egg-spraying craterlings take advantage of.

WAVE OF MADNESS: As a major action, the craterling psionically emits incomprehensible, maddening images that cause all creatures within 10 yards to experience momentary insanity. Targets must succeed on a **TN 13 WILLPOWER (SELF-DISCIPLINE)** test. All targets who fail cannot take actions their next turn or can choose to take only a single action (major or minor) on their next turn, but suffer a -4 penalty to all tests, attacks, and Defense until the end of their turn. Craterlings are immune to the Wave of Madness.

WARRIOR CRATERLINGS

Rumors persist of warrior craterlings who are even more disturbing and powerful than their lesser brethren. Such creatures, should they exist in a campaign world, would be Big and Armored (see **Modifying Monsters** on page 133) and be Elite or greater versions of the standard craterling (see **Beefing Up Adversaries** on page 3). They would also possess the giant craterling's Wave of Madness special quality and the Egg Spray. It is even possible that giant craterlings are early or lesser versions of these larger creatures.

ALIEN CRATERLINGS

Finally, craterlings who have adapted to life on different worlds but find their way to the main planet of a campaign setting may develop special abilities related to these adaptations. Craterlings who spawned on a world that is all water may develop the Aquatic special quality, while versions of the creature from a volcanic planet may have Elemental Resistance (Fire) but Vulnerability (Cold). GMs seeking to customize their craterlings should check out the **Modifying Monsters** section on pages 133-138 for ideas and inspiration.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use craterlings in an adventure or campaign.



I hear things on the road. Unbelievable things. So when I saw that shooting star the other night, I recalled the story of some crippled beggars I shared a bottle with one drunken night in the capital. They told me some stars had fallen from the sky near their village and these goblin-things crawled out of the craters and overran their town, biting and slashing and spitting goo all over the townsfolk. They told me whatever that goo was, it ate their flesh, but they managed to run off anyway. Their mother and their kids died along with the rest of the village, but they lived. Quite a story. Whether it's true or not, I can't say, but I didn't ride toward that shooting star, I'll tell you that.

—Sarin Kolyin, Royal Messenger

WRONG PLACE, WRONG TIME

As the characters are traveling, or perhaps returning from a completed adventure, they rest overnight in an isolated village where they participate in one of their local festivals. It's a fantastic night, made even more exciting when a couple of small shooting stars fall to the ground nearby. If the heroes investigate along with some of the other members of the town, they see the craterlings emerge from the steaming impact craters. Otherwise they hear the screams as the creatures attack the townsfolk and then head to town to find more food.

WE CAN LEARN FROM THEM

Having heard tales of craterlings, the alchemists of the wizards' guild have posted a formal request for living or dead craterling specimens along with samples of the liquid they sometimes spray. The alchemists believe they may be able to learn something from the creatures that could make their healing draughts much more potent. They believe the creatures are merely a nuisance and should be no threat to the city once they're in guild custody. As for the liquid, what could they possibly have to fear from that?

STAMPEDE

Whether hired to investigate or chancing upon the scene while traveling, the characters spot creatures of all sorts stampeding out of a swamp—everything from swamp deer and birds to snakes and alligators. In addition to having to deal with panicking beasts that might attack out of reflex, the heroes discover an infestation of craterlings in full bloom. They've already had time to use some of the local wildlife to spawn new craterlings and are quickly spreading. Thankfully the craterlings are spreading out in small groups, so taking on isolated bands is still possible. But if even a few escape, it could mean very bad news for the surrounding towns.

CRATERLING

ABILITIES (FOCUSES)			
2	ACCURACY (BITE)		
−3	COMMUNICATION		
3	CONSTITUTION (STAMINA)		
3	DEXTERITY		
2	FIGHTING (CLAWS)		
−1	INTELLIGENCE		
0	PERCEPTION (SMELLING, TRACKING)		
2	STRENGTH		
2	WILLPOWER (MORALE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	25	13	4

WEAPON	ATTACK ROLL	DAMAGE
BITE	+4	2D6+2
CLAWS	+4	1D6+2

SPECIAL QUALITIES

FAVORED STUNTS: Pierce Armor, Set Up, Skirmish

EXOSKELETON: The exoskeleton of a craterling provides a natural Armor Rating of 4.

STABBING CLAWS: The craterling's spiky claws move incredibly quickly. It can make two claw attacks when it uses a major action to attack.

BLENDING: The craterling blends into environments with abundant plant life, such as swamps, plains, or forests. It gains +2 to any **DEXTERITY (STEALTH)** checks based on hiding or avoiding being seen in such locations.

DARKVISION: Craterlings can see normally in total darkness.

EGG SPRAY: Once per day, a craterling can spray a sticky, egg-filled fluid in a wide arc (5 yards long and 5 yards wide) as a major action. Those in the area must make a successful TN 12 **DEXTERITY (ACROBATICS)** test or be covered in the slime. Any target that fails takes 1d6 penetrating damage as the eggs hatch and young craterlings begin feeding on their host's living flesh. The victim must make a successful TN 14 **CONSTITUTION (STAMINA)** test at the start of each of his or her turns or take another 1d6 penetrating damage. The victim or an ally can use a major action to scrape the egg slime off, ending the need for a test every turn. The damage also ends if the victim is magically healed. Craterlings are immune to the egg spray. A creature covered in egg spray only needs to make the **CONSTITUTION (STAMINA)** test once per round and only takes damage once per round; multiple instances of egg spray are not cumulative.

UNEARTHLY LEAP: A craterling can use a Move action to leap up to 20 yards away and up to 10 yards in height.

WALL-CRAWLING: Craterlings can cling to walls, ceilings, and other surfaces and move along these surfaces at half their normal Speed.

THREAT: MINOR

DEMONS

Hailing from realms of despair, corruption, and torment, demons are creatures of magic and unholy flesh that twist and consume the souls of mortals. There are numerous shapes, sizes, types, and variations of demonkind. The following examples, in addition to the Demon Warrior already provided in the *Fantasy AGE Basic Rulebook*, are some of the more noteworthy types of demon that adventurers may encounter.

ASSASSIN DEMON

Beyond the walls of normal reality are strange dimensions, hellish realms filled with creatures that are strange or horrific to the races of the world. No one knows all of the different types of demonic creatures that exist. Unfortunately, assassin demons are well-known, for they are summoned all too frequently by those who desire the swift death of their enemies.

Commonly summoned by demonic cults or wizards with more enemies than scruples, assassin demons revel in stalking and murdering their target. Some seem to delight in the carnage and bloodshed they engage in when they find their victim, while others focus on the act of stalking their prey. Sometimes called murder demons or demons of the hunt, once an assassin demon has been set upon a target, it cannot be compelled to abandon its mission by time or distance, reason or pity. It will hunt its target until either the target or the demon is dead. Some claim that you can force the demon's summoner to call it back, or that the death of the summoner voids the contract, but this is not certain.

Assassin demons are wiry, a little shorter than the average adult human. Their skin tone varies, ranging from chalk white to near-black, and they often have animalistic features, such as a wolf's snout, boar's tusks, or a hawk's eyes. These features are twisted, however, and the demon simply feels wrong to anyone in its presence.

Like most demons, assassin demons cannot move into the world from their hellish home dimensions on their own. They can be sent by more powerful demons or beings, or they can be summoned by an earthly master. In either case, they are brought to normal reality for the purpose of a specific death, and they usually return when their mission is complete. There are stories of assassin demons somehow remaining after their target is dead. These demons are particularly dangerous, for they can indulge their hunger for murder as they choose, without a specific mission to direct them.

In combat, assassin demons will almost always attempt to ambush, generally going for their target first. If they do not have a specific target, they will usually attempt to kill one opponent as quickly as possible, and then fade away, giving them an opportunity to stalk and ambush the same group again. They enjoy the terror of their prey as they hunt, and will sometimes stalk their prey for hours before they strike.

KILLER MODS

Like all demons, assassin demons come in a great variety of forms and abilities. More powerful assassin demons can be summoned to deal with more dangerous targets, and some assassin demons seem to have developed (or been deliberately created) to deal with specific targets. Assassin demons with Magic Resistance may be sent after wizards, and assassin demons with the Shadow special quality can be particularly dangerous. Some assassin demons have learned to use abilities similar to spells of the Shadow Arcana to aid them in their hunts.

ADVENTURE HOOKS

The following adventure hooks can give you ideas for how to introduce and use assassin demons in your game.



ASSASSIN DEMON

Abilities (Focuses)			
4	Accuracy (Light Blades)		
0	Communication		
4	Constitution		
5	Dexterity (Stealth)		
2	Fighting		
1	Intelligence		
3	Perception (Seeing, Tracking)		
3	Strength		
0	Willpower		
Speed	Health	Defense	Armor Rating
15 (7 Climb)	35	15	4
Weapon	Attack Roll	Damage	
Dagger	+6	1d6+4	
Bite	+4	2d6+3	
Special Qualities			
Favored Stunts: Pierce Armor, Seize the Initiative, Lethal Blow			
Pinpoint Attack: Once per round, the assassin demon can add 1d6 to the damage of a successful attack if its Dexterity is greater than its opponent's.			
Talents: Dual Weapon Style (Novice), Scouting (Novice)			

ARMORED HIDE: The assassin demon's skin provides a natural Armor Rating of 4. Due to the mystic nature of the demon, this protects against all damage, even that not normally stopped by armor.

DARKVISION: The assassin demon can see normally in total darkness.

MURDERER'S EYE: The assassin demon is implacable when it has fixated on its target. With an Activate action, the assassin demon can mark a visible target within 10 yards as its prey. The assassin demon gains +1 to attempts to track or pursue the target, as well as a +1d6 to damage against that target. This lasts until the end of the encounter, until the target is dead, or until the demon chooses to use another Activate to mark a different target. The demon cannot focus on more than one prey at a time. Usually, the demon will mark the target it has been summoned to kill, but may use the ability on a different enemy if its target is not present, or if the demon is not currently on an "assignment."

NATURAL CLIMBER: An assassin demon can climb up and cling to walls without making a climb test, moving at half of its speed. Many assassin demons like to ambush foes from unusual angles, jumping down from above doors or attacking from windows that should be impossible to reach.

WEAPONS GROUP: Bows, Brawling, Light Blades

EQUIPMENT: Enchanted dagger (Pierce Armor stunt with dagger ignores AR instead of halving it)

THREAT: MODERATE

THE GOLDEN CHILD

While assaulting a cell of a demonic cult, the heroes find a number of documents in the cell leader's possession. These documents detail a prophecy involving a champion that is destined to oppose their dark master. The cult believes that they have found a child who will one day grow-up to become this champion, and have summoned an assassin demon to eliminate the threat. Can the heroes track down the child and protect them from the demon?

THE KILLER OF CRYSTAL RIVER

The heroes stop during their travels at a remote woodland village on the Crystal River. They find the townsfolk terrified, as someone or something has been hunting and killing the people of the village, apparently at random. Can the adventurers track the unbound assassin demon to its lair and stop it, before more townsfolk are killed?

HUNTING THE HUNTERS

The town of Stonewall has a long history of heroes and adventurers calling it home. Now, however, assassin demons have been killing the adventurers and defenders of the town. With

We performed the ritual. Blood and bone, the fang of a great wolf, the hand cut from the corpse of a murderer. And so we summoned the beast.

It snarled as it stood within the circle, waiting for our orders. The lips of its snout curled back from sharp fangs, and I could feel its eagerness to hunt. We gave it a lock of Rincel's hair, checked the spell again, and then broke the circle.

The demon leapt past us, and disappeared. I heard a growled voice, a word in the demonic tongue: "Death."

Rincel will certainly regret the day he turned down my research proposal! The pompous fool will pay for his lack of curiosity about the ancient magicks!

—Candoril, *Mage of the Crimson Tower*

it only a matter of time before the PCs are targeted, can they work with the other heroes of the city to discover the reason for the plot and thwart the demons' master?

IMP

Imps are among the weakest of demons in terms of raw power. They are commonly summoned by evil wizards, demon worshippers, and reckless scholars who believe they can benefit from the imp's services or knowledge.

Demons can't usually enter the mortal world unless they are summoned by a mortal, or sent by a more powerful being. However, the rituals and spells used to summon imps are relatively easy to obtain and perform, and they are the most common type of demon encountered in normal reality. They are often used by their summoners as saboteurs, spies, familiars, and sources of information on other demonic beings.

Imps sometimes serve a dark god or demon lord in their hell-like home planes. Even when summoned and pressed into service by a mortal, this loyalty can color their actions. While following the letter of their summoner's orders,

they may twist those orders in a way that advances their hellish master's agenda. Even worse, there are stories of seducer demons taking the form of an imp, allowing some foolhardy mage to summon them, using this appearance of weakness to more easily offer power and dangerous bargains to their new "master." Some scholars and sorcerers believe knowledge of an imp's true name can allow you to control it completely, but there are none still living who have done this. Despite these risks, the knowledge and assistance that an imp can offer, particularly as a familiar to an inexperienced mage, makes them worth the risk to many sorcerers and cultists.

Imps are generally quite small (ranging from the size of a rat up to about the size of a young child), with bat-like wings, claws, and sharp teeth. Other than that, they vary a great deal in appearance. Their skin may be a number of colors, from pure black to pale pink to green. They may have an animal-like head (often rat, dog, or bat), a strangely human face, or that of a twisted mixture of different creatures. Some even have stingers like a scorpion or wasp. No matter what form they take, they are all hideous by human standards. In some cases, this grotesque appearance becomes almost comical, which makes it easier to underestimate the diminutive demons.

In combat, imps generally harass their enemies, constantly moving and striking at their opponent from unusual angles, and distracting foes so that their allies can more easily strike. Imps can also attack their foes with a small bolt of hellfire or eldritch energy, allowing them to strike at their enemies from afar. They will often use the Circle action while doing this, allowing them to take advantage of their flight to keep their distance.

TREACHEROUS WISDOM

While most imps are themselves quite weak, some have managed to navigate the politics of demonic courts and the service of earthly wizards for a long time. Older and more powerful imps will be Elite, Heroic, and Epic versions, and will have greater knowledge of history, magic, and other lore



Though least of all demons, the imps can be of great use to a clever and careful wizard. Imps possess knowledge of the arcane arts, and their abilities can enhance those of any mage with whom they ally.

However, they should never be trusted. Bind the demon to you with strong magics, and, if possible knowledge of their true name. For even a lowly imp has its own agenda, and will attempt to turn its service of you to its own benefit.

And beware always that you do not summon a being more powerful than you suspect! For other demons have been known to hide themselves, aping the small, winged form of an imp in order to lure the unwary into a dangerous bargain.

—Fragment from *The Gates of Power* by Shabri'var, mage of the seven-sided circle

CUSTOMIZING DEMONS

Ice demons, lightning demons, and similar beings are common variations on demons in fantasy. While we do not herein present separate stats for these different types of demons, it is fairly easy to modify the stats we do have to make for more individualized demons.

For example, for the demon lord, you can replace the fire damage on its Eldritch Burst with lightning damage that is penetrating (ignore armor). Or ice damage that also leaves the area coated in ice, cutting everyone's speed in half. The seducer demon's spell list can be swapped out as needed, and the imp's Arcane Blast can be changed to deal damage of a specific type. Any demon can have immunity to damage caused by specific sources (acid from spells or alchemical grenades, for example) or the vulnerability special quality (extra damage from lightning, for example, or silver), to represent specific versions of demons. While the stats listed here are examples to make your life easier, you can always add special qualities or change abilities and focuses around to make an entirely new creature that you want for your game.

to offer any allies. Some imps may even be able to use magic in their own right, often of the Fire, Power, or Shadow arcana.

INFERNAL TALENTS

Some imps have additional means of attack, for example, poisoned stingers (use the Poisoned Sting stunt from the mantichore), or something similar to the spectre's Terror ability (see their entries in the *Fantasy AGE Basic Rulebook*).

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use imps in an adventure or campaign.

THE ENEMY OF MY ENEMY

An imp approaches one of the heroes with a proposition—it has information on one of their enemies, gleaned from its work as a spy for a third party. The imp is offering this information freely, as eliminating this enemy would be to their mutual benefit. However, can the adventurers trust the information? Acting on their new knowledge could lead the heroes into a trap. And even if the information is legitimate, what about the imp and its unknown master? The enemy of my enemy is not always my friend...

VAULT OF WONDERS

Shahrivar was one of the most powerful and accomplished mages of times past. Recently, a fragment of one of her writings has been discovered, hinting at a lost vault containing some of her greatest works. The fragment also contains hints as to the name of her demonic familiar, an imp that would have knowledge of the vault and its defenses. As word spreads,

IMP

ABILITIES (FOCUSES)

3 ACCURACY (BITE, MAGIC BOLT)

1 COMMUNICATION (DECEPTION)

0 CONSTITUTION

3 DEXTERITY (STEALTH)

0 FIGHTING

2 INTELLIGENCE (ARCANE LORE)

3 PERCEPTION (HEARING)

0 STRENGTH

2 WILLPOWER

SPEED

8 (14 FLY)

HEALTH

20

DEFENSE

15

ARMOR RATING

3

WEAPON

BITE

ATTACK ROLL

+5

DAMAGE

1d6

MAGIC BOLT

+3

1d6+2

SPECIAL QUALITIES

FAVORED STUNTS: Lend Power (2+ SP), Skirmish (1+ SP), Set Up (2 SP)

DEMONIC SKIN: The imp's demonic skin gives it an Armor Rating of 3.

HELPFUL FAMILIAR: The imp can perform the Set Up stunt for 2 SP instead of three. This stunt is particularly useful when used to Set Up a spellcasting test—the ally gains a +3 to their spellcasting roll instead of the usual +2.

LEND POWER STUNT: The imp can lend an allied spell caster power as a special stunt. For every 2 stunt points the imp spends, it can give its ally 1 stunt point to use on their next action for a spell stunt.

MAGIC BOLT: The imp can hurl a magical bolt at enemies. Depending on the imp, this may appear as a small burst of hell-fire, an arc of arcane electricity, or a glob of corrosive acid. No matter the form it takes, the bolt has a range of 16 yards, and deals 1d6+2 damage.

SMALL SIZE: An imp's small size makes it harder to hit and allows it to sneak into places normal-sized beings would otherwise not be able to. This is reflected in their abilities, though they may also receive a +2 circumstance bonus when their small size would be an extra advantage, such as **DEXTERITY (STEALTH)** tests involving hiding in small spaces.

THREAT: MINOR

can the heroes track down the means to summon the imp and claim the vault for themselves? Or, at the least, prevent their enemies from gaining access to the magic within?

MOONLIGHTING

The heroes discover that the same imp is serving as a familiar to two different mages! Are the two mages secretly conspiring—or is the imp manipulating them both? What agenda does the imp have? Are the plots of these two wizards actually being directed by the imp—the actual mastermind behind it all?

DEMON LORD

Demon princes. Archfiends. Lords of the pit. Demon lords have many names. Brutal dictators and overlords of other demons, they rule dimensions beyond normal reality. From



their dark thrones, they hatch terrible plans and unleash apocalyptic devastation.

Different faiths and philosophies have their own explanation for the existence of demons. In some they are a manifestation of the evil within all intelligent races. In others, they are the source of that evil. One religion says that they rebelled against the creators of the world, another that they were the world's first inhabitants, and their malice is built on their rage at being banished from the reality they consider their own.

What all the sages and stories agree on is that demons, and demon lords in particular, are devoted to tyranny, conquest, and destruction. Demon lords are individuals, however, and the specifics of their plans and goals differs wildly. One demon lord may be a rigid tyrant, ruling over vast legions of soldier demons with an iron fist. Another is a ravaging monster, a walking engine of destruction as likely to attack other demons as mortals. One demon lord will delight in burning kingdoms and killing heroes in single combat; another will corrupt mortal agents and engineer cults that worship it as a god.

Demon lords are among the most personally powerful and dangerous beings in existence. Their very presence on the battlefield terrifies warriors, and they are the equal of many a mortal hero in combat. When personally involved in a conflict, most demon lords use their Eldritch Burst and Aura of Terror abilities to weed out weaker foes. The demon lord next focuses on the single most dangerous target, making the best possible use of their combat talents to quickly eliminate the threat. Demon lords are generally skilled and intelligent combatants, who use their great strength (as well as stunts like Pierce Armor), to destroy their enemies.

666 PROBLEMS

Within the dimensions from which the demons come, strife and conflict are common. Demon lords will often fight each other for control of territories or armies, and personal power is a large part of a demon lord's ability to maintain their position. Elite, Heroic, or Epic demon lords are not only possible, but will generally be accorded higher rank and control of larger armies or other resources and will likely possess even greater

As the war came to the city of Ir Akhir, the king began to despair, for defeat seemed inevitable. He poured over the maps, the reports of battle, but no insight came. He spoke to advisers and courtiers and soldiers, but none could offer him victory. Finally, the king called for his cousin, banished for study of dark magicks and consorting with demons.

No one can report the name of the demon they attempted to summon that night, to bind to the service of the kingdom of Irenth. When the dawn came, the armies of the enemy were nowhere to be seen. Nor were the armies of Irenth, nor the king, his cousin, nor his court. Within Ir Akhir, Ir Vadrass, and all the cities of the peninsula, no living thing walked or crawled. The wind howls down empty streets and through silent stones there still.

—Traditional story, "The Fall of Irenth"

DEMON LORD			
ABILITIES (FOCUSES)			
2	ACCURACY (BRAWLING)		
3	COMMUNICATION (LEADERSHIP)		
7	CONSTITUTION (STAMINA)		
2	DEXTERITY		
4	FIGHTING (AXES, BLUDGEONS, HEAVY BLADES)		
3	INTELLIGENCE (HISTORICAL LORE, MILITARY LORE)		
1	PERCEPTION		
7	STRENGTH (INTIMIDATION)		
5	WILLPOWER (COURAGE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
10 (14 Fly)	130	12	8
WEAPON	ATTACK ROLL	DAMAGE	
GREATSWORD	+7	4D6+7	
GREATAXE	+7	4D6+7	
UNARMED	+4	1D6+10	
SPECIAL QUALITIES			
FAVORED STUNTS: Aura of Terror (4 SP), Mighty Blow (1 SP), Pierce Armor (2 SP), Dual Strike (4 SP)			
DEMONIC HIDE: The demon lord's thick skin and mystic protections provide a natural Armor Rating of 8. This base armor rating protects against damage not normally stopped by armor.			
AURA OF TERROR STUNT: As a special 4 SP stunt, the demon lord presence can terrify its foes. All foes of the demon within 15 yards are targeted, and must make an opposed test of WILLPOWER (COURAGE) versus the demon lord's STRENGTH (INTIMIDATION) . If the target fails, they cannot attack on their next turn, and must instead choose Defend or Run as their major action.			
BIG: Knock Prone and Skirmish stunts used against a demon lord require 1 extra SP in order to work. Weapons sized for the demon lord do an additional 1d6 damage beyond human-sized weapons (their unarmed attacks do a base 1d6+3 damage before the demon's usual Strength bonus.			
DEMONIC REGENERATION: When in its own hellish realm or a cursed or evil location the Demon Lord can regenerate Health each turn equal to its Willpower (normally 5). If in the presence of other lesser demons under its command or cultists who have pledged their souls to the demon lord, it may also take a minor action to transfer up to Willpower x4 (20) Health per turn to themselves from a subordinate within 10 yards. Any creatures reduced to 0 health by this are destroyed and cannot be resurrected or restored by any known means.			
ELDRITCH BURST: As a minor action, the demon lord can unleash an aura of eldritch fire. The aura does 2d6+4 damage to everyone adjacent to the demon, and may set flammable items worn or carried by the target on fire. If a target makes a TN 14 DEXTERITY (ACROBATICS) test, they only take half damage.			
TALENTS: Command (Master), Two Hander Style (Journeyman)			
WEAPON GROUPS: Axes, Brawling, Heavy Blades, Polearms			
EQUIPMENT: Two-Handed Greatsword or Greataxe			
THREAT: DIRE			

qualities, talents, and abilities beyond the normal advancements of adversaries of their type.

Demon lords are also very much individuals. It is quite common for demon lords to have different special qualities. The Winged and Regenerate special qualities are fairly common, as is Vulnerability (see page 135). The stats listed represent a demon lord that takes advantage of its great strength to slaughter foes with a great two-handed weapon. It is entirely possible that another demon lord might use a sword and shield, or a polearm, instead. Some might sport deadly claws and forgo weapons entirely. Some demon lords will focus on sorcery instead, learning various Arcana. These last can be particularly dangerous.

ADVENTURE HOOKS

These adventure hooks can help you introduce Demon Lords to a campaign, or use them in an adventure.

CONTRACT NEGOTIATIONS

An ally of the adventurers (or perhaps even a PC) made some serious mistakes when they were younger, and is now stuck in a contract with a demon lord. The demon is able to summon the character, using them as a personal assassin or thief. The heroes need to find a way to enter the demon lord's sanctum and aggressively renegotiate their friend's contract.

WITHIN THE HELL CAGE

The cults of the demon Abydor have grown stronger, and the demon's plans are near to fruition. Locked in a magical prison in the abandoned city of Ir Vadrass, the rival demon lord Haobath has information the heroes need to oppose it. They must find their way through the dangers of the ruined city and enter the wards of the magical prison. But can they manage to reach Haobath and get the information they need without weakening its cage enough to allow its release?

SEDUCER DEMON

All demons are terrifying. From demonic soldiers and deadly assassins up to the most powerful demon lords, they are monstrous creatures. Used by evil cult leaders or simply driven by their own intricate plans, they cause immense harm to mortals that come into contact with them, rending and burning flesh with their infernal might and terrible powers. However, in terms of sheer number of lives ruined, the most dangerous demons work mostly with a smile, a promise, and a quiet word.

Seducers are demon-kind's emissaries, advisors, merchants, and deal makers. Unlike most other demons, they are not summoned so that they can be turned on an enemy. Instead, these demons are generally summoned for what they can offer — power, knowledge, wealth, or whatever pleasures and



comforts the summoner desires. The gifts they offer are never free, however, and they rarely, if ever, come out on the poorer end of a deal.

Even among their own kind, seducer demons are keen bargainers. While they may serve powerful demon lords, their position is more one of a trusted ally or expert contractor, rather than a servant or slave. Seducer demons are respected, and even demon lords can be wary when dealing with them. More than one seducer demon has bargained and bartered their way up the infernal hierarchy to stand beside more aggressive and physically-powerful demon lords.

Seducer demons are often sent by infernal powers specifically to tempt, sidetrack, or distract particularly vexing enemies or useful pawns. In some cases, the more powerful being has the ability to send the demon into the normal world directly. In other cases, they arrange for the proper summoning rituals to be found. Some seducer demons have even abandoned their

“She came, and she offered to help. It was that simple.

“I had lost almost everything. The storms had taken my last two shipments, and Baron Holmen was about to call my loan due. I’d dodged him a few times, but I knew I couldn’t keep it up forever. Everything was riding on that last ship, coming from the southern kingdoms.

“The ship was late. I was ruined. Then I had the dream.

“She was tall, and pleasant with a trustworthy face. She said she was something of a merchant herself, and she could help me to recover completely, and even exceed.

“I hemmed and hawed, we bartered, but in the end, I agreed.

“The next day, my ship came in. Literally. The Undine, 3 months late out of the southern kingdoms, returned to port with a story of being blown off course, and discovering an entirely new island, full of spices and fruits, and no one with ownership. Overnight, I went from less than nothing to one of the richest men in town.

“Truly, she helped me. It was that simple.”

—Johann Gehrman, a year and a day before his death

hellish home altogether, having found ways to remain in the mortal world, working toward their own ends.

A seducer demon generally appears as a fit, attractive, and friendly member of the same race as the person they are interacting with. They also sometimes show more “demonic” features as well, either on purpose or when they become angry or agitated. These features can include things like bat-like wings, horns, sharp teeth, glowing eyes, or cloven hooves. While their human (or humanoid) appearance can change, they do not seem to have the ability to mimic specific individuals. No one knows what seducer demons look like in their true form—or even if they have any sort of true form at all. It is entirely possible that their ever-changing shape is the only form they have.

Though powerful, seducer demons avoid combat. In general, if they get into a fight, that means that they have made a mistake. Instead, they prefer to pit pawns and allies against anyone threatening them. When forced into a direct confrontation, the seducer demon will make use of their magical talents and skill at manipulating emotions to confuse and distract their enemies, picking them off from a distance if possible. They will flee if necessary, knowing that they can always get their revenge later, generally through catspaws.

SORCEROUS SHAPES

Some seducer demons have stranger and more disturbing changes to their appearance than normal, such as heads of jungle cats, hands with too many fingers or fingers which bend the wrong way, or mouths that appear to open onto a roaring furnace. Many of these demons can control their form more fully, even shifting into animal or monstrous forms

SEDUCER DEMON			
ABILITIES (FOCUSES)			
1	ACCURACY (ARCANE BLAST)		
5	COMMUNICATION (BARGAINING, DECEPTION, DISGUISE, PERSUASION, SEDUCTION)		
4	CONSTITUTION		
3	DEXTERITY		
1	FIGHTING		
4	INTELLIGENCE (ARCANE LORE, SHADOW ARCANA)		
2	PERCEPTION		
2	STRENGTH		
4	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	75	13	4
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+1	1D6+3	
ARCANE BLAST	+3	1D6 +4	
SPECIAL QUALITIES			
FAVORED STUNTS: And Another Thing (1 SP), Defensive Stance, Flirt, Entrancing Words (2 SP), Mighty Spell, Stunned Silence (2 SP), Terrifying Mien (3 SP) SPELLPOWER: 14 (16 for Shadow Arcana) MAGIC POINTS: 35 DARKVISION: The seducer demon can see normally in total darkness. TERRIFYING MIEN STUNT: For 3 SP per target, the demon frightens a target by revealing its demonic nature. The target must succeed at a WILLPOWER (COURAGE) test with a Target Number equal to 10 + the demon's Communication. If the target fails, they cannot attack on their next turn, but can take a Move or Defend action.			
THE BARGAIN: The seducer can act as an intermediary between more powerful demon lords and dark gods, providing power and information in exchange for service or the bargainers soul, often with the seducer receiving a cut of the profits. Fulfilling these bargains usually involves powers outside the normal scope of combat or magical encounters but can include bestowing great wealth or rank, securing the support of a vital ally, or any other major boon or benefit. The cost for such bargains is always very high. DEMONIC DISGUISE: Seducer demons can change their outward appearance with a minor action, providing them a +2 circumstance bonus to any COMMUNICATION (DISGUISE) or COMMUNICATION (DECEPTION) test to appear as a humanoid of any desired size, shape, race, age, or gender. They often use this power to appear in as pleasing a form as possible to a target, providing a circumstantial bonus of +2 to COMMUNICATION (SEDUCTION) and COMMUNICATION (PERSUASION) tests when dealing with them. DEMONIC HIDE: The demon's skin provides an Armor Rating of 4. Due to the mystic nature of the demon, this armor rating protects against all damage, even that not normally affected by armor. ENTRANCING WORDS STUNT: For 2 SP per target affected, the demon speaks to a character or characters, attempting to distract them with honeyed words. The target must succeed at an opposed WILLPOWER (SELF-DISCIPLINE) test vs. the demon's COMMUNICATION (DECEPTION). Failure means the target suffers a -3 penalty to any attacks against, or to any opposed rolls against the demon until the end of the encounter. The seducer demon can only use this ability on a target once per encounter. This can be used as either a combat or roleplaying stunt. SPELLS: Arcane Lantern, Flame Blast, Shadow Dagger, Shadow's Embrace, Veil of Darkness, Shadow Slip TALENTS: Intrigue (Master)			
THREAT: DIRE			

and taking on some of the abilities of their new shape. These demons are even more dangerous in a direct conflict.

In addition, some seducer demons are more accomplished sorcerers, with knowledge of additional (or simply different) arcana than usual. The Power Arcana is another popular one among seducer demons, but an individual demon may know any of them.

ADVENTURE HOOKS

You can use these adventure hooks to introduce seducer demons to your campaign.

THE BLACK LEDGER

The heroes are surprised when a seducer demon hunts them down—and surrenders to them! The demon has kept a ledger of the deals that it has made, and is offering to supply them with some of its knowledge of the various corrupt nobles, dark wizards, and evil priests it has dealt with. Ostensibly, the demon is doing this to get revenge on those who betrayed it.

But is that its only reason? What other game is it playing? And why did it come to these characters in particular?

THE VIZIER

The heroes are sent as an emissary from their own ruler to negotiate a peace with their long-time enemy, the country of Hattar. Upon arriving, however, they find that that the king of Hattar's new advisor is a seducer demon! Even more strangely, the demon seems to be the one that has convinced the king that it is time to make peace. This peace seems to be a good for both kingdoms, but what does the demon have planned?

AN OFFER THEY CAN'T REFUSE

A legendary dragon has awoken in the mountains to the northeast, and all of the lands nearby are waiting in fear for when it sweeps down to destroy them. The dragon is too strong for the adventurers to face directly. Then, in their dreams, a seducer demon comes and offers to help them find a weapon that can defeat the dragon. Do they dare to take the demon up on its offer?

DIVINE WARRIOR

Divines are the mystical and metaphorical opposite of demons. They serve various gods and other powerful entities mortals typically view as godlike. Each divine carries a tiny sliver of celestial energy, hence the classification. Like their demonic counterparts, divines come in many forms but none are as common or as likely to be encountered by mortals as the divine warrior.

Used as soldiers and occasional messengers by the gods they serve, divine warriors are considerably more powerful than the average demon soldier or other lower-ranked extradimensional servant. However, this power comes at a price. Their actions are closely monitored and subject to various limitations and conditions. These beings have various names and titles depending on the god and pantheon they serve: angels, the

heavenly host, soldiers of light, and so on. The most powerful gods have whole armies of divine warriors at their command, though even modestly powerful deities often command a modest force or honor guard to carry out their wishes.

The exact limitations of a divine warrior depends on the god they serve and the role they play in their master's plans. A divine warrior assigned to select the best warriors to serve their god in the afterlife may be forbidden from saving a dying soldier, while those who serve a goddess of the hearth may never harm a happy homestead. Unlike with demons, there are no loopholes to these limitations. Disobedience by a divine changes its very nature, changing it in ways few gods permit and all take note of. Divines who rebel or are cast out of the service of their masters are forever changed, becoming demons or other strange and corrupted creatures.

SERVANTS OF THE GODS

While the divine warrior is a formidable opponent, they are still a rank-and-file member of the armies of the gods. Beings of this type who have moved up in the ranks to become commanders or champions are considerably more powerful, sometimes remarkably so.

These beings' powers also vary widely depending on the gods they serve. Many divine warriors can use spells or spell-like effects and special qualities from various arcana that are connected to their divine masters. For example, divine warriors in the army of a god of fire might have the ability to use the Burning Shield and Fire Blast spells as special qualities and possess Elemental Resistance (fire).

TERRIBLE MAJESTY

In addition, many divine warriors possess an otherworldly aura that frightens, mesmerizes, or awes mortals. This power is as follows:

OTHERWORLDLY MIEN: Divine warriors radiate a divine, otherworldly aura that can cause even the bravest of warriors to falter. Anyone attacking them must succeed at a **TN 15 WILLPOWER (COURAGE)** test or suffer -2 to all attack and damage rolls against a divine warrior for the rest of the encounter. Each attacker is required to attempt the test the first two times they attack a divine warrior during an encounter. Any such penalties incurred are cumulative (maximum -4) and last until the encounter ends.

Not all divine warriors possess this ability and depending on the exact nature of these beings some individuals may be immune to this effect. For example, a god of lust and corruption's warriors might find this power doesn't affect those of pure heart, virgins, or eunuchs. Likewise, warriors of a god of war might lose the ability to affect any character who has defeated it once in battle. GMs are encouraged to come up with creative conditions like these, along with other qualities these beings could possess—it can give both them and the gods they serve a lot of character.



On the mustering fields of the heavens gather the armies of Baltak, god of holy battle and righteous blood-letting.

Winged warriors sworn to kill the world, they wait until the day when their master blows his great trumpet.

Then they will descend upon the world, and drown the kingdoms of mortals in the blood of the unworthy. And so will Baltak's faithful be saved from this world of wickedness.

—*From The Revelations of the Baltak the Redeemer, by Hyrion the Heretic*

DIVINE WEAPONRY

The divine warriors presented here use a divine sword, armor, and shield. However, other versions could easily use weapons more appropriate to their role or that of their god. Such variants would have talents and focuses to reflect these changes. For example, a goddess of the hunt's warriors likely use spears and bows and possess focuses and talents applicable to wielding such weapons.

ADVENTURE HOOKS

The following adventure hooks can help you introduce divine warriors to a *Fantasy AGE* campaign.

THE LAST COMMAND

Long ago, the impossible happened and a god was killed. Murdered by a rival deity, the god's essence was trapped in an ancient vault deep in the earth, and the god's army of warriors was imprisoned with it, guarding their master forever in death.

However, the PCs have learned an evil necromancer seeks to draw the god's essence back from oblivion and into herself. If she can reach the god's tomb and absorb its essence, she will be able to command the god's army as her own. Can the characters stop such a mad plan? If the necromancer becomes nigh-godlike herself, how will the PCs contend with an army of divine warriors sworn to serve? Could they convince these noble beings to disobey their new mistress, and if so, what cost will these beings pay?

FALLEN IN LOVE

A divine warrior named Elithia has broken an edict from her master, a god of war and blood. She has fallen in love and, worse, she has done so with a mortal! In a rage, her master stripped Elithia of her power, made her mortal, and sent her former peers to hunt her and her lover down. Lacking her divine powers, Elithia cannot protect herself or her lover. She turns to the PCs for help, but will they face the armies of a god to defend these star-crossed lovers?

DIVINE WARRIOR

ABILITIES (FOCUSES)

3	ACCURACY
2	COMMUNICATION
4	CONSTITUTION (STAMINA)
4	DEXTERITY
5	FIGHTING (HEAVY BLADES)
2	INTELLIGENCE (RELIGIOUS LORE)
2	PERCEPTION (SMELLING)
4	STRENGTH (INTIMIDATION)
4	WILLPOWER (SELF-DISCIPLINE)

SPEED HEALTH DEFENSE ARMOR RATING

16 (16 FLY)	55	14	8
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WEAPON ATTACK ROLL DAMAGE

DIVINE SWORD	+7	2D6+5
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SPECIAL QUALITIES

FAVORED STUNTS: Defensive Stance (1 SP), Lightning Attack, Mighty Blow (1 SP)

BOUND OBEDIENCE: A divine warrior who violates a command or edict from a superior suffers 2d6 penetrating damage. This damage ignores the Supernatural Protections power. The warrior must pass a TN 17 **WILLPOWER (COURAGE)** test or be forced to flee or retreat to consider the grave impact of what they have done and may be punished or cast out by their superiors (GM's discretion).

DIVINE FLIGHT: Divine warriors can fly at their normal speed. They can move through outer space, other dimensions, and even underwater freely using this ability.

RIGHTEOUS POWER: Divine warriors do an additional 1d6 damage against any target with Willpower less than their own.

SUPERNATURAL PROTECTIONS: The divine warrior has a natural Armor Rating of 2 but often wears armor which raises its AR to 8. It can also summon a shield with an Activate action which provides a Defense bonus of +2. This armor has no Armor Penalty when worn by the divine warrior.

TALENTS: Armor Training (Master), Two-Hander Style (Journeyman), Weapon and Shield Style (Journeyman)

EQUIPMENT: Divine bastard sword (may be summoned to hand with an Activate action, +1 to attack rolls, +2 to damage—counts as a blessed and magic weapon), divine armor and shield (see **Supernatural Protections**).

THREAT: MODERATE

Elithia is treated as a first-level warrior—she is too weakened and disoriented in her newly mortal body to fight as she once did, but she's not totally helpless. The identity of Elithia's lover is left open for the GM to decide. It should be someone the PCs have an interest in. It could even be one of the PCs, who suddenly realizes the mysterious young woman they recently fell in love with is actually a divine warrior of a bloody-minded god of war!

DJINN

For centuries, mages have sought to bind a power which can serve them reliably and over long periods. Elementals are made from the raw power of the universe and usually cannot be commanded. Demons are too treacherous, and keen to betray or torment. Other sentient races are too willful and prone to uprising if dominated.



“As the candle burns, I name my will; I command the fire to perform at my decree. From now until my death, you will be arisen into my service. By the eternal law, this talisman binds me to you, and you to my words. Arise, flame, and serve me unending.”

—Carved into a talisman found in ruins of an ancient tower, long ago burned to the ground.

In search of a solution, many mages have combined natural energies of the universe with the soul or essence of a living being or spirit, and in doing so created djinn. These creatures act as servants and slaves, performing what their master requires until the mage no longer has need of them. At that point they are either allowed to roam free or cease their existence as they wish—provided they get a choice in the matter.

Djinns come in as many distinct forms as there are elements to bind them from, and are visually as varied in size, race, sex, and gender as the sentient creatures they can be created from. They can never be mistaken for a member of their donor race, however, due to the iconic nature of the element of which they are formed. A flame djinn, for example, would exude heat and have hair made of fire, and its scars would appear as burning cracks. An aqua djinn, on the other hand, may move with fluid grace and be able to morph its shape within the limits of remaining humanoid and maintaining volume.

When encountered a djinn will bring the full power of the magic at its disposal in order to obey its master's last orders. If tasked with guarding a location, it will defend it vigorously. If ordered to slay an enemy, it will attack until it or its target are destroyed. Only proof its master has either changed the order or died with sway the djinn from its appointed task.

Usually a djinn whose master dies is freed from its binding and may act to its own will. The djinn's reaction to this will depend entirely on the desires of the creature, and as servitude is all the creature has truly known, its demeanor may approach anything from gratitude to acceptance to depression, or possibly a range of different feelings. Less common are the djinn bound to continued servitude. These creatures are usually bound to an object until they complete a number of tasks for the owner of the object. Then they are either freed or remain imprisoned in the object until such time as a new owner takes possession. A djinn's master may free it from its tether to such objects, but this is quite rare and counts as one of the tasks the djinn must perform.

ELEMENTAL DJINN

The four main types of elemental djinn are as follows.

FLAME DJINN

As a free action, flame djinn can exude a heat wave dealing 1d6 penetrating damage to all creatures that start their turn within four yards of the djinn.

ROCK DJINN

Rock djinn have a toughened exterior giving them and a Strength is 4, and they have a natural armor rating of 8. They also have a Burrow Speed of 10

WATER DJINN

A water djinn's Mystic Blast is penetrating against creatures who require air to breathe. They also have a Swim Speed of 14.

WIND DJINN

Wind djinn can use blasts of air to knock weapons from wielders' hands. They are able to perform the Disarm stunt for free every time they generates stunt points, using **INTELLIGENCE (AIR ARCANA)** test in the place of an attack roll for the purposes of resolving the stunt. They also have a Fly Speed of 16.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use djinn in an adventure or campaign.

ANOTHER DAM PROBLEM

The town of Adelston has long forded the river Adel, its mills powered by the wheels at the water's side. In recent weeks, however, the river has begun to dry up, and those who have gone investigating its source have not been seen again. This is due to the actions of a rock djinn. The rock djinn's master requires large amounts of water for an arcane working, and has ordered the river diverted from its original path into an underground reservoir. Those who have tried to return the river to its natural course have so far met a swift end, as the djinn is single minded in its mission, and has zero capacity for negotiation. To complicate matters further, the djinn's master has recently left for parts unknown. It's up to the heroes to destroy or banish the creature and return the river to its normal course.

DJINN AND CTHONIC

Townpeople of Allectum have been disappearing in the night, and strange sounds have been emanating from the nearby, supposedly haunted, woods. In truth, a failed necromancer named Aariah has been searching for a new way to bolster her lackluster undead servants' numbers by creating creatures of elemental power. Unlike the weak beings she has raised before now, live subjects from nearby towns are needed to provide the living essence required to experiment with creating djinn. Volunteers being in understandably short supply, the necromancer has resorted to kidnapping to find what she needs. Making matters worse, the woods near the necromancer's workshop are becoming rather jam-packed with her past failures, in the form of the restless specters of mortal victims, djinn warped by inexpert summoning (similar statistics but twisted and insane), and other arcane horrors.

BOTTLE IT UP

A kindly local farmer has found a bottle which contains the essence of a very angry, resentful djinn. Required to perform nine tasks for whomever possesses the bottle, the djinn serves loyally, but always interprets requests in the most dangerous and malevolent way possible. Worse, the djinn is close to convincing the farmer to free it with its final

DJINN			
ABILITIES (FOCUSES)			
3	ACCURACY (MYSTIC BLAST)		
2	COMMUNICATION (DECEPTION)		
3	CONSTITUTION		
2	DEXTERITY		
1	FIGHTING		
3	INTELLIGENCE (ARCANE LORE, HISTORICAL LORE)		
3	PERCEPTION (EMPATHY, SEARCHING)		
3	STRENGTH (INTIMIDATION)		
2	WILLPOWER (SELF-DISCIPLINE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
14*	50	12	4
SEE THE DJINN TYPE FOR ALTERNATE MOVEMENT MODES			
WEAPON	ATTACK ROLL		DAMAGE
MYSTIC BLAST	+5		2D6+3
UNARMED	+1		1D3+1
SPECIAL QUALITIES			
FAVORED STUNTS: Mighty Spell, Magic Shield, Set Up			
BOUND: A djinn must obey orders from its master, though it may bend or creatively interpret these orders at times. Any djinn bound to obey a character cannot attack or harm them directly.			
MYSTIC BLAST: A djinn may fire off a blast of energy based on its arcana: earth for rock, fire for flame, and so on. This attack does 2d6+Willpower damage and uses ACCURACY (MYSTIC BLAST) to attack. This has a range of 24 yards.			
MYSTIC FORM: The djinn’s body gives it Armor Rating 4 against all attacks, including penetrating. It does not need to breathe or eat, and is immune to age, poison, and disease. Most djinns can fly at their normal movement speed, with aqua and rock instead swimming and burrowing respectively.			
MYSTIC POWER: Among the four primary djinn varieties (water, flame, rock, and wind), each has a Master level talent and the appropriate Arcana focus in addition to its other abilities. Aqua djinn hold mastery over Water Arcana, flame djinn over Fire Arcana, rock djinn over Earth Arcana, and wind djinn over Air Arcana. Some truly powerful djinn might possess more than one arcana.			
SPELLPOWER: 14 MAGIC POINTS: 70			
THREAT: MODERATE			

command. If this happens, the djinn will be hell-bent on first killing its former master, then razing the entire town in revenge for its years of forced servitude. The freed djinn could also become a dangerous and reoccurring foe unless it is stopped. Can some band of heroes either defeat the monster or convince its owner to keep it contained?

ENCHINEMON

An ambush predator of unbelievable ferocity and skill, the enchinemon is believed a monstrous cousin to the mongoose. However, while its diminutive cousin targets snakes and smaller lizards, the enchinemon favors wyverns, basilisks, giant reptiles, and even dragons. In fact, the enchinemon is one of the few creatures alive said to not fear even the most ancient and powerful dragons. The creature's origins are unknown, with scholars divided on whether they are the naturally evolved enemy of dracoforms or a

creation of sorcery designed to harry and eliminate dragons and other large reptilian monsters.

Though they favor large reptiles, enchinemon will take other prey if the opportunity presents itself. While it can enter a state of hibernation to wait for prey or to pass lean seasons, an active enchinemon needs a lot of meat to keep its powerful muscles and lightning reflexes operating at peak efficiency. If hungry, an enchinemon will attack anything from livestock to humanoids—the larger the better.

An enchinemon's favorite tactic is to locate a region frequented by likely prey, bury itself in the earth or mud, and wait for the perfect opportunity to strike. Enchinemon are not necessarily as mighty or strong as many of the great reptiles they hunt, but they are fast, efficient, and cunning. This often gives them the edge they need to sneak a killing blow before their prey can escape or rally for a counterattack. However, if they are unable to strike a deadly blow early in a conflict the enchinemon will often find it cannot stand for long against the might of the greater dragons and other similar threats.

The intelligence of enchinemon is a subject of some debate. None doubt they are cunning and crafty hunters. However, the question of whether they possess some level of sentience is less certain. For example, enchinemon are known to use villages or civilians as bait to snare larger prey, but they will sometimes protect areas from attack by various monsters, especially if the locals pay them tribute in the form of tasty livestock. To date no one has successfully domesticated an enchinemon, though some



Dragonslayer? Ha! Let me tell you the truth of it...

Yes, I agreed to slay the dragon plaguing these lands. And when I finally saw the dragon and it landed before me, I was sure that was it. It was so massive and you could feel the power and malevolence radiating from it. All black scales and green fire, it was Talath the Devourer. One of the oldest and deadliest of the species still active in the kingdoms.

The great drake looked at me, me at him, and I ran like hell, hoping to lose him in the nearby marsh. I hid behind a patch of brambles and brush and prayed to every god I'd ever heard of to deliver me.

Well, one of those gods must have loved me, because as Talath came to end me the brambles and brush I hid among moved. I was thrown clear away as something that was hiding in the marsh leapt up and attacked the dragon. I didn't catch more than a glimpse before I blacked out—just fangs, claws, and a deadly red-eyed blur.

—From the account of Sir Gedrick the Truthful on the death of the dread dragon Talath the Devourer

druids and others with a keen affinity for nature have at times managed to convince one to aid them for short times.

PREDATORY ADAPTATIONS

Enchinemon vary mostly by the size and type of great reptile they favor as prey. A smaller one suited to raiding dragon nests for eggs and killing hatchling and lesser dracofoms are around eight to ten feet long. The default version presented here is somewhat larger, around 15 to 18 feet long and suited to hunting younger dragons and other large reptiles. Those who hunt the great dragons are often much larger and represented as Elite, Heroic, or Epic versions of this creature. Many have some form of additional resistance to a dragon's breath and other abilities. Those adapted to hunt a beast such as a thunderlord might be particularly fast so as to better avoid being pinned under the beast's great bulk and devoured.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use enchinemon in an adventure or campaign.

SLEEPING WITH THE ENEMY

An ancient and powerful dragon has returned to plague the land. It has been centuries since the monster was in the area, but now it has returned to devour livestock, burn villages, and cause untold havoc. A local sage knows the location of a creature that last drove the dragon from the region, but claims the beast was put into a magical slumber by a wizard long ago. Can the heroes wake this mighty enchinemon and then lead it into a conflict with their dragon foe?

UNWANTED NEIGHBORS

A younger enchinemon has taken up residence near a swamp village where the residents make much of their money and trade trafficking in crocodile and snake skins and meat. The enchinemon is eating the village out of its livelihood, reducing the local reptile populations to dangerous levels. Can the heroes kill or capture the beast? If they capture it, what grand schemes can they concoct using a fierce beast willing to attack dragons and similar beasts?

HERE THERE BE NO MORE DRAGONS

With no dragons or large reptiles remaining in the region, a particular nasty enchinemon has taken to attacking anything large enough to provide a decent meal. The local lord is reluctant to simply slay a beast that could be so useful should a dragon or similar monster arrive in the area, but something must be done to contain or relocate the beast. Perhaps the mad

ENCHINEMON

ABILITIES (FOCUSES)

4	ACCURACY (BITE)
-1	COMMUNICATION
6	CONSTITUTION (STAMINA)
4	DEXTERITY (INITIATIVE, STEALTH)
4	FIGHTING (CLAWS)
1	INTELLIGENCE
1	PERCEPTION (HEARING, SMELLING, TRACKING)
6	STRENGTH (JUMPING)
2	WILLPOWER (COURAGE)

SPEED HEALTH DEFENSE ARMOR RATING

14 (5 BURROW) 95 14 4

WEAPON ATTACK ROLL DAMAGE

BITE	+6	2D6+7
CLAWS	+6	1D6+8

SPECIAL QUALITIES

FAVORED STUNTS: Pierce Armor, Seize Initiative (2 SP), Lethal Blow

AMBUSH PREDATOR: In the first round of a combat, if the target is unaware of the enchinemon, its attacks do +1d6 damage and the target's armor rating is halved (and ignored entirely if the Pierce Armor stunt is used).

BURROWING: An enchinemon can dig through earth at a speed of 5. It typically uses this ability to bury itself in the ground to ambush its prey.

FAVORED PREY: An enchinemon encountering a dragon or other large reptile must attack such targets unless it succeeds at a **TN 12 WILLPOWER (SELF-DISCIPLINE)** test. However, enchinemon generate +1 SP and do +2 damage with any attacks against such targets.

IMMUNITY: Enchinemon are immune to spells, enchantment, and monster Special Qualities that petrify their target. They may still be paralyzed by poison or immobilized by other means.

TALENT: Quick Reflexes (Master), Scouting (Journeyman)

TOOTH AND CLAW: A enchinemon is a vicious opponent. It can attack with a claw and a bite as a single major action. Both attacks can generate stunt points.

TOUGH: Enchinemon have a natural Armor Rating of 4.

THREAT: MAJOR

old hermit who claims he can speak with the enchinemon could be of use, especially if the beast is more intelligent than it seems.

ELDRITCH CROWN

Eldritch crowns are small mind-controlling creatures that look like inanimate headdresses. They come in different forms that may look like metal, stone, ivory, or other materials. They have no obvious eyes or ears, instead sensing their surroundings mystically, and are able to move about by skittering on their small tentacles, each tipped with a single claw. These appendages are also used to grasp onto their victims' heads.

Once an eldritch crown has hold of its prey, it takes complete control of their actions, forcing them to enact its will. Characters possessed by such monsters still maintain complete awareness of what is going on around them and what their bodies are doing. To those who are forced to do harm to their friends or loved ones, this is particularly traumatic.

These are solitary creatures with unique personalities and goals. Some simply seek slaughter and direct their victims to attack anyone they see. Others enjoy playing at being orc or elf, and use their influence to move about the world, completely taking over the life of the character who wears them.



Eldritch crowns prefer to be donned of their victim's free will, hiding themselves among other treasures or resting atop the brow of an ancient corpse. If they are claimed as treasure, but not immediately worn when found, eldritch crowns often wait until their victims are asleep and then crawl onto their heads. Only when they are passed over completely do they move to claim a victim by force.

SUBTLE PUPPETMASTERS

An alternative to the sort of direct control previously described would be a more suggestive type of control. In this style, the eldritch crown exerts gradual influence over its wearer in the form of suggestions like "she seems trustworthy," "you already paid for dinner," "you don't feel drunk," or "that sword is your mother's and you should get it back at any cost." If the player whose character is being influenced is good at playing against their character's wishes in the interest of the story, then passing notes with these suggestions is a great way to handle the crown's influence.

To play it even more subtly, when calling for Perception tests, offer answers that are in the crown's interests. This works especially well with Perception (Empathy) tests, but could also work for other Perception tests. If you want the control to last, take care not to have the victim perceive things radically different from his allies.

You could take this as far as giving bonuses or penalties to other tests based on the crown's influence. It doesn't want the character to harm someone? -3 to attack rolls. It doesn't want the character to be found? +2 to Dexterity (Stealth) tests. Using this variant, you might call for daily opposed Willpower (Self-Discipline) tests with a successful test freeing the wearer from the crown's influence for that day and each failed test causing a cumulative -1 to the wearer's future tests to resist. When this penalty would reach a -4, instead the crown achieves complete control of the victim, as described previously.

ACCESSORIZING EVIL

Eldritch creatures could also come in other shapes. An eldritch ring is only removed by removing the offending finger. An eldritch necklace chokes its victim rather than be removed.

ADVENTURE HOOKS

The following adventure hooks can help introduce and use eldritch crowns in an adventure or campaign.

THE EMPEROR'S NEW CROWN

The local monarch has recently become more vicious in his decrees, ordering citizens hanged for the pettiest of crimes

ELDRITCH CROWN			
ABILITIES (FOCUSES)			
2	ACCURACY		
0	COMMUNICATION (DISGUISE)		
1	CONSTITUTION		
3	DEXTERITY (STEALTH)		
2	FIGHTING (CLAWS)		
2	INTELLIGENCE		
2	PERCEPTION		
2	STRENGTH (JUMPING, MIGHT)		
5	WILLPOWER (SELF-DISCIPLINE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
15	40	15	3
WEAPON	ATTACK ROLL		DAMAGE
CLAWS	+4		1d6+1
SPECIAL QUALITIES			
FAVORED STUNTS: Disarm (1 SP), Knock Prone, Take Control (4 SP)			
ARMORED: The tough hide of this creature provides a natural armor of 3.			
HIDING IN PLAIN SIGHT: When motionless, the monster appears to be a magical item. A character making a TN 12 INTELLIGENCE (ARCANES LORE) test sees the item as providing a +2 bonus to an ability of the GM's choice (a bonus it does actually provide). Only a degree of success of 6 or better reveals the item's true nature. Any COMMUNICATION (DISGUISE) attempts by the monster to appear as a normal head ornament gain a +2 circumstance bonus.			
DARKVISION: An eldritch crown can see normally in total darkness.			
SMALL AND SKITTERING: When not attached to a host, the eldritch crown is small and quick, affording it exceptional speed and defense. It can also climb walls and ceilings at no penalty to its speed.			
TAKE CONTROL STUNT: For 4 SP, the monster can jump and attach itself to its target's head. The victim may make an opposed DEXTERITY (ACROBATICS) test vs. the crown's Fighting (Claws) test to duck out of the way; otherwise they are completely under the eldritch crown's control as described below. A prone character suffers a -2 penalty to this test. If the target is wearing a helmet, the monster must first use a Disarm stunt to remove it. The monster may also take control of a sleeping or otherwise helpless victim as a major action with no stunt points and no test. A character possessed in this manner suffers a -1 to tests required to break free of the monster's control. A character who puts on the crown of his own volition suffers a -2 to these test. This is by far its preferred means of attack. While the monster is attached to its victim, any damage it receives is split between them both, with the monster taking extra damage in the case of odd numbers.			
While under control, the victim may attempt an opposed WILLPOWER (SELF-DISCIPLINE) test at the beginning of each of his turns. If successful, he has control of his own actions until the beginning of his next turn. Otherwise, the monster has complete control of his actions. The monster can be removed with a major action and an opposed STRENGTH (MIGHT) test. However, the act of ripping the monster free causes 3d6 penetrating damage to the victim as the gripping tentacles rend their flesh. Killing or incapacitating the monster immediately frees the victim.			
THREAT: MAJOR			

and waging war on his weakest neighbors. He has estranged himself from his family, and his wife has not been seen in weeks. When his most trusted advisor asked her whereabouts, he was drawn and quartered “for sullyng her good name.” None have asked after her since. The people are begging for someone to free them from this new brutal rule. Hopefully that someone will find a way to remove the man’s crown before removing his head.

A TRAITOR AMONG US

An eldritch crown has its heart set on a life of adventure! Not that it actually has a heart, but that’s okay, because it found some goblins in need of leadership. Having taken control of the beefiest of the bunch, a goblin by the name of Gorflark, it has set its new goblin minions on the task of causing just enough ruckus in the nearby towns that surely the locals will hire a band of adventurers to put a stop to their mischief. Gorflark, under the crown’s control, now waits patiently for such adventurers to bring about her death and claim her accursed crown for themselves. Once one of the adventurers

I killed them with my own hands. They say it wasn't me, that it wasn't my fault, that it was this... thing I wore. I remember screaming, but no words came. I remember wanting to save them as I watched my own hands choke out their life. It was my hands... my hands.

That's why I cut them off, doctor. I just couldn't stand to look at them anymore. It wasn't easy to do by myself, but I was able to set up a sort of guillotine, and, well, as you can see... it worked! I feel so much better now.

—Christof Racelden, formerly in possession of both of his hands and most of his wits

dons the crown, it hopes to keep its true nature hidden for as long as possible, gently guiding the wearer toward whatever path seems the most fun... and the most dangerous.

This is an excellent way to use the craftier variant described previously.

ELEMENTALS

Many scholars argue that earth, fire, air, and water are the four immutable building blocks of the universe. Wood, for example, is made of the earth, but burn it and it gives off fire and smoke of the air, and many trees contain water in the form of sap. Living creatures are often made of the earth of the ground, breathe the air, give off heat like a fire, and their blood is a form of the waters. It is the combination of these things that create and sustain the universe. Under this theory of creation, each thing is some combination of these core elements and mastery of these elements is a source of great power.

In the same way that most living creatures are formed of a mixture of these elements, there are some that hold in a stronger fashion to just one or two of the elements and exemplify their extremes to a greater degree. These “elementals” are powerful creatures, able to control the very state of

nature to change the environment around them in order to suit their own needs.

Elementals appear as churning, constantly moving shapes of their matching element. Air elementals may appear as small cyclones formed of dust and trapped wisps of smoke, whereas fire elementals may appear as beings of pure heat and energy, constantly burning their surroundings. Earth elementals are the most static, being formed mostly of rock and having a squat humanoid shape. Water elementals are mostly tentacles of viscous liquid, but can collapse into a watery form at any time. Some more powerful or intelligent elementals may take humanoid or animal forms composed of their core elements, but these are still quite obviously not flesh and blood beings, but those composed of fire, air, earth, and water.

It is unknown exactly where elementals originated. Knowledgeable minds have scoured ancient tomes for reference to the creation of such beings, and studied what few captured samples they have, but all that can be discerned is that they are living, they are non-intelligent, and that they react violently if removed from their associated medium.

Multiple theories persist regarding the origins of elementals. Scholars either assign blame to mages' spells going awry and creating a life force of their own in locations of wild magical energy, or of portals to other-worldly locations where elementals are as common as birds and animals are in the natural realm. Some speak of all-powerful “alpha” elementals, creating elementals as carvings from itself, while still others speak to them being leftovers from the creation of the universe, like flecks of dough left in the bowl after making a pie. Other scholars refrain from postulating on such things, instead focusing on the fact that regardless of their creation, their existence suggests that the raw power of the universe can be contained and, like any other creature, yoked or controlled with the right stimuli.

Elementals are inherently wild and unrestrained. As natural beings of pure force composed of the building blocks of the world, it is not possible to change their nature. Magic items, or powerful enchantments may allow a mage of sufficient power or skill to command or control an elemental, but there is always a danger the elemental will break free if held too weakly or too long.

It is important to note while some elementals can be destructive, volatile, and even brutish, they are not inherently evil. However, as creatures composed of a single element, they are deliberately unbalanced in ways that can seem wicked or malicious to mortals. For example, a fire elemental lives to burn, and should its fire destroy a village or kill a living being many might consider the elemental to be committing



WATER ELEMENTAL			
ABILITIES (FOCUSES)			
0	ACCURACY		
-2	COMMUNICATION		
0	CONSTITUTION		
3	DEXTERITY (ACROBATICS, STEALTH)		
3	FIGHTING		
3	INTELLIGENCE (WATER WHIP)		
1	PERCEPTION		
3	STRENGTH		
5	WILLPOWER (COURAGE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
13 (13 SWIM)	45	13	0
WEAPON	ATTACK ROLL	DAMAGE	
WATER WHIP	+5	1d6+5	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Skirmish, Mighty Blow			
FREE FLOWING: A water elemental is immune to the Skirmish and Knock Prone stunts.			
SLIPPERY CUSTOMER: Any enemies of the water elemental which end their turn within 2 yards of it must make a TN 12 DEXTERITY (ACROBATICS) check or fall prone as water pushes and pulls around their legs.			
FLUID NATURE: A water elemental may contort its body to fit itself through any gap wider than one centimeter as a major action. Once on the other side, however, it must return to its natural state. If it cannot fit itself in the space, it quickly returns during the same action and reforms.			
WATERY: If fully submerged in water, the water elemental is invisible.			
WATER WHIP: The elemental can lash out with a watery tendril at any target within 3 yards using its Intelligence (Water Whip) to attack. This attack does 1d6+2+Strength damage (normally 1d6+5)			
THREAT: MODERATE			

evil acts. However, to the elemental, it is simply following its nature. This doesn't mean elementals cannot become evil as mortals understand it—a corrupted or embittered elemental could learn to delight in suffering and pain. They just don't start out that way; something significant must occur for them to turn to this path.

Elementals are often found in locations attuned to the element they are associated with, so a water elemental may be found in a lake or on the sea, whereas a fire elemental would emerge from a burning forest (although whether it started the fire or is created from it may be up for debate). Earth elementals are often found underground, near cave entrances, or emerging from quarries and mines, and air elementals have been found high on mountaintops or seen passing through the skies.

AIR ELEMENTAL			
ABILITIES (FOCUSES)			
3	ACCURACY (WIND BUFFET)		
-2	COMMUNICATION		
0	CONSTITUTION		
6	DEXTERITY (STEALTH)		
2	FIGHTING (SLAM)		
2	INTELLIGENCE		
3	PERCEPTION (HEARING)		
2	STRENGTH		
2	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
16 (FLY)	25	16	0
WEAPON	ATTACK ROLL	DAMAGE	
SLAM	+4	1D6+5	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Lightning Attack, Seize the Initiative			
WIND BUFFET: As a minor action an air elemental can create a sudden and powerful gust of wind to batter nearby creatures. Anyone within 4 yards of the elemental must attempt an opposed test of their STRENGTH (MIGHT) vs. the elemental's Accuracy (Wind Buffet). Those that fail their test and have a Stunt Die result of 1 or 2 are also knocked prone.			
AIR WHIP: Anyone the air elemental hits with a Slam attack or its Wind Buffet ability must succeed at a TN 12 STRENGTH (MIGHT) test or have their weapon knocked a number of yards away from the air elemental equal to the Stunt Die on the air elemental's attack or ability roll.			
ETHEREAL: Air elementals are ethereal, being comprised of dense air itself. They ignore the effects of terrain. Normally only magical attacks (spells or hits from magical weapons) can harm them; other attacks pass through their forms without effect. A character attacking an air elemental can perform a special stunt called Spirit Bane for 3 SP, however. The character then inflicts normal weapon damage but substitutes Willpower for Strength or Perception.			
THREAT: MODERATE			

There are four sisters.

The first runs but never grows tired.

The second eats but is never full.

The third drinks from the first's gifts but is never sated.

The fourth pushes her sisters around, but is never seen.
Who are they?

—“Riddle of the Elements” (Author Unknown)

COMBINATION ELEMENTALS

Areas of elemental extremes have, in a few cases, been the location of a fusion: Multiple elemental types combining to form a new, and occasionally more powerful variety of creature. These creatures, known to scholars as “combination elementals,” make up a distinct mix of two different kinds of elemental power, and often frequent locations of such mixtures. A lava elemental, for example, would be a combination of earth and fire elementals, and make its home in a volcano. Whereas a lightning elemental, a mix of air and fire, may descend from the sky during a particularly powerful hurricane, electricity exploding from its essence and catching a farmhouse ablaze. Needless to say, these combination elementals can appear far more powerful than their singular-element cousins, and any interaction between themselves and living creatures is likely to end poorly for everything save the elemental itself.

In order to create a combination elemental, first take two different kinds of elemental as a basis for the creature. The resultant creature possesses the higher of their ability scores, Health, and Armor Rating. It also has all of the attacks and special qualities of both elementals.

ELEMENTAL LORDS

While many elementals are not considered intelligent, some of these creatures display human-like or greater intellect. These elementals would be lords, aristocrats, and envoys among their kind, and often possess powers far in excess of their instinct-driven cousins. They are also the most likely to take humanoid or animal-like shapes, learn to communicate with humanoid races, or possibly even adopt names and titles when dealing with others. Unfortunately, these intelligent and powerful elementals are also the most likely to become corrupted, fall to madness, or become forces of elemental evil.

These elemental lords would definitely be Elite or better versions of their chosen type (see **Beefing Up Adversaries**, page 3). They would also possess greater magical powers relating to their elements, mimicking the effect of spells from the appropriate arcana. These powers would not require magic points or casting rolls and would have a Spellpower equal to 12 + Willpower. However, powerful spell-like effects would only be usable a few times per encounter without harming or weakening the creature (once for Elite elementals, twice for Heroic, and three times for Epic). So a Heroic water elemental lord would be able to use a power identical in effect to the Water Arcana’s Watery Doom spell (See *Fantasy AGE Basic Rulebook*, p. 76) without need for tests or MP expenditure. However, they would only be able to use this power twice per encounter. GMs who wish to allow an elemental to bypass this restriction can have the monster spend Health in place of MP to continue to use such powerful spells, representing the elemental lord drawing from its own essence to fuel these effects.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use elementals in an adventure or campaign.

SO HOT RIGHT NOW

A dormant volcano has sat close to the settlement of Broomfield for years, nothing more than an uncapped mountain, until recently. Smoke now rises from its peak as an ancient device, uncovered during a recent thunderstorm, has activated. Fire elementals now venture forth, or are summoned from deep underground, heating up the mountain and forming a new, active caldera. While the volcano itself isn’t likely to erupt, as the edges of the mountain start to melt,



FIRE ELEMENTAL			
ABILITIES (FOCUSES)			
3	ACCURACY (FIRE BOLT)		
-2	COMMUNICATION		
1	CONSTITUTION		
4	DEXTERITY		
1	FIGHTING		
-3	INTELLIGENCE		
3	PERCEPTION		
0	STRENGTH (INTIMIDATION)		
0	WILLPOWER (COURAGE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
16	35	14	4
WEAPON	ATTACK ROLL	DAMAGE	
FIRE BOLT	+5	1D6+4	
SPECIAL QUALITIES			
FAVORED STUNTS: Pierce Armor, Set Aflame, Skirmish			
FLAME BLAST: As a major action, a fire elemental can cast Flame Blast without using mana or requiring a casting roll. As this does not have a casting roll, it does not generate stunt points.			
FIRE BOLT: As a major action, a fire elemental can throw a bolt of fire up to 26 yards as a ranged attack.			
FIRE SHIELD: The elemental's semisolid fiery form grants a base Armor Rating of 4. If attacked by wooden weapons, this Armor Rating is increased to 8.			
SET AFLAME STUNT: A fire elemental can set aflame one or more of its targets of Fire Bolt. This is a special stunt for 2 SP per target to be affected and not all targets of the attack need be affected. The target takes 1d6 penetrating damage at the start of each of their turns until they or another character within 2 yards can put out the fire by spending a minor action.s			
THREAT: MODERATE			

lava-flows now present renewed danger to Broomfield and its inhabitants, who will put everything on the line to hire adventurers to deal with the problem they scarcely understand themselves.

ON SHAKY GROUND

Local farmers are despondent; their crops are being destroyed. Earth elementals, accidentally released when a nearby cave collapsed, are ruining their produce and creating disruption that makes mundane pests look pathetic in comparison.

The earth elementals are not intelligent, so will not listen to reason, and their motives are unclear. In actuality, they have simply been trapped within an arcane prison for hundreds of years, and they are now enjoying their freedom in a manner akin to a wild animal set loose from a snare. They can be coaxed away by offerings of new and interesting earths and metals to experience, or they can be defeated as if they were wild, dangerous animals.

EARTH ELEMENTAL			
ABILITIES (FOCUSES)			
0	ACCURACY		
-2	COMMUNICATION		
4	CONSTITUTION (STAMINA)		
2	DEXTERITY		
2	FIGHTING (SLAM)		
-3	INTELLIGENCE		
3	PERCEPTION (HEARING, TOUCH)		
4	STRENGTH (MIGHT)		
1	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
10 (10 CLIMB/ BURROW)	45	12	8
WEAPON	ATTACK ROLL	DAMAGE	
SLAM	+4	2D6+4	
SPECIAL QUALITIES			
FAVORED STUNTS: Mighty Blow, Defensive Stance, Knock Prone			
BLIND: Earth elementals are effectively blind. They can, however, detect motion by sensing vibrations in the ground. This sense has been taken into account in the attack rolls.			
STONE ROOTS: Any creature that starts its turn on the ground within 2 yards of an earth elemental must make a STRENGTH (MIGHT) check of 18 or more, or be unable to move their feet as the ground attempts to root them in place.			
STONEFORM: Due to their rocky nature, Earth Elementals have a natural armor rating of 8.			
THREAT: MODERATE			

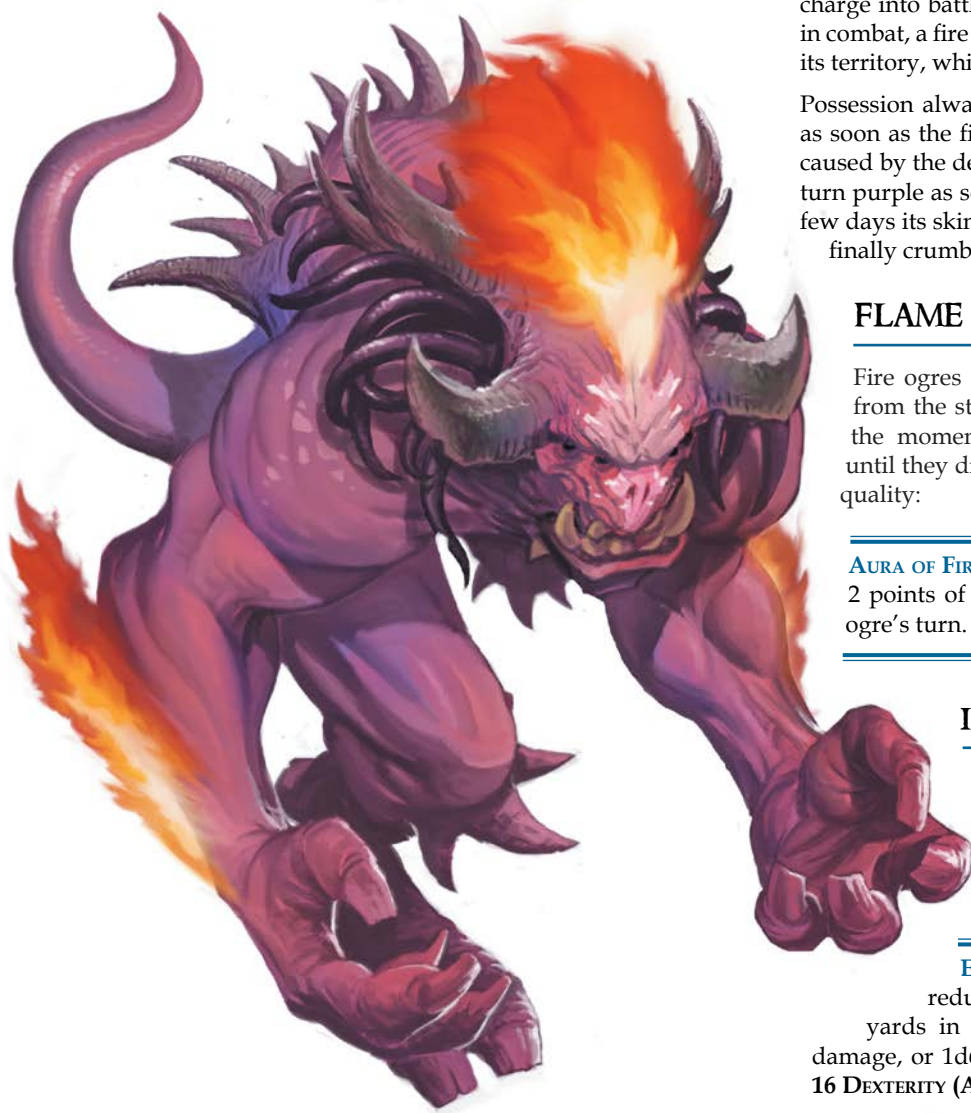
TOTEM RECALL

In a distant corner of the world, elementals of all types are ravaging village after village. These beings appear out of nowhere to destroy swathes of settlements, and then return as quickly as they arrived. While they cause little actual death, the destruction they wreak is considerable and the people are restless and afraid. All the devastated villages are missing a single crucial item—an ancient stone carving which had marked the center of each settlement. These stones, conduits of ancient magic long-forgotten, had originally repelled elementals used by corrupt sorcerer-lords of old to oppress and rule the area. However, with them stolen away, the villages are vulnerable to attack once more.

The culprit responsible for these attacks is the mage Henek-Thal, a descendant of the sorcerer-lords who has rediscovered the secret of summoning and controlling large numbers of elementals. The mage has agents steal away the protective stones and then sends his elementals to sow chaos and discord. He soon plans to reveal himself and demand the villages unite under his rule. Can the PC heroes, brought to the area by pleas for aid or promise of reward, stop the sorcerer and defeat his elemental minions?

FIRE OGRE

As creatures of flame, fire demons find it difficult to maintain their existence outside of their home dimension without help from a demon lord or powerful mage. They can, however, possess an earthly creature as long as that creature is physically powerful enough to contain the fire demon's essence. Ogres, with their physical power and lack of strong will, make perfect candidates for possession—and are used by the demons so often that the resulting fire ogre is a well-known threat. Once the fire demon and ogre are joined, the resultant fire ogre only has a few days of existence, at most. Even though the ogre's body is resilient, the fire demon slowly burns it out, killing the ogre and sending the demon back to its home plane in a burst of flame.



Fire ogres aren't tacticians; they're practically berserkers. The fire demon possessing the ogre knows it only has a relatively short time on this plane and drives the ogre to run rampant, attacking and destroying anything in its path for the sheer love of chaos. If the fire ogre was created for a purpose, then it is under the command of the mage that summoned it and can be commanded to perform specific duties, which it does to the best of its ability. Due to their short lifespan, fire ogres are typically created specifically for war and only rarely used as guards—and then only if its creator is expecting trouble soon.

While ogres are solitary, unintelligent creatures, fire ogres are willing and able to work in groups. Fire ogres love seeing fear in the eyes of their opponents when three or four of them charge into battle, and while they don't quite work together in combat, a fire ogre won't attack another for encroaching on its territory, which regular ogres are very likely to do.

Possession always ends in the death of the host and begins as soon as the fire demon enters the ogre's body. The strain caused by the demon's presence causes the fire ogre's skin to turn purple as soon as it manifests, then over the course of a few days its skin turns red and then black before the creature finally crumbles to ash.

FLAME ON!

Fire ogres are unstable and in some cases this is clear from the start. A handful of fire ogres burst into flame the moment they're possessed and remain that way until they die. These fire ogres gain the following special quality:

AURA OF FIRE: Any creature adjacent to a fire ogre takes 2 points of penetrating damage at the start of the fire ogre's turn.

IT'S BETTER TO BURN OUT...

Upon their death, no matter how it comes about, some fire ogres explode in a fireball as the demon possessing it lashes out one final time. Such fire ogres gain this special quality:

EXPLOSIVE DEATH: When the fire ogre is reduced to 0 health, it explodes in a fireball (6 yards in every direction), causing 4d6 penetrating damage, or 1d6+3 penetrating damage if a successful TN 16 DEXTERITY (ACROBATICS) test is made.

Fire ogres may be powerful—they may even be effective in the right circumstances—but considering their lack of intelligence, chaotic natures, and short lifespans, they are rarely worth the effort to create. At least that's my opinion, there are plenty of dark mages who disagree with me, so we must be prepared to deal with these creatures, especially the future war mages.

—Tomar Arklynn, Master Mage of the King's College of Magicians, Kingdom of Xessex

FIRE OGRE				
ABILITIES (FOCUSES)				
0	ACCURACY (BRAWLING)			
-1	COMMUNICATION			
6	CONSTITUTION (STAMINA)			
0	DEXTERITY			
2	FIGHTING (AXES, BLUDGEONS, CLAWS, HEAVY BLADES)			
1	INTELLIGENCE			
2	PERCEPTION (SMELLING, TRACKING)			
6	STRENGTH (INTIMIDATION, MIGHT)			
1	WILLPOWER			
SPEED	HEALTH	DEFENSE	ARMOR RATING	
12	60	10	6	
WEAPON	ATTACK ROLL		DAMAGE	
CLAWS	+4		2D6+9	
UNARMED	+2		1D6+6	
SPECIAL QUALITIES				
FAVORED STUNTS: Burning Touch (2 SP), Knock Prone, Lethal Blow (4 SP), Mighty Blow (1 SP), Threaten				
SAVAGE KILLER: A fire ogre can perform the Mighty and Lethal Blow stunts for -1 SP. They also gain a +2 attack and damage bonus against any target who doesn't succeed in an opposed test of their WILLPOWER (COURAGE) vs. the fire ogre's STRENGTH (INTIMIDATION) at the beginning of an encounter.				
BIG: Executing a Knock Prone and Skirmish stunts against a fire ogre require 1 extra SP in order for it to work. Weapons sized for the fire ogre do an additional 1d6 damage beyond human-sized weapons (their unarmed attacks do 1d6 damage).				
BREATH WEAPON: A fire ogre can spew flame in a wide arc (4 yards long and 6 yards wide) or a narrow stream (8 yards long and 2 yards wide) as a major action. Those caught in the area take 3d6 penetrating damage, or 1d6+3 penetrating damage if they make a successful TN 16 DEXTERITY (ACROBATICS) test. The fire ogre loses 5 health when it uses this ability as it expels a bit of the demon.				
BURNING TOUCH STUNT: The fire ogre can set its target on fire as a special stunt for 2 SP. The target takes 1d6 penetrating damage at the start of each of the target's turns until they put out the fire by spending a minor action.				
DEMONIC SPEED: The fire ogre can make two melee attacks with a single attack action. Each attack check is rolled separately and can generate stunt points.				
ENCHANTED HIDE: The fire ogre's hide provides a natural Armor Rating of 6. Due to the mystic nature of the demon possessing the ogre, this protects against all damage, even that not normally stopped by armor.				
FIRE RESISTANCE: A fire ogre takes no damage from fire-based attacks including fire spells.				
WEAPON GROUPS: Axes, Bludgeons, Brawling, Heavy Blades				
THREAT: MAJOR				

OTHER HOSTS

While ogres are considered ideal hosts by most fire demons, other large tough creatures with limited mental faculties may also be chosen for possession. These creatures use their base statistics, but add the Breath Weapon, Burning Touch, Demonic Speed, and Fire Resistance qualities from the Fire Ogre entry. Any Armor Rating they have is increased by 4 (or they gain AR 4 if they have no armor) which becomes enchanted as per the Fire Ogre's Enchanted Hide special quality. Some of these fire-demon possessed monsters may also have the Aura of Fire and Explosive Death qualities described above.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use fire ogres in an adventure or campaign.

BROKETOOTH BAD

Cragga Broketooth, an ogre who's been spotted frequently over the years but has mostly avoided contact with nearby towns, has spontaneously become a fire ogre. Now she's

running through the area, setting the forest on fire, attacking local towns, and killing travelers and merchants on the roads. The local authorities don't know enough about fire ogres to know she'll eventually burn out and die, so they want someone to stop Cragga and save the region from destruction.

ARMY AFIRE

The PCs are either part of an army or hired to take on a mission an allied force needs performed. The army's commanders have learned that their opponents have mages who know how to create fire ogres. Even a small force of these engines of destruction could affect the outcome of the approaching battle. The heroes need to sneak through enemy lines, find the mages, and kill them (and any fire ogres they've already created) before they can enter the fray.

CREATURES OF FLAME AND SHADOW

During the course of an adventure, the PCs make enemies of a powerful mage. When the characters finally track him down, the mage has a surprise waiting for them. His spies have informed him the heroes are on the way, so he's created some fire ogres to stand guard and deal with the interlopers... or at least hold them off long enough for him to escape.

The fomoiri (singular fomoir) are an ancient race of ogre-like humanoids. According to their mythology, they ruled vast lands long before the coming of humanity. The stories differ in their details, but the upshot is that enemies of the fomoiri threw down their cities, killed them in their thousands, and hounded the survivors into distant and inhospitable swamplands. The few fomoiri left felt abandoned by their allies and by the gods. In that dark hour, they looked for salvation and the abyss looked back at them. Demon lords promised power and vengeance in exchange for worship. The fomoiri, having nothing left to lose, made dark pacts with the demon lords and have served them ever since.

Since that time the fomoiri have grown strong in their enclaves. They have turned the swamps into an asset instead of a liability. With demonic aid, they can strike out at their enemies and then retreat to fastnesses that are difficult to find, let alone attack. Their great enemies are the gatorkin (see page 56), who challenge fomoiri mastery of the swamplands. The two races have fought since they first came into contact in the mists of antiquity. The gatorkin find the fomoiri worship of demon lords abhorrent, while the fomoiri find

the gatorkin insufferably arrogant. The gulf between them is vast and likely unbridgeable.

The average fomoiri is about six feet tall but broader and stockier than a human. However, their leaders and champions grow much larger, sometimes up to ten feet tall. This happens because the Elite fomoiri allow themselves to be possessed by demons periodically. Indeed, they consider it an honor. The possessed fomoiri consume their defeated enemies, growing larger with each victory. The leader of a fomoiri enclave is inevitably the biggest of them all.

DEMON-POSSESSED FOMOIRI

The stat block presented here is for an average fomoiri. The leaders, who often let demons possess them, are physically larger and more powerful. You can represent this by making them Elite, Heroic, or Epic (see **Beefing Up Adversaries**, page 3). They should also receive the Big special quality and use the Intelligence and Willpower abilities and focuses of the demon possessing them.

BIG: Knock Prone and Skirmish stunts used against fomoiri require 1 additional SP to work. Also, their weapons do an additional 1d6 damage over their human-sized counterparts (their fists do 1d6 base damage).

You can also give such fomoiri special qualities they can use while possessed. These represent the powers of the possessing demon. Here are three examples, though the variety of demons is such that you have a world of options.

MIST WITCH: Once per encounter the fomoiri can summon up an area of thick mist around itself with a 30-yard radius as a major action. The mist witch can double its size for each major action spent on subsequent, concurrent rounds. While the fomoiri can move, the mist remains stationary and dissipates after an hour.



"I came out of the barn to find the morning fog had gotten heavy and thick. I can't explain why, but that made my hackles rise. I made my way to the pier as quiet as I could. I could see them now, big shapes in the fog, moving with purpose. I too my skiff to the middle of the lake and laid down on the bottom. When the screaming stopped and the sun came out, I rowed back to what was left of my village."

—Gilbert, survivor

INFERNAL FIRE: The fomoiri can throw bolts of black flame at opponents as a ranged attack (+5 attack roll, 1d6+3 penetrating damage). This infernal fire burns flesh but nothing else.

GAZE OF THE ABYSS: The fomoiri can use Gaze of the Abyss as a special stunt costing 3 SP on an enemy the fomoiri can see. The target must win an opposed **WILLPOWER (SELF-DISCIPLINE)** test or take a -2 penalty on all tests until the end of their next turn. A character can only be affected by one Gaze of the Abyss at a time.

The nature of the demons which possess the fomoiri are unknown to all outside the race, and even most fomoiri long ago lost this knowledge. It could be that fomoiri are bound to a specific line or classification of demons which cannot manifest in mortal realms without possessing them. In fact, it is possible all remaining fomoiri pay homage to a single demon lord and its subordinates. Alternatively, they may worship the same demons and fiends as do various other non-fomoirian cults and demonologists. GMs using fomoiri in their campaigns should consider if their demonic patrons have some special relationship with the race and the setting in general, or if these creatures serve as an example of the power and perils associated with serving any members of demonkind.

ADVENTURE HOOKS

The following adventure hooks can be used to introduce fomoiri into your campaign.

THE UNSPEAKABLE TEMPLE

Demons begin to appear in the dark of the night, killing (or worse, abducting) people in the area. The locals have no idea why this is going on or what they might have done to attract such attention. As it happens, there is an old temple to one of the demon lords nearby. A group of fomoiri have occupied it and are now performing nightly rituals there. The demons are bad enough, but the rituals may be leading to something even worse. The PCs must penetrate the temple and stop the fomoiri before they can complete their grand ritual. The leader of the fomoiri is huge and can throw Infernal Fire and possesses Intelligence 3, Willpower 4, and the Willpower (Courage) and Intelligence (Religious Lore) focuses (see **Demon-Possessed Fomoiri**).

RUINS OF EMPIRE

The PCs travel to a remote area to explore an old ruin. They are surprised to discover a war party of fomoiri there, as the ruin is far from any swampland. The fomoiri seemed determined to drive the PCs away, although it is clear that they are not local to the area either. It turns out that this ruin is quite ancient and they think it was part of a long-vanished fomoiri realm. They could be looking for something very specific (a magic or ritual item, for example) or simply want to reclaim

FOMOIRI

ABILITIES (FOCUSES)

2	ACCURACY (BRAWLING)
0	COMMUNICATION (DECEPTION)
3	CONSTITUTION (SWIMMING)
3	DEXTERITY (STEALTH)
3	FIGHTING (AXES, SPEARS)
1	INTELLIGENCE (NAVIGATION)
2	PERCEPTION (HEARING, SEEING)
4	STRENGTH (INTIMIDATION)
3	WILLPOWER (MORALE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
13	35	13	5

WEAPON	ATTACK ROLL	DAMAGE
TWO-HANDED SPEAR	+5	2D6+4
BATTLE AXE	+5	2D6+4
FIST	+4	1D6+4

SPECIAL QUALITIES

FAVORED STUNTS: Knock Prone (1 SP), Lethal Blow, Mist Step (3 SP)

TALENTS: Scouting (Journeyman), Unarmed Style (Journeyman), Weapon and Shield Style (Novice)

LIZARD SKIN: Fomoiri have a natural AR of 2, though most wear a patchwork of armor (including gatorhide if they can get it) that increases this to AR 5.

MIST SIGHT: Fomoiri can see through fog and mist up to 60 yards, and in the darkness up to 20 yards without a light source.

MIST STEP STUNT: When fomoiri are in an area of mist or fog, they can perform Mist Step as a special stunt costing 3 SP. This allows them to disappear into the mist and reappear anywhere within 20 yards that they can see.

WEAPON GROUPS: Brawling, Axes, Bludgeons, Spears

EQUIPMENT: Battle axe or two-handed spear.

THREAT: MODERATE

some of their lost history. Whatever the case, the fomoiri do not want interlopers violating this place of their ancestors.

ONLY LIVING WITNESS

The PCs need an obscure piece of lore. Their efforts to find it in even the most comprehensive archives turn up nothing. They eventually learn that there is an ancient demon who was a witness the key event and thus has the requisite knowledge. Getting a demon to tell the truth is, of course, quite difficult. To make matters worse, the demon is currently possessing a fomoiri leader in the middle of one of their enclaves. The PCs must figure out how to find the leader and get the truth out of the possessing demon without fighting a legion of fomoiri.

GARGOYLE

Gargoyles are a race of strange, stony-skinned humanoids with unique, often monstrous faces and forms. Known for taking up residence in castles, churches, and other buildings, they are easily mistaken for statues or decoration, until they attack.

The origins of gargoyles are not well known. Given their stone-like appearance and protective temperament toward structures built by others, it seems unlikely that they are any sort of naturally occurring beings. They may be some sort of magical experiment in giving life to cold stone that has managed to become an actual species. Or they may be some sort of spirits that have possessed the stone statues, giving them mobility and single-minded goal.

This goal, one shared by all gargoyles, is to protect the structure that they call home. Gargoyles are very territorial, and will resist any new intrusions into a place they have claimed as their own. They can be reasoned with, and if a group of people can come to an accommodation with a tribe of gargoyles, they will find they have ferocious protectors and allies. However, the gargoyles cannot entirely be trusted, as their concern is always with protecting the castle, tower, or whatever building they are in—not necessarily the people within it.

In addition to nesting in structures that are in use, many groups of gargoyles take over abandoned buildings as their

home. Any crumbling temple or ruined castle could be home to gargoyles, making them another hazard to explorers and treasure hunters. In many civilizations, it has become common practice to carve gargoyle-like figures on top of towers and castles, in an attempt to convince enemies that the place was under the protection of a tribe of gargoyles.

Gargoyles are generally humanoid, with clawed hands and feet and short tails. They usually have wings, allowing them to swoop down from their high perches to attack intruders. Their faces are grotesque, with fanged mouths or bestial snouts. Many gargoyles have horns, tusks, or other animal features as well.

Gargoyles are usually intelligent and social with each other, but rarely engage in sophisticated communication with non-gargoyles. Some can speak humanoid languages, but many are unable to communicate with humans and other races. This often leads to additional conflicts and misunderstandings between the creatures and the humanoids who dwell near them. Gargoyles who can and are willing to communicate with outsiders are often more likely to find ways to coexist with others, but they also tend to demand consideration and concessions in exchange for their protection and forbearance.

In combat, gargoyles generally prefer to attack from ambush. They will either swoop down on a foe with a Dive attack, or take advantage of their ability to appear as a stone statue to surprise a nearby foe.

ANIMATED STATUES

There are a number of creatures similar to gargoyles—mobile creatures that appear to be stone or metal statues. Temple guardians, sometimes in the shape of men, sometimes in the shape of large dogs or lions, are common in some faiths. Similarly, the Skin of Stone ability can be used to make a statue version of a number of different animals. Elite, Heroic, or Epic gargoyles are often much bigger than normal gargoyles, possibly using the Big power from the Ogre. These could make for a terrifying foe.

In addition, such animated guardians and statues are usually stronger but often slightly less agile than their flesh-and-blood counterparts, having Strength and Constitution that are 2 higher but Dexterity that is 2 lower. For example, an animated statue of a tiger (see page 130) would have a Strength of 6 and a Constitu-



The keep was abandoned. The Lord-Commander had assured us of that multiple times. It had been abandoned 15 years before, when the order was driven out by the goblins.

The walls were in terrible shape, holes knocked in 'em. There were seven creepy statues at the top of the two towers still standing, and all of the windows and doors were knocked in. We got to setting camp as night fell. Hamleth was starting a cooking fire behind me when I heard a choking sound. I turned ... and Hamleth was just gone. Completely disappeared. I grabbed a torch and stepped outside. Nothing. No one moving in the yard, nothing outside the walls, nothing up on top of the towers except six creepy statues.

As I turned to make my way back inside, I noticed another statue, a winged and fanged monster, in a stairway up to a second floor gallery. "Why would they put a statue there?" I thought, and then it took a step towards me.

—*Alfred, man-at-arms in service to the Order of the Shield and Hart*

tion of 5, but a Dexterity of only 1. These creatures usually cannot fly unless the creatures upon which they are based can fly. Elite, Heroic, or Epic gargoyles are often bigger than normal gargoyles, possibly using the Big special quality (see **Modifying Monsters**, page 133) and possibly possessing other special qualities such as Mighty. These gigantic monsters make for a terrifying foes.

ADVENTURE HOOKS

The following adventure hooks can provide ideas for how to use gargoyles in your own adventures or campaign.

RECLAIM THE PALACE

The old palace, center of the city and cornerstone of its court and function, has been claimed by a group of gargoyles. As they attack anyone who enters the palace, and refuse to let anyone who was already there out, the city has ground to a halt. Can the adventurers oust these squatters? And did someone deliberately send the gargoyles here?

THE WINGED PLAGUE

A magical battle has utterly destroyed a ruined castle in a generally pastoral region (the heroes may have been involved with the battle that destroyed the fortress, but it isn't necessary). However, the castle was the home of a tribe of gargoyles, who are now left without a territory to defend. The wandering gargoyles have begun attacking farmers and travelers throughout the region, as they spread out in search of a new home. The heroes need to figure out how to deal with the gargoyles and prevent any further deaths.

GARGOYLE

ABILITIES (FOCUSES)

2	ACCURACY (BITE)
-1	COMMUNICATION
4	CONSTITUTION
1	DEXTERITY (STEALTH)
2	FIGHTING (BLUDGEONS, CLAWS)
0	INTELLIGENCE (HERALDRY)
1	PERCEPTION (SEEING)
4	STRENGTH (CLIMBING)
1	WILLPOWER (MORALE)

SPEED HEALTH DEFENSE ARMOR RATING

10 (14 FLY)	45	11	6
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WEAPON ATTACK ROLL DAMAGE

BITE	+4	1D3+4
CLAWS	+4	1D6+4
MACE	+4	2D6+4
HORN/TUSK	+2	2D6+6

SPECIAL QUALITIES

FAVORED STUNTS: Mighty Blow (2 SP), Knock Prone (2 SP)

AMBUSH PREDATOR: Gargoyles often attack their foes with a dive out of the dark night sky, or by playing statue until the target is close. They gain +2 to any attacks they make against a foe during a surprise round.

SKIN OF STONE: Gargoyles' stony skin gives them a natural Armor Rating of 6. In addition, they gain a +2 bonus to **DEXTERITY (STEALTH)** tests that involve them blending with stonework or being mistaken for statues.

WEAPON GROUPS: Axes, Bludgeons, Heavy Blades

THREAT: MODERATE

DEATH IN THE CATHEDRAL

The Cathedral in Antibes has been guarded by a tribe of gargoyles for over 100 years. However, last night, the gargoyles attacked one of the priests, and are now attacking anyone who sets foot in the ancient structure. Can the heroes stop the gargoyles from killing anyone else, and discover why they have turned on the people they protected for so long?

The creatures' attack against the priest and their subsequent clearing of the cathedral are extreme, but not mindless. Maybe the priest and others at the cathedral had betrayed some ancient pact with the gargoyles. Or perhaps the monsters sense some corruption that others cannot. It is also possible something or someone is driving the creatures mad, making them paranoid and violent. In any case, the PCs are the only hope to resolve this situation. If they cannot diffuse the situation or drive off the gargoyles, the cathedral will become a ruined stronghold for monsters who attack any and all who seek to enter.

GATORKIN

Gatorkin are large, fearsome humanoids that live in the deep swamps. Their razor sharp teeth and armored hides would make them deadly enough, but gatorkin are intelligent and know how to make and use weapons as well. They are generally between 7 and 8 feet tall, and are equally at home in the water and on land. They cannot breathe underwater, but they are expert swimmers and are adept at concealing themselves in the muddy waters of the swamplands.

Tribes of gatorkin live in fortified communities. Many of the buildings are built up out of the water, so they can spend

time submerged and out of the sun beneath them. Gatorkin society is matriarchal, and each tribe is led by three chiefs: a hunt chief, a war chief, and a craft chief. The hunt chief oversees food procurement for the tribe, the war chief leads its warriors in battle, and the craft chief oversees the making of things (homes, clothing, weapons, etc.). The other chiefs can offer advice, but the decisions of a chief in her arena are final. Chiefs usually choose their successors but violent take-overs are not unknown.

The fomoiri (see page 52) are the great rivals of the gatorkin. They have been bitter enemies for time immemorial, which is a good thing for the smaller humanoids who live in the swamplands. To outsiders it is simply a battle for territory, and it is that in part, but the gatorkin see the fomoiri as corrupt and untrustworthy due to their worship of demon princes. The gatorkin worship their own gods, which appear just as savage and terrible to civilized eyes, but the gatorkin can see the differences. Their gods are of the world and the demon princes are not. They will fight the fomoiri for eons if it keeps demons from poisoning the world.

ALBINO GATORKIN

In rare instances an egg hatches to reveal an albino gatorkin. Few of them survive childhood, but those that do inevitably show an aptitude with magic. They are honored by the rest of the community but also feared, as they are seen as touched by the gods. While chiefs rarely choose the albinos as successors, their council is always sought when there are important decisions to be made for the community.

To make an albino gatorkin mage, adjust the abilities as follows: +2 Communication, -2 Constitution, +3 Intelligence, -1 Fighting, -2 Strength, and +1 Willpower. Then add the following focuses: Accuracy (Arcane Blast), Communication (Leadership), Intelligence (Earth Arcana, Religious Lore, Water Arcana), and Willpower (Self-Discipline). Lastly, add the talents Earth Arcana (Journeyman) and Water Arcana (Journeyman), and give the mage 30 MPs.

"We do our best to avoid the gatorkin, but it's easy to pole right by one and never see it. Until it rears up and bites your friend in half, anyway."

—Sidonie, Boatwoman



GATORKIN			
ABILITIES (FOCUSES)			
3	ACCURACY (BITE, BRAWLING)		
0	COMMUNICATION (BARGAINING)		
4	CONSTITUTION (STAMINA, SWIMMING)		
2	DEXTERITY (STEALTH)		
3	FIGHTING (BLUDGEONS, SPEARS)		
0	INTELLIGENCE (NATURAL LORE)		
2	PERCEPTION (SEEING, TASTING)		
5	STRENGTH (INTIMIDATION, MIGHT)		
3	WILLPOWER (MORALE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
12	45	12	6
WEAPON	ATTACK ROLL	DAMAGE	
TWO-HANDED SPEAR	+5	3d6+5	
BITE	+5	2d6+5	
THROWING SPEAR	+5	2d6+8	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Lethal Blow, Quick Bite (2 SP)			
QUICK BITE STUNT: Gatorkin can perform a special Quick Bite stunt for 2 SP, which allows them to make a bite attack against the same target. This attack does not generate stunt points.			
TALENTS: Pole Weapon Style (Novice)			
BIG: Knock Prone and Skirmish stunts used against gatorkin require 1 additional SP than normal to work. Also, gatorkin-sized weapons do an additional 1d6 damage over their human-sized counterparts (their fists do 1d6 base damage).			
BURST OF SPEED: Gatorkin can move with surprising swiftness over short distances. Gatorkin that use the charge action can move their full Speed (normally, charging characters only move half their Speed).			
HOLD BREATH: Gatorkin cannot breath underwater, but can hold their breath for a number of minutes equal to their Constitution before having to make any tests relating to lack of air, drowning, or similar Hazards. If a Gatorkin is not engage in combat and moves no more than half its normal speed, it can triple this duration.			
SWAMP SPEW: The digestive system of gatorkin can produce a powerful acid to break down the toughest of meats. Once per encounter, gatorkin can spew up the contents of their stomachs and rain down this acid (and whatever else they’ve eaten recently) on an area 4 yards long and 2 yards wide. Anyone in the area takes 1d6+3 penetrating damage, or 1d6 penetrating damage if the target makes a successful TN 13 DEXTERITY (ACROBATICS) test.			
WEAPON GROUPS: Bludgeons, Brawling, Spears.			
EQUIPMENT: Throwing Spear, Two-handed Spear.			
THREAT: MODERATE			

ADVENTURE HOOKS

The following adventure hooks can be used to introduce gatorkin into your campaign.

NO REFUGE

A community of refugees has established itself inside a forbidding swamp, hoping that the raiders who plague their lands will find it too troublesome to follow them into such harsh terrain. This has the desired effect, but the refugees come from towns and villages and know little of their new homeland. When their hunters begin to disappear, they become concerned. When whole groups start to disappear, they panic. With a bit of legwork the PCs can discover the problem: a gatorkin tribe that lives deeper in the swamp. If their noses are bloodied, they may leave off from harassing the refugees. The PCs might also be able to bargain with the gatorkin, as they have been known to engage in trade from time to time. Metalwork is particularly valuable to them.

GATORKIN ATTACK!

A great disaster (perhaps caused by some previous action of the PCs) kills off most of the wildlife in the marshland home of a large group of gatorkin. Maybe it's a side effect of a

magic ritual, or maybe it was a fomoiri plot. In any case, the gatorkin quickly realize they must find a new place to live. The surviving gatorkin erupt out of the marsh and cut a swath through the land. Their attacks seem random at first, but they have a purpose. The gatorkin are looking for a new wetlands to settle. The PCs can be part of the defense called out to defeat the gatorkin, and every sword is needed to deal with such a large group. The PCs may be able to figure out what the gatorkin really want and lead them to a suitable new home with a lot less bloodshed. Survivors of the decimated area, however, may push for revenge against such a settlement.

THE LONG WAR

A new war erupts between the gatorkin and the fomoiri in a great swamp. This happens periodically and is usually invisible to the outside world. This time, however, the fomoiri are able to summon demons to their cause and the gatorkin suffer increasing casualties. They need allies, but how to get outsiders to come to their aid? The gatorkin chiefs convince some human swamp folk to be their intermediaries, and they go seeking adventurers and mercenaries. The swamp folk are cagey about who exactly the PCs will be working for. They realize that few would come fight beside the gatorkin. Once they come to the great swamp, the PCs are introduced to the gatorkin chiefs, who make their cases. Will the PCs help fight the fomoiri and demons or leave the denizens of the great swamp to take care of their own affairs?

GHOUL

Ghouls are pale monstrous humanoids who hunger for the flesh of humanoids. Some ghouls favor living flesh, while others devour corpses. Both types of ghouls are often more than willing to attack others to feed their cravings—the chief difference being whether they kill their victims before feasting. Ghouls are long-lived or unaging and very tough, but they can be killed. Ghouls often gather in packs or more sophisticated communities, depending on how smart they are.

Ghouls are excellent diggers, adept at digging up bodies, moving undetected underground, and ambushing prey by coming up through the ground. More sophisticated ghouls may even build great tunnel networks or underground lairs connecting groups of ghouls to each other.

The origins of ghouls vary greatly based on which sources are believed. They may be a product of dark magic, mutation, an ancient curse that afflicts those who turn to cannibalism, or they may be their own distinct race. In any event, few other races will cooperate and deal with all but the most civilized ghouls—their appetites and desire to feed are simply too off-putting to most other cultures and peoples.

FERAL GHOULS

Feral ghouls are those who have given any semblance of humanity over completely to their hunger. They have Communication -2 and Intelligence -1, but they have Strength 4 and Constitution 5 and their Health is 55.

GHOUL KINGDOMS

Large kingdoms or communities of ghouls may have ghouls kings, queens, nobles, priests, or other luminaries. These leaders would be Heroic, Elite, or Epic ghouls, likely with additional qualities and talents. Ghoul sorcerers would know various magic arcana while great lords among ghoukind may have superior combat talents and abilities. Such ghoul kingdoms would generally be considered dangerous and hostile, but a community of peaceful ghouls who trade their neighbors for the flesh of their dead may exist.

SHAPESHIFTING GHOULS

Some ghouls possess the ability to take a normal-looking humanoid form. These monsters gather in clans or families in cities and towns, robbing graves and preying on travelers to satisfy their vile appetites. These ghouls have Communication 2 and the Communication (Disguise) focus as well as a special quality that gives them a +2 circumstance bonus to appear human. This ability usually doesn't work under some specific condition (at noon, in direct sunlight, within an hour of feeding, and so on...).

WENDIGOS

Wendigos are ghouls created when someone trapped in the frozen wastes of various northern lands resorts to cannibalism. This practice opens the body and soul of the cannibal for an



If I had known what the prince had intended when he invited us to a great feast I'm sure we would have dressed far more appropriately. I'd also still probably have my hand and about a dozen of my battle brothers and sisters.

—Captain Merrick Von Strom, former leader of the Crow Sons mercenary company.

evil spirit who possesses and warps them into a ghoulish monster. Some wendigos grow larger and more powerful with each body they consume (add 1 Strength, 1 Constitution, and 5 Health for each body eaten), eventually gaining giant-like size and power unless destroyed.

VARIED REPRODUCTION

In addition to all these variants, how ghouls reproduce can vary wildly. Those killed but not eaten by a ghoul may rise as one of them after 1d6 hours. If one has a ghoul ancestor and then consumes humanoid flesh, they might manifest their ghoul heritage. A dark ritual where one's life is pledged to a dark power might transform the victim (or willing participant) into a ghoul. Or perhaps ghouls are their own race with their own reproductive cycle. Normally, PCs are more in danger from being eaten by ghouls than becoming them, but GMs should consider how ghouls in their campaigns swell their ranks.

ADVENTURE HOOKS

The following adventure hooks can help introduce and use ghouls in an adventure or campaign.

PRIME CUTS

A local butcher and his family are, in fact, ghouls. They are able to disguise themselves as normal humans (see **Variants**), and are well thought of in the community. However, they also gleefully ambush vagrants, travelers, elderly folk living alone, orphans, and anyone else they can get their hooks into. Their victims are taken to the secret larder hidden underneath their family butcher shop where they are kept until they can be properly slaughtered. When an ally or associate of the PC heroes goes missing, can they discover these man-eating monsters dwelling among the local populace? Also, has any of this "special meat" made its way into the product the family sells to the locals? If so, what effect could that have on the town should this be discovered?

THE TRIBUTE

While traveling the PCs are set upon by curiously incompetent and desperate "bandits." If the PCs give any of their attackers a chance to beg for their life or explain the attack, they will discover these would-be raiders are peasants from the local villages who are seeking to fill a horrid "tribute" for a local community of ghouls. If the peasants don't supply the ghouls with a number of dead bodies several times per year, the monsters will come to their homes and take their children instead. If they butcher the "bandits" the PCs will find a diary on one of the bodies explaining the situation and begging the gods for forgiveness.

The ghouls have set up in an old abandoned keep nearby, and are led by a "prince" who is an exceptional (Epic or Heroic) ghoul. Should the PCs require a greater challenge, this ghoul

GHOUL			
ABILITIES (FOCUSES)			
2	ACCURACY (BITE)		
0	COMMUNICATION		
4	CONSTITUTION (STAMINA)		
2	DEXTERITY (INITIATIVE, STEALTH)		
3	FIGHTING (CLAWS)		
0	INTELLIGENCE		
1	PERCEPTION (SMELLING, TASTING)		
3	STRENGTH (CLIMBING)		
2	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
12 (6 BURROW)	45	12	3
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+4	2D6+3	
CLAWS	+5	1D6+3	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Lightning Attack, Mighty Blow			
CANNIBALISTIC REGENERATION: If a ghoul has fed in the last hour, it can regenerate lost Health each round equal to its Constitution (usually 4). If killed, the creature does not revive.			
FRENZY: When attacking someone they have bitten, otherwise tasted the flesh of, or who is seriously wounded (lost at least half their Health) ghouls may perform the Lightning Attack and Might Blow stunts for -1 SP than their normal cost.			
SCENT OF DEATH: A ghoul gains the PERCEPTION (TRACKING) focus to follow the trail of any target who is wounded or bleeding. They may also use this power to locate and track nearby corpses.			
TOUGH: Ghouls have a natural Armor Rating of 3.			
THREAT: MODERATE			

prince could be attended by several Elite ghoul lieutenants or he could have access to special qualities or a potent magical item or two. Will the PCs face the ghoul prince and his minions? Will they set a trap for the monsters when they come to claim their tribute? Or will they unheroically leave their would-be killers to a terrible fate?

RED WINTER

Trapped in a small northern fort for the winter, the PCs are not aware that some of the fort's inhabitants have turned to cannibalism to survive. This act transforms one or more of the populace into a wendigo (see **Variants**), a terrible monster which now stalks the fort at night, growing stronger with each victim. Can the heroes find the monster and stop it before it devours the populace and becomes too powerful to defeat?

GRIFFON

Griffons have been a symbol of royalty and protection for many years, mostly due to their knack for it. They will naturally create nests and homes from any valuables in their vicinity, allowing a noble to place one in the location of their treasure hoards, safe in the knowledge that any thieves are unlikely to survive a meeting with it.

The griffon's head, neck, front legs, and wings resemble those of a powerful eagle, albeit an oversized one, and starting from behind its front legs it features the regal body and tail of a lion. Griffons are about the size of a large horse or bear, and far more dangerous than either.

Nobody is certain where the first griffons came from. Rumors abound of chimeric experiments by dangerous wizards, as they sought a creature to guard their own treasures. Others consider the griffon a creature of the gods, its ability to appear majestic as it remains aloft and its dominance of the skies where it roosts lends credence to the belief it is divine.

Griffons in the wild tend to roost in the mountains. Seemingly unfazed by the thinner air and colder temperatures, they are able to survive on wolves, foxes, birds, bears, yeti, or unfortunate mountain-dwellers as they seek to feed and protect their brood, but most prefer to hunt in nearby lowlands where prey is more plentiful. Active carnivores, griffons are particularly fond of horses, bison, and other large creatures who can provide a lot of meat per kill. Their hunting grounds are vast, the size of small kingdoms, a fact that contributes to their noble reputation.

Those foolish or brave enough to try riding a griffon find the creature very difficult to control. Wild griffons are known to take flight and perform aerial acrobatics in the attempt to unseat would-be riders, who usually perish or are severely injured by falling from the beast's back.

These prospective griffon masters are usually devoured or fed to the creature's young. Despite this typical outcome, griffons can be tamed and even ridden by the skilled and brave, though these riders must

The ferocity of a lion, the speed of a hawk, and a two-foot beak. Why would you go anywhere near it?

—Gwyneth Alpina, keeper of the queen's menagerie

forge a bond with their mount strong enough to overcome the creature's natural independence, ferocity, and hunger.

SENTIENT GRIFFONS

Some griffons are more intelligent than others, with some perhaps even guarding important information or secrets the way its fellows would guard territory or treasure. Some of these beasts can speak humanoid languages or communicate by psychic means.

GRIFFONS AS MOUNTS

Heroic knights and other warriors may be able to train and bond with a griffon, creating a fierce combination of humanoid rider and flying beast. Some legendary bloodlines, ancient orders, or powerful kingdoms may even breed and tame these creatures as part of their armed forces. These griffons use the same statistics as normal griffons, but they have skilled riders to aid them.

HIPPOGRIFFS

A hippogriff is very similar to a griffon, though its hindquarters resemble a horse instead of a lion. They are somewhat less dangerous, but faster. Use the griffon statistics for a hippogriff but reduce Health by 15 and Strength by 1 and increase Speed, Dexterity, and Defense by 2.



GRIFFON			
ABILITIES (FOCUSES)			
3	ACCURACY (BITE)		
1	COMMUNICATION		
3	CONSTITUTION (STAMINA)		
4	DEXTERITY		
3	FIGHTING (CLAWS)		
1	INTELLIGENCE		
3	PERCEPTION (SIGHT, HEARING)		
5	STRENGTH (INTIMIDATION, MIGHT)		
4	WILLPOWER (COURAGE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
16	75	14	2
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+5	2d6+5	
CLAWS	+5	1d6+5	
SPECIAL QUALITIES			
FAVORED STUNTS: Defensive Stance, Dual Strike, Lethal Blow, Threaten			
FLURRY OF CLAWS: The griffon may make a claw attack as a minor action.			
THICK HIDE: The griffon's thick muscles and tough hide give it an Armor Rating of 2.			
THREAT: MODERATE			

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use griffons in an adventure or campaign.

THE EMPEROR'S NEW CLAWS

Cadarn, Emperor of the Ashall Imperium, sees himself as the greatest of his ancestors. He has the temples, the palaces, and the menagerie to match. Gwyneth, the keeper of his menagerie, however, wishes to improve it. If she can retrieve a griffon by the emperor's birthday in eleven days' time, she will be able to boost his mood even further. The only griffon known within range, however, belongs to Brynnholf, a political rival, and he does not like to share.

WING IT

Seeking an ancient artifact on the Jakari Mountain, the heroes have found refuge within a cavernous system in the cliff-face to escape a blizzard. As they investigate the cave they find bones, small and large, and a heaped pile of shiny metal tokens. It becomes clear quickly they are not alone, as a brood of griffons makes this cave their home and do not take kindly to visitors.

SADDLE UP!

GMs may allow PCs and important NPCs to train or befriend griffons for use as flying mounts. This is usually only appropriate for high-level or particularly epic campaigns, though some cultures might train the creatures for more common long distance transportation in other settings.

Riding a griffon for the first time is handled as an advanced test (See *Fantasy AGE Basic Rulebook*, page 98). The threshold and TN depend on how uncommon and dangerous the act of riding such a creature is in the campaign: A setting where griffon mounts are known would require a TN 15 Dexterity (Riding) or Communication (Animal Handling) advanced test with a Success Threshold of 15. If riding and taming such mounts is rare or unheard of, increase the TN for this test by 2 or more and the threshold by 5 to 20. Success means the beast is tamed and will accept the character (and only the character) as its rider. Others may fly with the rider as passengers, but the griffon will not accept other riders unless taught to do so as a trick (see the Animal Training Talent, *Fantasy AGE Basic Rulebook*, page 42).

Failing three rolls during the test ends the riding attempt, causing the griffon to throw its would-be rider. In this case the rider falls to the ground hard, from high up. Treat this as a Harrowing hazard (5d6 damage) where a successful TN 15 Dexterity (Acrobatics) test halves the damage. Smart riders tie a griffon so they can not fly so high, reducing the effect of failing and being thrown off the beast to a Moderate hazard (2d6 damage). However, the act of being restrained panics the griffon, increasing the TN for the advanced test by 2 and the threshold by 5.

Keeping a griffon mount is expensive, requiring large quantities of meat, special equipment, and specially trained squires and assistants. This costs at least 1 gp per day, making it the province of rich nobles and wealthy adventurers only. While traveling these expenses can be reduced for short periods by allowing the griffon to hunt for its own food. This runs the risk of angering the locals and weakening the bond between rider and mount (at GM's discretion). Barding armor can be made for a griffon mount, though it costs ten times as much as human-sized armor of its type and no heavier than light mail can be worn or the creature will find flying too difficult.

NEST EGG

The people of the settlement of Brightferry have long considered the griffon their mascot, waiting each year for the roost to descend onto the mountains nearby as a symbol of prosperity in the future harvest. To help this, they often take small amounts of gold and jewels, all they could spare, onto the mountain as an offering. This year, however, Brightferry is poor, and the adventurers have been hired to find a method, any method, of making sure the griffons return, as without their presence the villagers believe the settlement may not survive the winter.

Bulky subterranean quadrupeds, the groi are voracious omnivores with the general temperament of a cranky badger. Standing on average 4 feet high at the shoulder and weighing in at around 500 lbs, groi shift between periods of near comatose hibernation and hyperactivity. They tend to be extremely long-lived, easily reaching seventy or more years if not killed by violence, starvation, or other calamity. groi hatch from eggs and generally only gather in groups for mating or if trained as attack or guard animals. However, sometimes it is possible to encounter a modest sized pack of groi who were once domesticated and have since gone feral.



The groi's activity cycle and disposition makes their taming or domestication difficult, but some subterranean civilizations such as certain dwarven kingdoms have managed to tame them as guard and war beasts. Groi sometimes guard the tunnels and pathways leading to the stronghold or treasure vaults of these kingdoms. Tamed groi can be quite docile and sweet towards their trainers and masters, but most are still surly and hostile to most other individuals. Befriending and training a groi usually involves ample feeding and occasional applications to dominance to reinforce the idea the trainer isn't an acceptable meal.

Hibernating groi often lie half-buried in a tunnel or underground chamber for weeks or months. In many cases fungus and moss will grow atop their sleeping forms, making them even hard to spot. A careless traveler who steps on a sleeping groi quickly discovered how lucky they truly are. If the creature is deep in its hibernation cycle it can be walked on, even jumped on, without response. If it is at the beginning or end of this cycle, the traveler is likely to lose a foot as the creature opens its massive jaws and chomps down on the intruder's feet and legs.

The call of the groi is quite distinctive and gives the creature its name. When calling, the beast lets out a low growl that gains in volume and pitch quickly, becoming a sharp and extremely hybrid of a bark and croak that sounds like "Groi!" This call can echo underground through tunnels and caverns for miles, and once heard it is hard to mistake for anything else. At close range the creature's bellow can shock or stun a target, though groi use it in defense more than an offensive weapon.

GROWING GROIS

There is no limit to how large a well-fed groi can get—the animals never stop growing, though the process slows considerably once the creatures reach maturity. Old groi may lose a bit of mobility in the form of reduced Dexterity, but they gain Strength, Constitution, Health, and in some cases the Big special quality. No one has ever reported encountering a groi large enough to possess the Giant-Sized special quality (see **Modifying Monsters**, page 134), but some group of stalwart adventures may be lucky

The dwarves used 'em to sniff out goblins. They had to train 'em for that, of course. Not that a groi won't eat a gobbler, they just won't favor them over any other hunk of fresh meat.

Still our dwarven allies brought a dozen grois to help deal with the goblins scouting the western forest. They let 'em loose during the day and after a bit they'd dig themselves into the mud or settle in a shallow ditch and cover up with some leaves. A lot of the boys thought the stoutskins were putting us on, but the dwarves said to be patient and wait for nightfall.

It was about the middle of the night when we heard the goblins screaming. They snuck closer to the camps than we thought they'd get. Not that it mattered much when they ran into those dwarven battle beasts.

In the morning we counted ten dead goblins. But we found weapons and gear for twenty more. We thought they'd run off until one of the dwarves said we'd need to wait a day before we could send the groi out again. Apparently they overate.

—Lieutenant Hayma Washstone, Third Royal Rangers Regiment

enough to be the first. A giant groi's bite would do an additional 1d6 damage and its Bellow would affect an area of 4 yards wide at its source, 12 yards long, and 12 yards wide at its widest point.

CHANGING GROIS

In some underground areas certain subspecies of groi are known to sometimes evolve. The special adaptations these creatures manifest is usually represented mechanically by giving it certain special qualities. For example, Aquatic groi sometimes dwell in underground rivers and lakes, while groi who have adapted to thrive near lava tunnels and magma pits gain Elemental Resistance (Fire). It is even possible that surface-dwelling versions of the creature exist.

ADVENTURE HOOKS

The following adventure hooks can help you introduce groi to a *Fantasy AGE* campaign.

LITTLE BUNDLE OF GROI

A shipment of groi eggs is included in a dwarven caravan the PCs have been hired to guard. During the trip, the eggs hatch and now there are several small, hungry groi running amok, eating whatever they can cram into their growing mouths and fighting each other for dominance. The young groi have 20 Health and only 2 Constitution and 2 Strength, but there are at least a dozen of them. The caravan master wants the creatures captured and caged. How will the PCs handle things?

GROIS WILL BE GROIS

A pack of groi, led by one particular large and dangerous specimen (Elite or better) has taken up residence near an abandoned stronghold where the creature and others like it were once used as guard beasts. The PCs have been hired to retrieve some item or relic from the stronghold, but no one told them about the groi. Can the PCs defeat or sneak past the creatures to retrieve their prize? Or will they fall victim to a pack of very cranky and hungry monsters?

A GROI AND HIS DWARF

A large groi, identified by a silver bracelet around its foreleg as "Lord Hinkhammer III" is found wandering on the surface near a network of caves. The creature is the beloved pet of a child of famous and wealthy dwarven noble and the bracelet includes a request to return to lost animal to them in a nearby underground dwarven city. Not only will returning the creature net a sizeable reward, it will make the noble's child very happy and she will be favorably disposed to the PCs for the rest of her life should she grow into a figure of influence and importance.

GROI			
ABILITIES (FOCUSES)			
3	ACCURACY (BITE)		
-2	COMMUNICATION		
4	CONSTITUTION (STAMINA)		
2	DEXTERITY		
2	FIGHTING (CLAW)		
-2	INTELLIGENCE		
2	PERCEPTION (TASTE)		
4	STRENGTH (INTIMIDATION, JUMPING)		
3	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
12 (4 BURROW)	35	12	4
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+5	3D6+4	
CLAW	+4	1D6+5	
SPECIAL QUALITIES			
FAVORED STUNTS: Chomp (2 SP), Knock Prone, Threaten			
BELLOW: Groi can spend a major action to perform a bellow that strikes all targets in a cone originating from the creature's mouth that is 2 yards wide, 6 yards long, and 6 yards wide at its furthest point. Any creature caught in this bellow must succeed at a TN 16 CONSTITUTION (STAMINA) test or be temporarily disoriented and suffer a -2 penalty to attack rolls and Dexterity (including Speed) for the next 2 turns. This attack temporarily strains the groi's neck and jaw muscles, reducing his bite damage by 1d6 for the rest of the encounter. The bellow may be used a maximum of twice in an encounter.			
CAMOUFLAGE: The groi are considered to have the DEXTERITY (STEALTH) focus but only when lying motionless.			
CHOMP STUNT: Groi can perform the Chomp stunt for 2 SP. This mimics the cumulative effects of the Mighty Blow and Pierce Armor stunts. Chomp is only usable with its bite attack.			
DENSE HIDE: A groi's hide provides a natural Armor Rating of 4.			
BURROWING: Groi can burrow in the earth at one third their normal Speed (usually Speed 4).			
THREAT: MODERATE			

Unfortunately, Lord Hinkhammer III is a big, stubborn, somewhat smelly brute of a groi and the way to the dwarven city is plagued with goblins, giant spiders, and other threats. Will the PCs make the journey and can they get the groi and themselves there in one piece?

GROOTSLANG



According to legend, the grootslang was created by gods who later regretted making a creature possessed of such cunning, power, and capacity for cruelty. They sought to keep the monsters imprisoned, but some escaped, and are the ancestors of the creatures encountered in the world today.

Appearing as a hybrid of reptile and elephant, the grootslang is a very intelligent creature which prefers to lure prey to its lair. It is the height of an elephant, but its body is thinner, sleeker, and more reptilian. It favors great caverns and pits for its home, with a preference for areas where diamonds or other precious stones can be found. The grootslang have no practical use for these gems, but their inherent greed makes them covet and hoard what others desire. Most grootslang consider the size of their hoard to be measure of their personal glory and reputation, and some will even spare potential victims who are able and willing to offer sufficient ransoms in the form of precious stones.

Grootslang have exceptional memories and do not perish from natural causes, though they can be killed. The oldest of them remember the early days of the world. However, they are uninterested in communicating their knowledge to others and most rarely communicate with others and even then only in short gravelly tones in ancient languages long forgotten.

DID YOU HEAR THAT?

All grootslangs are more intelligent than their brutish appearance suggests, but some individuals are quite adept at trickery and deception. Unlike their fellows, they have learned at least some modern languages and can communicate more readily with people should they desire. Usually, these grootslang use this ability to mimic the cries of animals and even people. They will often call out when prey nears their lair, sounding like a friendly traveler, injured child, or lost animal in an attempt to lure their target closer. Grootslang with this ability have Communication 2 and the Communication (Deception) focus.

POISONOUS GROOTSLANG

Some rare grootslang can also exhale or spit poison, a legacy from their reptilian origins. These grootslang gain the following power:

"It ate our elephants. That really should have been our cue to leave. But Major Junstun was positive we could persevere and find the fabled diamond mines of King Halamon. So we pressed on.

"And we did find the mines. By then the beast had picked off six of us, including our cook and the company surgeon. We never found anything of them but bloody scraps. Major Junstun gave one of his speeches, telling us it was all acceptable risks and justifiable losses in the face of great glory and fortune.

"Of course, we didn't know the diamond mines of King Halamon had been the creature's lair since Halamon's kingdom fell. I suggested leaving and coming back with more men. Major Junstun slapped me across the face, called me a coward, and said he didn't fear any "dumb beast." Then he ordered us into the mine.

"I'm so glad that thing ate him. Just wish he hadn't gotten so many of us killed in the process."

—Sergeant Vén Dreussel of the Iron Griffons Mercenary Company

POISON ATTACK: The grootslang can spew forth poison as either a 2-yard wide by 5-yard long line or a 3-yard diameter cloud as a major action. Any target caught in the area must succeed in a **TN 14 CONSTITUTION (STAMINA)** test or suffer 2d6 penetrating damage for the next 2 turns.

ADVENTURE HOOKS

The following adventure hooks can help you introduce grootslang to your campaign.

FROM THE PIT

A grootslang dwells in an ancient pit near the edge of a great swamp. The creature has been attacking local caravans, feeding mostly on their livestock and mounts but causing many deaths. The local merchant's guild has offered a large bounty for the head of the creature. Can the PCs locate the grootslang's lair and defeat it? Or can they perhaps lure the creature into a trap? Will they claim the bounty before someone else claims it, or will the grootslang rack up the kills picking off other would-be slayers, including possible allies and protégés of the heroes?

KING'S RANSOM

A particularly intelligent and patient grootslang has managed to kidnap the child of a wealthy monarch. It devoured all the royal heir's entourage save one attendant, who it sent back to deliver a demand: the child's weight in precious stones or it would rip the royal heir into pieces.

The monarch has hired the PCs to deliver the ransom and retrieve their heir. They would also be willing to reward the PCs if they could kill the monster and rescue their child, but they will brook no harm coming to their heir and would hunt the PCs down if their actions cause the death of their blood.

A PRICE TOO HIGH

A particularly devious grootslang has taken over a small diamond mining operation in a remote part of the world. The local villages provide workers to toil in the mines and leave whatever gems they find for the grootslang. In exchange, the monster only demands tribute in the form of the sick, the old, and the occasional criminal to be tied to a tree near its lair, for the grootslang to devour. It allows the young and healthy to survive, so they can work its mine.

Unfortunately, the mine has nearly run dry and the grootslang is now demanding more villagers be provided for food in exchange. The villagers, desperate, seek to hire the PCs to defeat the monster. They can offer a modest payment of diamonds which make up the remains of the mining operation. However, if the PCs can defeat the grootslang, there is a chance they can recover the diamonds hoarded by the creature over the years. Can the PCs defeat the grootslang in its own lair?

GROOTSLANG

ABILITIES (FOCUSES)

1	ACCURACY
0	COMMUNICATION
8	CONSTITUTION (STAMINA, SWIMMING)
2	DEXTERITY
4	FIGHTING (GORE)
2	INTELLIGENCE (HISTORICAL LORE)
3	PERCEPTION (HEARING, SMELLING)
7	STRENGTH (MIGHT)
4	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING
12	100	12	6

WEAPON	ATTACK ROLL	DAMAGE
GORE	+6	2D6+8

SPECIAL QUALITIES

FAVORED STUNTS: Grab (2 SP), Skirmish, Knock Prone, Mighty Blow

GRAB: The grootslang can grab a target with its trunk for 2 SP. A grabbed opponent can then either be held or thrown. Holding a target renders them unable to perform any attack or move actions until they defeat the grootslang in an opposed **STRENGTH (MIGHT)** test, but the grootslang can't perform this stunt again until it releases or throws its target. Thrown targets are heaved 1d6+1 yards away, fall prone where they land, and take 1d6+7 damage. Impacting with an object or structure during this throw does double damage and the target drops prone where they struck the object. A grootslang may throw a target into the ground if they desire, or aim them at another character. This final attack has a +1 Attack bonus and if successful both the grabbed target and the target struck take 1d6+7 damage and fall prone.

IMMUNITY: Grootslang are immune to aging and non-magical poisons and disease. They gain a +2 bonus to resist magical poisons and disease.

BIG: Grootslang are immune to the Knock Prone and Skirmish Stunts unless the attacker attempting these stunts possesses a Strength of at least 6.

TOUGH HIDE: The grootslang's tough scaly hide gives it a natural Armor Rating of 6.

TRAMPLE: For 2 SP, the grootslang can charge up to half its speed in yards and attempt to attack any medium sized or smaller target who crosses the path it travels. Trampling does 1d6+7 damage. For an additional 2 SP, each target successfully attacked who takes any damage from the attack also falls prone. Roll a single attack and compare the result against each eligible target's defense. The trample attack cannot generate SP.

THREAT: MAJOR

IRON MAIDEN

The iron maiden appears at first as a well-crafted if gruesome device of torture and torment. However, the device is imbued with a terrible enhancement. Any who venture too close to the iron maiden are grasped by hooked chains that shoot out from the inside of the device. These chains latch on to the victim's flesh and pull them into the device. Once the victim is drawn inside, the iron maiden slams shut, piercing its victim with the sharp spikes that line its inside. However, this terrible fate is only the start of the victim's suffering.

Once it has trapped a victim, the iron maiden shifts, melding enchanted iron with flesh in a painful process that places the victim in a state of constant agony. Special enchantments on

the maiden keep the target alive, though they no longer have any control of their body. Instead, their form, now clad in bloody iron, is controlled by the iron maiden.

Constructed by the darkest magicks, iron maidens were once used to turn criminals, rebels, and dissidents into obedient slaves and walking warnings to those who would cross their creators. Iron maidens would often be fed a dissident and set lose to slaughter its victim's allies and family while it watched in helpless agony. Maidens are imbued with a minor demonic essence that guides and animates them, but the creature has little initiative of its own and follows either the will of its creators or whatever pre-programmed instructions the maiden was left with.

GIANT DEVICES

Some iron maidens are constructed with larger individuals in mind, allowing their creators to entrap ogres, trolls, and other large humanoids. These variants are rare and must be powered by either three normal-sized victims or one large humanoid. These giant constructs have a base Constitution of 6 and base Strength of 8 and do an additional 1d6 base damage with all attacks.

DEMONIC VESSELS

Particularly fiendish enchanters occasionally imbue the iron maiden with a more powerful and intelligent demonic essence. These versions of the iron maiden often have their own Communication, Intelligence, Perception, and Willpower ratings and are often used to give a physical body to powerful demons who are unable to materialize in the mortal world. This version of the iron maiden tends to slowly consume its victims, requiring a steady supply of fresh bodies and souls for power.

WEAPON MODS

Some iron maidens are equipped with various weapons they may use in battle after claiming a victim, such as barbed swords or chains. These weapons do 3d6 base damage and iron maidens so equipped have the appropriate focus and weapon group to wield these armaments effectively.



Jonas was still screaming for us to kill him as he tore his family apart. And we tried. Gods forgive us, we tried.

—*Captain Ebony Belle of the Silver Suns Mercenary Company*

IRON MAIDEN			
ABILITIES (FOCUSES)			
3	ACCURACY (BRAWLING)		
*	COMMUNICATION		
4	CONSTITUTION (STAMINA)		
0	DEXTERITY		
3	FIGHTING		
*	INTELLIGENCE		
*	PERCEPTION		
6	STRENGTH (INTIMIDATION, MIGHT)		
*	WILLPOWER		
*AS VICTIM: SEE SPECIAL QUALITIES			
SPEED	HEALTH	DEFENSE	ARMOR RATING
10	VICTIM'S FULL HEALTH +30	10	10
WEAPON	ATTACK ROLL	DAMAGE	
UNARMED	+5	2D6+6	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Mighty Blow, Lethal Blow			
ENCHANTED IRON: An iron maiden's enchanted iron shell provides it with an Armor Rating of 10.			
ETERNAL TORMENT: An iron maiden's victim cannot die unless the monster is destroyed. While trapped in the iron maiden, the victim is immune to starvation, suffocation, aging, disease, and poison.			
IRONCLAD FISTS: A iron maiden's unarmed blows do 2d6 base damage and are considered magical weapons.			
FIENDISH AUTOMATON: Iron maidens follow the commands of their creator, any individuals their creators have directed them to obey, or whatever preprogrammed commands they have been given.			
IT'S A TRAP!: Any individual who gets within 2 yard of an iron maiden which does not already have a victim and has been activated by its creator will be targeted by it. The iron maiden shoots out animated barbed chains that have an attack bonus of +5 and do 1d6+6 damage. Any target struck by the chains must make an opposed advanced STRENGTH (MIGHT) test against the iron maiden with a success threshold of 6. Adjacent allies may aid the victim by spending a major action to give them a +1 bonus per ally. Failure by the victim means they are drawn into the iron maiden and trapped inside the creature, which animates on its next turn. Without a victim to power it, this is the only action the iron maiden can attempt.			
SALVATION: Freeing a victim requires destroying the iron maiden and then making a TN 14 INTELLIGENCE (HEALING) test or using healing magic to stabilize the victim and prevent their life energies from being extinguished by the destruction of the monster. Victims saved from the iron maiden are considered to be at 0 Health.			
VICTIM: Once a victim is trapped inside the iron maiden, it becomes the core of the creature until freed. The iron maiden's Communication, Intelligence, Perception, and Willpower are changed to match the victim's ability scores -3 (to represent the debilitating agony of being bound in the maiden). Focuses possessed by the victim are also available to the monster, but most are rarely used by the monster unless directed by its creator or programming. If a victim's Strength or Constitution scores are superior to the iron maiden, it uses them instead of its normal ratings.			
WEAPON GROUP: Brawling			
THREAT: MAJOR			

ADVENTURE HOOKS

The following adventure hooks can help introduce and use iron maiden in an adventure or campaign.

BLOOD AND IRON

A hapless adventurer was consumed by an iron maiden while exploring the ruins of an ancient wizard's tower. The iron maiden now seeks to carry out its last command – avenging its creator's death at the hands of a nearby village. Can the PCs stop the monster from destroying the village even as the adventurer trapped within screams in agony and begs for them to end his suffering? Or can they somehow save the maiden's victim? If they do, will the adventurer ever truly recover from the ordeal?

QUID PRO QUO

An ally of the PCs (possibly a PC who can't make a session or two) has been trapped within an iron maiden by an evil

sorcerer. The sorcerer created the device to punish his victim for some slight, real or imagined, and will only free the victim if the PCs agree to steal a rare and valuable tome of magic from the local mages' college. The college is well-guarded and surrounded by mystic wards that will detect intruders. The sorcerer can use the magic contained in the book to cause untold havoc, but if they do not agree to his terms he will never release the PCs' friend and in fact will send the maiden after even more of their friends and loved ones. How will the PCs thwart the sorcerer and save their companion?

BUYER BEWARE

A curio dealer recently sold a deactivated iron maiden to a local lord who collects instruments of torture. Shortly after the sale, the dealer learns the true nature of the iron maiden he sold, as well as discovering that fresh blood will reactive the creature. Given the lord's tendency to "field test" his collection on local criminals and dissidents, the collector worries he just delivered a tool of terror and oppression to a tyrant. Can the PCs steal the device back or destroy it, or will they join the ranks of the maiden's victims?

KNIFEHOUND

Knifehounds are massive mastiff-like canines with a pair of long knife-like fangs in addition to their normal sized teeth. They are usually pack hunters, though some rangers, hunters, and sportsmen have trained a lone knifehound to serve as a guard or companion. Also, occasionally a wounded or aging outcast of a pack will stake out a territory near civilization and prey on livestock and unlucky citizens.

Knifehounds are likely natural in origin, though occasional myths and legends persist about them being the creation of an angry god or dark sorcerer. In any event, they follow very dog- or wolf-like social structures and show intelligence and social ability similar to most other large canines.

A typical knifehound has brown or tan-fur, though grey, black, and red variants exist. Their neck and shoulder muscles are extremely powerful—all the better to drive their knife-like fangs into a target's throat or vital organs. However, this front-heavy build means they're not as fast as some other predators. Most are the size of the largest wolves and dogs, with rumors of gigantic specimens common in many regions. Generally it is believed that the larger knifehounds, sometimes called "dire" knifehounds, are more often solitary or hunt in smaller groups, but this may just be wishful thinking.

Like most animals, knifehounds are driven by primal urges and instinct. They breed and feed, and their core behavior is centered around these drives. Their one exceptional social trait is their loyalty. Knifehounds are very loyal to their pack and trained knifehounds transfer that loyalty to their trainers and their trusted companions.

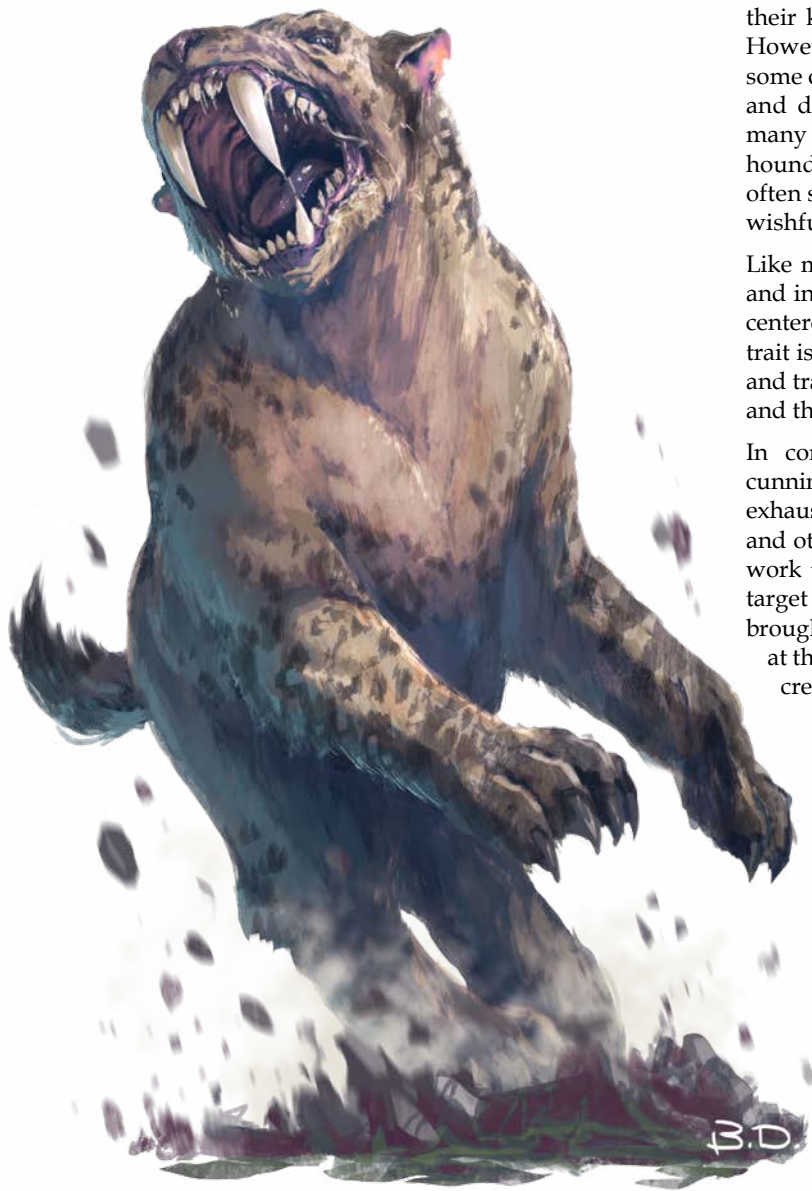
In combat, knifehounds work together with surprising cunning. They will coordinate their attacks, chase prey to exhaust them, slam into targets to knock them off balance, and otherwise use their numbers effectively. Ultimately they work to provide one of their number the chance to finish a target with its deadly bite. It is common for a target to be brought down by one of these creatures only to meet their end at the fangs of another which has capitalized on an opening created by its packmate.

DIRE HOUNDS

Larger "dire" knifehounds are easily represented by applying Elite, Heroic, or Epic templates to the base statistics. It is even possible that all knifehounds in a setting are effectively Elite or Heroic, making them terrifying super-predators.

CROSSBREEDS

Knifehounds can likely interbreed with other large canines, producing hybrids which combine the traits of both. Each such combination would be relatively unique, and GMs wishing to include



Don't get me wrong, the sabretooth cats are bad. But I think all told knifehounds are worse. See, with a pride of cats, unless you're in their lair there's only one or two of them stalking about. But knifehounds? They hunt in packs. Where there's one there's usually more. Sometimes a lot more. I've seen packs as large as twenty, not counting pups. Though usually it's more like a half dozen or so.

They're smart too. Or smart enough. They'll kill your horses, eat your sentries and watchdogs, then they'll come back for you. And if you get those big teeth in you? They'll cut through leather, mail, even some plate, and right into the soft bits...

—Felix Forkbeard, Famed Dwarfen Hunter

such creatures in their games should customize the statblock of one of the parent creatures by considering how the other parent's abilities and qualities may influence it.

SABERTOOTHES AND MORE

Other large, saber-toothed creatures may also exist in a campaign setting. Adding the Knife Fangs special quality from the Knifehound and possibly increasing a creature's base bite attack damage by 1d6 can turn a normal animal into a dagger-toothed terror. This usually only works for predators already aggressive and fierce enough that such an attack would aid their hunting and survival. Bears and big cats make great candidates for this variant.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use knifehounds in an adventure or campaign.

CRY HAVOC

A crazed druid has gathered a massive pack of knifehounds to attack local settlements. Believing the locals have polluted and despoiled the natural order, the druid sends these beasts in packs ranging from five to fifty to lay waste to numerous farms and villages. Can the heroes stop the druid, ending this threat at its source, or will they be forced to rally the populace to defend the land against hordes of terrifying canines?

Ironically, it is the druid who truly risks destroying the balance of nature in the area – the death of so many predators will soon create a surge in the prey animals in the area. Effects won't be felt immediately, but after a few seasons so many deer, rabbits, and other animals without sufficient predators will either destroy crops or invite other, possibly even more dangerous, predators to move into the area. Can the heroes convince the madman of the harm he is causing?

DOG DAYS

A local lord has placed a bounty on the return of his son's favorite pet, a young knifehound pup. The pup is to be returned alive and can be identified by its distinctive white paws. Unfortunately, the lost pup's trail leads into the wild, where he has been adopted by a large knifehound pack. The pup's new family is unlikely to give it up. To make matters worse, a group of poachers has targeted the pack and its pups – planning to kill the adults and sell the pups to a local crime lord's beast fighting operation. Can the heroes save the pup and either return it to the lord's son or perhaps convince the boy his pet is better off among its own kind?

INTO THE WHITE

Lost in the wilds during a terrible blizzard, the heroes have wandered into the territory of a large pack of knifehounds. Given the scarcity of prey, the pack is willing to attack even

KNIFEHOUND			
ABILITIES (FOCUSES)			
3	ACCURACY (BITE)		
0	COMMUNICATION		
2	CONSTITUTION (RUNNING, STAMINA)		
2	DEXTERITY		
3	FIGHTING		
-1	INTELLIGENCE		
3	PERCEPTION (HEARING, SMELLING)		
3	STRENGTH		
2	WILLPOWER (MORALE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
14	30	12	2
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+5	2D6+4	
CLAWS	+3	1D6+2	
SPECIAL QUALITIES			
FAVORED STUNTS: Mighty Blow, Knock Prone, Pierce Armor (1 SP), Set-Up (2 SP)			
ARMORED: The tough hide of this creature provides a natural armor of 2.			
KNIFE FANGS: Using their large knife-like fangs, this creature can perform the Pierce Armor stunt for 1 SP less than normal (1 SP) when making a Bite attack.			
PACK ADVANTAGE: If using the Set-Up stunt with another member of its pack or its trainer, the knifehound grants its ally a +2 damage bonus in addition to the normal +2 ability bonus. The knifehound may also use the Set-Up stunt for 1 SP less than normal (2 SP).			
THREAT: MINOR			

such dangerous foes as armed adventurers. The pack is desperate enough to persist even if initially driven off and smart enough to target the party's pack animals, mounts, and any members it can isolate and ambush. Low on food and far from civilization, can the heroes survive this encounter?

GMs using this adventure hook should give individual knifehounds their own traits and personality. Each pack member doesn't need unique statistics, but making the animals memorable adds to the adventure. This is often as simple as giving individuals distinctive names that denote some trait and describing them appropriately, such as "Broken Fang" or "Tiger-Stripe." The pack leader and notable subordinates should be Elite or Heroic if this won't overwhelm the PCs. The pack leader especially should be given distinctive coloring or a noticeable scar to allow it to stand out and should be elevated to Elite or greater (see **Beefing Up Adversaries**, page 3) even if none of the rest of the pack does.

LIVING DOLL

Living dolls were once simple children's toys, but are now possessed by demons or the unresting spirits of the dead. They tend to keep their existence hidden, allowing themselves to be sold at toy shops, or passed along as gifts to children. Only when they are ready to strike their victims do they reveal themselves.

These creatures are as intelligent as the entities that possess them, though spirits of the recently deceased are often confused, unaware of their new form or stuck in a state of shock from their demise. Dolls possessed by such spirits

often kill not out of malice, but of confusion. A living doll possessed by the victim of a violent mugging might return to his previous home, then, seeing the terror on his family's faces, slaughter them in a confused attempt to bring his family back together.

Living dolls possessed by demons are lucid and malicious. They target children, as they are less likely to question why a toy would be talking to them. They manipulate the child into committing horrendous acts or simply alienate the child from their friends or family. Why would they need the fickle affections of those people when their new toy is the one who really loves them?

These creatures are also created by malicious magic-users who wish to eternally trap their enemies in comical bodies rather than simply kill them. Usually such dolls remain under the control of their creators, either locked in cages or pressed into service by other magical means.

In combat, living dolls take full advantage of their small size. They often trip their prey before striking, hide under furniture between attacks, or jump from ledges to bite at the faces of their foes. Most living dolls choose to flee when a fight isn't going their way, and their diminutive stature gives them great advantage in escaping through routes their pursuers cannot follow. Kitchen knives are a favorite weapon of living dolls, as they can be easily found in most homes and are suitable to their size, but they do not hesitate to use as a weapon anything they can get their hands on or simply resort to biting and clawing.

LIVING MANNEQUINS

Living dolls are generally small children's toys, but varieties made of mannequins could exist as well. These larger living dolls are likely Elite or Heroic. They do not usually wield any magical abilities, even if they are possessed by spirits who were once mages, however a particularly powerful mage forced into such a shell by a foe still maintains most of his power, creating an Epic living doll capable of casting spells.

DIFFERENT MATERIALS

Dolls are usually made of straw, cloth, or cheap wood. Those made of sturdier materials may possess a natural armor rating. Additionally, the materials and method of a living doll's construction often grant it special qualities (see **Modifying Monsters**, pages 133-135). A tin or brass soldier doll may have the Armored special quality, whereas a straw doll may be Vulnerable to fire. A doll which is Clockwork is animated by mechanical means instead of magic, though it may still contain a restless or demonic presence. A doll or stuffed toy which has become a protector of a child or family may even have the Holy special power. Such "good" versions of this monster are exceeding rare, since they require a soul strong enough to resist the sanity-twisting magic and experiences involved in the creation of living dolls.



Her real name is Catherine Liv Reza and she's been sent by mama from the afterlife to play with me.

—Mandy Rabea, Six-Year-Old

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use living dolls in an adventure or campaign.

THE DOLLHOUSE

An evil mage took up residence in an isolated town, attempting to bend the people to his will. The villagers rose up and defeated him, but upon investigating his home, discovered dozens of living dolls – the mage’s former victims – roaming about the house, now free of the mage’s control. The villagers find these dolls far more terrifying than the mage himself, and are seeking outside help in exterminating them. Simply burning the house down isn’t an option, as the home is full of dangerous chemicals that could raze the entire village if set aflame. The dolls, however, wish to live in peace. They want, desperately, with every wooden fiber of their being, to slaughter everyone they see. But they are doing their best to repress these urges in the hopes of becoming integrated with the townsfolk. Alternatively, it could be the heroes who defeat the mage and discover the living dolls.

IMAGINARY FRIEND

A desperate father hires the heroes to deliver his daughter to her aunt and uncle in a faraway city. His wife, the girl’s mother, passed away several years ago, and he’s been doing his best to care for the girl on his own, but there have been a rash of murders in town and he fears for his daughter’s safety. He has absolute confidence the local authorities will root out the villain, but he wants his daughter safe in the meantime. He cannot go himself or his business would never recover and then his daughter would have nothing. The girl brings her favorite dolly – the true culprit in the recent murders. The demon possessing the doll wants to make it to the city safely, and does her best not to be found out by those who are meant to deliver her, but her bloodlust causes her to seek out victims in every town they visit along the way, which soon turns the eye of the law upon the heroes.

NIGHT OF THE LIVING DOLLS

A plague washed through the city several years ago, killing thousands. Thankfully, the disease did not spread beyond the city’s walls, as a quarantine was enacted in time, but that is little comfort to those who lost entire families before the cure was found. Everyone grieves in their own way, but one dollmaker dealt with his grief over the deaths of hundreds of children by laboring tirelessly to make a doll for every little boy or girl taken by the plague. His work was a great comfort to countless parents, as it gave them something to bury after their children’s corpses were cremated to prevent further spread of the disease. Tonight, just as the heroes are passing through, is the tenth anniversary of death of the last victim of

LIVING DOLL

ABILITIES (FOCUSES)

1	ACCURACY (LIGHT BLADES)
2	COMMUNICATION (DECEPTION, DISGUISE)
0	CONSTITUTION (RUNNING)
2	DEXTERITY (ACROBATICS, STEALTH)
1	FIGHTING
2	INTELLIGENCE
1	PERCEPTION (SEARCHING)
0	STRENGTH
2	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING
14	30	12	2

WEAPON	ATTACK ROLL	DAMAGE
BITE	+1	1d6
KITCHEN KNIFE	+3	1d6+1

SPECIAL QUALITIES

FAVORED STUNTS: Knock Prone (1 SP), Lethal Blow (1 or 5 SP), Pierce Armor

FUN-SIZED: Their small size makes these creatures very difficult to hit, granting them a +2 to their Defense. They also gain a +2 circumstance bonus to situations where their size would be a benefit, such as when hiding in small spaces.

LIVE TO FIGHT ANOTHER DAY: This creature is particularly adept at escape, which it chooses to do when the fight looks lost. It can re-roll a failed **DEXTERITY (STEALTH)** test or a failed **CONSTITUTION (RUNNING)** test when either is used to escape pursuers. It must keep the result of the second roll.

PINPOINT ATTACK: Once per round, living doll can add 1d6 to the damage of a successful attack if its Dexterity is greater than its opponent’s.

STAB THEM WHILE THEY’RE DOWN: Living dolls are most fearsome when their foes are prone. They can perform the Knock Prone stunt for 1 SP instead of the usual 2, and when using a bladed weapon against a prone opponent, they may perform the Lethal Blow stunt for 1 SP instead of the usual 5.

THREAT: MINOR

the plague. It is a night of both celebration and remembrance, and the heroes are invited to join in. The townsfolk promise that after a brief mourning ceremony, things get quite lively and raucous. Something, however, has taken hold of all the accumulated death and anguish, and tonight, just as festivities begin, the dolls, now rotting and worm-infested, claw their way out of their graves and set a plague of terror upon the city.

MAN-O-WAR

Men-o-war are human-sized golems made entirely of weapons. They are a living, swirling mass of blades and bludgeons. One might have the hilt of a sword forming its face and great clubs for thighs, while another might have daggers for fingers and a massive maul for a head.

These creatures tend to form in the aftermath of great battles, as the lingering energy left in the wake of combat coalesces into sentience. They gather up any weapons they find, adding to their mass and their strength.

These creatures have no goals beyond battle. They fight to the death and never take prisoners. They are the living embodiment of armed combat. When not engaged in a fight, they actively search for new battles to win and new weapons to add to their bodies.



There's one of us for every weapon at its disposal. It doesn't stand a chance! Charge!

—Last words of General Godric Rockheim

Adventurers hearing tales of these creatures often seek them out, assuming a magical creature made of weapons must be a walking treasure trove. However, most men-o-war are made of entirely mundane weapons, the bulk of which tend to be damaged beyond usefulness in the effort to defeat the creatures. Those golems whose arsenals do contain magical artifacts are fearsome indeed, taking those beneficial effects into their very being.

SIZE MATTERS

Though a typical man-o-war is human-sized, their size is really only limited by the number of weapons they can collect and add to their mass. Elite, Heroic, and Epic versions are much larger and are likely made up of one or more magical weapons and possess higher levels of their talents, making it easier for them to fight multiple or more powerful foes. Conversely, a smaller variety, perhaps made from a collection of throwing knives, is also possible.

A BIG STICK

The stats here represent a man-o-war primarily made up of small and mid-sized blades and other weapons, granting it the Dual Weapon Style (Journeyman) talent. Variants that incorporate larger weapons and the Two-Handed Style (Journeyman) talent or those which have integrated shields into their makeup and possess the Weapon and Shield (Journeyman) talent also exist.

BREAKING UP

A particularly large and nasty man-o-war might break into multiple smaller versions of itself when its health is depleted rather than being defeated outright. This version would be an Epic or Heroic monster who breaks into small monsters with statistics similar to those provided here, but with health equal to a portion of the larger man-o-war they are part of.

DREADNAUGHTS

Stories are told of a grand man-o-war built from siege equipment and various giant-sized weapons. This golem, called a dreadnaught, possesses the Giant, Mighty, and Armored special qualities (see **Modifying Monsters**, page 133), and is Epic as well (see **Beefing Up Adversaries**, on page 3). It uses its Epic status to increase its Strength by 3 (10 total with Mighty), Constitution to 6, Fighting to 8, and Accuracy to 6. It possess the Dual Weapon Style Talent (Master) and Archery Style (Journeyman), which it uses to attack with ballista-sized crossbows that do 3d6+1 damage. The damage from the monster's other attacks is increased by 1d6. The dreadnaught is a Major threat which can easily become even more dangerous if allowed to absorb the abilities of various

magical weapons or particularly potent siege engines. With a bit of time and access to the right equipment, the dreadnaught could gain a battering ram arm (knock down doors and buildings with attacks) or the ability to spew hot oil or flaming pitch (arduous hazard, 4d6 Damage, TN 14 Dexterity (Initiative) test to take half damage, covers a 4-yard-square area).

Legends of an even larger, ancient man-o-war made of the sorcerous war machines of a dead civilization must be false. So, too must be the fireside tale of an ancient storehouse of such weapons buried deep in the wilderness that can be controlled by a special artifact. Surely, these are but tall tales...

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use men-o-war in an adventure or campaign.

THE BATTLE OF BURNT GLEN

Two small warring states fought their last battle at Burnt Glen. Neither side won, with both generals slain and the last survivors too wounded to escape the battlefield to seek aid. Why then, when the first scavengers came from the nearest village, did they find the battlefield nearly bereft of salvageable goods? Surely none could have arrived before them and yet not a single weapon remains in the glen. Worried about what villains might be arming themselves so close to their small town, the villagers need someone to go investigate.

THE PALACE GUARD

The queen's vizier, a powerful mage, has learned the secret of creating a man-o-war that will follow his orders rather than fighting blindly. He has convinced the queen to replace the bulk of the palace guard with these creatures, forcing many warriors in her service out of work. A friend or contact of the PCs among these newly unemployed guardsmen has discovered the vizier now uses his mechanical army to rule in the queen's stead, keeping her a prisoner in her own castle. Can the PCs stop the vizier, and can they rally the former soldiers into a force to take back the castle and protect the queen?

VENGEANCE

A legendary swordsmith was brutally assassinated by a rival craftsman. The villain escaped justice through his political connections, but now the swordsmith's workshop itself has come to life to seek revenge. A man-o-war has risen, the swordsmith's legendary magical blade at its core, and it is carving a bloody path through the countryside in search of its late master's murderer. It gathers up the weapons of those who fall in its path and is now twice the size of the average orc. Most now flee rather than fight. Something must be done to stop it, but what? And where is its target hiding?

MAN-O-WAR

ABILITIES (FOCUSES)

5	ACCURACY (LIGHT BLADES)
-2	COMMUNICATION
4	CONSTITUTION
2	DEXTERITY
6	FIGHTING (AXES, BLUDGEONS, HEAVY BLADES, SPEARS)
-2	INTELLIGENCE
1	PERCEPTION
5	STRENGTH (INTIMIDATION, MIGHT)
2	WILLPOWER (MORALE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
12	50	12	5

WEAPON	ATTACK ROLL	DAMAGE
LONG SWORD	+8	2D6+5
SHORT SWORD	+7	1D6+7

SPECIAL QUALITIES

FAVORED STUNTS: Dual Strike, Lightning Attack, Pierce Armor, Steal Weapon

TALENTS: Dual Weapon Style (Journeyman), Quick Reflexes (Novice)

ARMORED: Its mostly metal composition provides this creature a Armor Rating of 5.

STEAL WEAPON STUNT: For 2 SP, this creature may perform a special version of the disarm stunt. If the disarm is successful, instead of the enemy's weapon being knocked away, it is absorbed into the man-o-war and can only be recovered by defeating the creature.

MAGICAL WEAPON POWERS: If one or more weapons that make up this man-o-war are magical in nature, all attacks made by the creature using the same weapon group possess those same magical properties. For example, a man-o-war possessing a magical battle axe that grants +2 damage on attacks made with that weapon also gains +2 damage when attacking with its mundane two-handed axe, even if the magical battle axe is part of its leg. However, it would not gain this bonus when attacking with a dagger.

ALWAYS AT THE READY: Even if this creature is mostly made of swords, it can ready and expertly wield any weapon that makes up its body. So if disarmed of its short sword, it may pull a mace out of its head to replace it. Or it may trade both its long sword and short sword for a two-handed spear. Its Quick Reflexes talent allows it to do this as a free action once per turn.

THREAT: MODERATE

MERFOLK

Merfolk are a race of aquatic beings with humanoid torsos, arms, and heads, but with scaled fish tails in place of their legs. They are often seen at sea, and appear to have a society within the ocean depths. However, lone mermaids have also been encountered in freshwater lakes and rivers, and sometimes families and even small villages are found in larger lakes.

Most merfolk encountered are young and female and are traditionally called mermaids. Some scholars even believe no mermen exist, and that mermaids intermarry only with surface folk. Others believe that there are mermen, but merfolk society is such that the males keep to the ocean depths, with only the young females coming to the surface to interact with sailors and fish-

ermen. Theories of mermaids mating with other aquatic races or sea deities also exist, leaving their true origins contested.

Merfolk generally have slender, well-muscled torsos, strong tails, and webbed hands to help them move through the water. Some sport humanoid features that resemble humans or other surface races, others have more fish-like features. The reason for this varied appearance is unknown and it is likely merfolk exist as numerous racial offshoots. Though they can breathe out of water for a time, they must always return to the water, usually within a hour of leaving it. Their skin can be almost any color, including aquatic colors not generally found among surface races, such as light greens, blues, purples, and coral pinks. Merfolk also have strong, sharp teeth, and are strictly carnivorous. They can live for several hundred years, though leaving the water on a regular basis has been said to drastically decrease their lifespan.

Merfolk, especially mermaids, often appear fascinated with the surface races. Some more humanlike merfolk fall in love with men and women that they see along the river banks and ocean shores. The exotic appearance of the mermaids is often enticing to the object of their desire, and many families claim to have mermaid blood in their family line—a claim which often goes along with skill at sailing, or even with water and weather magic.

While merfolk are sometimes friendly to surface dwellers, many are more malevolent. Mermaids are well known to deliberately lure sailors into dangerous waters, grab swimmers and drag them under, and even to eat people they catch in the water. Even the ones who seem friendly can be very capricious, saving one person that catches their fancy, while leaving others to drown. A mermaid who has been insulted or betrayed can be extremely dangerous, wreaking havoc on local fishing and ship-ping. In some villages and cultures, a tradition of placating mermaids has sprung up, and some towns may even worship a mermaid, or small group of mermaids as a water spirit or local god.

Mermaids avoid fighting out of the water, and if unable to lure or drag their opponent into the sea they usually flee. Their favorite tactic against surface-dwelling opponents is to drag them



We were in the straits, heading into the Inland Sea, about as safe a sail as you could have at that time of year. The weather was perfect. I was checking some of the lines on the foresail, as it seemed be luffing a bit, when I heard it.

I can't even really describe it. It was like remembering the first girl I kissed, and the sound of the ocean, and ... that's as close as I can come. When I looked out to see where it was coming from I saw her in the water, beckoning me to join her.

Unfortunately, the helmsman saw too. Steered us right on to the rocks where she was. The boat splintered, and started to come apart. I managed to make it to the lifeboat with a few others. But by then the ocean had started to turn red, as they came from the depths to go to work on the poor bastards still in the water.

Through it all, the song continued. To this day, it's the most beautiful thing I ever heard.

—*Jack Seadon, sailor.*

underwater, then grapple and drown them. If their opponent cannot be drowned or seeks to break free, they will bite with their sharp teeth. They will also fight with spears or tridents, though they only carry these if expecting a fight.

SIRENS

Some merfolk (usually mermaids) are attributed beautiful voices and the ability to use song to lure people to wreck their ships on rocks or drown themselves. Generally called sirens, they have the following power:

SIREN SONG: The mermaid can use her song to distract and entrance a target, drawing them near. The mermaid takes a major action and makes a **COMMUNICATION (SEDUCTION)** test. The result of that test forms the TN any hearing it must beat to resist; SP generated on the initial test may be used to increase this TN by 1 per 2 SP spent. Failure means the target will move at their normal movement towards the mermaid as long as they continue to hear the song and will not attack the mermaid unless first attacked by her or her allies. The mermaid may keep singing with by spending further major actions, but the initial TN to resist the song doesn't change once established. Targets may make a new attempt to resist each turn.

FISHY FRIENDS

Some merfolk have also been known to have control over ocean creatures, or even the waves and weather themselves. These merfolk will often be placated by sailors and fishing villages, as they can potentially destroy ships or starve towns.

ADVENTURE HOOKS

The following adventure hooks can help you introduce merfolk to your *Fantasy AGE* campaign.

THE STOLEN CHILD

In the middle of Loch Inarith, a small family of merfolk has lived as long as the villagers on the shore can remember. While generally peaceful, the merfolk have recently kidnapped the only son of Cullen, a local fisherman. Is this the beginning of hostilities between the merfolk and the villagers? Are they planning on drowning or eating the boy? Or did they take him because the boy has merfolk blood himself?

THE MERMAID'S SECRET

A young woman comes to the heroes, asking for their help. She is the wife of a local shipping captain, and claims that she is, in fact, a mermaid. She tells them that while she initially started a dalliance with the handsome young captain, he tricked her and stole the magical conch that she used to transform herself into a human. Using this, he was able to control her, preventing her from returning to the sea. Even worse, he now forces her

MERFOLK

ABILITIES (FOCUSES)

3	ACCURACY (BITE)
2	COMMUNICATION (PERFORMANCE, SEDUCTION)
4	CONSTITUTION (SWIMMING)
3	DEXTERITY
1	FIGHTING (SPEARS)
1	INTELLIGENCE (NAVIGATION)
1	PERCEPTION (EMPATHY)
1	STRENGTH
1	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING
5 (15 SWIM)	35	13	2

WEAPON	ATTACK ROLL	DAMAGE
BITE	+5	2D6+1
SPEAR	+3	1D6+4

SPECIAL QUALITIES

FAVORED STUNTS: Skirmish, Taunt, Stunned Silence

FISH SCALES: A mermaid's partially scaled skin provides them an armor rating of 2.

WATERBOUND: Merfolk can survive and breathe on both land and underwater. Merfolk must return to water after an hour or take 2d6 damage per hour until they return to the water.

DROWN: As a major action, a mermaid fighting a foe in the water can grab their enemy and attempt to pull them under. The mermaid makes an opposed **CONSTITUTION (SWIMMING)** check against an adjacent enemy. If the mermaid succeeds, the target cannot move away from the mermaid or return to the surface. Any attempt by the target to move away triggers this opposed roll again. An ally can free them by hitting the mermaid with a Knock Prone stunt. As long as they are grabbed by the mermaid, the target must make a **CONSTITUTION (STAMINA)** test, or take 2d6 penetrating damage at the beginning of their turn.

THREAT: MINOR

to use her abilities to sabotage and disrupt the shipping of his competitors. She has been forced to marry him, and even when he allows her to go to the sea for one of these missions, she is always forced to return to him. If the PCs will steal the conch shell, she can free herself, and see her sisters again.

THE LADY OF THE ROCKS

A narrow channel or river has recently been claimed by a siren. Whether driven by vengeance, sorrow, or just maliciousness, her presence is disrupting shipping, as her song is luring pilots to crash their ships on the rocks. She has also lured several young men from nearby villages to their death in the swift waters of the river. Can the characters discover the reason for her depredations and stop her?

MINOTAUR



Minotaurs are a race of savage humanoids with the heads, hooves, and temperament of bulls. They are strong, broad, and tall, often topping 8 feet in height. Their impressive horns make them even more intimidating. Minotaurs thrive on bloodshed and conquest, raiding and warring with their neighbors for food and plunder. They occasionally team up with beastkin, but in truth they have few allies. Minotaurs will fight anyone near their territory and fight each other if no enemies present themselves.

There are many stories about the origins of the minotaurs. In some lands it is said that the gods cursed an ancient human

tribe for the profane rites they adopted. They were transformed into monsters with bull heads and an all-consuming hunger for flesh. Others claim that minotaurs have demonic ancestry, and that their origin lies in a war long ago. The minotaurs themselves scoff at these stories. They claim to be the children of a powerful god and that they are made in his image. The small and weak may think them cursed but the minotaurs know that their strength and ferocity are gifts to be celebrated.

Whatever their origins, minotaurs are a scourge to civilized lands. They favor untamed border regions, where there are plenty of targets for their raids. They make homes in caves or abandoned forts, which they cunningly fortify to confuse attackers. Minotaurs design their lairs so they can be defended by even a single member of the tribe, as the rest will often be away on raids. Given time they can turn any dwelling into a labyrinth with sliding walls, traps, and false doors. A minotaur uses these tricks to isolate and kill invaders, and then disappear back into the maze.

Tribes tend to be small, since it takes a lot of meat to feed a full grown minotaur every day and their aggressive nature makes struggles for leadership common. A typical tribe has 6-12 minotaurs. Younger bulls who cannot overcome the chieftain and take over often split off and find a new place to settle.

CIVILIZED MINOTAURS

Minotaurs as presented so far are savage beasts who revel in fighting and blood. That doesn't necessarily have to be the case though. You can have minotaurs in your world who either never were that way or who progressed beyond it. For more civilized minotaurs, you can increase their Intelligence by 1 or 2 and remove the Blood Rage special quality.

"I was a caravan guard on the Spice Road, which is mostly a boring job. Your typical bandit gang won't attack a strong caravan. They don't want a real fight, just easy booty. Not so with minotaurs! They want to scrap and they want to eat you. A tribe attacked us at dusk one day on my last run. I put a crossbow bolt right into one and he just kept charging. Gored poor Jacek and feasted on his entrails. Took a lot of bolts to bring that bastard down."

—Killian, retired mercenary

IN THE ORIGINAL GREEK

This book also presents minotaurs as large creatures similar in size to ogres. In the original Greek mythology, however, the minotaur had the body of a man and the head of a bull. If you want to cleave more closely to that, remove the Big and Tough Hide special qualities and give them armor at your discretion.

ADVENTURE HOOKS

You can use the following adventure hooks to introduce minotaurs into your campaign.

NEW NEIGHBORS

Livestock begins to disappear from the outlying farms of a border region. Then farm families start disappearing in their entirety, their homes left in shambles and splattered in blood. It turns out a group of young minotaurs has come to the area recently and they are staking their claim. The PCs must find and defeat them before all the farmers panic and flee the area. The longer they take, the better fortified the minotaurs' lair will be when they get there. Their smartest play is to ambush most of the minotaurs in the farmland but there will always be one left guarding their lair.

CULT OF THE BULL-HEADED GOD

In a large city at the heart of civilized lands, a cult springs up that worships the god of the minotaurs. They see him as paragon of strength, and they romanticize his wildness. They see it as an antidote the urban decadence around them and believe themselves to have the spirits of fierce minotaurs. The cultists begin to kidnap people off the street and sacrifice them in their hidden temple. They wear bullhead masks and feast on raw flesh. They are building up to a big ritual that will, if successful, open a gateway to the wild lands through which minotaurs can enter the city. The PCs must try to stop the cult before minotaurs rampage through the streets.

THE MINOTAUR KING

In the wild lands beyond the border, something strange begins to happen. The notoriously fractious minotaur tribes begin to unite under a charismatic leader. There are rumors to this effect for several months and the old hands dismiss them as tavern talk. Then organized warbands begin to strike, assaulting border forts and annihilating their garrisons. Widespread panic ensues and everyone understands that it'll take too long for fresh troops to come to their aid. It's up to the PCs to stop the minotaurs but they are not an army. Their best option is to find the minotaur king and kill him in the hopes that the tribes will then begin to fight among themselves. But who is this king and how can he be found and defeated?

MINOTAUR

ABILITIES (FOCUSES)

2 ACCURACY (BRAWLING)

0 COMMUNICATION

5 CONSTITUTION

2 DEXTERITY

4 FIGHTING (AXES, POLE WEAPONS)

-1 INTELLIGENCE

2 PERCEPTION (SMELLING)

6 STRENGTH (INTIMIDATION, MIGHT)

3 WILLPOWER (MORALE)

SPEED

14

HEALTH

75

DEFENSE

12

ARMOR RATING

4 (6 WITH ARMOR)

WEAPON

HALBERD

ATTACK ROLL

+6

DAMAGE

3D6+9

GORE

+4

2D6+6

FIST

+4

1D6+6

SPECIAL QUALITIES

FAVORED STUNTS: Lightning Attack, Lethal Blow

TALENTS: Armor Training (Novice), Pole Weapon Style (Novice)

BIG: Knock Prone and Skirmish stunts used against minotaurs require 1 additional SP than normal to work. Also, minotaur-sized weapons do an additional 1d6 damage over their human-sized counterparts (their fists do 1d6 base damage).

BLOOD RAGE: When minotaurs have lost more than half of their Health, they fly into a blood rage. For the remainder of the encounter, they can perform the Lightning Attack stunt for -1 SP and they can use it twice on the same attack (so for 4 SP total, they can make two extra attacks). However, minotaurs in a blood rage take a -2 penalty to their attack rolls, Defense, and to all Perception tests.

GORE: When minotaurs use the charge action, they can choose to gore an opponent with their horns instead of making a normal attack. Opponents halve their Armor Rating vs. a gore attack and must win an opposed **STRENGTH (MIGHT)** test or be pushed straight backward 2 yards.

TOUGH HIDE: Minotaurs have a natural Armor Rating of 4, though most wear a patchwork of armor that increases this to AR 6.

WEAPON GROUPS: Axes, Brawling, Pole Weapons, Spears

EQUIPMENT: Halberd, patchwork armor.

THREAT: MODERATE

MORLOCK

Morlocks are a subterranean race, a strange, degenerate offshoot of humans. Twisted by their time underground (and perhaps by ancient magic) they are blind hunters, cannibalistic remnants of a once-great empire. They now dwell in ancient tunnels and buried cities which their minds and cultures have degraded too much to maintain.

Ages ago, the people that would become morlocks were part of a powerful civilization. Their success was driven by strange magic and arcane science, powered by sorcerous engines beneath the earth. Over time, the empire slowly divided into castes. The most distinct divide was between those who lived and worked in the cities, and those who maintained the magical machines. The latter, the caste known as morlocks, spent more and more time below ground, among the caverns where the engines hummed and sparked.

Inevitably the great empire divided and fell. Unrest spread among the morlocks, angry at being kept below the earth in back-breaking labor, unable to enjoy the civilization they kept running. When the morlocks began rioting against those above, the imperial officials sent soldiers below to quell the riots. The soldiers killed many of the rioters, creating further chaos. Desperate, the morlocks tried their final resort—sabotaging or destroying the magical engines they had once served. The great release of arcane energy destroyed the cities above, and the morlocks were sealed into their caverns underground. Most of the soldiers from above fled or deserted, and the morlocks were able to defeat the others, taking them prisoner.

As the cities above crumbled and burned, the morlocks starved. Being trapped below saved them from the destruction that spread through the surface civilization, but food was quickly growing scarce. Desperate, they turned to

cannibalism. First they ate their dead and any soldiers from the surface they had killed.

Then they turned on the prisoners and finally their own wounded. They became a community of brutal cannibals, doing whatever they must to survive.

Over time the morlocks changed physically as well.

Perhaps residual magical from the destroyed machines changed the morlocks into their current form, or they evolved into their current forms after generations in the dark. Morlocks are stooped, simian-like, and powerfully built, with

dark grey skin. Their eyes are blank, milky white, and

completely sightless. They have devel-

oped remarkably keen hearing and smell, however, and their blindness does not seem to hinder them at all.

Their teeth are sharp fangs for rending meat. While they will eat just about anything that comes their way, their preferred meal is the flesh of other intelligent races.



You get used to strange things, down in the dark. Strange noises, weird creatures... Those you start to prepare for. But—sometimes, there's something else.

The cave-in trapped six men down there. We dug in after them, not sure they'd be alive, but we had to try. It took three days to open up the blocked section, and get to where they were trapped. All we found was dead bodies, bones gnawed on. The baron thought some sort of critter had gotten in there, maybe even caused the collapse. But the teeth marks—they didn't look like any sort of animal bites. The bites looked... Human.

As we started hauling the bodies out, something attacked us. The first one killed Erik, smashing his lantern. We only had one other light, way in the back, so it was hard to see in the moving shadows cast by the rest of us. I think they came boiling out of a side passage. Apparently they'd been using the place as a larder. They looked like humans, or at least maybe like they were human once. Their skin was a sick grey, and their eyes were blank white. It didn't seem to matter, though, as they fell on us.

—Maben, ex-miner

Morlocks prefer to attack from ambush, and best of all prefer to attack in darkness, where they have the advantage over their foes. They generally fight with crude axes, maces, and bludgeons, or even with their fists and fangs. Despite their crudeness, however, they possess some intelligence. They often seem to have a strange affinity for machines and traps, perhaps left over from their heritage of working on the great engines, though they lack the mental abilities and knowledge to build more complex devices.

MUTANT MORLOCKS

The strange energies and magic beneath the earth can twist some morlocks more than others. On rare occasions, morlocks can gain the ability to cast some spells (generally from the Shadow or Earth arcana). The Blending special quality is a fairly common mutation for morlocks, but stranger offshoots are possible, such as a Winged or Aquatic morlock.

ALPHA MORLOCKS

It is possible that somewhere deep in the earth dwell morlocks who are more similar to their ancestors' original forms. These creatures would be adapted to underground living like their more primitive cousins, but could easily possess greater Intelligence, Willpower, and likely have access to wondrous magic, technology, or strange alchemical creations. These "Alpha Morlocks" might seek to conquer their primitive counterparts and invade the surface world, or they might regard other Morlocks as unclean or tainted and shun contact with them altogether. This version of the morlock can be represented by making a Morlock Elite or Heroic (Epic for leaders or great champions, see **Beefing Up Adversaries**, page 3), and giving them increased mental abilities, focuses, and talents that reflect their advanced culture and knowledge.

ADVENTURE HOOKS

These adventure hooks can help you introduce and use morlocks in campaigns or adventures.

THE ONLY WAY OUT IS DOWN

While exploring a ruin, the heroes fall victim to a trap that leaves them in a series of tunnels and catacombs some distance below the surface. With the tunnel collapsed behind them, the only way for them to get out is to continue to explore the caverns—and go right through the outpost of some morlocks that have made their home there.

OFFERINGS TO THE DARK

A spate of disappearances rocks the city of Shaleholt. Initially drunks and beggars go missing, but eventually

MORLOCK

ABILITIES (FOCUSES)

2 ACCURACY (BRAWLING)

0 COMMUNICATION

2 CONSTITUTION

3 DEXTERITY (STEALTH, TRAPS)

2 FIGHTING (AXES, BLUDGEONS)

-1 INTELLIGENCE (ENGINEERING)

1 PERCEPTION (HEARING +3, SMELLING +3)

2 STRENGTH (CLIMBING)

1 WILLPOWER

SPEED

11

HEALTH

35

DEFENSE

13

ARMOR RATING

2

WEAPON

AXE

ATTACK ROLL

+4

DAMAGE

2D6+2

FIST

+4

1D3+2

BITE

+2

1D6+3

SPECIAL QUALITIES

FAVORED STUNTS: Mighty Blow (2 SP), Lightning Attack (2 SP)

BLIND: Morlocks are completely unable to see. They are immune to any attacks or effects that require seeing, such as lights or visual illusions.

FRENZY: Morlocks can use the Lightning Attack stunt for 2 SP.

TALENTS: Quick Reflexes (Novice), Scouting (Novice)

TOUGH SKIN: Morlocks' rubbery skin gives them an Armor Rating of 2.

UNCANNY SENSES: Morlocks have unnaturally keen senses of smell and hearing. Because of this, they take no penalties from being blind, being in complete darkness, etc. However, they can be distracted and disoriented by loud noises. As a special 3 SP stunt, a character can bang on their shield, armor, or nearby walls to distract the morlocks. All morlocks within 5 yds have a -2 on their next attack to hit anyone other than the character using the stunt.

WEAPON GROUPS: Axes, Bludgeons, Brawling, Staves, Spears

EQUIPMENT: Crude axe or mace

THREAT: MINOR

even nobles and children disappear into the night. When the heroes investigate, they discover that sinister cult has been kidnapping people and leaving them in sewers and tunnels below the city, as an offering to the "dark ones" below. With a ready source of food available, can it be long before larger groups of morlocks are attracted the city, possibly raiding the surface themselves?

MOTHMAN



Mothmen are primitive moth-like humanoids that lurk in the forests and swamps of the world. They are tall and powerfully-built, but terrible to behold because they combine the familiar and the alien to create something truly disturbing. Despite their size and power, they are deceptively light, capable of flying on wings that span only ten feet. Mothmen aren't particularly intelligent and have no culture or society of their own. While a small group might share territory and even hunt the same prey at the same time, they are all individuals, not members of a tribe.

Mothmen have existed for centuries, but they are encountered so rarely that people believe them to be only legend. In truth, they are more common than they seem, but their presence is hidden by cover of night and their instinctual desire (and ability) to conceal themselves from view. They are also reclusive creatures, spending most of their time in the wilderness, although mothmen in more developed areas have moved into cities if they have large buildings of stone or wood in which they can find nooks and crannies to conceal themselves during the day and while hunting.

Nocturnal hunters, mothmen prefer to attack isolated prey or creatures that can't retaliate, such as those who are sleeping, drunk, or too small to pose a threat. A mothman who's selected a target will follow them for hours waiting for the perfect time to strike, such as when gathering wood alone. If its prey runs, the mothman tracks them by scent to make sure they don't get away. Mothmen don't reveal themselves until swooping in to attack with their red eyes glowing in the darkness.

COLORFUL VARIATIONS

Mothmen vary in appearance by region just like the moths they resemble do. In one part of the world they appear ghostly white, in another they bear death's head markings, in a third they're covered in black, blue, orange, and yellow markings,

in another they're pinkish tan with circular orange "eyes" of their wings, or even a plain, mottled gray and white.

In some cases their coloration grants them a +2 bonus to Dexterity (Stealth) tests to conceal themselves, but this bonus is only granted in natural surroundings or on materials like wood and stone.

VENOMOUS MOTHMEN

The most unusual species of mothmen is covered in fur-like spines. Contact with the fine spines causes them to stick in the victim's skin and deliver small doses of venom which cause painful reactions that can include nausea, headache, blisters, numbness, and burning at the place of contact. The spines are mostly defensive, but a mothman sometimes gets lucky when attacking in close combat and is able to hit an opponent's exposed skin with its arm, head, or wing to envenom its opponent. These stinging mothmen gain the Venomous Spines stunt.

VENOMOUS SPINES STUNT: For 4 SP, the mothman maneuvers in such a way that it makes contact with its venomous spines. A creature targeted by this stunt must succeed on a **TN 13 CONSTITUTION (STAMINA)** test or suffer a -1 to all tests for the next day. In addition, on a successful test, the target isn't affected by this venom for the next day. Anyone who touches the mothman with bare skin on purpose must make the same test or suffer the penalty.

PEACEFUL ISOLATIONISTS

While mothmen have a reputation for attacking lone or vulnerable creatures, not all versions of this creature are necessarily hostile to humanoids. Some wish only solitude and survival. These mothmen survive on a diet of fruits and plant nectar. Spotting one of these generally harmless versions of this monster is even seen as a good omen in some regions.

We woke too late to save little Denton from bein' carried off in the night, but we 'eard 'is screams and saw the thing's red eyes when it looked back at the camp, considerin' which of us to take next...

—Stell Graybridge, *Refugee*

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use mothmen in an adventure or campaign.

THE MYSTERY OF NEW HILL

New Hill is the name for the gnomish section of the city. It's a relatively small, out-of-the-way neighborhood riddled with warrens for the gnomes, businesses filled with their crafts, and storyhalls where the gnomes do most of their drinking and entertaining. Unfortunately, New Hill's residents are beginning to go missing and it's clear that someone or something is kidnapping gnomes as they drunkenly make their way home after a night at the storyhalls. The guards won't do anything, so the gnomes appeal to the heroes to stand guard and protect the folk of New Hill and deal with the threat. The heroes discover the threat comes from above! A group of mothmen have moved into the belfry of a nearby cathedral, which is where they take the gnomes to feed and stash their bodies.

KILL THE MESSENGER

One of the royal messengers checked in at the town of Allendale, but never made it through the forest to the next town, Woodbine. She was dressed in plain clothes, but carried a distinctive brooch that should make it easy to identify her or anyone who's taken her things. She also carried private missives from the king which he and his advisors are very concerned will fall—or have fallen—into the wrong hands. The heroes need to recover the messages, but also find out what's happened to the messenger, if possible. She, unfortunately, was carried off in her sleep by a mothman and fed on until dead. The PCs will have to search the forest between the two towns, encountering any number of other beasts until they finally encounter the mothman or spot the messenger, drained of blood and hanging over a high branch with her message bag still dangling from her shoulder.

SUPERNATURAL SERVITORS

A coven of witches and warlocks has discovered ancient texts which allow them to control mothmen. They use the creatures to avenge themselves on the townsfolk responsible for killing some of their group. The coven has decided to use the creatures to collapse the bridges that connect the town to the rest of the world, stranding them, and leaving them easy picking for the coven and their servants.

MOTHMAN

ABILITIES (FOCUSES)

1	ACCURACY
−2	COMMUNICATION
3	CONSTITUTION
4	DEXTERITY (STEALTH)
2	FIGHTING (CLAW)
−2	INTELLIGENCE
2	PERCEPTION (SMELLING, TRACKING)
4	STRENGTH
2	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING
12 (14 FLY)	35	14	3

WEAPON	ATTACK ROLL	DAMAGE
CLAW	+4	1D6+4

SPECIAL QUALITIES

FAVORED STUNTS: Draw Blood (3 SP), Lightning Attack, Knock Prone

DARKVISION: A mothman can see normally in total darkness.

DRAW BLOOD STUNT: A mothman that has successfully hit a target can extend a feeding tube into that creature to drain blood as a special stunt costing 3 SP. This stunt must be used against the same target as the original attack. Doing so deals 1d6+2 penetrating damage to the victim.

EXOSKELETON: The exoskeleton of a mothman gives the creature an AR of 3.

FAST ATTACK: The mothman can perform the Lightning Attack stunt for only 2 SP.

SCENT TRACKER: A mothman has a well-developed sense of smell and gains a +2 bonus to tests to track creatures.

TALENTS: Scouting (Journeyman)

WALL CRAWLER: A mothman can walk up walls and even on ceilings

THREAT: MINOR

The mothmen controlled by the coven are not inherently dangerous or evil, a fact insisted upon by a local wise woman who has encountered the group the spell is now controlling. Also, it is possible the coven may be justified in their anger at the town (or at least at some individuals within it) for killing their covenmates. However, unless some order is restored and the mothmen are either destroyed or freed, the town is doomed. How will the PCs handle these magically controlled monsters? Will they kill them and their masters, or try and seek some less violent solution to this crisis? If the bridge is collapsed and the town cut off, how will the PCs leave? Will the townsfolk survive the next winter without access to transportation and supplies?

Nymphs are fey creatures, spirits tied to specific places within the world, and connected to the elemental power of those locations. There are nymphs of mountains, nymphs tied to specific trees and plants, nymphs of streams, fountains, or the ocean, and even nymphs of specific breezes and air currents.

Nymphs generally appear as young women, usually with alterations to their appearance that reflect the nature of the site they are tied to. Wood nymphs may have green hair with vines running through it, while a mountain nymph may have eyes the color of amethyst or hair that is made of spun silver.

While generally benevolent, all nymphs are capricious and unconcerned for the mores and laws of behavior that govern mortal society. While they will defend the site they are tied to against damage or corruption, they do not understand the concept of ownership (and any attempt by someone to claim that he “owned” the nymph’s tree or spring would result in either laughter or rage, depending on the nymph). They similarly do not understand concepts of social class or standing, and will say whatever seems honest to whom-ever they wish. They have been known to pursue romantic relationships with mortals, and in this they are similarly frank and direct, caring little for mortal rules about courtship or marriage.

This lack of concern for social strictures can cause friction when societies form near a nymph’s domain. Even fairly free and open societies can come into conflict with nymphs over things that seem somewhat

You best be respectful, is all I have to say.

They can be flighty, sometimes, those spirits, and they don’t always act in the ways that civilized folk might want. But they can be kind, and helpful to those that respect them.

But, if you don’t... Well, I don’t think you want to live the rest of your life as a tree, now do you?

—“Aunt” Nessit, farmwife

random to anyone but the nymph in question. However, some village have found the local nymphs to be protectors and patrons in times of need.

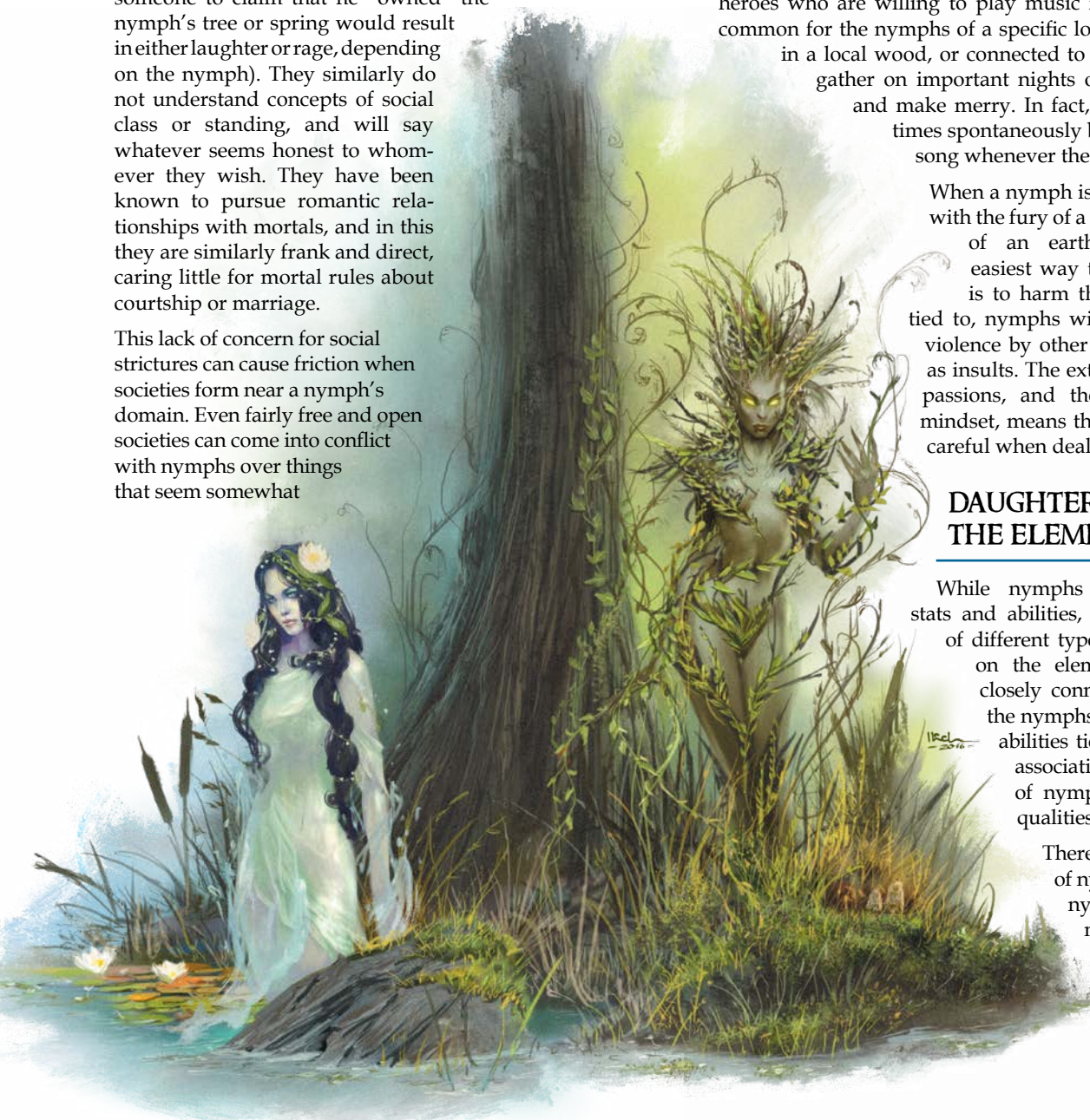
Nymphs love dance and music, and are often friendly toward heroes who are willing to play music for them. It is fairly common for the nymphs of a specific locale (all the nymphs in a local wood, or connected to a specific stream) to gather on important nights of the year to dance and make merry. In fact, nymphs will sometimes spontaneously break into dance and song whenever the mood strikes them.

When a nymph is angered, she strikes with the fury of a storm and the power of an earthquake. While the easiest way to invite their wrath is to harm the site that they are tied to, nymphs will also be moved to violence by other circumstances, such as insults. The extreme nature of their passions, and their somewhat alien mindset, means that it pays to be very careful when dealing with a nymph.

DAUGHTERS OF THE ELEMENTS

While nymphs share some basic stats and abilities, there are a number of different types of nymphs, based on the element they are most closely connected to. This gives the nymphs a number of unique abilities tied to their elemental association. Give each type of nymph the listed special qualities.

There are likely other types of nymphs as well: storm nymphs, fire nymphs, nymphs related to fields and harvest, even nymphs of stars and constellations.



AIR/WIND NYMPHS (AUREA OR SYLPHS)

FLIGHT: While they do not have actual wings, air nymphs gain a flying movement equal to their normal speed, and can use flying actions.

SPELLS: Protective Winds, Voices on the Wind, Wind Blast

MOUNTAIN NYMPHS (OREADS)

ARMORED: Mountain nymphs add 2 to their Armor Rating

SPELLS: Rock Blast, Earth Speed, Earthquake

WATER NYMPHS (NEREIDS OR NAIADS)

AQUATIC: Water nymphs can breathe underwater, and swim at their normal speed. They suffer no penalties for operating underwater.

SPELLS: Arcane Spring, Water Whip, Water Wall

WOOD NYMPHS (DRYADS)

BLENDING: Wood nymphs gain a +2 to any **DEXTERITY (STEALTH)** checks based on hiding or avoiding being seen, as they blend into the woods around them.

SPELLS: Forest Blend, Regrowth, Ensnaring Roots

ADVENTURE HOOKS

The following adventure hooks provide ideas for how to use nymphs in your campaigns and adventures.

BACCHANALIA

When the heroes first come across the town of Arta, it appears to be in the midst of some sort of festival. However, it quickly becomes clear that there is a darker side to the festivities, as all sense of order and responsibility have collapsed. As the townspeople dance, revel, steal, and kill, the heroes discover that this is the doing of a nymph from a spring near the town. How can they convince her that her fun is dangerous for the town?

THE CREATURE IN THE WOODS

A terrifying series of abductions has begun in the village of Elmholt. Young men and women have been disappearing from the town in the night. Entire families have disappeared from farms on the town outskirts, and the farms themselves are covered with creeping vines. A twisted form has been seen in the woods. When the heroes investigate, they discover that creature is a dryad. Her tree has been corrupted by some sort of poison or dark magic, twisting

NYMPH

ABILITIES (FOCUSES)

3	ACCURACY
2	COMMUNICATION (PERSUASION, SEDUCTION)
1	CONSTITUTION (DRINKING, ENDURANCE)
4	DEXTERITY (ACROBATICS, STEALTH)
0	FIGHTING
1	INTELLIGENCE
4	PERCEPTION
1	STRENGTH
4	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING
14	40	14	3

WEAPON	ATTACK ROLL	DAMAGE
ELEMENTAL TOUCH	+3	1D6+4

SPECIAL QUALITIES

FAVORED STUNTS: Dazzling Spirit (2 SP), Lightning Attack (3 SP), Taunt (2 SP)

SPELLPOWER: 13 **MAGIC POINTS:** 30

SPELLS: Healing Touch, Hero's Inspiration

DAZZLING SPIRIT STUNT: As a special stunt, the Nymph can reveal a glimpse of the elemental spirit that is embodied in its mortal form. This glimpse is beautiful and powerful enough to disorient the nymph's foes. This costs 2 SP per target affected. The target must make an opposed test of their **PERCEPTION (SEEING)** vs. the Nymph's Willpower. Any target that fails suffers a -4 to the next test they make.

IRRESISTIBLE DANCE: The Nymph's uncanny grace is captivating and enchanting. As a major action, a nymph can attempt to enthrall mortals with her dance. The nymph must use a major action each turn that she wishes to continue dancing. As long as the nymph is dancing, all targets able to see her must succeed at an opposed Willpower (Self-Control) test vs. the Nymph's **COMMUNICATION (SEDUCTION)** in order to take any major action other than dancing along with the nymph.

ELEMENTAL TOUCH: The nymph's magical nature allows her to make her touch potentially deadly to foes. This effect will generally match the nymph's elemental type. Dryads might manifest thorns, while an air nymph might wrap her hands in crackling lightning or searing radiance.

PROTECTIVE AURA: The nymph's elemental nature gives it an Armor Rating of 3. The mystical nature of this armor protects against all damage, even damage that is not normally stopped by armor.

THREAT: MAJOR

her with it. As the tree withers and starts to die, she lashes out at anyone who comes near her. Can the adventurers find a way to heal her tree? Or will they be forced to destroy her to save the village?

NIGHT TERROR

Night terrors are giant carnivorous sharks that possess the terrifying ability to “swim” through the air during nighttime hours. They take to the air at night to hunt and return to the ocean before dawn’s first light. They favor lone travelers or livestock, but a hungry night terror will attack a larger group. The creatures don’t display human intellect, but some night terrors seem to possess a sadistic, playful malice.

The origin of these creatures is unknown. They may be the spawn of a primordial shark god, war beasts created with sorcery or lost science by some ancient marine race, or demons bound into the form of sharks. In any case, it is unlikely their origin is natural.

A typical night terror has black or blue-black skin. This makes the beast both hard to spot deep underwater and as it moves through the night sky. Night terrors

often appear to be a slight discoloration against the sky, only clearly visible when either they pass in front of stars, clouds, or the moon—or when one is close enough to strike. The eyes of a night terror glow with a faint luminescence, further adding to the creature’s terrifying appearance. More than one victim has met their end paralyzed with fear as a giant flying shark with glowing blue-white eyes dove down on them from above. Even the smallest among them are the size of larger sharks and they can grow to truly monstrous size.

Night terrors are mostly driven by hunger. They hunt, kill, and feed. Unless controlled by an outside force, they aren’t picky, selecting their meals based on size and convenience. In most cases, being devoured by these monsters is a terrifying, but impersonal, fate.

However, some rare night terrors do seem to develop favored prey or become interested in stalking and devouring those who have previously escaped them. These creatures will torment a target, attacking their home, pets, livestock, and friends until they finally move in for the kill. It is unknown how these monsters track their prey, but they seem to have an uncanny ability to do so.



Some of the local tribes sacrifice to them, dropping slaughtered goats and condemned prisoners into the deep to appease them. Maybe it helps, but I doubt it. Night terrors don’t want to be fed like pets; they want to hunt.

During the day, you learn to avoid some places. Certain areas near the islands where they hunt. Stay out of those areas and you’re fairly safe. At night? Well, that’s different. At night the only way to be safe is to hide inside, bar the doors, and pray.

—*Captain Quintley Marten, Fisherman and Shark Hunter*

In combat, a night terror usually begins by using the circle action to scout out its prey. Then it will dive at the most likely target; usually whichever person or animal is most isolated from the rest of the group. Any wounded targets will usually be attacked first unless well-guarded by their companions.

GIANT NIGHT TERRORS

All night terrors are of a single breed, but they vary widely in size and ferocity. A typical night terror is around 15 to 20 feet in length and is represented by the statistics above. However, night terrors can get much larger, reaching at least 60 feet in length. To represent these larger monsters, apply the Elite, Heroic, or Epic qualities (see **Beefing Up Adversaries**, page 3). Some of the biggest of these flying terrors will even attack beasts such as dragons if they are hungry enough or the interloper is threatening their hunting zones. Their great size also gives them access to a special quality, Swallow.

SWALLOW: For 5 SP on a bite attack, the monster can swallow a man-sized or smaller target whole. The victim can make an opposed **DEXTERITY (ACROBATICS)** vs. **ACCURACY (BITE)** test to roll or dive out of the way at the last moment; otherwise they are swallowed and begin to take 2d6 damage per round until they are freed or they die. Cutting the monster open so the target can escape can be done automatically once it is slain, but otherwise requires doing at least one quarter of the monster's health in one hit with a slashing or cutting weapon and spending 2 SP. Swallowed targets can attempt to cut their way out of the creature and free themselves as well, but the cramped space inside the monster's stomach makes using any weapon larger than a short sword to do so impossible.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use night terrors in an adventure or campaign.

OFFERINGS TO THE DEEP

A tribe of primitive humanoids (humans, goblins, or the like) in the coastal or island regions of the campaign world worships a night terror as divine. They raid other settlements and ambush travelers, taking captives to offer as sacrifices for their "Great God of the Depths." Even if they stop the sacrifices, the night terror is still a threat—made ravenous and more dangerous once its supply of easy meals is cut off.

THE BEAST OF HARMONY ISLAND

A massive night terror is devastating Harmony Island, a peaceful community just off the mainland, inhabited predominantly by halflings and gnomes who provide various goods and services for maritime travelers, sailors, and merchants. The monster isn't just killing people—it's hurting business. The town has placed a sizeable bounty on the creature. Can

NIGHT TERROR

ABILITIES (FOCUSES)

4	ACCURACY (BITE)
-2	COMMUNICATION
6	CONSTITUTION (STAMINA, SWIMMING)
1	DEXTERITY (STEALTH)
4	FIGHTING
-1	INTELLIGENCE
3	PERCEPTION (SMELLING)
6	STRENGTH (INTIMIDATION, MIGHT)
2	WILLPOWER (COURAGE)

SPEED HEALTH DEFENSE ARMOR RATING

16 (SWIM/FLY)	55	13	5
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WEAPON ATTACK ROLL DAMAGE

BITE	+6	3d6+6
RAM/SIDESWIPE	+4	1d6+7

SPECIAL QUALITIES

FAVORED STUNTS: Mighty Blow, Lethal Blow, Pierce Armor

ARMORED: The tough hide of this creature provides a Armor Rating of 5.

NOCTURNAL PREDATOR: A night terror suffers no penalties for attacking or acting in natural or supernatural darkness.

BLOOD IN THE WATER: If a target has already lost half or more of its Health, the night terror gains an additional +2 to hit and damage.

SEA OF NIGHT: From sundown to sunrise, a night terror can fly through the air at its normal swimming speed and breathe normally. It must reach water before sunrise or it will fall to the ground and begin to suffocate. They may also move through supernaturally-generated darkness as if it were night, even during daylight hours.

THREAT: MODERATE

the heroes collect? Could they find an ally in the one-armed dwarven sailor who claims to have once faced down the beast and says she knows how to predict where it will strike next?

SCHOOL'S OUT... FOR BLOOD!

The death of a legendary and mystical dragon nearby has called local night terrors to feed. They want to devour the carcass and will attack anyone who attempts to stop them. Unfortunately, if the night terrors are allowed to feed the dragon's blood will whip them into a berserk frenzy, causing them to rampage through the countryside. Worse, these monsters could develop some special qualities from consuming the dragon's magic-infused flesh, making them even more dangerous. This adventure works whether or not the heroes themselves are responsible for the death of the dragon, but if they were then it could add an additional personal stake.

OCEAN WYRM

Ocean wyrms are enormous creatures over 100 feet long with a head at least 15 feet wide that ends in a massive mouth capable of rending ships to pieces and swallowing men whole. Their coloration runs from blue to green to gray in various shades. Atop an ocean wurm's

head grow two or more long ivory, brown, or black horns from roughly where its eyes should be, just below a ridge of broad, tough fins. The creature pulls these fins flat against its body when swimming, and flares them out when making threat displays or in combat.

More than any other aquatic creature, ocean wyrms are responsible for the legends of sea serpents common around the world. Usually content to hunt in deep water, ocean wyrms are very territorial, willing to challenge any interloper—whether another creature or a ship—to defend its hunting grounds. When they breed, ocean wyrms find a spot in shallower water they believe will keep their eggs safe, lay them, then stay nearby to fend off large predators. This often places them in conflict with people living in the area and interferes with shipping routes.

Most people are of the opinion that fighting an ocean wurm is insanity. They are huge and powerful with crushing jaws and a lashing tail, but they're more dangerous to ships than to small creatures simply because of their size. Regardless, fighting them in smaller vessels is nearly impossible because they churn the water so violently in combat they're likely to capsize rowboats and throw the people in them into the water.

SEA DRAGONS

A small number of ocean wyrms share the Breath Weapon special quality of true dragons. The most common breath weapon is scalding-hot steam, but fire, a poisonous cloud, acid, cold, or lightning are possible.

BREATH WEAPON: An ocean wurm spews steam, flame, ice, or some other element either in a wide arc (4 yards long and 6 yards wide) or a narrow stream (8 yards long and 2 yards wide) as a major action. Those caught in the area take 3d6 penetrating damage, or 1d6+3 penetrating damage if they make a successful **TN 16 DEXTERITY (ACROBATICS)** test.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use ocean wyrms in an adventure or campaign.

THE GUARDIAN

The heroes learn of a lost city, outpost, or dungeon, located on an isolated island, far out to

"I looked up when all the men ran to one side of the ship and pointed. Curious, I got up to look and saw they were looking at another ship in the distance, not far from a small cluster of islands. The men said the ship was too close to the islands, but I didn't think they were in trouble. Then something like a giant snake rose up out of the water. It tore the ship to pieces within minutes. We could hear their screams and the splintering wood echoing across the water. I'll never sail again."

—Lady Linva Marraz, Noble

OCEAN WYRM			
ABILITIES (FOCUSES)			
2	ACCURACY (BITE, BRAWLING)		
-2	COMMUNICATION		
9	CONSTITUTION (STAMINA)		
1	DEXTERITY		
4	FIGHTING (TAIL BASH)		
-1	INTELLIGENCE		
1	PERCEPTION (HEARING)		
10	STRENGTH (INTIMIDATION, MIGHT)		
4	WILLPOWER (COURAGE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
6 (15 SWIMMING)	175	11	8
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+4	3D6+10	
RAM	+4	5D6+10	
TAIL BASH	+6	2D6+8	
SPECIAL QUALITIES			
FAVORED STUNTS: Lethal Blow (4 SP), Mighty Blow (1 SP), Pierce Armor (1 SP), Swallow (5 SP) AQUATIC: A creature of the sea, the ocean wurm breathes water. It is capable of operating on land for up to an hour, but then quickly returns to the sea. BASH AND BITE: An ocean wurm is a vicious opponent. It can attack with a tail bash and a bite as a single major action. Both attacks can generate stunt points and can target different opponents if desired. TOUGH HIDE: The leathery hide of an ocean wurm is incredibly tough and covers layers of insulating fat, giving it an Armor Rating of 8.			
LARGE AND IN CHARGE: Few creatures compare to the size and strength of an ocean wurm. It is immune to the combat stunts Skirmish and Knock Prone except by other large creatures such as giants, dragons, or other wyrms. It also treats enemies up to 4 yards away as adjacent. BLINDSENSE: The ocean wurm senses its prey using sound. It can detect creatures using its PERCEPTION (HEARING) focus for any tests. A creature must make a successful TN 13 WILLPOWER (SELF-DISCIPLINE) or DEXTERITY (STEALTH) test to remain silent enough that the ocean wurm can't sense its presence. BUFFET: As a minor action an ocean wurm violently moves its body in serpentine motion, buffeting nearby creatures with water or its body. Anyone within 4 yards of the ocean wurm must make a successful TN 15 STRENGTH (MIGHT) test or be knocked back 1d6 yards. Those that fail their tests and have a Stunt Die result of 1 or 2 are also knocked prone. DEADLY: The ocean wurm can use the Lethal Blow, Mighty Blow, and Pierce Armor stunts for one less point than normal. RAM: An ocean wurm can use a devastating ram attack when it builds up enough momentum. If the creature uses a move or run action and its next action is charge, it may make a ram attack. SWALLOW STUNT: For 5 SP on a bite attack, the ocean wurm can swallow a man-sized or smaller target whole. The victim can make an opposed DEXTERITY (ACROBATICS) vs. STRENGTH (MIGHT) test to roll or dive out of the way at the last moment; otherwise the target is swallowed and takes 2d6 penetrating damage per round until they are freed or they die. Cutting the monster open so the target can escape can be done automatically once it is slain, but otherwise requires doing at least one quarter of the monster's health in one hit with a slashing or cutting weapon and spending 2 SP. Swallowed targets can attempt to cut their way out of the creature and free themselves as well, but the cramped space inside the monster's stomach makes using any weapon larger than a short sword to do so impossible.			
THREAT: DIRE			

sea. Tales of the island say it was guarded by a sea serpent in ancient times—and it was, but the descendant of that ocean wurm still guards the island, held there by magic and compelled to defend the island from all comers. In order to reach their goal, the heroes need to kill or bypass the ocean wurm, which is very persistent and even follows them onto dry land!

LEVIATHAN

Sea devils have been plaguing the coast for months now. Usually the navy is sent out to deal with the raiding parties, but the scout ships that have made it back to port report that the sea devils are somehow controlling an ocean wurm and using it to destroy ships coming to deal with the raiders. Due to their previous heroics, the characters are hired to kill the sea devils, or if they're not capable of that, find whatever

the sea devils are using to control the creature and steal or destroy it.

REVENGE

The heroes have booked passage on a ship. A few days into their journey they spot the wreckage of a ship and its cargo floating in the water. A bloodied survivor is able to tell his rescuers they were attacked not an hour ago by Big Bess. There is an immediate change in the crew as they regard their captain nervously, whereas he seems almost manic and changes course to head the direction the survivor said the creature went after gobbling up his crewmates. When the characters ask, the crew explains that Big Bess has plagued the captain for years, sunk his ships, and killed his sons, but the captain has always survived. He's vowed to destroy the creature no matter what it takes ... and the heroes are along for the ride!

OOZE/SLIME

Oozes, slimes, molds, jellies, and other mobile masses of semi-solid fluid can be found nearly anywhere depending on the creature's nature. Most commonly, oozes behave like molds, so they favor dark, damp places with readily-available sources of food, which means they're found in sewers, dungeons, cave complexes, and other underground places. Unlike true molds, however, oozes are mobile, able to actively search for food by spreading across floors, walls, and ceilings, and squeezing through cracks to get into places inaccessible to other creatures.

The rudimentary intelligence possessed by all oozes affords them a simple form of cunning. When they perceive movement or find a place other creatures travel through frequently, they stop and lay in wait. Then, when prey moves near, they attack. Many oozes look like a harmless puddle of water, section of damp stone, or patch of mold, so it's often difficult to spot them, although experienced adventurers are always leery of such

things. Unfortunately, some oozes disguise themselves even better, either by taking on the appearance of more complex forms, such as snow, ice, lava, and water, or by mimicking rotting leaves, a refuse pile, or even a collection of coins.

Oozes are able to extend pseudopods from their bodies to attack prey. Such attacks are usually coupled with some other ability—such as acidic secretions, a fiery aura, more powerful blows, and so on. This makes the ooze very dangerous and unpredictable. (See **Variant Examples** for examples of oozes.)

SECRETS OF THE OOZE

An ooze can be altered in many different ways to create a unique (and fearsome) opponent for your heroes. This list includes a number of options you can add to the "base" ooze presented here. Add one or more abilities to make something new and unusual to keep your players guessing.

BASHING

A bashing ooze's pseudopod attack deals an additional 1d6 damage. An ooze may be given this option up to two times.

BLENDING

The ooze looks like rock, a pile of decaying matter, a patch of mold, a puddle of liquid, or something else that might be overlooked at first glance. The ooze gains a +2 bonus to any Dexterity (Stealth) checks based on hiding or avoiding being seen.

BURNING

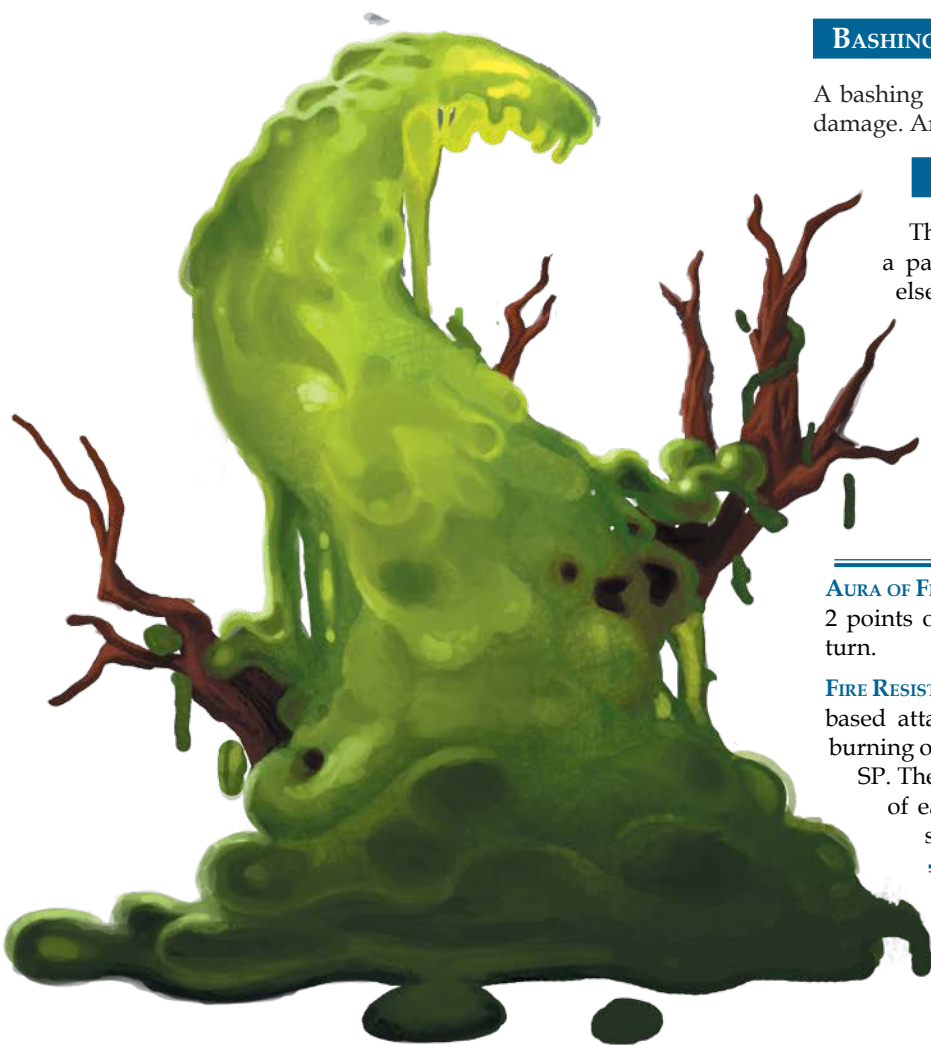
Damage a burning ooze inflicts with its pseudopod attack is penetrating. The burning ooze gains the following qualities.

AURA OF FIRE: Any creature adjacent to a burning ooze takes 2 points of penetrating damage at the start of the ooze's turn.

FIRE RESISTANCE: A burning ooze takes no damage from fire-based attacks including fire spells. **Burning Touch:** The burning ooze can set its target on fire as a special stunt for 2 SP. The target takes 1d6 penetrating damage at the start of each of their turns until they put out the fire by spending a minor action.

CONSTRICTING

A constricting ooze gains the Strength (Might) focus. A constricting ooze can make an Accuracy (Brawling) attack as a major action. On



They came out of the water, one after the other. Our mage was the first to fall. He kept saying they were eating his magic. He never got a spell off. Useless fop. We ran. Lost the goods and our commission.

—Sergeant Corbin Thingold, guard-for-hire

a hit, the constricting ooze grabs the target and squeezes. The ooze can keep constricting as a minor action and inflict 1d6+Str (1d6+2) penetrating damage without making an attack roll. To escape, a victim must use a major action to make an opposed Strength (Might) or Dexterity (Acrobatics) test vs. the constricting ooze's Strength (Might). An adjacent ally can also perform a special 2 SP stunt to free the victim automatically.

CORROSIVE

A corrosive ooze spreads across its target's flesh, burning with acidic secretions. After a successful attack a corrosive ooze does 1d6 penetrating damage every round on its turn until driven or scraped off. A corrosive ooze that takes damage from fire or salt retreats from its victim. Scraping the corrosive ooze off takes an object (like a blade) to scrape with and costs the victim or an adjacent ally a major action.

FREEZING

Damage a freezing ooze inflicts with its pseudopod attack is penetrating. The freezing ooze gains the following qualities.

FREEZING AURA: Any creature adjacent to a freezing ooze takes 2 points of penetrating damage at the start of the ooze's turn.

COLD RESISTANCE: A freezing ooze takes no damage from cold-based attacks including cold spells. Freezing Touch: The freezing ooze chills its targets, slowing their reflexes and numbing their bodies. When it hits with a pseudopod attack or is attacked bare handed, the target must succeed on a **TN 12 CONSTITUTION (STAMINA)** test or suffer a -1 penalty to all tests and Defense until the end of the encounter or healing magic is used on the target. This effect is not cumulative.

LARGER OR SMALLER

Oozes come in all different sizes. In order to make a smaller ooze, subtract 1 from its Accuracy, Constitution, Strength (and its attack bonus and damage because of the reduced Strength), subtract 1 from its Speed, and reduce its starting Health rating by 10. To create a larger ooze, add 1 (or 2 for an even larger specimen) to the same abilities listed previously and increase its starting Health rating by 20 (or 40). An ooze that's been made larger is immune to the Skirmish stunt.

If a larger or smaller ooze has any variant abilities, adjust the TNs of those abilities by the same amount as their Accuracy, Constitution, Strength, and Speed were.

MAGIC EATER

When a magic eater ooze damages a mage or other being that has magic points, that target loses 1d6+2 MP and the magic eater ooze recovers the same amount of health. Additionally, a magic eater ooze can sense creatures that have magic points and target them before any other opponent.

OOZE/SLIME

ABILITIES (FOCUSES)

2	ACCURACY (BRAWLING)
-4	COMMUNICATION
4	CONSTITUTION (STAMINA)
-2	DEXTERITY (STEALTH)
2	FIGHTING
-4	INTELLIGENCE
-2	PERCEPTION (HEARING, TOUCHING)
2	STRENGTH
-2	WILLPOWER

SPEED	HEALTH	DEFENSE	ARMOR RATING
6	25	8	5

WEAPON	ATTACK ROLL	DAMAGE
PSEUDOPOD	+4	1D6+2

SPECIAL QUALITIES

FAVORED STUNTS: Knock Prone, Lightning Attack, Mighty Blow

BLINDSIGHT: The ooze is blind and senses its world by touch and vibration. It can perceive anything within 10 yards of it that is moving or making noise. A creature must make a successful **TN 11 WILLPOWER (SELF-DISCIPLINE)** test to remain still enough that the ooze cannot sense its presence. The ooze is immune to being blinded or deafened.

FORMLESS BODY: An ooze is a creature of thick liquid, so it is able to absorb blows and heal cuts quickly. It has a natural AR of 5.

STRANGE LIFE FORM: The ooze does not experience emotions, is unintelligent, and ignores some physical hazards. The ooze is immune to any effect targeting a creature's mind, as it has none. The ooze is never considered prone, can't drown, and never tires.

THREAT: MINOR OR MODERATE
(DEPENDING ON SIZE AND VARIANT ABILITIES)

PARALYZING

A paralyzing ooze is covered in a compound that numbs the nervous system of anyone with which it comes into contact. When it hits with a pseudopod attack or is attacked bare-handed, the character in contact with it must succeed on a **TN 12 CONSTITUTION (STAMINA)** test or become stunned. On their next turn, the stunned character cannot take a major action; they are restricted to only a single minor action, which they must spend to make another **TN 12 CONSTITUTION (STAMINA)** test. If they fail, they must make another test on their next turn. If they succeed, they may act normally on their next turn.

REEKING

A reeking ooze gives off a foul, choking odor. Any creature adjacent to a reeking ooze must succeed in a **TN 12 CONSTITUTION**

tion (STAMINA) test. All creatures who fail suffer a -2 penalty to all tests and Defense until the end of their next turn. Any creatures who succeed on the test aren't affected by a reeking ooze for 1 hour. This effect is not cumulative.

SHOCKING

A shocking ooze delivers a powerful jolt of electricity to anyone with which it comes into contact. When it hits with a pseudopod attack, the damage is penetrating and the target must succeed on a TN 12 CONSTITUTION (STAMINA) test or become stunned. On their next turn, the stunned character cannot take a major action; they are restricted to only a single minor action. If the target is wearing metal armor or standing in water, it's a TN 14 CONSTITUTION (STAMINA) test.

TRANSPARENT

The ooze is clear and nearly invisible to the naked eye. It can only be detected by observing effects, such as a path that's been scrubbed clean by its passing. Attacking a transparent ooze is done at a -4 penalty. A character may use a minor action to attempt a TN 14 Perception (Seeing) test. If the character succeeds, the penalty is reduced to -2. Additionally, if a character hits the transparent ooze, the character may spend 3 SP to reduce the penalty to -2 for the rest of the encounter.

VULNERABILITY

The ooze has a weakness to a substance or element. The vulnerability is up to the gamemaster, but a burning ooze may have a vulnerability to water and cold, a freezing ooze may have a vulnerability to fire, a shocking ooze would have a vulnerability to lighting (overloading its system), and so on. The ooze takes an additional 1d6 of damage and its Armor Rating is halved against the effect to which it is vulnerable. Its Armor Rating is eliminated completely if the attacker uses the Pierce Armor stunt on the attack.

WALL CRAWLER

The ooze can move up walls and even on ceilings.



VARIANT EXAMPLES

Here are nine oozes created by adding some of the variant options described previously to the basic ooze. There are many more oozes that can be created using the options here, especially if you also use some of the special qualities in the **Modify Monsters** section of this book..

BLEACHING BLOCK

A large cube of clear gel that slowly moves along passages, scouring them clean as it consumes the mold and detritus in its path. When an unwitting wanderer walks into it or comes too close, the bleaching block grabs, paralyzes, absorbs, and begins slowly digesting its victim.

OPTIONS: Constricting, Larger +2, Paralyzing, Transparent.

LAVA OOZE

Appearing to be a glowing pool of lava, covered in licks of flame and small patches of rough, black stone, lava ooze is usually found near actual pools of lava. These are often used as unwitting guards by creatures immune to fire.

OPTIONS: Bashing +1d6, Blending (looks like a pool of lava), Burning, Larger +1, Vulnerability: Cold and Water.

LIGHTNING GREASE

This thick, black sludge prefers to reside in sewers or others areas in which there is a lot of organic matter or small creatures moving around. Lightning grease has a voracious appetite and if it can't find or kill food frequently at its current location, it moves on to find better hunting.

OPTIONS: Blending (looks like a puddle of grease or black water), Shocking, Wall Crawler.

MAGE PUDDING

This beautiful, slightly opalescent puddle of ooze never seems to get dirty regardless of its surroundings. Mage puddings can survive nearly anywhere, but appear most often in places where water is present and usually in pairs or small groups. In such places, mage puddings prefer to conceal themselves in the water, either in shallows or along the edges of pools. When mages come near, mage puddings respond by surging forward to swarm the unfortunate mage.

OPTIONS: Blending (looks like a puddle of blue water), Magic Eater, Smaller -1, Wall Crawler.

OLIVE SLIME

The least intelligent (if that term is even appropriate) of the oozes, this apparent slime mold can sense its surroundings and drops on passers-by from above in an attempt to kill them with powerful corrosives. It usually conceals itself from view as much as possible, such as on the ceiling above a doorway. Olive slime appears to be simple

mold growing on old, damp, unused surfaces. It only attacks with a pseudopod if it's scraped off or misses its intended target.

OPTIONS: Blending (looks like greenish mold), Corrosive, Vulnerability: Fire, Wall Crawler.

ROT SLIME

This ooze is found anywhere there are large quantities of rotting organic matter, whether it's leafy matter in forests, animal carcasses, or refuse piles. Rot slime appears to be made up of whichever organic matter it eats, so a rot slime encountered in the woods looks like a pile of rotting, stinking leaves, while one encountered in an abattoir looks like a pile of rotting meat and bones.

OPTIONS: Blending (looks like a pile of rotting organic matter), Constricting, Larger +1, Reeking.

SILVER PUDDING

Apparently one of the more intelligent oozes, silver pudding is the color of mottled silver and capable of altering its outer skin to make itself look like a pile of old, silver coins. Its coloration is due to the presence of metals and minerals it feasts on when other prey is lacking and because of this, the silver ooze is very heavy and its pseudopod strikes with devastating force.

OPTIONS: Bashing +1d6, Blending (looks like a pile of silver pieces).

SNOW SLUDGE

A dangerous predator in areas covered in snow and ice year round, the snow sludge changes its appearance depending on if it is in contact with ice or snow. It is slow-moving and hides in plain sight to increase its chances of trapping unwary prey in its crushing, icy cold pseudopod. Fire is the snow sludge's weakness and it will flee from open flame if it can.

OPTIONS: Blending (looks like snow or ice), Constricting, Freezing, Vulnerability: Fire.

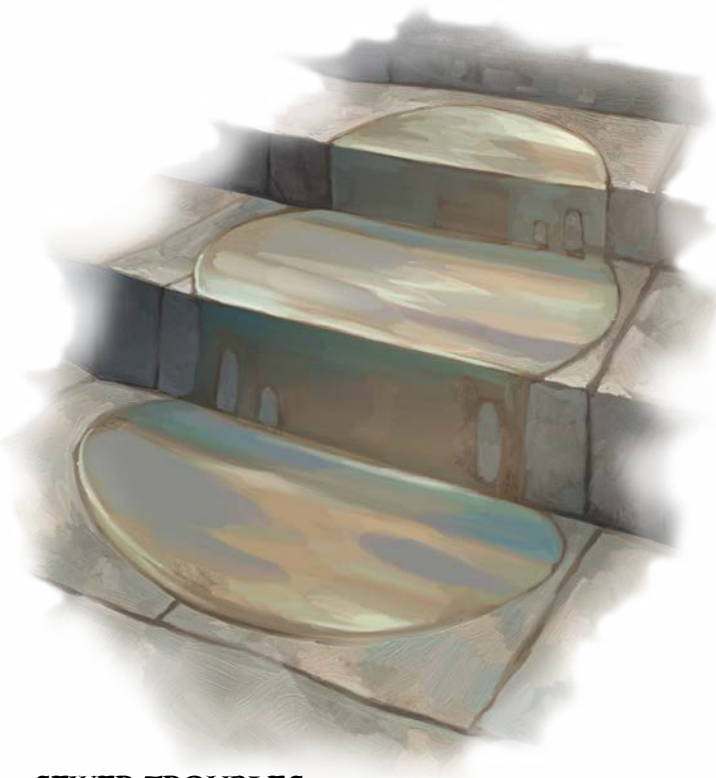
STONE JELLY

Found in rocky areas, but especially in dungeons and ruins, stone jelly is capable of altering its coloration to match the appearance of the rock or stone around it, but it looks like a slick, wet version of the material. Stone jelly is as likely to appear on floors as on walls or ceilings and attacks with its pseudopod rather than dropping from above.

OPTIONS: Blending (looks like wet stone), Corrosive, Larger +1, Wall Crawler.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use oozes in an adventure or campaign. See **Variant Examples** for the specifics of specialized oozes, shown in bold.



SEWER TROUBLES

While exploring the sewers for some other reason, the PCs learn that the city's underbelly is host to a surprising number of oozes. While there, they discover oozes with no special abilities, along with **lightning greases**, **olive slimes**, and **stone jellies**. Dangerous to be sure, but why are there so many? Where did they come from? Is someone responsible for them being there? Do the heroes care, or do they think the city's masters will?

WELL, WELL, WELL

The administrators at the wizards' college want to hire the PCs to stand guard around campus, particularly near the three wells that supply water to the school. Someone or something has been killing students as they've passed by the wells late at night. The regular guards patrol the entire school and they can't take them off that duty, so the administrators want to hire the heroes to find and punish whoever's responsible for the attacks. What no one knows is that a group of **mage puddings** have moved into the wells from the waterways under the city and are feasting on the young mages. At night, the puddings creep up from under water and wait inside the wells for a spellcaster to come near. Won't the party's mages be surprised!

SOMETHING'S IN THERE

Recently, a fire claimed a small section of the city. Now there are rumors of things moving around in that area, along with ghosts, strange smells, and animals going missing. The PCs are hired by the city or asked by locals to investigate. The area most people are concerned about is by the old stockyards. Inside, the heroes discover a **rot slime** has moved in and has grown large feasting on the remains of cows, goats, and other livestock killed by the fire and left to rot.

PENANGGALAN

Possibly one of the most unusual and gruesome vampiric entities in existence, the penanggalan spends its days in the guise of a normal person. However, at night the creature's head and internal organs separate from the rest of its body and fly off in search of prey. After feeding on the blood of whatever victims they can find, the penanggalan returns before dawn to soak its blood-engorged body in vinegar or some other substance that allows its swelled organs to better fit back

into its form. This strange ritual complete, the penanggalan's organs crawl back into its body and its head reattaches until the next time the creature must feed.

Unlike some vampiric monsters, penanggalan do not create new members of their kind from among the humanoids they prey on. Instead, these monsters are a product of the abuse of magic, dark sorcery, or demonic pacts. Many penanggalan were mages, herbalists, scholars, priests, and other learned individuals with access to summoning rituals and dark magicks, but some are midwives, farmers, and other common folk.

The penanggalan are predominantly female, with males being rumored to exist but not seen. They often work hard to fit into communities where they have easy access to prey. The creatures get a perverse pleasure out of hiding among those they feast upon, and only those who have been outed as monsters live outside populated areas.

Penanggalan can be destroyed by magic or fire, but also by destroying their internal organs or severing them from their heads. This is quite difficult and without this step the monster will return. It is also possible to destroy or severely hinder the creature by destroying its host body. Penanggalan usually operate alone, but sometimes more than one of them may cooperate for self-protection or to accomplish some greater goal.

MYSTICS AND SORCERERS

While not all penanggalan have magical powers beyond their innate supernatural abilities, many do. These versions of the creature often have higher Intelligence or Willpower and several spells at their disposal. Shadow, Fate, Wind, Lightning, and Divination. Many penanggalan who were midwives, scholars, or herbalists, or held similar professions, also possess the Lore or Chirurgy talents.

ANY BODY WILL DO

While most penanggalan are doomed to die when their host body is destroyed, it is possible very powerful versions of this creature may be able to replace the body by decapitating a victim by tearing or biting off the victim's head and using their body as a new host. These creatures can only be killed via destruction of their current host body if the body is also sanctified by a member of a holy order. Otherwise they can simply seek a new host.



Wernger was dying. The creature's fangs latched on to his neck as the creature's intestines wrapped around his limbs and throat. We stared in horror as we watched the blood flow from our comrade down the disembodied esophagus into the stomach of the creature. Herran fainted at the sight and I barely kept the night's rations down as I drew my bow.

—*Arrows in the Night: The Memoirs of Ior the Archer*

ADVENTURE HOOKS

You can use the following adventure hooks to introduce penanggalan to a *Fantasy AGE* campaign.

HEADS OF STATE

Several local nobles and dignitaries have been turned into penanggalan by pact with forbidden powers. These monsters attack people at night and retreat to their domiciles to soak their bodies in vats of wine or vinegar before rejoining their body. The deaths are piling up quickly and the people are terrified. Can the PCs discover this conspiracy of monsters? If they do, how will they reveal the true nature of the local leaders to the people?

HOW TO GET A HEAD IN BUSINESS WITHOUT REALLY DYING

A local merchant has taken a new bride, Avara, who is in fact a penanggalan. The monster seeks to eventually kill her spouse and take over his merchant empire. However, the creature must still feed and in doing so runs the risk of discovery. When an ally of the PCs spots Avara feeding on a vagrant, he comes to them for help and protection. Can they reveal the monster and defeat it before it becomes a major power in the area?

Avara is an advanced version of her kind (Elite, Heroic, or Epic) who possesses the Intrigue talent and superior Intelligence and Communication abilities. She also knows magic, possessing enough offensive arcana to keep the PCs on their toes.

HEADHUNTERS

A band of veteran monster hunters has arrived in the area seeking a penanggalan they claim is hiding among the local populace. The hunters are rude, crude, and self-righteous, bullying the people with questions, demands, and strange tests they claim are designed to ferret out the monster. The hunters have the support of Itell, a wizened old priestess from the local temple. She begs the populace to work with the hunters to find the monster and is willing to forgive or overlook various transgressions by the hunters to reach this goal.

However, as annoying as they are, the hunters are correct. A penanggalan is hiding among the populace in the guise of Itell, who hopes to deflect the hunters' wrath onto an innocent. She may even frame one of the PCs or their ally. Can the PCs discover the true monster and deal with the hunters at the same time? Itell also may not be operating alone. It is possible all the clergy at her temple have become penanggalan. If this is the case, how will the PCs detect and destroy a whole coven of flying vampiric horrors?

PENANGGALAN

ABILITIES (FOCUSES)

4	ACCURACY (BITE, BRAWLING)
2	COMMUNICATION (DECEPTION)
4	CONSTITUTION (STAMINA)
4	DEXTERITY (STEALTH)
1	FIGHTING
2	INTELLIGENCE
2	PERCEPTION (HEARING, SMELLING, TRACKING)
2	STRENGTH (INTIMIDATION)
4	WILLPOWER (COURAGE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
16 (FLY)	75	14	4

WEAPON	ATTACK ROLL	DAMAGE
BITE	+6	2D6+2
ENTRAILS	+6	1D6+3

SPECIAL QUALITIES

FAVORED STUNTS: Entrails Attack (2 SP), Lightning Attack

ENTRAILS ATTACK STUNT: Penanggalan can grab, choke, or strike targets with their organs and entrails. The attack does 1d6+1 base damage using the creature's Accuracy (Brawling). Also, for 2 SP it can also unnerve an opponent, forcing them to succeed in a **TN 15 WILLPOWER (COURAGE)** test or they suffer a -1 cumulative penalty to all attack rolls against the penanggalan and -1 to all Willpower tests for the rest of the encounter.

HARD TO KILL: Penanggalan cannot be reduced below 1 Health except by fire, magic, or the use of a Lethal Blow, representing destruction of its internal organs. Vampires also don't need to breathe and are immune to most poisons and disease save those specifically targeting their kind.

HOST BODY: A penanggalan's host body is dormant while the creature's head is separated from it. In this state it is vulnerable and can be destroyed or sabotaged. Poisoning or stuffing the insides with sharp objects will cause the creature to perish when it rejoins with the body, and destroying the body will prevent the creature from healing and will destroy the creature at the next sunrise.

VAMPIRIC ENTITY: The penanggalan's supernatural nature provides it an Armor Rating of 4 that is effective even against penetrating attacks.

VULNERABILITY: Penanggalan take 1d6 penetrating damage from sunlight if not connected to their host body.

THREAT: MODERATE

RAT KING

Rat Kings are swarms of rats who have merged into a single malevolent intelligence. They are created in places when rats consume the body of a person or creature of such power and evil that it infests their very flesh. These corrupt energies bring about a change in the vermin who feast on the corpse, creating a rat king. Rat kings are not

common, but they are definitely more common in places that themselves have powerful auras of dark magic or demonic corruption.

Rat kings are cunning and intelligent, but they have none of personality or knowledge of the being whose power transformed them. Instead they are driven by primal hunger and direct ambitions to grow their swarm. They can communicate with each other mentally, and can project their thoughts to others in a chittering, unsettling mix of images and psychic speech. Rat kings will survive as long as a small group exists to breed, though the personality, if one can truly call it that, of a swarm so diminished will change drastically as it regrows.

Rat kings appear as a swarm of large living rats whose eyes shine with a disturbing awareness. As they move they run over anything and everyone in their path, occasionally forming masses which vaguely resemble humanoid or monstrous shapes, especially in dim light. Over time the rat kings even learn to coordinate their movements to form rough outlines of people or larger animals to lure victims closer. They will also at times carry off but not immediately devour infants, children, and young animals to act as bait for adults who serve as larger meals for the swarm. They have even been known to construct crude traps by barricading or weakening structures in or near their lairs to trap or injure victims. While omnivorous, the wicked forces that create rat kings push it to consume flesh over other food sources whenever possible.

Members of a rat king hive are shunned by other vermin. Normal rats, mice, and similar creatures sense their supernatural nature and flee the area, usually causing mass exoduses of local rodent populations. Rat kings use this abandoned territory to breed and expand their swarm, growing stronger over time.

Rat Kings generally prefer to live in sewers, crypts, and other subterranean places near or under cities and towns, though they are incredibly adaptable and opportunistic—traits that allow them to survive and expand.

RAT EMPERORS

Rat kings usually want food and room to breed and expand, but some swarms have ambitions that reach beyond these primal urges. These “Rat



I could hear the skittering, chittering voice in my head, cobbled together from a thousand animal screeches.

“Hungry.” It said, and images flashed in my mind that left no doubt what the countless little shapes I could barely make out in the torchlight wanted for their meal.

It was then Neg pushed me at them and ran. That would have been the end of me, if the big lug hadn’t run right into the rest of the swarm that was coming up behind us.

I managed to slip away while they were eating Neg. Got chewed up a bit, but most of the rats wanted the big guy. More meat, I guess...

—From the testimony of “Shiny” Bren Brindle, suspected thief and smuggler.

Emperors" are usually created by rats feeding on the corpse of an exceptionally powerful being, such as a powerful mage, greater demon, or similar threat. These variants of the typical rat king may even retain some additional powers or fragment of personality related to these individuals. For example, a rat king created by devouring the flesh of a powerful necromancer might have the ability to animate the dead by having members of the swarm attach or burrow into corpses. Or a rat king created by devouring an shapeshifting demon may actually be able to meld and transform the swarm into larger creatures and shapes for short periods of time.

SWARM LORDS

While there seems to be something special about the common rat that makes the creation of a being like the rat king possible, it need not be the only type of animals this happens to. Bats, fish, birds, or insects, at least of the flesh eating variety, may create similar "kings." These monsters would share the same special qualities of a rat king, but would have Abilities and combat scores derived from a swarm (or school, flock, murder, and so on) of animals of that type. Creatures who do not breed and gather in sufficient number to form large colonies cannot form "kings," though it is possible some of them may be individually corrupted or changed in ways somewhat similar to the rat king.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use rat kings in an adventure or campaign.

YOU DIRTY RAT

A rat king of particular ambition and exceptional cunning has taken over part of the city's underworld. Threatening various criminals with gruesome fates and awarding them with larger cuts of material wealth the swarm generally ignores, the new crime boss known as King Rat is a terrifying monster backed by a small army of cutthroats and killers, in turn led by several lieutenants who serve as faces and figureheads for the group. It now sits underneath the city, growing in size and power, dreaming of a time it and its organization will grow to rule the city and beyond. Can a stalwart band of PCs hired by the authorities discover the true nature of the city's newest kingpin and take them down? Or perhaps the PCs are members or allies with a rival syndicate who wishes them to eliminate the competition? In any event, how will they handle not only the rat king, but their small army of syndicate soldiers?

DESPITE ALL MY RAGE...

After the death of the great and powerful demon lord, M'asbeel, the rats of the region feasted a bit too well. Consuming the demon's power and evil, an exceptionally powerful and malevolent rat king emerged. This creature is

RAT KING			
ABILITIES (FOCUSES)			
4	ACCURACY (BITE)		
1	COMMUNICATION (DECEPTION)		
3	CONSTITUTION (STAMINA)		
3	DEXTERITY (STEALTH)		
1	FIGHTING		
2	INTELLIGENCE		
3	PERCEPTION (HEARING, SMELLING)		
3	STRENGTH (CLIMBING)		
3	WILLPOWER (MORALE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	50	13	0
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+6	1d6+3	
SPECIAL QUALITIES			
FAVORED STUNTS: Disarm, Skirmish			
GROWING SWARM: A rat king is made of a swarm of rats which can cover an area at least 3 yards in diameter. Larger swarms are possible, especially if the monster is left to breed and expand. For each additional 1 yard a swarm can cover, it gains 10 Health and does +1 damage with its attacks. For every 5 yards of area a swarm can cover, it gains 1 Intelligence and Willpower.			
HARD TO KILL: If even a few members of the rat king swarm survive to breed, it cannot truly die. It takes 1d6+1 months for it grow and breed back to its normal size and power, but it retains any knowledge, memories, or experiences from before.			
DARKVISION: Rat kings can see normally in total darkness.			
SWARM ATTACK: A rat king swarm covers an area and can attack all creatures inside or adjacent to that area on its turn as a single major action.			
SWARM DEFENSE: A rat swarm suffers only 1 point of damage from any sort of attack that targets a single point, save that a Mighty Blow inflicts 2 points of damage and a Lethal Blow 3 points. Only area attacks, or mystic attacks with a broad effect, inflict full damage on the swarm.			
THREAT: MODERATE (LARGE SWARMS CAN BE MUCH MORE DANGEROUS.)			

easily a Heroic, and possibly an Epic, version of the normal rat king, and likely has additional magic or demonic powers.

This adventure works best if the PCs were either the ones to kill the demon lord themselves, or they are connected to those who did. In fact, a group of children and protégés of a previous generation of heroes who must now defeat a creature spawned from their parents' and predecessors' greatest victory would make a great start to a campaign!

REAPER

Reapers are dark spirits, a grim spectre of death given form. Spelling the end for anyone they come for, their attentions are almost impossible to escape.

Reapers can appear in many different forms, and their appearance seems to vary based on the culture of the target, and what associations they have with death. The most common, almost universal form is that of a figure wrapped in a black robe, with a grinning skull for a face and bony, claw-like hands.

The reaper will usually carry a weapon as well, with a scythe or a sword being the most common. This weapon is not strictly necessary, however, as the reaper's very touch is deadly.

Reapers come for those who owe someone a life, or who have somehow cheated death.

They are, in a way, bound by contracts, and are sometimes summoned and set upon their victim by someone who has no other options for vengeance. They may also target someone as part of a curse, being bound to specific objects or locations, and killing anyone who disturbs them. In rare cases, they will target someone who has somehow broken some sort of cosmic law, particularly if that law involved them escaping death in some particularly dramatic way.

Most commonly, reapers appear as wordless spectres, though some reapers will communicate with their targets directly. The more talkative reapers may even explain why the victim has to die. However, this should not be mistaken for mercy, as they will still inevitably attempt to kill their target. Even defeating the reaper in combat is no guarantee, as the reaper (or another, identical spirit) will sometimes come after the victim days or even months later.

Reapers will show themselves to their victims, seeming almost to stalk them, before they attack. The reaper's incorporeal nature makes it difficult for the target to force a confrontation before they attack. When they attack, they will focus on their main target, attacking others only if they interfere. As their death touch only works on those who they are bound to kill, they will use the weapons they carry to dissuade anyone who interferes in their work.



First thing was the dog's howling.

That was when I first knew something was wrong. Mikhael was finally asleep, after I'd given him a stiff drink and bandaged up his wounds. He said he'd fallen into some sort of cave up in the hills, someplace he'd never even heard of before. Bruised and cut him up pretty good. While trying to find the way out, he'd found some sort of burial chamber, and grabbed up a silver bracelet—something to make the ordeal worth it.

And now he was here, and I was outside, listening to the dog howling. A cold wind picked up, a real bone chiller. And then I saw it. At first it looked like just a grinning skull, floating in the air. After a moment, I made out the shape of the robe, the pitch black blocking out the lights in the windows of the farm down the road.

I rushed back inside, grabbed Mikhael, shook him awake. "Where is it? The bracelet! We need to take it back," I said. And then the thing came through the wall.

—Anna Vandrek, former thief

Reapers can be tricked, stalled, and in some cases, even convinced to abandon their contract. Some reapers have been convinced to delay their attack by asking for more time to resolve a personal debt, while others have been distracted by riddles or games. This last, in particular, has led to some speculation that reapers may be people who have, for a time, taken on a sort of cosmic office as a reaper. In some cases, reapers have been stopped completely by proving that original debt that they were called to collect was false, or has been paid in other ways.

FACES OF DEATH

Reapers can vary a great deal in appearance, usually appearing in some form that has a symbolic relevance to the target. They may appear winged, or in the form of the last person the target saw die, or as an ancient, withered person instead of a skeleton.

FEAR THE REAPER

Some reapers will be more powerful than the common ones (create these as Elite or higher versions, possibly with additional magical powers). These more powerful reapers are more likely to converse with their targets and generally have more personality. They are also more likely to carry unusual weapons, such as a whip made out of vertebrae or a spear made of cold, black iron.

ADVENTURE HOOKS

The following adventure hooks provide ideas on how to use reapers in adventures or campaigns.

DEAD OR ALIVE?

The defeated warlord Kadan is being targeted by a reaper, sent to collect by one of his many victims. While there is no doubt that the warlord deserves his fate, there is a catch: He is the only one who can help the heroes infiltrate his old fortress and stop his former adviser from unleashing a terrible magical plague on the land. The adventurers must protect him from the reaper—at least long enough to complete their mission.

DEATH FOR A DAY

A reaper has a dilemma: how to take the life of an immortal? Why not hire adventurers? The reaper comes to the heroes with an extraordinary offer: Help it kill an immortal, godlike wizard, and it can offer them immense power in return.

THE SEVENTH DAY

A cursed item has caused one of the heroes to be targeted by a reaper. An ally believes he can conduct a ritual that will free them from the curse, but he requires a week to gather the appropriate tools and ingredients. How can the heroes stall

REAPER

ABILITIES (FOCUSES)

3	ACCURACY
2	COMMUNICATION (ETIQUETTE, GAMBLING)
2	CONSTITUTION
4	DEXTERITY
3	FIGHTING (CLAWS, SCYTHE)
2	INTELLIGENCE (HISTORICAL LORE)
2	PERCEPTION
0	STRENGTH
5	WILLPOWER (COURAGE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
15 (FLY)	60	14	0

WEAPON	ATTACK ROLL	DAMAGE
SCYTHE	+5	2D6+3
BONY CLAWS	+5	1D6+1
DEATH TOUCH	+3	2D6+5 (PENETRATING)

SPECIAL QUALITIES

FAVORED STUNTS: Pierce Armor (1 SP), Lethal Blow (5 SP)

DEATH CUTS DEEPLY: A reaper can perform the Pierce Armor for 1 SP instead of its normal cost of 2 SP. Furthermore, the damage done using this stunt is penetrating (it ignores all armor).

DEATH TOUCH: The reaper can drain the life from the being they have been sent to claim. When attacking this target with their touch, they deal 2d6 + Willpower penetrating damage. This attack uses Accuracy (Brawling), and ignores any bonus the target would get from a shield. They can use this power on an unliving target, such as a golem or a zombie.

INCORPOREAL: Reaper's are spirits of death, and exist partially outside the physical world. They are incorporeal, and can pass through objects, ignoring the effects of terrain. Normally they can only be damaged by magical attacks (from spells or magical weapons). A character attacking a reaper can perform a special 3 SP stunt called Spirit Bane, however. The character inflicts normal damage after this, but uses Willpower in place of Strength or Perception to provide a bonus to damage.

MARKED FOR DEATH: If attacking a character they have specifically marked for death due to contract, being charged by a higher power, or some other arrangement, they may perform all combat stunts against that character for -1 SP less than the normal cost (minimum cost 1 SP).

THREAT: MAJOR

the reaper for seven days? Research into the item indicates that this particularly reaper is particularly interested in games of skill and cunning...

SEA DEVIL



Sea devils are brutal raiders from the deep. They are a nightmarish cross of fish and human, with scales, fins, legs, and a tail. They can breathe air and water, so they can attack ships and coastal dwellings with ease. Those who live within striking distance of a sea devil settlement soon learn to fear them. Since they can always retreat underwater, they are difficult to defeat. Land folk simply lack the means to follow them back to their lairs deep beneath the sea.

Thankfully for the surface world, there are other predators in the sea that the sea devils have to deal with. They are longtime enemies of the merfolk and there are frequent wars between the two races. This makes sea devil shore raids something like the weather. They will be bad sometimes but it's hard to predict when they will come or how long they will last. Sometimes seasons or even years will go by with little activity and then the sea devils come in force to harry a coastline or a shipping lane.

"I watched from under the pier as the sea devils cut my father's heart out and shook their tridents to the sky. I was sure that I was next."

—Coleman, Orphan

The objects of sea devil raids are usually treasure or sacrifice. They are primarily interested in gold, silver, and jewels as far as treasures go. These are all things that can survive under water. Clothing, foodstuffs, and the like have little value to them. Blood, on the other hand, is greatly prized as a sacrifice to their savage gods. When the fighting of a raid is over, the captured victims are usually dragged to the water's edge and sacrificed with serrated daggers. As their victims' blood pours into the water, the sea devils screech incantations to the gods. Then they return to the deep.

Sea devils live in underwater settlements that are often made of coral. These are well-defended, and at least of a quarter of the warriors are on hand at all times in case of enemy attack. Tribal chiefs run the settlements, and each maintains an elite group of enforcers and bodyguards to propagate their rule. Chiefs are always on the lookout for potential challengers, so they can be dealt with before they become a problem.

SINK THEIR TEETH IN

As described the sea devils do not have a bite attack. They use their horrific teeth to eat what they have killed, but they use their weapons or their claws to attack their enemies. If you'd like to play up the savage nature of the sea devils by having them tear into the PCs with big, sharp, nasty teeth, you can give them the Quick Bite special quality and the Accuracy (Bite) focus.

QUICK BITE STUNT: A sea devil can perform a special Quick Bite stunt for 2 SP, which allows it to make a bite attack against the same target. This attack does not generate stunt points. The bite has an attack roll of +4 and inflicts 1d6+3 damage.

HUMAN FORMS

Another option is to turn them into shapeshifters with a sea devil form and a human form. This allows them to go further inland without arousing attention.

SHAPESHIFTER: Sea devils can change from one form to another with an Activate action. When in human form, they lose the Amphibious and Scaly special qualities.

MAD GODS OF THE DEEP

Some sea devils, particularly shamans, champions, and priest-kings among the race, are known to grow to immense size and gain terrible powers granted to them by the strange gods the sea devils worship in their underwater temples. These creatures are considered Elite, Heroic, and Epic versions of their kind (see **Beefing Up Adversaries**, page 3) and possess various special qualities (see **Modifying Monsters**, pages 133-135) depending on how “blessed” they are by their gods. Common special qualities granted to these leaders and champions among the sea devils include: Big (occasionally Giant-Sized), Eldritch, Mighty, and Armored.

In addition, some more mundane sea devils are changed by their worship of these strange gods and devils of the deep, becoming bloodthirsty but nearly mindless berserkers. These sea devils would have the Berserker and Feral special qualities, but they would not use tridents or spears, relying on their claws for attacks. Normal sea devils do not favor the Quick Bite stunt, but it is recommended that these feral, blood-thirsty versions do.

ADVENTURE HOOKS

The following adventure hooks can be used to introduce sea devils into your campaign.

BLOODTHIRSTY PIRATES

The PCs are hired to guard a valuable shipment that includes gems and jewelry. Somewhere on the journey the ship is attacked, but not by pirates. When the ship is becalmed one evening, dark shapes clamber up the sides and begin attacking the crew with tridents. They are sea devils looking for booty and blood! If the PCs can protect the ship and survive the voyage to report their findings, the captains of the port must figure out how to stop this new scourge.

IMMINENT ATTACK

The PCs arrive at a coastal village which sea devils attacked mere hours before. The dazed survivors recount the surprise attack before dawn. They are preparing for burial the bodies of a dozen villagers sacrificed on the shore. The victims’ hearts have been cut from their chests.

The villagers say that the sea devils did not retreat back to the sea, but rather moved on up the coast. There is another village several hours away in that direction. Can the PCs get there in time to warn them of the impending sea devil attack? Horses or a swift boat would help. If they can get there in time, can they rally the villagers to defend their homes?

A WILLING SACRIFICE

The PCs travel to an isolated town by the sea. Recently, there have been sea devil attacks up and down the coast, but not here. The PCs, perhaps looking for tactics to aid other settle-

SEA DEVIL			
ABILITIES (FOCUSES)			
2	ACCURACY		
0	COMMUNICATION		
2	CONSTITUTION (SWIMMING)		
2	DEXTERITY		
3	FIGHTING (POLEARMS, SPEARS)		
1	INTELLIGENCE (NAVIGATION)		
2	PERCEPTION (TASTING, SMELLING)		
3	STRENGTH (INTIMIDATION)		
2	WILLPOWER (MORALE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
12 (14 SWIM)	30	12	3
WEAPON	ATTACK ROLL	DAMAGE	
TRIDENT	+5	2D6+3	
CLAWS	+3	1D6+3	
THROWING SPEAR	+5	1D6+6	
SPECIAL QUALITIES			
FAVORED STUNTS: Disarm, Pierce Armor, Dual Strike			
TALENTS: Pole Weapon Style (Novice)			
AMPHIBIOUS: Sea devils can survive and breathe on both land and underwater. Sea devils must spend at least one hour a day submerged in water or take 2d6 damage.			
DARKVISION: Sea devils can see normally in total darkness.			
FRENZIED ATTACK: When sea devils use the All-Out Attack action, they inflict +2 damage but suffer a -2 penalty to their Defense.			
SCALY: Sea devils have a natural Armor Rating of 3.			
WEAPON GROUPS: Light Blades, Polearms, Spears			
EQUIPMENT: Trident, Throwing Spear (optional).			
THREAT: MINOR			

ments, investigate what makes this place different. The townsfolk are surprisingly hostile. They don’t like strangers, they claim, and make it clear that it’d be best of the PCs simply left. Their town is safe because they are simple, devout folk and their patron god protects them.

This is true ... in a way. Their patron god is protecting them but that’s because the mayor, a secret cultist, got them to worship one of the sea devil’s gods. Periodically, they must provide a sacrificial victim. In exchange the sea devils leave the town alone. If the PCs can discover this unsavory truth, they must then decide what to do. The mayor would argue that the sacrifices are worth it, and many more people would suffer if they stopped. The families of some of the victims clearly disagree and may be willing to aid the PCs if they want to stop the cult. The mayor can call upon sea devil aid, which he does not hesitate to do if the PCs make trouble.

SHADOW PERSON

No one is exactly sure where shadow people come from. They are not demons, at least not as the term is conventionally used by most mystics and scholars. They are also not spirits, faeries, or undead. They do not exist wholly in the mortal world, but their origins are unclear. What is certain is that they are terrifying creatures who prey on the sleeping.

Shadow people possess numerous powers involving darkness and sleep, but none so significant as their ability to paralyze and drain the essence of sleeping individuals. Without a regular infusion of drained energies from their victims, the shadow people would starve, and their ability to render their victims helpless makes it possible for them to feed on more than just the dying and the weak. In truth, anyone could be a victim of these monsters.

Visitations by shadow people tend to begin the same way. First, the creature sneaks into the camp, bedroom, or other area where the victim is sleeping. Sometimes victims will be alerted to the creature's presence. If the victim is able to awaken, the shadow person flees quickly. If the shadow person manages to use its powers to keep the victim asleep, it will then crawl around or on the victim, making unnerving noises or whispering terrible things as it draws the victim's life force into itself. The victim remains unable to scream or move until the attack stops. If detected while feeding, shadow

Every night, it tells me it's going to kill me. Slowly, over a hundred nights. And how it will come for my wife. And my children.

I have not slept in days. Every time I slip unconscious for even an hour or two it is there. I do not know what I have done to deserve such visitations. Whatever it is, I am so sorry.

Gods forgive me. I cannot take this torment any longer. I feel sleep coming and I will not let it visit me again.

—Prince Van Tylos, *The Lion of Madrak's Suicide Note*

people usually attempt to flee, though some may attack a victim who awakens, or those defending them.

Shadow people rarely kill victims, at least not at first, but repeated visitations can seriously damage one's mental and physical health. Shadow people avoid attacking targets when they are in sight of waking individuals, but many will gleefully torment a sleeper as their friends and loved one's slumber nearby.

What the shadow people want, other than to torment and drain life force, is unknown. Some scholars insist they have some larger plan and are collecting life force for some sinister purpose, but to date no one has discovered why. It is unknown if causing terror with their attacks is necessary for the shadow people to feed or if they simply enjoy it.

Shadow people take numerous forms, but the most common is a squat, ugly humanoid, a terrifying hag-like creature of roughly feminine appearance, or a shadowy mass in roughly humanoid shape. It is believed the creature automatically shifts to a form its target will find unsettling.

FAVORED PREY

Various shadow people seem to prefer certain targets. One shadow person might target children, while another torments young lovers. Any shadow person with such a specialized interest has the ability to use its Sleeper Sense power to immediately locate all sleeping individuals of this type within 1 mile. Once it learns the name of a particular target it also knows when and where they are sleeping from now on, regardless of distance.

INVISIBLE STALKERS

Some more powerful shadow people can turn themselves invisible to waking individuals. This allows them to drain even victims while they are guarded or sleeping in public spaces. A character must succeed at a TN 19 Perception (Empathy) test to bypass this invisibility. Even then the creature cannot be spotted unless looking directly at it, though the character is alerted to the shadow person's presence by feelings of unease and weird shapes and shadows seen out of the corner of their eye. More powerful shadow people also typically have additional spells or special qualities to make them more dangerous in direct combat with PCs.



SHADOW PERSON				
ABILITIES (FOCUSES)				
1	ACCURACY (BRAWLING)			
0	COMMUNICATION			
2	CONSTITUTION			
3	DEXTERITY (STEALTH)			
1	FIGHTING			
2	INTELLIGENCE (SHADOW ARCANA)			
2	PERCEPTION (EMPATHY)			
3	STRENGTH			
4	WILLPOWER (SELF-DISCIPLINE)			
SPEED	HEALTH	DEFENSE	ARMOR RATING	
13	45	13	3	
WEAPON	ATTACK ROLL		DAMAGE	
UNARMED	+3		1d3+3	
SPECIAL QUALITIES				
FAVORED STUNTS: Fast Casting, Seize the Initiative, Stunned Silence				
SPELLPOWER: 14 (16 with Shadow Arcana) MAGIC POINTS: 45				
SPELLS: Shadow Dagger, Shadow’s Embrace, Veil of Darkness, Shadow Slip				
PARASITIC: Shadow People cannot heal their own Health or recover their own Magic Points normally. They must use their Feed quality to recover lost Heath and Magic Points.				
SLEEP PARALYSIS: Shadow people can target any nearby target who is already asleep, keeping them from taking any actions—even free ones. All sleeping targets within 10 yards of a shadow person can attempt a TN 17 WILLPOWER test to awaken. Those that fail remain asleep and immobile while the creature remains within 10 yards. Any target on whom the shadow person begins to feed has an additional chance to succeed against this test each turn the shadow person feeds on them. Success means the victim can make a single action of any type. The shadow person will attempt to flee when this happens.				
DARKVISION: Shadow people can see normally in total darkness.				
FEED: A shadow person can feed on the life energy of any adjacent sleeping target. For each turn the creature feeds, it recovers double its target’s Willpower in Health or Magic Points (minimum 2). Each turn a shadow person successfully feeds, apply one of the following conditions to its target:				
- Target takes 1d6+the shadow person’s Willpower penetrating damage (1d6+4) - Target temporarily reduces an ability by 1. No ability can go lower than -3. Target temporarily loses one focus. - Target suffers a -2 penalty to any Willpower tests.				
Attacks last for at least the next 8 hours. Afterwards, 8 hours of uninterrupted rest allows the target to recover any ill effects. Shadow people rarely kill their targets while feeding and most are “full” after a number of turns feeding equal to their Willpower and Constitution combined (usually 6 turns).				
SHADOW ESSENCE: A shadow person takes half damage from all non-magical attacks in darkness or dim light. In sunlight or other bright light it, takes damage normally and all light-based magical attacks do an extra 1d6 penetrating damage to it. In darkness or dim light, they may also recover Health equal to their Constitution (minimum 2) as a 2 SP stunt.				
SLEEPER SENSE: Shadow people can sense people sleeping within a mile of their location. By winning an opposed test of their PERCEPTION (EMPATHY) vs. a target’s WILLPOWER (SELF-DISCIPLINE) , they may also learn the target’s name and basic details about them (profession, age, and so on) and in the future will automatically know when the target is sleeping within a mile of them.				
SHADOW TRAVEL: Shadow people can travel through the mystical realms of shadow and sleep over long distances. They can move up to (Intelligence×10) miles per day in this fashion during narrative time.				
TALENTS: Shadow Arcana (Master)				
THREAT: MODERATE				

ADVENTURE HOOKS

The following adventure hooks can help introduce and use shadow people in an adventure or campaign.

IN THE CLOSET, UNDER THE BED...

A malicious shadow person is tormenting the children of a kingdom. Its actions are slowly draining the children of their life energies and causing many to develop mental or behavioral problems due to lack of sleep. The shadow person, which the children are calling Mister Whispers, has the ability to turn invisible (see **Variants**) and is a powerful version of its kind (Heroic,

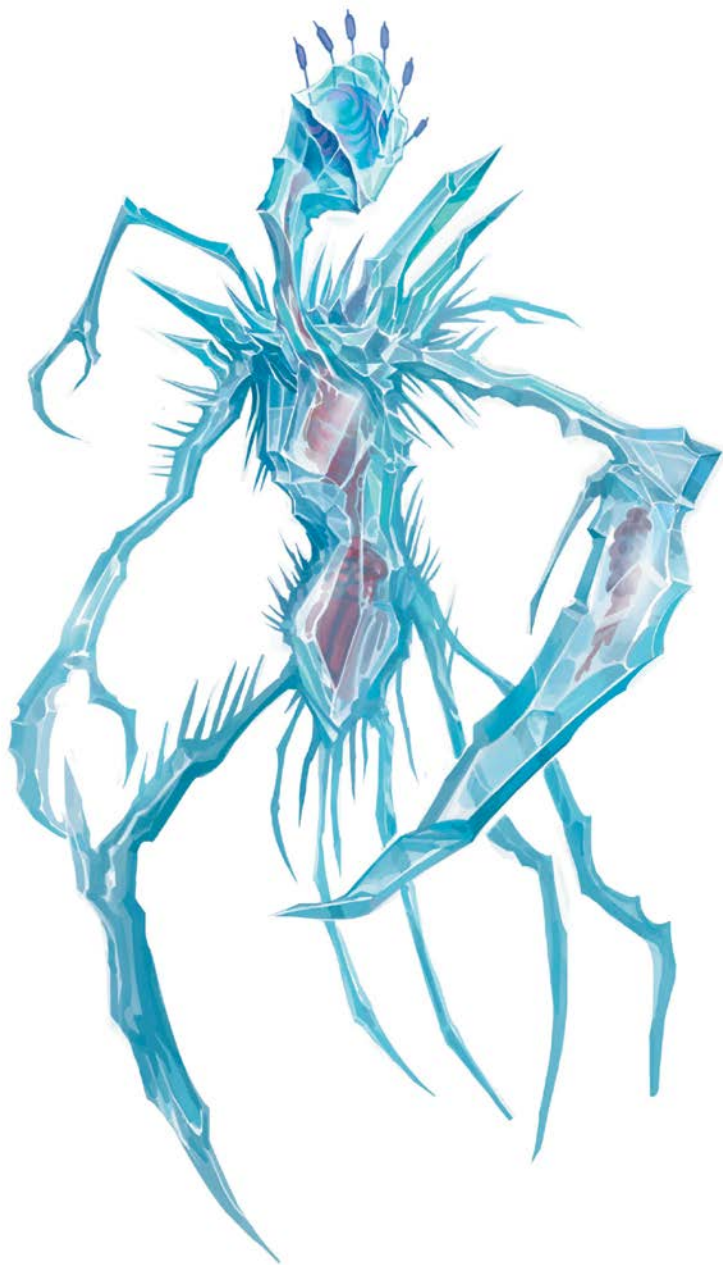
Elite, or Epic based on the PCs' capabilities). While it prefers children as victims, it will not allow the PCs to interfere with its feeding without coming after them as well. Can they save the children and defeat this monster?

RUINED SHADOWS

While exploring an ancient ruin, the PCs have come to the attention of a band of shadow people using the area as a lair. They attempt to feed on the PCs and, if successful, track them back to civilization and continue to torment them. Can the PCs stop these attacks and perhaps discover the location of the creatures' lair, turning the tables and attacking the monsters where they sleep?

SHARD LORD

The crystalline appearance of shard lords leads many of those who encounter them to believe they're some sort of elemental, when in truth they're from a world far from this one, in another dimension no less. Shard lords, or as they name themselves, *seredlak*, are truly alien creatures who have left their own world to spread across the dimensions. Why they left their world is unknown—lost to them forever according to escaped captives who spoke with them about their origins.



Three things drive shard lords: their desire to understand the world they now live on, increasing their understanding of magic, and their ironclad belief that they are superior to every race in existence. They believe it is their place to rule over all of existence. Such being the case, shard lords take people as slaves to build outposts, but they also take slaves who can educate them about the world and magic. They regard mages as particularly valuable and will abandon up to ten other potential slaves in order to capture a single mage.

Their desire to capture mages stems from the shard lords' magical nature. They possess inherent magic and use it to great effect, but individual shard lords lack the ability to ever use more than one arcana. Mages on this world somehow possess the ability to master one, two, three, or more arcana, which disturbs the shard lords because it calls into question their innate superiority, but fascinates them because they hope to unlock the secret so they can become even more powerful.

Shard lords understand their appearance is unusual and prefer to live in isolated or secret places so as to not call undue attention to themselves and draw the ire of the people they plan to subjugate. Their homes are always as defensible as possible, either because of how or where they're constructed or because they have slaves to defend them. Many shard lords prefer to live underground, protected by dungeons, deadfalls, mazes, monsters, and other threats, but just as many choose to live in deserts, badlands, or structures such as isolated monasteries they claim after enslaving the original residents. There are even a few outposts in the oceans and seas.

Slaves are used as food as well as for the other tasks perform. Despite their unusual nature, shard lords are living creatures and need sustenance to survive. They eat by absorbing blood (or other liquids, but blood is best) through their limbs and spines. Slaves are typically bled only as much as necessary, which has the added benefit of keeping them weak, but a slave who's causing trouble or outlived its usefulness is killed by draining it of blood for the shard lords to feast on.

Shard lords prefer to have their vassals fight for them, but they are powerful warrior-mages capable of slashing or stabbing with their razor-sharp limbs or casting spells. While leading slaves in a fight, shard lords often stand back and attack with spells, only engaging in melee when opportunity or need arises. With a small amount of effort, shard lords are able to fire a mystic blast from their antennae. That the mages of this world are incapable of doing the same and attacking or casting a spell is further proof to the shard lords that they are superior.

ADVENTURE HOOKS

The following adventure hooks can help you introduce shard lords in an adventure or campaign.

"They's like spiders made a' diamond. Three of 'em come outta da tunnels. Me bein's sneaky an' all, dey didn't see me, but I saw dem. I saw 'em cut down Philban, Sula, an' Lady Grassal, but dey didn't kill 'em, dey dragged 'em off inta da tunnels leadin' ta da place nobody who knows da Down Under goes. I heard 'a dese tings fer years, but never seen 'em before ... and I never wanna see 'em again."

—*Jackjam, Down Below Guide*

SHARD LORD			
ABILITIES (FOCUSES)			
3	ACCURACY (ARCANE BLAST)		
2	COMMUNICATION (DECEPTION)		
3	CONSTITUTION (STAMINA)		
4	DEXTERITY		
3	FIGHTING (HEAVY BLADES)		
5	INTELLIGENCE (ARCANE LORE)		
1	PERCEPTION (SEEING)		
4	STRENGTH		
5	WILLPOWER (COURAGE, SELF-DISCIPLINE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
12	60	14	5
WEAPON	ATTACK ROLL		DAMAGE
ARCANE BLAST	+5		1D6+5 (OR 2D6+5)
ARM BLADES	+5		2D6+4
SPECIAL QUALITIES			
FAVORED STUNTS: Lightning Attack (2 SP), Magic Shield, Pierce Armor (1 SP), Powerful Spell			
SPELLPOWER: 17 MAGIC POINTS: 40			
SPELLS: (Depends on arcana: see Mystic Power.)			
CRYSTALLINE FORM: A shard lord is made of incredibly-resilient crystal which gives the creature an Armor Rating of 5. Due to its extradimensional existence, this AR protects it against all damage, even that not normally stopped by armor.			
DARKVISION: The shard lord can see normally in total darkness.			
ALIEN LIFE: A shard lord doesn't need to breathe and is immune to all poisons except those delivered by ingestion.			
TALENTS: Command (Master), Intrigue (Novice)			
ARCANE BLAST: The shard lord may use a minor action to make a Ranged Attack with an Accuracy (Arcane Blast) test. This mystic blast has a range of 24 yards and inflicts 1d6+5 damage. The shard lord may spend 2 magic points to increase this damage by 1d6 but cannot do this more than once per attack.			
ARM BLADES: The limbs of a shard lord are incredibly sharp and can be used as heavy blades that inflict 2d6 damage and allow the shard lord to use the Disarm, Lightning Attack, and Pierce Armor stunts for 1 SP less than their usual cost.			
MYSTIC POWER: Each shard lord has one magical arcana at a Master level and the arcana focus in that arcana. The most common arcana for a shard lord to possess are lightning, power, or shadow. The shard lord's spellpower is 17.			
RESISTANCE: The shard lord takes half damage (before applying AR) from any non-magical weapons and attacks. The shard lord also gains this resistance against natural elemental attacks, such as fire, electricity, cold, etc.			
SHARD SPINES: A shard lord is covered in spikes, spines, and small, sharp limbs that move to injure attackers in close combat. Any creature adjacent to a shard lord takes 2 points of damage at the start of the shard lord's turn.			
TELEPATHIC: The shard lord cannot speak and instead communicates with creatures using telepathy. It may choose to communicate with a single creature or broadcast to everyone around it and it does not have to share a language with a creature to be understood and to understand.			
WEAPON GROUPS: Heavy Blades			
THREAT: MAJOR			

FARWALL IS SILENT

The garrison of Farwall, located far out in the deepest recesses of a dwarven kingdom, has gone silent. Messengers haven't returned from delivering orders and when a small force was sent to check on it, they disappeared as well. The garrison isn't valuable enough to sacrifice more troops, but hiring a bunch of adventurers to check it out is definitely worthwhile. If they can return with word of what's happened they get a small reward, but if they can deal with the problem and even rescue some of the troops, a much larger reward is theirs. The garrison has been taken over by a small group of shard lords who were looking for a new home. They have taken the dwarves as slaves, forcing them to improve the outpost or die.

A DEAL WITH THE DEVILS

Slavers are absolutely without honor or a shred of decency, but the Brotherhood of the Iron Key has sunk lower than any other slavers: They've begun selling slaves to a shard lord who's moved into the area. Either the PCs stumble upon the Iron Key's association with the shard lord or are hired to find

out what happened to a couple of mages, nobles, or other important people who went missing, but not before somehow leaving a message that leads to the Iron Key's base of operations. The heroes need to recover the kidnapped victims and survive crossing paths with the Iron Keys and their shard lord patron.

THE SECRETS OF WIZARDS

Wizards, mages, and priests from all over the kingdom have gone missing. Even the queen's advisor, a powerful spellcaster, has disappeared after witnesses saw flashes of light and heard explosions coming from his private quarters. The queen needs to know if this is the beginning of an attack on the country or something else ... and she needs to know what's happened to the missing mages. The heroes are brought in to help with the problem, which eventually leads them under the city to dungeons and caverns controlled by the shard lords. It's here they've brought the mages to find out what they can from them and investigate using vivisection to learn what makes mages on this world different. Perhaps they even discover a way to use more than one arcana...

SOUL HARVESTER

Soul harvesters are horrific creatures from beyond, the sight of which can send even the most stout-hearted screaming. These ogre-sized monsters have eight tentacles and a horror show of a mouth that impossibly opens up down their chest. They hunt living creatures and stuff them down their maws. There seems to be no practical limit to what a soul harvester can consume. And where does it all go? That's a question that has puzzled scholars for ages. Dissections of slain soul harvesters indicate that they have few internal organs and nothing like a digestive system. The creatures they consume aren't so much eaten as they disappear. No one knows where they go, but the leading theory is that the mouths of soul harvesters are a sort of magical gate that actually transports the creature's victims, likely to another plane of existence. What happens to them there only the gods know for certain.

In old stories soul harvesters are considered a type of demon, but this doesn't actually seem to be the case. Mages who have studied the creatures believe that they come from a distant plane that is a realm of nightmares. How they move between planes and what motivates them remain mysterious. What is clear is that they move with a purpose when they arrive. They go from place to place without resting, looking for new creatures to consume. Typically, soul harvesters travel alone, but groups of up to six have been reported. Some believe soul harvesters may be connected to the creatures known as thin men, perhaps sharing a place of origin. However, this has never been confirmed.

Certain scholars believe that soul harvesters are collectors, not killers. They note that the creatures go to some trouble to swallow their prey whole. The scholars theorize that want their victims to survive whatever journey awaits them. Whether this is so they can be studied in turn, or whether this trip is just the beginning of a long nightmare is not known.

GIANT HARVESTERS

A typical soul harvester can consume something human-sized or smaller. There are rumors of even larger soul harvesters, who can swallow creatures like horses or even trolls. Such a monster would be Heroic or Epic (see page 3), as well as being giant-sized.

GIANT-SIZED: Due to their large size and reach, these soul harvesters are immune to the combat stunts Skirmish and Knock Prone except by other large creatures such as dragons or other giants. The damage of their tentacles increases to 4d6+5.

DIMENSIONAL SHIFTING

The standard stat block for the soul harvester gives them no special movement qualities. They can move back and forth to their home plane as the story demands, but otherwise move by normal means. To make soul harvesters more challenging, they can be given the ability to teleport.

TELEPORTATION: A soul harvester can teleport anywhere within 50 yards that it can see as a major action. A soul harvester that spends a major action two rounds in a row can teleport back to its home plane at the end of its turn on the second round.



SOUL HARVESTER			
ABILITIES (FOCUSES)			
4	ACCURACY		
0	COMMUNICATION		
4	CONSTITUTION (SWIMMING)		
5	DEXTERITY (INITIATIVE)		
5	FIGHTING (TENTACLES)		
3	INTELLIGENCE		
3	PERCEPTION (TASTING, TOUCHING)		
5	STRENGTH (CLIMBING, INTIMIDATION)		
5	WILLPOWER (MORALE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
15	100	15	4
WEAPON	ATTACK ROLL	DAMAGE	
TENTACLES	+7	3d6+5	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Seize the Initiative, Stay Aware			
TALENTS: Armor Training (Novice)			
BIG: Knock Prone and Skirmish stunts used against soul harvesters cost 1 more SP than normal.			
BURNING GAZE: A soul harvester can focus its gaze on a single target as a minor action and cause them to erupt in flame, taking 2d6+6 damage. A character that makes a successful TN 15 DEXTERITY (ACROBATICS) test only takes 2d6 damage.			
DARKVISION: Sould harvesters can see normally in total darkness.			
FLAILING TENTACLES: A soul harvester can send its tentacles flailing in all directions as a major action. The creature makes a single attack roll and applies the test result to all enemies within 4 yards. Anyone hit takes damage from the tentacles. The attack can generate stunt points as normal but Dual Strike and Lightning Attack cannot be chosen. Each stunt applies to a single target, not all the enemies hit. The soul harvester can distribute the stunts as it pleases among available targets. It could, for example, use Skirmish and Knock Prone on one opponent and Mighty Blow on another.			
HARVEST: The soul harvester attempts to pull an opponent (who must be human-sized or smaller) within 4 yards into its toothy maw. Initiating this power is a major action and it is resolved as an advanced test with a Success Threshold of 15. On the soul harvester’s turn and the target’s turn, they make opposed STRENGTH (MIGHT) tests. If the soul harvester wins, the target is pulled into its maw and disappears (dead unless the GM decides otherwise). If the target wins, they break free of the tentacles. The soul harvester will also end the attempt if it takes more than half its Health in damage. While engaged in the advanced test, the soul harvester cannot use Flailing Tentacles.			
TENTACLES: A soul harvester can make melee attacks against enemies within 4 yards.			
EQUIPMENT: Heavy leather armor.			
THREAT: MAJOR			

ADVENTURE HOOKS

The following adventure hooks can be used to introduce soul harvesters into your campaign.

GOING BEYOND

An unconventional way to use the soul harvesters is as a transport method to bring the PCs to a new adventuring environment. If you want a change of pace for your campaign, a trip to a realm of nightmares would certainly do the trick. Their greatest challenge after mere survival would be finding a way home.

DOWN ON THE FARM

The PCs come to a large farm that has clearly been neglected of late. Some of the fences are down and animals are spread out around the area without supervision. If they investigate the farm, they discover that the family is completely missing. In the barn they find a soul harvester, selecting and consuming the small animals one by one. It seems fascinated with small critters like chickens and rabbits and will concentrate on them

“Wha- wha- wha- what in the thousand hells is that?”

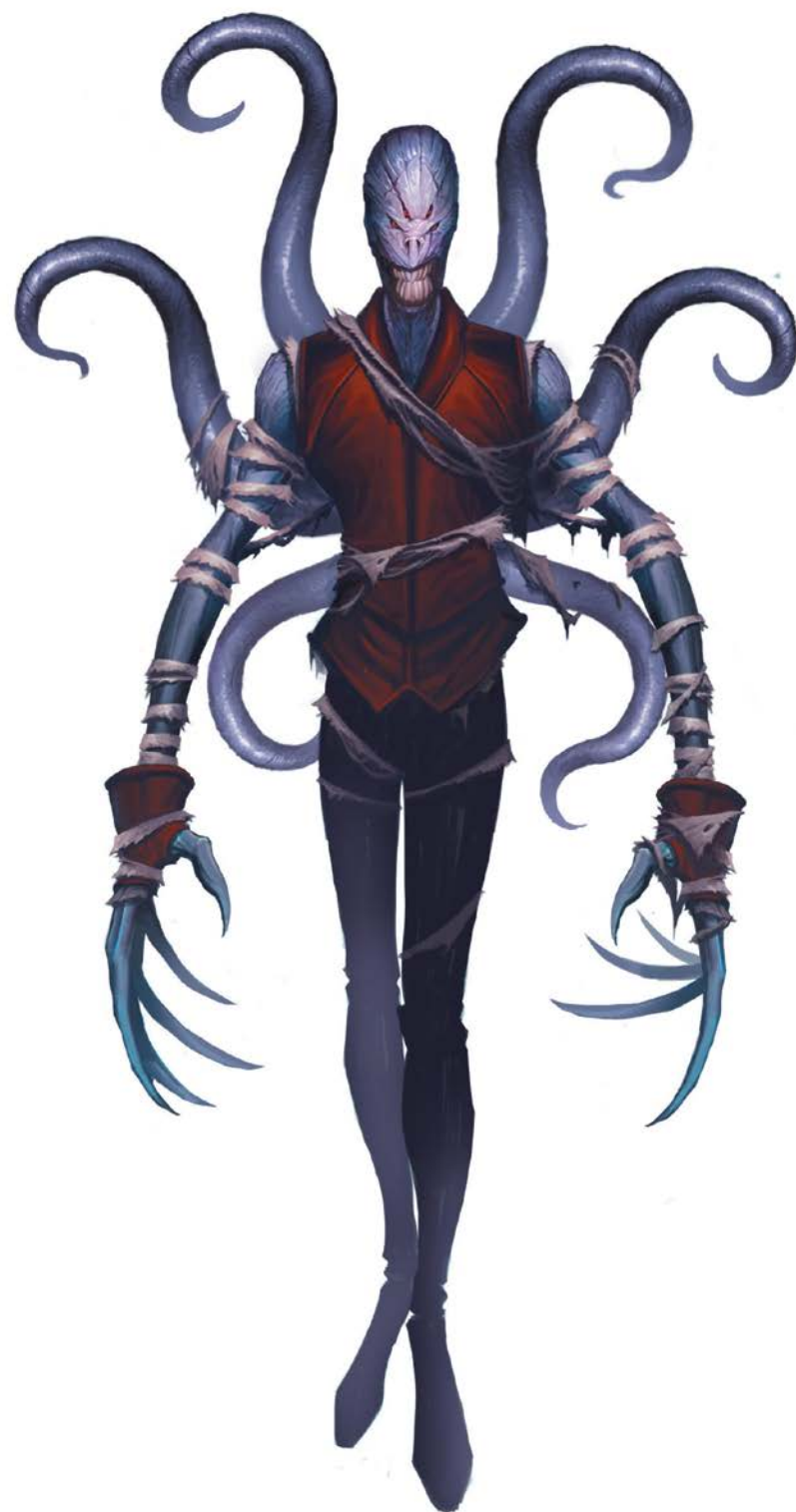
—*Aloysius of the Silver Tongue*

until disturbed. When the PCs engage it, they may be able to distract the soul harvester by strategic use of the farm’s animals.

CULT OF THE HARVESTER

A woman with a horribly scarred face appears in a big city and begins to preach. She claims that a soul harvester ate her. She struggled (hence the scars) but could not fight against its great strength. She expected death but instead was transported to a realm beyond. Its denizens looked frightening but they were peaceful. It was a realm with no war and no want. She returned to tell others of this wondrous place and lead them there. As the Cult of the Harvester grows in adherents, the prophet puts her plan into motion. She wants to summon a soul harvester to the city, so the cult members can joyously embrace it and be transported beyond. She is either telling the truth or is an exceedingly dangerous lunatic who would let loose a soul harvester in a major city.

THIN MAN



Alien, unfathomable creatures from another reality, thin men have only recently arrived to spread their corruption. They appear to be unnaturally tall and thin humanoids with elongated limbs, white skin, virtually featureless faces and heads, and wear clothing that a wealthy merchant or noble might wear. At times the creature will spawn additional limbs in the form of writhing tentacles. This suggests the thin man's humanoid form may be a façade or form it adopts to interact between with the mortal world, but to date if the thin man has another form no one has seen it.

Thin men are mysterious figures with unknown—and perhaps unknowable—motivations. The first clues that a thin man has moved into an area are people becoming paranoid, having nightmares, or exhibiting physical maladies for no apparent reason. Once the populace is living in fear, the thin man selects some victims and begins stalking them, allowing them to glimpse him, but never see him clearly, stoking their fear and paranoia even more. The thin man's goal is to cause the prey to experience as much terror and alienation as possible, before moving in to carry the victim off to its secret lair in a nearby forest or ruins. There, the thin man attempts to “convert” the victim to its cause in order to send it back to collect more victims and so on.

Very little is known about thin men, but it seems they want to destroy or control all intelligent life or, at least, make existence for such creatures unbearable. Their overall goal is to make people feel powerless, alone, and, most of all, helpless.

URBAN LEGENDS

Some thin men are reportedly so powerful they may use their Aura Corruption or Infectious Mind special qualities not only on nearby targets, but those who see artistic renditions and hear stories of them. These qualities usually take much longer to take effect and the TNs to resist them are considerably lower (at least 2 less, often more), making them usually effective only against the very impressionable such as children or the mentally ill.

ADVENTURE HOOKS

The following adventure hooks can help you introduce thin men in an adventure or campaign.

THE HAUNTED RUINS

The heroes hear of ancient ruins supposedly haunted and possibly the site of great treasures. There's a small town near the ruins along a trade road, little more than a small inn and a few shacks, but it functions as a good base of operations.

“At first I was scared, but all he did was look at me. It was the face. It was so peaceful. More serene than anything I'd ever seen before. After a while I understood. He wanted to help. I wanted to bring my family and friends back to meet him.

“So I did. They were scared too, at first. But after he was done? They weren't scared anymore.”

—Alice Farmer, sole survivor of the village of Eagle's Rest

THIN MAN

ABILITIES (FOCUSES)			
3	ACCURACY (BRAWLING)		
-3	COMMUNICATION		
6	CONSTITUTION (STAMINA)		
6	DEXTERITY (INITIATIVE, STEALTH)		
3	FIGHTING (CLAWS)		
4	INTELLIGENCE (ARCANE LORE)		
4	PERCEPTION (TRACKING)		
4	STRENGTH (MIGHT)		
5	WILLPOWER (COURAGE, SELF-DISCIPLINE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
15	45	16	5
WEAPON	ATTACK ROLL	DAMAGE	
GRAB	+6	1D6+4	
CLAWS	+5	1D6+4	
SPECIAL QUALITIES			
FAVORED STUNTS: Defensive Stance, Disarm, Seize the Initiative, Tentacle Grab (2 SP)			
ANTI-MAGICAL: A thin man's very existence twists and repels magic. It has a +2 bonus to resist spells or other magical effects.			
INHUMAN: The thin man isn't easily injured by terrestrial hazards and has an Armor Rating of 5. Due to the weird nature of the thin man, this AR protects it against all damage, even that not normally stopped by armor.			
WEAPON GROUPS: Brawling			

AURA OF CORRUPTION: When a thin man moves into an area, its unnatural mind poisons the thoughts of creatures in the area. Creatures who spend extended periods of time within a half mile of the thin man's lair must make a **TN 12 Willpower (Self-Discipline)** test every morning. All creatures who fail become paranoid, suffer from nightmares, and may experience other physical maladies such as a rash, bloody nose, or hair loss.

INFECTIOUS MIND: The thin man can spread its thoughts into creatures near it. Such a creature acts in a way the thin man wants. After an hour spent within 10 yards of the thin man, the victim must make a **TN 14 Willpower (Self-Discipline)** test. A creature that fails becomes infected by the thin man's mind and acts in the thin man's best interests. An affected creature can make another **Willpower (Self-Discipline)** test every morning and whenever it has to do something it would typically find repulsive or self-destructive.

SIDESTEP: When the thin man takes a move action, it can fade from existence and teleport to any spot up to 40 yards away, vanishing and reappearing silently.

TENTACLE GRAB STUNT: A thin man can use Tentacle Grab as a special 2 SP stunt. If the thin man wins an opposed **Strength (Might)** test, the target cannot move and suffers a -2 penalty to ability tests and Defense. A grabbed target can attempt to break free as a minor action.

UNNATURAL LIMBS: A thin man has long arms and legs that can behave and move like regular limbs, or like tentacles, reaching places normal limbs can't. The thin man can make two melee attacks as a major action and its melee attacks can reach targets up to 4 yards away.

THREAT: MODERATE

When the characters arrive, they are treated to an ill welcome by sickly people who suspect them to be thieves, bandits, or worse, and seem eager to see them leave their village. A merchant who travels this way frequently tells the heroes the people were never friendly, but they've grown steadily worse in the last couple of months. When the characters head to the ruins, they find a dungeon worth exploring, but it's also occupied by a thin man that slowly corrupts the heroes minds and hopes to control or kill them before they leave the ruins. The thin man is in no rush, willing to wait to attack openly after the characters spent a few days exploring – unless it can catch one of them alone on nighttime guard duty.

KIDS THESE DAYS

The children of a nearby village have been successfully converted to a thin man's cause. They retain a small amount of autonomy and have started sneaking from their homes at night to perform profane rituals in the forest where the thin man resides. When the PCs are passing through, they're warned by the fearful, worried parents to stay in at night. The villagers are concerned about what the children are doing, and don't want outsiders to get hurt, but they especially don't

AURA OF CORRUPTION: When a thin man moves into an area, its unnatural mind poisons the thoughts of creatures in the area. Creatures who spend extended periods of time within a half mile of the thin man's lair must make a **TN 12 Willpower (Self-Discipline)** test every morning. All creatures who fail become paranoid, suffer from nightmares, and may experience other physical maladies such as a rash, bloody nose, or hair loss.

INFECTIOUS MIND: The thin man can spread its thoughts into creatures near it. Such a creature acts in a way the thin man wants. After an hour spent within 10 yards of the thin man, the victim must make a **TN 14 Willpower (Self-Discipline)** test. A creature that fails becomes infected by the thin man's mind and acts in the thin man's best interests. An affected creature can make another **Willpower (Self-Discipline)** test every morning and whenever it has to do something it would typically find repulsive or self-destructive.

SIDESTEP: When the thin man takes a move action, it can fade from existence and teleport to any spot up to 40 yards away, vanishing and reappearing silently.

TENTACLE GRAB STUNT: A thin man can use Tentacle Grab as a special 2 SP stunt. If the thin man wins an opposed **Strength (Might)** test, the target cannot move and suffers a -2 penalty to ability tests and Defense. A grabbed target can attempt to break free as a minor action.

UNNATURAL LIMBS: A thin man has long arms and legs that can behave and move like regular limbs, or like tentacles, reaching places normal limbs can't. The thin man can make two melee attacks as a major action and its melee attacks can reach targets up to 4 yards away.

want the children to get hurt. The heroes need to figure out what's going on, while the parents and the children work against them or actively oppose their help. And then there's the thin man, who willingly sends the children to kill the heroes in their sleep or when they come to his grove...

STALKING THE CITY

Instead of setting up near a small town, a thin man has moved into ruins of an old church in a large city. Due to the thin man's influence, urchins, ruffians, and even some members of the guard have begun secretly hunting down and killing people in the night. Some perceive their victims as threats, while others seek revenge for some perceived slight. Even the thin man is stalking the streets, killing victims with knives in order to make people even more fearful. The captain of the guard doesn't trust his own men due to his growing paranoia (and some evidence that points to their involvement), but he's been told to do something about the killings, so he's hired the PCs to get to the bottom of things. But when the killings continue even after catching a handful of the killers, they'll need to do some real detective work to ferret out the thin man.

THUNDERLORD

Scholars and sages say that before recorded history there was an age when massive beasts walked the continents. Enormous predators stalked and fought over prey larger than houses. While most of these species have died out, the thunderlord is believed to be a remnant of that ancient past. Surviving mostly in lost valleys or on remote islands, the thunderlord is a terrifying predator that is a match for almost any creature it might encounter.

The thunderlord is a huge, lizard-like creature, standing taller than most buildings on two legs. Its forelimbs are stunted, almost vestigial, and its main weapon is its bite. Its massive jaws can shatter tree trunks. The thunderlord can run surprisingly fast for its size, and the sound of its passage shakes the

ground. This is partly where it gets its name. The other part is the thunderlord's roar, an overwhelming sound that can stun and disorient other creatures with its volume and ferocity.

Thunderlords are solitary predators, claiming hunting grounds that cover many miles, and so are generally only encountered one at a time except during mating season, when pairs are common. On rare occasions, however, larger groups are found together, roaming vast territories. The reason for these larger groups is unclear, as no one who has attempted to investigate these gatherings has returned with their findings.

The origins of the thunderlord are lost to time. Many claim the beast is an ancestor or a relative of dragons, while others claim it was a competing predator that developed along different lines. Some believe that they are creatures blessed by a bestial god of the hunt or are gods themselves. Members of this last group may seek out the thunderlords to offer sacrifices, or arrange a ritual hunt to gain the thunderlord's strength.

APEX ADAPTATIONS

Thunderlords vary greatly from individual to individual. Tougher or more cunning thunderlords (best represented by Elite, Heroic, or Epic versions) may have lived in isolated valleys for decades, or even centuries. Some thunderlords from remote islands have learned to swim surprisingly well and have the Aquatic special quality, while other thunderlords might be covered in bony ridges and plates, granting them the Armored special quality (see page 133).

KAIJU CONUNDRUMS

There are persistent rumors that, far to the south and east, a mage has been conducting bizarre experiments on a thunderlord. When the mage has perfected his Epic thunderlord with the Armored, Aquatic, and Regenerate special qualities, as well as a version of the dragon's breath weapon, he plans on unleashing it on the city that banished him!

After four days adrift, when we managed to beach the boat and pull ourselves ashore, we thought we'd found heaven. Lush plants, fruit, and huge wild pigs, totally unafraid of us and easy to hunt. It seemed that no person had set foot on the island before.

Aidean and I were sent into the island interior to scout for a better source of water. As we pushed our way through the brush, the rain started up. Heavy, but warm, a steady pouring that felt ... cleansing. Then we heard it. At first, I thought it was thunder, a heavy storm sweeping in, and I looked for shelter. It's a good thing I did. The "thunder" got closer, until the ground was shaking. I could see trees being pushed aside as something came towards us. Aidean and I ran. I heard the bellow behind us, heard Aiden slip and crash against a tree, stunned by the sheer sound of roar. I didn't turn until I reached the cave and dove inside.

I turned and saw it. Huge, scaled bulk; a flat heavy head. Teeth stained red. Its feet shook the ground. Its roar shook the world.

—Dominic Shale, *Dwarven Sailor*



THUNDERLORD			
ABILITIES (FOCUSES)			
3	ACCURACY (BITE)		
-2	COMMUNICATION		
7	CONSTITUTION (STAMINA)		
0	DEXTERITY		
3	FIGHTING		
-1	INTELLIGENCE		
2	PERCEPTION (SMELLING)		
9	STRENGTH (INTIMIDATION, MIGHT)		
2	WILLPOWER (COURAGE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
14	150	10	7
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+5	3d6+9	
TAIL SWIPE	+3 (SPECIAL)	1d6+10	
SPECIAL QUALITIES			
FAVORED STUNTS: Mighty Blow (1 SP), Pinning Stomp (2 SP)			
PRIMORDIAL GIANT: A thunderlord is one of the largest predators in the world. It is immune to the combat stunt Knock Prone and cannot be moved by the Skirmish stunt, except by other large creatures like giants. It treats enemies up to 3 yards away as adjacent. Its massive size and thick hide also provide it with an Armor Rating of 7.			
ROAR: As a major action, the thunderlord roars out a challenge to its foes. All enemies within 30 yards of the thunderlord must make an opposed test of their WILLPOWER (COURAGE) vs. the thunderlord's STRENGTH (INTIMIDATION) . Those that fail suffer a -2 to Defense, Speed, and attack rolls until the end of the encounter. Characters may attempt to shake off this effect with a TN 15 WILLPOWER (COURAGE) test as a minor action.			
PINNING STOMP STUNT: As a special 2 SP stunt, the thunderlord knocks over an adjacent foe and pins them to the ground with its massive, clawed foot. Targets of this stunt are knocked prone, and cannot move or stand up without freeing themselves first. At the start of such a target's turn, they take 1d6+7 penetrating damage, from the thunderlord's claws and weight. The target may, as a minor action, make an opposed STRENGTH (MIGHT) test. If they succeed, they have managed to force their way free, and may immediately stand or move up to half of their Speed, if they choose. Any actions that cause the thunderlord to move will also free the target.			
TAIL SWIPE: As a major action, the thunderlord may sweep its tail, making an attack against every non-flying, non-prone character within 3 yards of the monster in an 180-degree arc behind it. Each character in this arc is the target of a single attack that is applied to each target's Defense and Armor Rating individually. Stunt Points generated by this attack cannot be used for the Lightning Attack or Dual Strike stunts, but for 4 SP the thunderlord can expand the arc of its attack, affecting all targets standing within 3 yards of it in a 360-degree arc.			
THREAT: DIRE			

ADVENTURE HOOKS

These adventure hooks can help you introduce the thunderlord and use it in adventures. For creating Elite, Heroic, and Epic thunderlords, see **Beefing Up Adversaries** on page 3.

THE BEAST OF BRAYRTON

Near the village of Brayrton, a thunderlord is attacking outlying farms and killing entire families and their herds. But why has a thunderlord come here, where there has never been one before? Was it driven out from its hunting grounds in the forest by something worse? Or has someone deliberately lured it here and unleashed it on the locals?

THE GREAT HUNT

Every 10 years, the orcs of Delvmer arrange a great hunt, a massive undertaking in honor of their gods. A single, dangerous animal is chosen, and whoever can track it and

bring it down in the requisite three days receives great honor, as well as the right to ask a favor from the orc priests who advise and influence the horde. Technically non-orcs may enter this hunt, but in practice this rarely happens.

This year the beast selected is Five Scars, a dangerous thunderlord (Elite, Heroic, or Epic, depending on the skill and level of the heroes). The PCs, in need of aid from the orc priests or the orc horde, have exhausted all options save to enter and win the great hunt. Can they bring down this terrifying monster and avoid the orc hunters who seek to sabotage their hunt and claim the beast for themselves?

THE GORGING

A huge gathering of thunderlords has begun in a nearby valley, a gathering larger than any seen before. As the hunting thunderlords begin to spill out into the land beyond the valley, can the damage they do be prevented? And what is causing the gathering? What happens if the thunderlords begin migrating across the land?

TREEMAN

Within the depths of the greatest forests, there are paths that have never been walked by human or dwarf. Glades exist in the heart of these vegetative empires that have never been seen by gnomes or elves who so often make the forests their home. The oldest trees live here, ancient plants hundreds or even thousands of years old. Sometimes in the rustling of the wind through the leaves, and the creaking of limbs, the trees talk to each other. And sometimes, the trees learn to move.

Treemen are trees that have learned to walk, and to talk to the quicker races about them. The original treemen are those

ancient trees from the remote center of the oldest forests that slowly became aware. Most of the treemen, particularly those commonly encountered in smaller woods or near the edges of the forest, are trees that learned from these ancients. They were taught the ways of speech, and to loose their roots from the soil and travel.

A treeman will take on responsibility for a section of forest, caring for and protecting it. Their concern is only for the health of the forest itself, and its plants and animals. They have little, if any concern, for outsiders, and will generally not involve themselves in the doings of other races. Individual treemen have been known to make alliances with elves, or even with halflings, humans, or orcs, provided they respect the forest and care for it. Treemen have also been known to ally with dryads (wood nymphs) and other types of nature spirits, who are often more in tune with the tree-man's priorities. Oddly, they seem to have very little society of their own, staying mostly solitary. While they will pass messages to each other (through the rustling of leaves in the forest, or through the movements of squirrels and birds, or even, sometimes, through human messengers), they generally leave each other alone. Only momentous occasions (a threat to an entire forest or the death of an ancient treeman, for example) can cause them to convene and work together.

While treemen are generally kind, or at least aloof to the more common races, some of them have turned completely on the "quick ones." Sometimes described as having rotted or black hearts, these treemen will lure travelers deeper and deeper into the woods, in order to destroy them.

When a treeman does anger, they can be truly terrifying. Massively strong, their powerful blows can lay low 2 or more foes at once. They can extend their roots through the soil, grabbing and holding enemies in place. They will also grab foes and lift them into the air, crushing them or throwing them with their great strength.

ELDERS OF THE FOREST

The older a treeman gets, the stronger and more powerful it is. Elite, Heroic, and Epic versions of treemen generally represent these older trees. Many of them also grow much bigger, becoming Giant-Sized, rather than merely Big.



"It came striding out of the woods then, taller than two men. It looked like a beech tree, but there was a face on it, a roaring, angry face, and it swung its branches about like clubs. It destroyed the mess hall, picked up a saw man and threw him, and pretty much demolished the camp. We all ran for the river as fast as we could, hopped one of the barges and never looked back."

— *Jeremiah, logger*

TREEMAN

ABILITIES (FOCUSES)			
0	ACCURACY (BRAWLING)		
1	COMMUNICATION		
8	CONSTITUTION (STAMINA)		
-1	DEXTERITY		
1	FIGHTING (BLUDGEONS)		
4	INTELLIGENCE (NATURAL LORE)		
2	PERCEPTION (TOUCHING)		
7	STRENGTH (MIGHT)		
3	WILLPOWER		

SPEED	HEALTH	DEFENSE	ARMOR RATING
7	75	9	5

WEAPON	ATTACK ROLL	DAMAGE
LIMB BASH	+3	2D6+7

SPECIAL QUALITIES

FAVORED STUNTS: Crush (3 SP), Dual Strike (3 SP), Mighty Blow (2 SP)

BIG AND ROOTED: Due to the treeman’s size, and the roots that stabilize it, any attempt to use the Skirmish or Knock Prone stunts on it requires 2 extra stunt points.

THICK BARK: The thick bark and woody flesh of the treeman give it an Armor Rating of 5. Older treemen may have even thicker and tougher trunks and branches, affording them an Armor Rating of 6 or greater.

MASSIVE LIMBS: The treeman can use his branch-like arms to bash foes, attacking with Fighting (Bludgeons). This attack

does 2d6 base damage and allows the treeman to use the Dual-Strike stunt for 3 SP instead of its usual cost of 4 SP.

VULNERABLE TO FIRE: Treemen are particularly vulnerable to fire. They have Armor Rating 2 against any attacks that use fire, and the attack deals an additional 1d6 damage. If the attacker uses the Pierce Armor stunt with a fire-based attack, then the treeman gets no armor rating at all. In addition, an attacker with a fire-based weapon can use a special 2 SP stunt to set the treeman on fire. While on fire, the treeman suffers 1d6 penetrating damage at the start of its turn, until the fire is put out.

ROOT GRAB: As a major action, the treeman can attempt to snare all opponents within four yards, using its roots to grab and hold them. The treeman makes a single Accuracy (Brawling) roll, and each target rolls DEXTERITY (ACROBATICS) opposing it. Successful targets avoid being grabbed. All other targets are unable to move from their current spot unless they make a **TN 15 STRENGTH (MIGHT)** test, as a major action, to free themselves.

CRUSH STUNT: As a special 3 SP stunt, the treeman can grab a human-sized or smaller target and crush it in its branch-like hands, inflicting 1d6+7 penetrating damage. A target can attempt to escape with an opposed STRENGTH (MIGHT) or DEXTERITY (ACROBATICS) test vs. the treeman’s STRENGTH (MIGHT), as a major action. An adjacent ally can also free the victim with a special 2 SP stunt. If the target fails to escape, the treeman may use a major action to maintain the crush on subsequent rounds, inflicting another 1d6+7 damage. Alternatively, the treeman can hurl the target up to 12 yards away as a minor action. A hurled target takes 1d6+7 damage, is released from the grab, and is knocked prone.

THREAT: MAJOR

TREEMEN MYSTICS

While all treemen can communicate with the trees in their care, some develop a more magical rapport with them. The abilities of these treemen can be represented by allowing them to cast spells from the Wood arcana.

ADVENTURE HOOKS

The following adventure hooks can provide ideas on how to use treemen in adventures and campaigns.

THE WANDERING WOOD

The adventurers are astonished to discover, when waking in camp or exiting a ruin that they were exploring, that an entire forest has somehow moved or sprung up around them. The forest seems hostile to them, and anyone who enters it. Can they determine why the treeman that protects this forest

“No, I swear! It was out across the fields at dusk, over beyond the hill. I saw what looked to be an old elm... striding along like it was going for a walk!”

—Will of Hammond, yeoman farmer

wants to harm them, and negotiate the return of the woods to their normal place? Or will they have to destroy the treeman?

LORD OF THE FOREST

Deep within the reaches of a vast forest, the ancient treemen live. These beings have been alive for hundreds, even thousands of years. The heroes have need of the knowledge possessed by one of these beings. Unfortunately, the ancient is dying. The other treemen of the forest are traveling to his side, to pay homage to him one last time, and are not inclined to allow passage to the heroes. Can the heroes get the information they need? Perhaps they can even find some way to save the ancient treeman?

TROLL

Trolls are large, brutal creatures that haunt the mountains and ambush unwary travelers. According to some folk tales, trolls are the children of the mountains. With the rock-like toughness of their skin, this would be easy enough to believe. Their physique could also be described as mountainous. Trolls tower above humans and elves, often topping ten feet in height. They are also broad and monstrously strong. Their wits, however, are dim. Dwarven sages claim the phrase “dumb as a rock” was originally coined to describe trolls.



Most trolls live in caves, often near mountain passes and roads, so they can find easy prey. Sometimes they venture into the lowlands looking for food, where they enjoy camping under bridges. While not as comforting as a cave, a bridge at least puts something over their heads and again gives them easy access to travelers. Trolls are primarily interested in two things: food and shiny objects. The latter give them an almost child-like joy. Their caves are usually full of shiny things, some valuable (like coins and jewelry) and some worthless.

The appetite of trolls is legendary. They can consume vast quantities of food in one sitting, and they can eat nearly anything. Certainly, they prefer flesh when they can get it, but hungry trolls have been known to eat their way through buildings one plank at a time. Their digestive system is best described as a bag of gravel that can break down almost anything.

Trolls usually live in small groups of no more than three. Evil warlords sometimes recruit trolls to fight in their armies with the promise of food and plunder. This keeps the trolls entertained for a while, but eventually they tire of the bickering of smaller, weaker creatures and wander back to the mountains.

SWAMP TROLLS

The trolls described here are mountain creatures, but you can create variants for other terrain types if you like. You could make a swamp troll with the simple addition of a Constitution (Swimming) focus, for example, and a new special quality:

FOUL STENCH: Swamp trolls smell like hot, wet garbage at the best of times. Melee opponents suffer a -1 penalty on their attack rolls unless they first use a ready action to cover their noses and mouths with a cloth, bandana, or something similar.

OLD ENEMIES

Another way to customize the trolls of your campaign is to change the Blood Scent special quality. As written it works on halflings but it could really be any other race of your choice. Maybe trolls in your world have an ongoing feud with dwarves or elves instead.

“We felt pretty secure inside that tower. There was only one way in and that door was a foot thick and double barred. I was awoken on the third day by a huge crash that made the door shake. Another followed quickly and a brutal rhythm was soon established. They had brought up two trolls with mauls and working together they splintered that door in ten minutes. Then the killing began. I smeared blood on myself (there was plenty) and played dead. Then when the trolls started eating dead guardsmen, I slipped away. At night I can still hear the sound of them crunching the bones of my mates.”

—Caden, *Merchants Guild Guard*

“THE LIGHT, IT BURNS!”

You may also consider giving trolls a vulnerability to sunlight or a special affinity with nighttime, as seen in some works of classic fantasy. **Special Qualities** on pages 133-135 contains various abilities such as Sunblighted, Shadow, and Nocturnal which can serve to alter trolls to fit this subtype.

NEVER SAY DIE

Lastly, you can consider giving trolls the Regeneration special quality, as this is something that has become associated with trolls in gaming.

REGENERATION: Trolls regain 2d6 Health at the start of their turn each round. Once a troll is reduced to 0 Health, the troll dies but begins regenerating again in 1d6 minutes. To stop a troll from regenerating, the corpse must be burned.

ADVENTURE HOOKS

You can use the following adventure hooks to introduce trolls into your campaign.

HANDS OFF MY SHEEP!

A local farmer hires the PCs to stop the thieves who are stealing his sheep. The farmer makes it sound like it is local bandits who are behind the missing sheep (and maybe he even believes it). The PCs soon discover that they have something much more dangerous to deal with: a hungry troll. The farmer is insistent that they finish the job he hired them for. They are adventurers, aren't they? Surely they can take care of one pesky troll. Encountering the troll is enough. They just need to watch the flock. Dealing with the creature will not be as easy.

MY BODYGUARD

A warlord has sent an agent to the nearby mountains to recruit trolls for his army, and this worries the commander of the only fort in the area. She asks the PCs to find the recruiter and capture or kill him before he can make deals with any trolls. The PCs first must find the agent in the inhospitable mountains, which can be an adventure in itself. When they finally find the agent they discover that he is not traveling alone. He has an ill-tempered troll bodyguard, who will have to be dealt with in some fashion. This can mean fighting, but the PCs may also try to trick the troll or hire him away from the agent.

OOH, SHINY!

A merchant hid a valuable gem among a large chest of roughly cut quartz on a caravan heading through a mountain pass. He figured that any attacking bandits would take things that were lighter and more valuable than the quartz. He did not figure on trolls attacking the caravan. The quartz attracted

TROLL

ABILITIES (FOCUSES)

1 ACCURACY (BRAWLING)

1 COMMUNICATION

6 CONSTITUTION (DRINKING, STAMINA)

0 DEXTERITY

3 FIGHTING (AXES, BLUDGEONS)

0 INTELLIGENCE

2 PERCEPTION (SMELLING, TRACKING)

7 STRENGTH (INTIMIDATION, MIGHT)

4 WILLPOWER (MORALE)

SPEED

12

HEALTH

70

DEFENSE

10

ARMOR RATING

6

WEAPON

TWO-HANDED AXE

ATTACK ROLL

+5

DAMAGE

4D6+7

THROWING ROCK

+3

2D6+7

FIST

+3

1D6+7

SPECIAL QUALITIES

FAVORED STUNTS: Knock Prone, Disarm, Lethal Blow

TALENTS: Two-Hander Style (Novice)

BIG: Knock Prone and Skirmish stunts used against trolls require 1 more SP than normal to work. Also, troll-sized weapons do an additional 1d6 damage over their human-sized counterparts (their fists do 1d6 base damage).

BLOOD SCENT: Halflings are the favorite snack of many trolls (they are bite-sized and pop in your mouth!) and they have learned to identify their prey by the smell of their blood. When attempting to detect the presence of halflings, trolls can re-roll **PERCEPTION (SMELLING)** tests. The results of the second roll must be kept.

BURNING BLOOD: The blood of trolls is acidic and can burn the flesh of the unwary. When a character makes a successful melee attack against a troll and the damage total is 10 or higher, the character must make a successful TN 14 **DEXTERITY (ACROBATICS)** test or take 1d6+3 penetrating damage.

STONE SKIN: Troll skin is legendarily tough. They have a natural Armor Rating of 6.

THROWING ROCKS: Trolls enjoy smashing their enemies with thrown rocks. A troll will have 1d6 suitable rocks on hand at any given time. Throwing rocks have a short range of 8 yards and a long range of 16 yards.

WEAPON GROUPS: Axes, Brawling, Bludgeons

EQUIPMENT: Two-handed axe, 1d6 throwing rocks. .

THREAT: MINOR

their eyes and the weight was not a problem for them, so they hauled the chest back to their cave. Now the merchant is desperate to get the valuable gem out of the troll cave and he hires the PCs to do it. There are three trolls in the cave, so dealing with them all will be challenging.

VAMPIRES

Vampires were once human or elf or any other common race, but are now undead, nocturnal, blood-drinking monsters. Pale and frail-looking, they barely pass as mortal. Their almost-dead eyes are milky white, as if cataracted or infected. Their mouths are a mess of teeth, sharp and fanged, and they have metallic, rancid breath.

These creatures can sustain themselves on the blood of any mammal, but each vampire has a particular taste for the blood of its own race. A dwarf vampire with a taste for his kind's blood would rather dine on a single dwarf than partake in a buffet of humans.

Vampire bites are often fatal, though occasionally a moderate bite can be healed by immediate medical or magical attention. Failing this, the victim will soon die of the infection. In some cases, this death may cause the victim to become a vampire as well.

It is notoriously difficult to kill vampires. Nothing short of prolonged exposure to sunlight, destruction of the heart or brain, or decapitation can permanently destroy them. Given time, they will heal from nearly any non-fatal injury, though a vampire who has survived sunlight has extensive scarring to show for it. The sun burns the creatures like acid, a particularly awful death. Despite the dangers, vampires are perfectly capable of functioning during the day as long as they avoid sunlight.

MASTER VAMPIRES

Master vampires present themselves more civilly than thralls, speaking eloquently, adorning themselves in fine clothing, and keeping extravagant homes. Yet they are frightening to behold. The kind of fear they inspire causes one to try not to be rude by reacting to it. Even if a master vampire is doing nothing menacing, it sends chills through one's soul to just be near it.

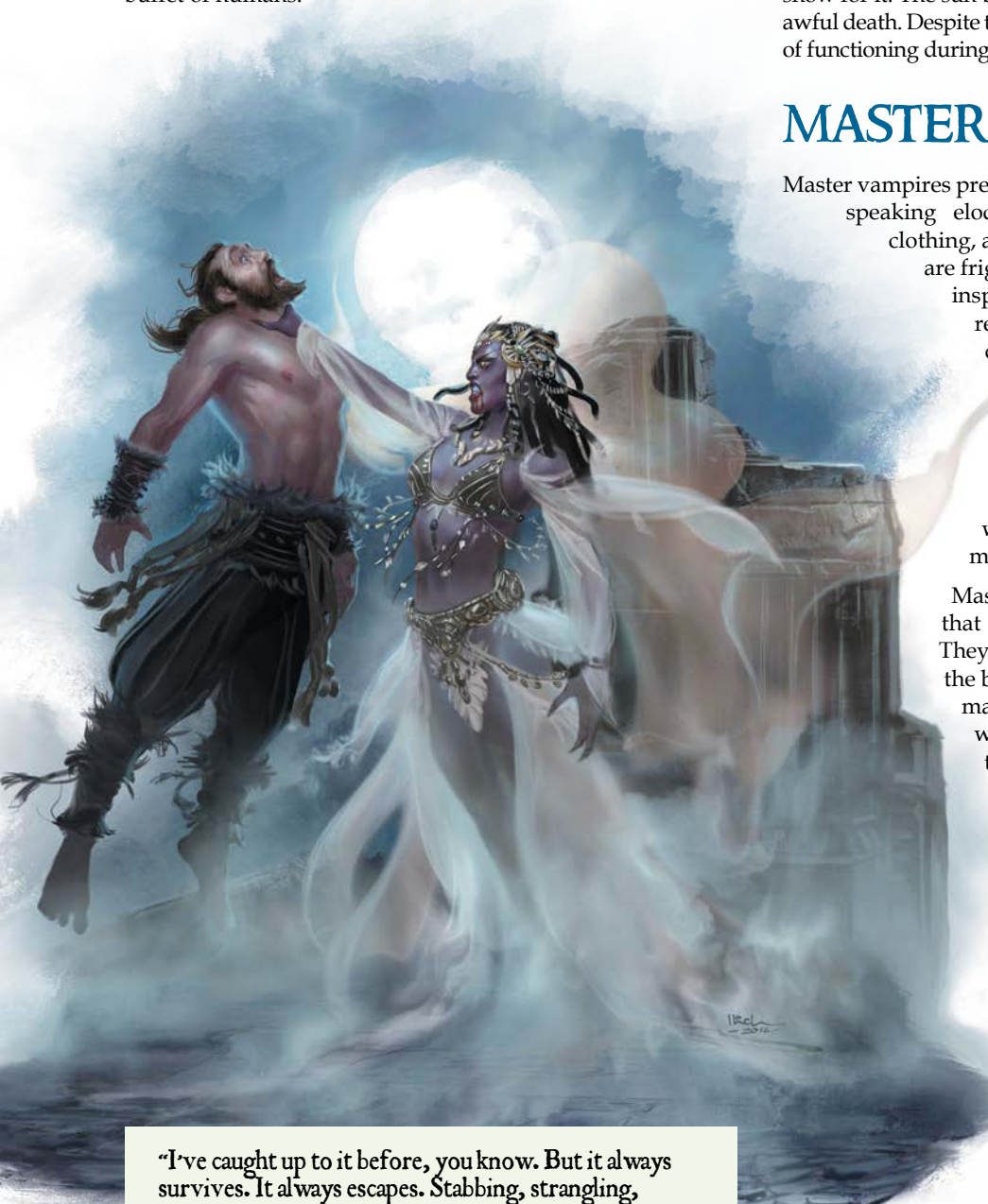
These creatures are territorial. No master wanders into the lands of another unless it intends war. They do, however, often surround themselves with thralls, mercenaries, and hired mortal servants.

Master vampires are more than simply thralls that survived longer than their brethren. They fought for their power, likely drinking the blood of hundreds of mortals and slaying many other vampires—usually starting with their own maker—to claim their territories and grant them magical abilities not possessed by lesser vampires.

Many legends surrounding vampires are spread by masters to protect their identities and mislead those who would hunt them. A stake through the heart works well, but so does a well-placed blade. However, if an attacker believes a bit of wood is better than a sword, all the better for the vampire.

A master confronted by a holy symbol or garlic bulb is likely to writhe in pain and flee, not because these implements hurt, but because it makes mortals believe in useless protections.

Master vampires exert more control over the spread of their infection than thralls, always killing their food when done and using magic to help ensure the survival of those they wish to turn. They do not bite in combat, instead relying on their magic. Master vampires have



"I've caught up to it before, you know. But it always survives. It always escapes. Stabbing, strangling, piercing with arrows. Next I'll try fire. I will rip its dead heart from its chest and burn its living corpse. Everything burns."

—Tzigane Doblary, *Vampire Hunter*

MASTER VAMPIRE

ABILITIES (FOCUSES)	
3	ACCURACY (BITE, BRAWLING)
5	COMMUNICATION (DECEPTION, ETIQUETTE, LEADERSHIP)
4	CONSTITUTION
2	DEXTERITY (INITIATIVE, RIDING)
3	FIGHTING
7	INTELLIGENCE (AIR ARCANA, ARCANE LORE, FATE ARCANA, DIVINATION ARCANA, SHADOW ARCANA)
3	PERCEPTION (HEARING, SEEING, SMELLING)
4	STRENGTH (CLIMBING, INTIMIDATION)
6	WILLPOWER (COURAGE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
12	120	12	7

WEAPON	ATTACK ROLL	DAMAGE
BITE*	+5	2D6+4
UNARMED	+5	1D6+6

SPECIAL QUALITIES

FAVORED STUNTS: Disarm, Knock Prone (1 SP), Mighty Blow (1 SP), Stunned Silence, Imposing Spell, Enrage, Skirmish

SPELLPOWER: 18 **MAGIC POINTS:** 80

SPELLS: Bloodhound, Blood Mark, Hands of Fate, Ill Omens, Protective Winds, Puppets of Fate, Shadow Dagger, Shadow's Embrace, Shadow Slip, Veil of Darkness, Voices on the Wind, Wind Blast, Winds of Flight,

WEAKNESS TO SUNLIGHT: Sunlight burns vampires like acid, melting their flesh and causing 3d6 penetrating damage per round for partial exposure and 6d6 for being in full sunlight.

NOCTURNAL PREDATOR: Master vampires suffer no penalties for attacking or acting in darkness, natural or supernatural.

DEADLY BLOWS: The master vampire's unarmed attacks do +2 damage (in addition to the bonus from Unarmed Style) from their raw power and claw-like nails. They also perform the Mighty Blow for 1 SP instead of the usual 2 SP with unarmed attacks.

HARD TO KILL: Master vampires cannot be reduced below 1 Health except by sunlight, fire, or the use of a Lethal Blow or Lethal Spell stunt, representing decapitation or destruction of their heart or brain. Vampires also don't need to breathe and are immune to most poisons and diseases save those specifically targeting their kind.

MASTER'S WILL: As a minor action, a master may siphon the energy of its thrall within 20 yards. The thrall suffers 1d6 + the thrall's Constitution + the master's Willpower (usually 1d6 + 10) penetrating damage, which the master gains in either health or magic points. A thrall may not be reduced below 1 health in this manner, and a master may not gain more points than the thrall loses.

TALENTS: Divination Arcana (Journeyman), Fate Arcana (Novice), Air Arcana (Master), Shadow Arcana (Master), Unarmed Style (Master)

UNNATURAL ARMOR: The vampire's magical nature provides an Armor Rating equal to its Willpower.

VAMPIRE BITE STUNT: As a 4 SP stunt on a bite attack, a vampire can inflict the vampire infection on its victim. A character affected by this stunt must make a TN 13 CONSTITUTION (STAMINA) test or become infected. If the target character is the same race as the vampire, he suffers a -2 to this test. See **Porphyria** for the effects of this infection. Master vampires do not use bite attacks unless they are certain they can kill their victim or they specifically intend to turn them into a thrall.

THREAT: DIRE

no reservations about fleeing, even if it means the loss of all their followers, properties, and territories. If there's one thing a centuries-old monster knows how to do, it's survive.

VARIABLE VULNERABILITIES

There are numerous legends and myths in countless cultures about vampires. Some are repelled or harmed by things that others laugh at. GMs should feel free to customize their vampires, making variations for culture, region, race, or origin.

THE ROMANCE OF DEATH

These vampires are gruesome monsters, but you can use the same statistics to represent romantic vampires by changing their descriptions to be more appealing and adding a Communication (Seduction) focus. Many vampires are rumored to control or take the shape of various animals. A vampire who can assume an animal form takes the Strength, Dexterity, Defense, Speed, and basic attacks and inherent special quali-

ties (small size, natural camouflage, and so forth) of their animal form, but retains their other special qualities and abilities. This usually means that vampires use these animal forms for special circumstances, such as traveling or stalking, but will usually transform back to their normal form for most interactions and combat.

DIVERSITY IN VAMPIRISM

The abilities listed here are based on a master vampire that was once human, but can represent a vampire of any race. However, you can make vampires of other races distinct by using the **Race** section of the *Fantasy AGE Basic Rulebook*. Simply reduce Fighting and Constitution by 1 and remove the Dexterity (Riding) and Accuracy (Brawling) focuses. Then, apply the racial benefits of the relevant race. Also, master vampires who were great warlords or master mages could retain talents and other abilities from their living days, making them even more dangerous. Finally, the magic arcana known to a vampire may vary between types or even individual.

ADVENTURE HOOKS

The following adventure hooks can help you introduce master vampires to your campaign.

A FAIR DEAL FOR A FINE WINE

A wealthy merchant prince wishes to strike a deal with the town of Claret to be the exclusive exporter of their only product, wine. He has given the heroes authority to negotiate on his behalf, within limitations. The townsfolk, however, direct the heroes to the master winemaker, whom they casually refer to as The Master. The Master is clearly a vampire, but doesn't seem to be doing any harm to the local population, who live comfortably on the profits of their work. He is willing to negotiate distribution rights, but his price is outside the heroes' authority. He wants the merchant's daughter as his bride. Will the heroes negotiate with the creature? Will they attack him? Will they warn the merchant who is asking

for his daughter's hand? Will they discover The Master's food source or learn why Claret's wine is so sought-after?

A LITTLE BAD ADVICE

The task is simple. A master and her thralls took up residence in the old castle. Destroy them. The governor provided every weapon the heroes need—holy symbols, stakes, wreaths of garlic—and if they fight their way through the guards to reach the master by sunset, she and her thralls will be completely helpless in their coma-like sleep. He is happy to let the heroes read the dozens of books he has on vampires—all of which back up his strategies—and he will gladly allow the heroes to store their useless weapons in his armory to free them up to carry more useful tools, like additional stakes.

THRALL VAMPIRES

These wretched creatures keep to the shadows even at night. They wear rags, usually drenched in their victims' blood, and tend to make no attempt to pass as mortal. They are often mistaken for zombies, an error easily fatal to the young adventurer expecting an easy kill.

Thralls are often beholden to a master vampire, guarding him and enforcing his will. No particular aspect of vampires forces this bond.

It's simply an instinctual tendency to attach themselves to the most powerful among them. These thralls will follow their master's orders in combat, even to the point of sacrificing themselves to protect him.

Thralls with no master usually hunt in small packs of half a dozen or less.

Any greater than that attracts too much attention and leaves not enough blood in the victim to satisfy them all. Rogue thralls are vicious and careless in combat.

They will bite and claw at their victims, infecting them with their vampiric curse. Packs will often take the strategy of purposely infecting their victims to weaken them so they may stalk them and take them down more easily in their weakened state.

VAMPIRE SQUAD

These vampires are designed as rogue packs, but thralls beholden to a powerful master could have weapons and instructions not to bite unless they are assured of a kill—though they might not be able to resist the temptation.

Elite, Heroic, or Epic thralls could be given armor and have talents relating to their weapons of choice.

DIVERSE THRALLS

The listed abilities are based on a vampire that was once human but can represent a vampire of any race. However, if your campaign also contains orc and gnome vampires,



"Are these blood-drinkers, these fiends, truly any worse than the rest of us? Corrupt politicians, drunkards, abusers of children, religious zealots? At least vampires show you their fangs before they destroy you, before they turn you into one of them."

—Kraylen Reina, drunkard

PORPHYRIA

A vampire bite is often a death sentence. Characters infected with porphyria suffer -1 to all tests plus an additional -1 for each week they have been infected. Once per week, the infected character may attempt a **TN 15 CONSTITUTION (STAMINA)** test to successfully fight off the infection. The character may make one additional test each week (for a maximum of two) if they or another character makes a successful **TN 17 INTELLIGENCE (HEALING)** test or provides magical healing either through a spell or a potion.

A character who fails the above Constitution (Stamina) test with a 6 on the Stunt Die—or whose test penalty gets so high that succeeding becomes impossible—succumbs to the infection and dies. Upon their death, all infection-related penalties are removed, and the character makes one final **TN 15 CONSTITUTION (STAMINA)** test. If the character is of the same race as the vampire that caused the infection, they gain a +2 on this test. If successful, they are reborn as a thrall. In most cases, this means the retirement of the Player Character, but the Game Master may allow continued play as a vampire at their discretion.

A vampire PC immediately gains one ability advancement, takes on the physical characteristics of a vampire, and gains the thrall vampire qualities Darkvision, Hard to Kill, Unnatural Armor, Vampire Bite, and Weakness to Sunlight. The new thrall can also be controlled at any time by its vampiric creator with an opposed **WILLPOWER (SELF-DISCIPLINE OR COURAGE)** test.

you can make them distinct by using the **Race** section of the *Fantasy AGE Basic Rulebook*. Simply reduce Fighting and Constitution by 1 and remove the Constitution (Swimming) and Accuracy (Brawling) focuses. Then, apply the racial benefits of the relevant race.

ADVENTURE HOOKS

The following adventure hooks can help you introduce thrall vampires to your campaign.

NEW BLOOD

The governor's teenage son has been turned into a vampire and is being kept locked in a cage and fed live pigs in the hopes a remedy can be found. The only clue is a legend that slaying the vampire that turned him will restore him to his mortal form. Can the heroes find the culprit thrall based on the stories and descriptions given by the boy's friends? Will slaying the creature and its pack actually save the boy? If not, what will they do when the governor secretly frees the boy, insisting he promised to only hunt wild animals and stay away from civilization?

A MASTER SHALL BE BORN

A pack of thrall vampires was no longer satisfied with keeping to the shadows and feeding off livestock and lost

THRALL VAMPIRE

ABILITIES (FOCUSES)

3 ACCURACY (BITE, BRAWLING)

1 COMMUNICATION (DECEPTION)

4 CONSTITUTION

4 DEXTERITY (STEALTH)

4 FIGHTING (CLAWS)

1 INTELLIGENCE

3 PERCEPTION (HEARING, SEEING, SMELLING)

4 STRENGTH (CLIMBING, INTIMIDATION)

4 WILLPOWER (MORALE)

SPEED

14

HEALTH

75

DEFENSE

14

ARMOR RATING

4

WEAPON

BITE

ATTACK ROLL

+5

DAMAGE

2D6+4

UNARMED

+6

1D6+4

SPECIAL QUALITIES

FAVORED STUNTS: Knock Prone (1 SP), Pierce Armor (1 SP), Seize the Initiative (2 SP), Set Up, Vampire Bite

DARKVISION: Thrall vampires can see normally in total darkness.

HARD TO KILL: A thrall vampire cannot be reduced below 1 Health except by sunlight, fire, magic, or the use of a Lethal Blow, representing decapitation or destruction of its heart or brain. Vampires also don't need to breathe and are immune to most poisons and diseases save those specifically targeting their kind.

TALENTS: Scouting (Novice), Unarmed Style (Master)

UNNATURAL ARMOR: The vampire's magical nature provides an Armor Rating equal to its Willpower (usually 4).

VAMPIRE BITE STUNT: As a 4 SP stunt on a bite attack, a vampire can inflict the vampire infection on its victim. A character affected by this stunt must make a **TN 13 CONSTITUTION (STAMINA)** test or become infected. If the target character is the same race as the vampire, he suffers -2 to this test. See **Porphyria** for the effects of this infection.

WEAKNESS TO SUNLIGHT: Sunlight burns vampires like acid, melting their flesh and causing 3d6 penetrating damage per round for partial exposure and 6d6 for being in full sunlight.

THREAT: MAJOR

travelers. They bartered with a powerful mage to put an entire walled village into a deep sleep for one night. The thralls spent that night biting—but not killing—as many villagers as they could. The contest was to wait and see how many of them turned. Whichever vampire had the most new thralls in a fortnight would be declared the master and ruler over the rest and over the new brood. They even used healing salves to hide most of the bite marks. The heroes arrive the day after the attack, just in time to be caught in the quarantine. Will they determine the cause of the illness before the first of them turn? Will they find a way to heal them? Will the vampires succeed in their plan, allowing a new master to rise and terrorize the countryside?

WEREBEASTS

Werebeasts are hulking creatures, standing on two legs and covered in fur. Their faces are a cruel mix of man and animal, often a wolf but sometimes a rat, panther, or other animal. They stand six to eight feet tall and have long claws and fanged teeth with which to devour their prey. These monsters were once human or another natural race, but they have been infected by the werebeast's curse, most likely by surviving an attack from another such creature.

They can remember their old lives, but their bestial appearance has driven them from society and forced them to fight and kill for survival. Most werebeasts embrace their new nature—hunting and killing, forming packs with other werebeasts of the same type—but some attempt to fight against their new instincts and rejoin society. This generally results in tragedy as the werebeast is slain by their former kin or, even worse, they fly into an animal rage, slaughtering those they once held dear.

Many legends exist around the origins of werebeasts. Some say they are the result of a curse created by a powerful mage.

Others say the first werebeast was born of an animal spirit inhabiting a mother's womb. One legend tells of a great bond between a man and an animal, a bond that caused them to join in body and spirit upon their death at the hands of a great villain. The true origins of the werebeasts and their curse may never be known. Curing those afflicted with the werebeast's curse is subject to much debate and the exact methods and ease of their acquisition varies greatly with individual settings. Some places may have ample magic or other means to lift such curses while in another time or place there may be no known cure for such an affliction. Generally, however, few who suffer the curse of a werebeast meet a pleasant end.

DIFFERENT TRANSFORMATIONS

There are two main variants of common to all werebeasts: ones who can transform at will and those who only transform under certain conditions. There also exist some werebeasts who are permanently transformed into their half-animal states, but these are far less common.

Werebeasts who can transform at will have embraced the nature of their curse and have agreed to feed the beast's hunger and desire to kill in exchange for a measure of control. These creatures are devious, often possessing the Intelligence of their normal forms with the powers of their werebeast form as well as all their focuses and talents, allowing them to use weapons and even use magic if they know it. Some of these individuals need special items or rituals to transform, such as wrapping themselves in an enchanted animal skin or performing a blood sacrifice one a month. This type of werebeast is the one most likely to develop special qualities and other unique abilities as they embrace their curse and often seek ways to increase the power it gives.

Note that barring some sort of divine intervention or incredibly powerful magic, the only way to normally control the transformation and one's actions during that time is to embrace a life of stalking, killing, and eating victims and being what amounts to a shapeshifting serial killer. This makes this option not a good choice for PCs who have been afflicted with the werebeast's curse.

Other werebeasts only transform on a full moon or when under extreme emotional distress. Such creatures could be anyone in their normal form and should have completely different statistics. These werebeasts usually do not remember what happens when they are transformed except in nightmares or brief and confusing traumatic flashbacks. A terrible version of this particular curse leaves the victim with all the memories of their actions while transformed, but no ability to control their werebeast form. Such victims either embrace their curse and learn to control it as a way to keep some semblance of sanity or take desperate measures to remove their curse.

"I don't care if he's a werewolf! I still love him. I'm going into the woods to find him and show him he's still loved. He would never hurt me. Never. I'm sure he still smells like apples."

—Ashana Tradwin, Lunatic



SYMPATHETIC CHANGES

GMs can adapt the statistics provided here to create numerous types of werebeasts, perhaps adding special qualities to make them more unique. Also note that the werebeasts presented here are generally hungry, dangerous monsters. More sympathetic and sophisticated werebeasts with their own culture and beliefs may exist in some of the more unusual *Fantasy AGE* settings.

TRIBES OF THE MOON

The statistics provided in this entry represent the most common werebeast, the werewolf. Other werebeasts also exist, such as wererats, werebears, and werepanthers. These creatures have similar qualities and abilities to the werewolf, but with the following adjustments:

WEREBAT

Increase Perception by 2 and add the **PERCEPTION (HEARING)** focus and **DEXTERITY (ACROBATICS)** focuses. Change Speed to 8 (16 Fly). Reduce Strength by 2, Constitution by 1, and Health by 10. Remove the **CONSTITUTION (RUNNING)** focus.

WEREBEAR

Decrease Dexterity, Speed, and Defense by 2. Drop the **DEXTERITY (STEALTH)** focus. Add the **STRENGTH (MIGHT)** focus. Increase Constitution and Strength by 2. Increase Health by 15.

WEREBOAR

Decrease Dexterity, Speed, and Defense by 2. Drop the **DEXTERITY (STEALTH)** focus. Add the **STRENGTH (MIGHT)** focus. Increase Constitution and Strength by 1. Increase Health by 10. Remove Claw attack and focus and replace with Fighting (Gore) focus and a Gore attack with the same damage and attack bonus.

WEREPANTHER

Increase Dexterity, Speed, and Defense by 1. Add the **DEXTERITY (ACROBATICS)** and **STRENGTH (CLIMBING)** focuses.

WERERAT

Increase Dexterity, Speed, Defense, and Perception by 1, Reduce Strength by 2. Add the **CONSTITUTION (STAMINA)** focus. Reduce Health by 10.

WEREASUR (RAPTOR)

Increase Speed by 2. Increase Armor Rating to 5 and Health by 10. Add the following special quality.

TERRIBLE CLAWS: May use Mighty Blow and Lethal Blow stunts with claw attacks for -1 SP.

WEREBEAST (WEREWOLF)

ABILITIES (FOCUSES)

4	ACCURACY (BITE)
0	COMMUNICATION
5	CONSTITUTION (RUNNING)
4	DEXTERITY (STEALTH)
6	FIGHTING (CLAWS)
0	INTELLIGENCE
4	PERCEPTION (SMELLING, TRACKING)
6	STRENGTH (INTIMIDATION, JUMPING)
3	WILLPOWER (COURAGE, MORALE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
16	55	14	4

WEAPON	ATTACK ROLL	DAMAGE
BITE	+6	1D6+6
CLAWS	+8	2D6+6

SPECIAL QUALITIES

FAVORED STUNTS: Overwhelm (3 SP), Seize the Initiative (2 SP), Werewolf's Curse (variable SP)

DARKVISION: Werebeasts can see normally in total darkness.

BESTIAL FRENZY: A werebeast may make two claw attacks with an attack action.

OVERWHELM: A werebeast can perform a special overwhelm stunt for 3 SP. The creature knocks its opponent prone and pins it, giving the werewolf a +2 bonus to further attacks as long as the victim remains pinned (this includes the usual +1 for attacking a prone target). The pinned character must make an opposed **STRENGTH (MIGHT)** test against the werewolf to escape, which requires a minor action and leaves the character prone. The victim's allies can also attempt this test, but they must spend a major action to do so.

SHAGGY COAT: Their thick, shaggy coats give werebeasts an Armor Rating of 4. The supernatural nature of their curse allows this AR to work even against penetrating damage.

TALENTS: Quick Reflexes (Journeyman), Scouting (Journeyman)

WEREWOLF'S CURSE STUNT: A werewolf that generates stunt points on a bite attack can inflict its curse upon a victim, who must make a **TN (10 + THE NUMBER OF STUNT POINTS SPENT) CONSTITUTION (STAMINA)** test. A failed test means the victim is infected. An infected victim makes a new **CONSTITUTION (STAMINA)** test against the same target number each night after the initial infection. If a full moon occurs before one of these tests has succeeded, the victim becomes a werewolf. This usually means the character must be retired as PC, however a GM may choose to allow the PC to continue to play as a werewolf.

THREAT: MODERATE

WERESHARK

Increase Strength and Constitution by 1, Increase Health by 10. Change Speed to 10 (16 Swim). Add the Aquatic special quality (see **Modifying Monsters**, page 133) and increase Bite damage by 1d6..

WERETIGER

Increase Dexterity, Speed, and Defense by 1. Add the **DEXTERITY (ACROBATICS)** and **STRENGTH (CLIMBING)** focuses. Increase Strength by 1. Increase Health by 5.

In addition to the modifications presented above, non-were-wolf werebeasts have any logical changes warranted given their nature. For example, a wereasaur's armor would not be defined as a Shaggy Coat, but instead a Scaly (and/or Feathered) Hide, and its Werewolf's Curse would turn a victim into a raptor-like half-person, half-dinosaur instead of a wolf-humanoid hybrid. Furthermore, there are various subtypes and variations of werebeasts which are mechanically identical to the types presented, but have distinct appearances and favored environments. For example, a werejaguar, werepuma, and wereleopard are all identical to a werepanther mechanically, while a werelion would have the same statistics as a weretiger.

VARIABLE VULNERABILITIES

Most werebeasts have various vulnerabilities that can be exploited. They may take additional damage from certain substances such as silver or blessed weapons which ignore the creature's Armor Rating. They may be vulnerable to fire or certain poisonous plants. In many campaign settings, different types of werebeast will have somewhat different vulnerabilities. This helps keep PC werebeast hunters on their toes and makes encounters with werewolves, wererats, and their ilk a bit more dangerous and interesting.

BEAST MODE

Some werebeasts can also transform, in addition to their animal hybrid forms, into a particularly large and fearsome version of their given animal. In fact, in some legends this is the only and true form of the werebeast. In such cases the statistics of the creature's werebeast form don't change, but they lack the ability to stand upright, use their claws or talons as hands, and are otherwise limited by their animal form.

PLAYING A WEREBEAST

It is possible to play a character who has been turned into a werewolf or similar werebeast if the GM allows it. To keep things balanced and interesting it is usually recommended that such a PC suffer a version of the werebeast's curse that makes them appear slightly more bestial or feral at all times, and will transform into a dangerous and uncontrollable monster during the full moon. Playing a werebeast who embraces their curse and can control themselves at all times is generally not recommended for PCs. Such creatures are usually murderous, cruel, and excessively dangerous to be around, making them poor party members for all but very unusual campaigns.

To transform a character into a werebeast, roll once on the **Werebeast Benefits** table and once on the **Side Effects** table. This further reflects how the curse affects the werebeast beyond its unnatural appearance.

WEREBEAST BENEFITS

2D6 ROLL	BENEFIT
2	+1 Constitution
3-4	Base Brawling damage is 1d6 instead of 1d3. If you have the Unarmed Combat Talent, this becomes 1d6+3.
5	Focus: Strength (Intimidation)
6	Focus: Accuracy (Brawling)
7-8	+1 Strength
9	Add an additional rank to your natural Armor Rating.
10	Increase Base Speed by 2. If you already have a Base Speed of 14 or higher, re-roll until you get something different.
11	Focus: Strength (Climbing)
12	+1 Perception

After you have rolled on those tables, apply the following modifiers:

- Add 1 to Strength and 1 to Constitution but reduce Communication and Willpower by 1. Add 1 to armor rating due to naturally tough hide. Increase Base Speed by 2.
- Gain one of the following ability focuses: Constitution (Stamina) or Strength (Might).
- Transform into werebeast form during the full moon. During this time the player loses control of their character; the PC has no memory of this time. Werebeasts during this period are violent and very dangerous. In werebeast form increase Accuracy, Constitution, Dexterity, and Strength to match the werebeast if the werebeast's value is higher; decrease Intelligence and Communication to match the werebeast if the werebeast's value is lower.
- The GM should pick something that will lift this curse. This should be something hard to accomplish given the character's bestial appearance, and should lead to further adventures.

ADVENTURE HOOKS

The following adventure hooks can help you introduce werebeasts to your *Fantasy AGE* campaign.

THE TROUBLE WITH HAIRY

A friend of the heroes has been the victim of a vicious animal attack. It was very dark. He didn't see the thing, but it was big. Maybe a bear? His wounds are bandaged and the bleeding has stopped, but he asks the heroes to escort him to the nearest city where he can seek more professional aid. He

SIDE EFFECTS

2D6 ROLL	SIDE EFFECT
2	-1 Intelligence
3-4	-1 Communication
5-6	Pick a substance like silver, oak, or cold iron. Attacks with weapons of this material do 1d6 additional damage and ignore your Armor Rating.
7-8	-1 Willpower
9	-2 penalty to any Dexterity rolls requiring fine manipulation or manual coordination unless you have specially-made tools or equipment (typically costs at least double the normal cost and finding a willing craftsman might be difficult).
10-11	You must spend 1 extra SP to use the following roleplaying stunts: Bon Mot, Sway the Crowd, Jest, or Flirt
12	Your werebeast form possesses a particularly malicious and cunning nature. When you transform during the full moon it will seek to harm you by targeting your loved ones, allies, and anyone you would usually respect or protect. You have no memory of this save the occasional nightmarish flashes, but it is clear the beast inside you wishes to torment you.

starts acting stranger each night of the journey — scratching at his ears like a dog, tearing viciously into his dinner before its cooked, and howling at the waxing moon.

Clearly their friend is under the werebeast's curse, in this case a werewolf. Will the heroes discover the nature of his ailment in time to find a cure? Will they slay their friend if he turns into a werewolf? Will others hunt them for harboring him?

BONES OF THE BEAST

An archaeologist has unearthed a bizarre skeleton, something that seems to have had the body of a man and the head of a beast. Rumor spread fast of this discovery and the great value it might hold either for scientific research or as a curiosity for a wealthy patron. The heroes are hired as guards by the archaeologist. There have been murders in town almost every night since the skeleton was discovered, and he doesn't know if they're part of a plot to steal his research or an unfortunate coincidence, but he wants his prize protected nonetheless. Will the heroes take it upon themselves to investigate the murders? Will they discover it is the archaeologist himself who has been cursed as a werebeast for disturbing the skeletal remains? Will they themselves become cursed for trying to destroy it?

CURSE OF THE WEREBEAR

Gared the miller's son has been afflicted with the curse of a werebear. He is transforming during the full moon and attacking and devouring the locals. Worse, he's missed a few potential kills and now others in town are starting to fall under the curse. With the next full moon only a few days away, the town officials have placed a bounty of the beast who has been plaguing their town and asked for experienced and brave adventurers and monster hunters to aid them. Can the PCs discover Gared is

the werebear and perhaps lift his curse even before he next transforms? Or will they need to face him in his monstrous form and destroy him? What of Gared's other victims? Who are they and what happens when the town is attacked by multiple powerful werebeasts?





Reclusive and surprisingly mobile, yetis avoid close contact with most other humanoids primarily by living in the harsh cold and thin air of extremely high elevations. Some legends speak of a time when these large, hairy humanoids mingled freely with humans, until some great calamity devastated their civilization and sent the survivors into exile far in the mountains.

Yetis are not inherently hostile or benevolent. Some yeti clans or families will help a stranded traveler or lost mountaineer. Others will attack such hapless individuals to feast on their warm flesh. All yetis avoid protracted contact with other races except those rare holy men, local guides, or other individuals who have earned their trust. Even these few individuals only rarely meet with these creatures—it is not unusual for a “friend” of a yeti clan to see a yeti only once or twice in a decade.

Yeti enclaves tend to be small, with as few as one lone individual to no more than two or three families.

Once great temples or hidden cities of yetis could be found high in the mountains, but if these still exist no outsider has seen them in ages.

Though they look somewhat like hairy ogres or white-furred trolls, yetis are more intelligent and sophisticated than either of these large brutish races and are unrelated to both. Yetis will use weapons when the need arises, though many usually go about unarmed. More aggressive or malevolent groups of yetis are more likely to be armed, and far more likely to use these weapons on those who cross their paths. Yetis are exceptionally long-lived, with their revered elders being centuries old.

YETI MYSTICS

Many yeti clans have passed down arcane secrets from long ago. As such, yeti mystics and mages are quite common. A yeti who has studied the magic of its people might know a couple spells or be

“I was dying. Broken leg, horse dead, lost in the middle of the mountains, and the snows were coming. I figured I had a day or two at best, assuming something big and nasty didn’t eat me. So when I saw it, nine feet tall and covered in ice, I pretty much figured I was one dead orc. Still, I wasn’t going to make it easy. I grabbed my sword, said something that I’m sure sounded really cool to my half-frozen brain at the time, and got ready to go down swinging.

“The furry thing looked at me for what seemed like forever. I think I even yelled something like “C’mon, what are you waiting for?” Then it made a noise I’m pretty sure was a sigh, walked up to me, slapped the sword out of my hand, and knocked me on the head.

“The next thing I know I was at a local trading post. The trader and her wife told me they’d found me outside their door, wrapped in furs with my leg splinted. Even had my sword with me. When I asked them about the thing I saw they simple shrugged and said one word: Yeti. They said it just like it explained everything. Knowing what I know now, maybe it does...

“What? Oh, yeah. They never found my horse. I figure the big guy ate it. Which seems more than fair, all things considered.”

—Dundem Hirayll, chief explorer for the kingdom of Rak

a powerful mage on par with the archmagi of any other humanoid race. This depends on the creature's training and access to mystic lore.

SASQUATCH AND OTHERS

In certain forest lowlands and jungles, yeti-like beings are sometimes encountered. These creatures go by various local names and are often the subject of numerous, often contradictory local legends. Like their yeti cousins, these creatures can be hostile or peaceful as their individual natures allow. Generally, these beings use the base statistics of a yeti with slight variations due to climate and concept.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use yetis in an adventure or campaign.

THE YETI'S HAND

A temple high in the mountains is home to a relic of great power, the hand of a yeti mystic from centuries past. The mystic's power supposedly still resides in the hand, allowing it to heal wounds or lift terrible curses. When the PCs or an ally fall victim to a terrible curse no other magic can remove, they learn that the yeti's hand could help. However, the temple is far in the mountains and the yeti clan that protects the region will only allow friends to approach the temple and use the relic. Can the PCs befriend or bypass the yetis and lift the curse?

ABOMINABLE

The PCs are hired to serve as guards for a caravan going through the mountains. Unfortunately, a clan of flesh-eating yetis led by a powerful yeti mage make the mountain their home. The yetis begin to attack the caravan, picking off members one by one, sabotaging their supplies and pack animals, and altering the mountain trails to make travel difficult. Can the PCs save the caravan and themselves from a foe that knows the area like the back of their bloody paws?

THE VALLEY OF THE ANCIENTS

The PCs are recruited to be part of an expedition high in the mountains to discover an ancient city rumored to be filled with powerful magic items and vast treasure. What they discover is a large community of peaceful and benevolent yetis living in the ruins of an ancient city. The city is protected by an ancient stone that serves as a power source for the enchantments which shield the valley from detection and allow it to maintain a temperate climate even among the frozen wastes of the high mountains.

The yetis wish to be left alone, but the PCs' fellow expedition members desire the yetis' magic stone for themselves

YETI			
ABILITIES (FOCUSES)			
2	ACCURACY (BRAWLING, STAVES)		
1	COMMUNICATION		
4	CONSTITUTION (STAMINA)		
2	DEXTERITY (STEALTH)		
2	FIGHTING (BLUDGEONS)		
1	INTELLIGENCE (HISTORICAL LORE)		
2	PERCEPTION (SMELLING, TRACKING)		
5	STRENGTH (CLIMBING, JUMPING, MIGHT)		
3	WILLPOWER (SELF-DISCIPLINE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
12	50	12	3
WEAPON	ATTACK ROLL	DAMAGE	
MACE	+4	3d6	
STAFF	+4	2D6+6	
THROWN ROCK	+4	2d6+6	
UNARMED	+4	1d6+5	
SPECIAL QUALITIES			
FAVORED STUNTS: Defensive Stance, Mighty Blow, The Upper Hand			
BIG: Knock Prone and Skirmish stunts used against yetis require 1 additional SP than normal to work. Also, yeti-sized weapons do an additional 1d6 damage over their human-sized counterparts (their fists do 1d6 base damage).			
TERRITORIAL ADVANTAGE: When in their home territory, yetis gain +2 Speed, +2 bonuses to CONSTITUTION (RUNNING) , DEXTERITY (STEALTH) , and STRENGTH (CLIMBING) tests, and attempts to locate or track them suffer a -2 penalty.			
THICK FUR: Yeti are immune to non-magical cold and their thick fur provides them a natural Armor Rating of 3 and an AR of 10 against all magical cold attacks.			
THROWING: Yeti are adept at throwing rocks and large ice chunks as weapons. They gain a +2 bonus on these attack rolls.			
TALENTS: Observation (Novice), Scouting (Journeyman)			
WEAPON GROUPS: Axes, Bludgeons, Staves			
EQUIPMENT: Staff or mace (actually a heavy, bone-headed club).			
THREAT: MODERATE			

and seem unconcerned that removing the stone will destroy the yetis' sanctuary, causing it to be consumed by the ice and snow of the surrounding mountains. Worse, a heretic cult among the yetis has decided to aid the would-be thieves, believing their dark gods wish the yetis and their home destroyed. Can the PCs stop the rest of the expedition and their mad yeti allies?

ZENADRIM

Zenadrim are ancient giants who once thought themselves so powerful that they believed they could battle death itself, making themselves immortal. For their arrogance, the gods punished them. They enslaved the giants, working them nearly to death building ancient monuments to their captors.

When one of the giants was finally near death from their endless toil, the gods would finally grant the giant a conditional immortality, trapping its spirit inside its half-dead body. They then had the giants bury themselves alive and bound them to the earth. On each spot where a giant fell, priests were directed to build temples, shrines, chapels, and other places of worship.



To force them to serve even in this half-dead state, the gods bound each giant to an ancient relic, usually crafted from the skull or bones of a great hero or saint—the only thing which could awaken and control the giants. They would occasionally give these relics to their faithful, who used them to battle terrible demons or other threats, punish heretical sects, and carry out other large scale acts of destruction in the name of their gods. The giants were known by many names: zenadrim (the name the giants gave themselves when living), grave giants, shrine titans, mound colossus, and more.

Over time, the world changed. Most of the civilizations and many of the faiths which knew the secrets of these creatures faded into history. However, the giants remained, and the enchantments which bound them in servitude and slumber also influenced the lands where they slept. Their resting places would grow no crops and thoughts to use the land for any purpose other than worship, burial, or religious observance faded as soon as they materialized. Thus the zenadrim slumbered for millennia, trapped under shrines, churches, temples, and other holy sites, waiting to be awakened and given purpose.

Controlling a zenadrim is a simple affair. Whoever acquires the proper relic and places it within the reliquary that sits on the altar of every zenadrim, can awaken and control the creature mentally. Every zenadrim has its own relic that wakes and controls it; placing the wrong relic in the reliquary has no effect. Of course, just because it is easy to control the zenadrim with the proper relic does not mean it is easy to discover, identify, or acquire that relic—if it was easy everyone would do it!

Zenadrim are immortal and will re-form eventually, even from complete destruction—a cruel trick of the gods they offended. Their control relics are indestructible as well, though nothing prevents them from being moved, locked away, or placed outside of mortal reach by dropping them into the ocean or a live volcano. It is rumored ways exist to destroy the relic, trapping the creature forever beneath the earth, but the exact method of this process, if it exists at all, is unknown. After millennia of being trapped inside their own bodies and buried, aware but half-dead, the zenadrim are all quite mad; any communication with one would be chaotic, frustrating, and difficult even for whoever could touch their minds psychically or learn their long-lost language.

Zenadrim appear as incredibly tall, gaunt, half-dead giants dressed in the trappings of death. They carry the shovels, awls, and other tools they used to build monuments to the gods and eventually dig their own graves, which they now use as crude but effective weapons. Zenadrim are among the most dangerous and powerful beings in the world, capable of laying waste to whole cities if so directed.

“WE ARE FREE!”

While the giants who were transformed into zenadrim are unable to control their forms and are at the mercy of whomever controls their relics, there is always the chance that one

ZENADRIM				
ABILITIES (FOCUSES)				
2	ACCURACY (BRAWLING)			
-1	COMMUNICATION			
10	CONSTITUTION (STAMINA)			
-2	DEXTERITY			
3	FIGHTING (AXES)			
0	INTELLIGENCE			
3	PERCEPTION			
12	STRENGTH (MIGHT)			
4	WILLPOWER (COURAGE, FAITH)			
SPEED	HEALTH	DEFENSE	ARMOR RATING	
13	300	8	10	
WEAPON	ATTACK ROLL		DAMAGE	
SHOVEL*	+5		5D6+12	
UNARMED	+4		3D6+12	
*TREATED AS A TWO-HANDED AXE.				
SPECIAL QUALITIES				
FAVORED STUNTS: Grab (3 SP), Mighty Blow				
CONTROL RELIC: The zenadrim obeys whomever controls the reliquary in the holy site that sits on its great hunched shoulders. If its controller is killed, control passes to the next to touch the relic. If the relic is removed, the zenadrim stops and stands motionless. If not ordered or directed to move, attack, or perform other actions for 24 hours it will return to its resting place.				
IMMORTAL HALF-DEAD: Zenadrim are immune to age, poison, and disease. They also regenerate 30 Health per hour from any type of damage, no matter how severe. Their minds are self-aware, but unable to control their own bodies without outside direction.				
GRAVE GAS: The zenadrim can exhale a cloud of gas from inside its half-dead form that causes nausea and inhibits breathing. The cloud covers a 15-yard radius and can be targeted up to 30 yards away from the creature. Any character caught in the cloud must succeed in a TN 15 CONSTITUTION (STAMINA) test, or they can only take one action (major or minor) for two turns as they struggle with the stench and lack of air.				
DREAD: Due to its size, power, and origin, the zenadrim radiates menace and dread. Any who seek to face the creature in combat must succeed in a TN 17 WILLPOWER (COURAGE OR MORALE) test or suffer a -2 penalty to all attack actions targeting the creature. This penalty does not apply to the zenadrim’s controller. This effect lasts until the end of the encounter and once a PC has succeeded in this test they need not make another until they next encounter the creature.				
GRAB: For 3 SP the zenadrim can grab a target it has just successfully attacked. Grabbed targets take no extra damage this turn, but the next turn the creature can spend a free action crushing the target in its fist, doing unarmed damage to it without the need for another attack roll. A grabbed target can free themselves with a TN 15 STRENGTH (MIGHT) or DEXTERITY (ACROBATICS) roll, though they risk taking 3d6 Hazard damage from falling from the zenadrim’s hand to the ground below, unless they pass a TN 13 DEXTERITY (JUMPING OR ACROBATICS) test to take half damage from the fall or a TN 17 STRENGTH (CLIMBING) test to grab the zenadrim as they fall, preventing damage but leaving them clinging to the giant’s body high above the ground.				
SLAM: The zenadrim can make an unarmed attack against every character in an area 10 yards in diameter. The central point for the zenadrim’s attack can be no more than 30 yards away from the creature.				
TITANIC: The zenadrim isn’t just big, it’s nearly impossibly big. It is immune to the effects of the Skirmish and Knock Prone stunts unless performed by another giant creature or by a character with a Strength rating of at least 10. The creature also does +2d6 damage with all physical attacks.				
THREAT: LEGENDARY				

“We chased the necromancer to the old church outside of town. You know the one? What am I saying—of course you do. Everyone knows, now.

“The old guy had taken a thigh bone from some temple back east. Supposedly belonged to an ancient champion from some civilization I’d never heard of. I thought it was just a stupid old piece of a dead guy, but the people who paid us to get it back seemed to think it was really important. Shows what I know, I guess.

“Anyway, the necromancer summons up some deceased locals out of their graves to take us out. Not too dangerous, but it slowed us down long while this guy got inside the church and did... whatever he did.

“So, right when we finish with the reanimated locals, the ground starts shaking. The whole hill the church is on starts to move. Then this thing just climbs up out of the ground. All the while I can hear the old bastard inside the church laughing.

“What did we do then? Really? We ran the hell away! Didn’t look back until the thing was halfway out of the ground, and didn’t look again until I hit town. By then you could actually see it from town. That’s about when the panicking started.

“So, yeah. That’s where the giant zombie with a church on its back destroying the countryside came from. Sorry.”

—Jasper Five-Knives, recently retired adventurer

HOW DO WE KILL THIS THING?

It's much easier to take out the zenadrim's controller or seize its relic in most cases than fight the monster directly. However, unless the zenadrim's controller is aware of PCs attempting to scale or access its holy site and reliquary, they may be able to scale the creature's body and reach the top without being directly attacked by the zenadrim itself.

Of course, that doesn't mean it's easy to scale a giant half-dead monster while it's thrashing about the countryside. Scaling the zenadrim is an advanced test with a TN of at least 13 and a threshold of at least 15—possibly more depending on what the creature is doing. Also, whoever has seized control of the zenadrim may attempt to use the creature to cause untold havoc if the PCs anger them or have the zenadrim attempt to shake off or dislodge any PCs clinging or climbing on it so they can be attacked.

Regardless, there are ways to fight this monster other than direct confrontation—even the most powerful PCs will find a straight-up fight challenging. GMs are encouraged to reward players who devise innovative and daring strategies for their PCs to attempt by at least allowing them a reasonable chance at success and not just squashing them instantly.

day one or more of these creatures may wake up. Such an event would be nigh-apocalyptic, and the world would find itself suddenly facing at least one incredibly powerful and tough creature with a personal grudge against the gods and all their creations. What could cause the giants to awake is left for individual GMs to decide. It could be as complex as an elaborate ritual requiring rare objects and powerful magic, or it could be as simple as some deranged individual taking control of a zenadrim and ordering it to be free.

EVEN MIGHTIER

Zenadrim can vary wildly in appearance and power, based on the might of the original giant they were created from and the holy site built over them. A zenadrim's abilities don't vary much, but there are Elite, Heroic, and Epic versions of these creatures that are larger and more powerful than the others.

THE RIGHT TOOLS

Most zenadrim have gigantic shovels and spades which are treated like massive two-handed axes. However, others carry large mauls and other tools. These versions would have the focus appropriate to the weapon they carry and their attacks with it would do the weapon's base damage +2d6 for their Titanic special quality and +12 for their Strength.

ADVENTURE HOOKS

The following adventure hooks can help you introduce and use a zenadrim in an adventure or campaign.

WHOEVER DRAWS THE SWORD...

The PCs find or are given a magical weapon. The item itself is useful enough, but imbedded in its handle is the relic necessary to control a zenadrim. Various powerful groups and individuals seek the relic, and all are willing to do anything to acquire it. Even if the PCs discover the relic, they won't know which zenadrim it controls. Can they discover this information and take control of the zenadrim? Will they sell the relic

and deal with the consequences? Can the relic be separated from the item, or must the PCs give up both if they seek to hide or destroy the relic?

Note that allowing the PCs to control a zenadrim long term will change the game setting in alarming ways and is generally not recommended unless such an event and the creature is going to be the focal point of the campaign. However, if the PCs need the zenadrim to face some terrible and incredibly powerful threat they may gain temporary access to such a creature during the climactic moment of a campaign.

BROTHERS OF THE TITAN

The members of a cult, the Brothers of the Titan, have awakened a zenadrim and are using to grow the cult's powers or crush those who oppose it. The cult occupies the temple at the site of the zenadrim, led by a mage known as Verrok. Verrok sends his subordinates ahead of the zenadrim to villages and towns, demanding all within join the cult and offer up sufficient offerings or riches and blood. If the citizens refuse, the zenadrim is directed to destroy the town.

The PCs arrive in a town facing the cult and its zenadrim. Can they discover a way to stop the creature and its cult, saving the town and ending this menace? Note GMs can make Verrok and his cult as little or as much of a threat as appropriate. They may be a powerful threat in their own right or pathetic and toothless without their pet monster.

RELICS OF REVENGE

The PCs have been hired to recover the skull of a revered saint from a reliquary in a nearby temple. The thief is believed to be a heretical member of the priesthood who was expelled for claiming the gods wished him to usher in a new age by destroying the old. The priest seeks to take the skull to a nearby shrine that sits atop a zenadrim.

Can the PCs stop the priest from reaching the shrine and activating the zenadrim? If they cannot, how will they stop the creature once its new master tells it to wreak havoc on a world he believes must be destroyed? And finally, what will they do with the relic if they manage to wrest it from the mad priest?

BEASTS OF THE LAND, SEA, AND AIR

This appendix provides information on common kinds of beasts and animals. These creatures operate on instinct, driven by simple needs such as food and reproduction. Most animals, even predators, do not attack unless they or their young are threatened, or they are stalking prey. Animals are not capable of reasoning; although, with the Animal Training talent it is possible to tame an animal and teach it to perform certain tricks. Some mages or specializations may also be able to train or control these types of creatures.

GREAT BEASTS

The base statistics provided for beasts in this chapter are for average specimens of moderate size. For example, the bear statistics provided represent a large black or moderate sized brown bear: dangerous under the right circumstances, but not the largest or most fearsome type of bear that may be encountered.

GMs desiring more formidable versions of various beasts can achieve this by applying the Elite, Heroic, or Epic modifiers in the previous chapter.

As a general rule, adding Elite to a beast and increasing their Fighting or Accuracy, Strength, and Constitution is a good way to model a larger or more fearsome breed of beast. Heroic or Epic modifiers should be reserved for truly fearsome individuals of those breeds. A grizzly or polar bear can be modeled by applying Elite to the bear statistics, a large and particularly fearsome member of these breeds might be Heroic, and abnormally enormous and fearsome members of the largest breeds would be Epic.

In other words, Elite is how you turn the standard shark into a great white, tiger, or thresher. Heroic is how you model the biggest members of these breeds. Epic is how you make *Jaws*.

ANIMALS

The following statistics cover a wide variety of normal animals that heroes might encounter in the course of their adventures.

BAT

Bats are small, nocturnal flying mammals with leathery wings, eating primarily insects and fruit. They are generally harmless unless in large swarms and even then only if controlled or compelled by an external force.

BEAR

Bears are found primarily in forested and mountainous regions. Bears are forest-dwelling omnivores, usually not dangerous unless an interloper threatens its cubs or food. Their fur can be pure black, blond, white, brown, or cinnamon color. They can grow to massive size, nearly 9 feet tall rearing up on their hind legs, and weighing some 1,800 pounds.

BAT SWARM

ABILITIES (FOCUSES)

ACCURACY 3 (BITE), COMMUNICATION -3, CONSTITUTION 1, DEXTERITY 3, FIGHTING 0, INTELLIGENCE -3, PERCEPTION 3 (HEARING), STRENGTH 0, WILLPOWER 0

SPEED HEALTH DEFENSE ARMOR RATING

2 (FLY 17) 20 13 0

WEAPON ATTACK ROLL DAMAGE

SWARM +5 1d6

SPECIAL QUALITIES

FAVORED STUNTS: Skirmish

ECHOLOCATION: Bats can function normally in total darkness.

SWARM ATTACK: A bat swarm covers an area with a rough diameter and height of 3 yards, and can attack all creatures inside or adjacent to that area on its turn as a single major action.

SWARM DEFENSE: A bat swarm suffers only 1 point of damage from any sort of attack that targets a single point, save that a Mighty Blow inflicts 2 points of damage and a Lethal Blow 3 points. Only area attacks, or mystic attacks with a broad effect, inflict full damage on the swarm.

THREAT: MINOR

BEAR

ABILITIES (FOCUSES)

ACCURACY 2 (BITE), COMMUNICATION 0, CONSTITUTION 6 (STAMINA), DEXTERITY 1, FIGHTING 3 (CLAWS), INTELLIGENCE -1, PERCEPTION 2 (SMELLING, TASTING), STRENGTH 6 (INTIMIDATION, MIGHT), WILLPOWER 2

SPEED HEALTH DEFENSE ARMOR RATING

13 60 11 2

WEAPON ATTACK ROLL DAMAGE

BITE +4 1d6+7

CLAWS +5 2d6+6

SPECIAL QUALITIES

FAVORED STUNTS: Knock Prone (1 SP) and Quick Bite (2 SP)

QUICK BITE STUNT: A bear can follow up a successful attack with its claws with a Quick Bite as a special stunt costing 2 SP. This bite attack must be taken against the same target as the original attack. Doubles on the bite attack roll don't generate more stunt points.

TOUGH HIDE: Bears have tough hides and thick bones that provide a natural armor rating of 2.

THREAT: MODERATE

BISON

Great and powerful herd animals, bison can be found roaming various plains. Bison can be aggressive when protecting young and during the mating season, but they generally prefer running to fighting. A bison stands more than 6 feet

CAT			
ABILITIES (FOCUSES)			
ACCURACY 1 (BITE), COMMUNICATION -1, CONSTITUTION 2, DEXTERITY 3 (STEALTH), FIGHTING 1 (CLAWS), INTELLIGENCE -1, PERCEPTION 1 (SEARCHING), STRENGTH 0, WILLPOWER 1			
SPEED	HEALTH	DEFENSE	ARMOR RATING
11	10	15	0
WEAPON	ATTACK ROLL		DAMAGE
BITE	+3		1d6
CLAWS	+3		1d3+1

SPECIAL QUALITIES			
FAVORED STUNTS: Skirmish, Defensive Stance			
NIGHTVISION: Cats can see in near darkness as if it were normal light.			
SMALL SIZE: A cat's small size makes them harder to hit and allows them to sneak into places normal sized beings would otherwise not be able to. This is reflected in their abilities, though they may also receive a +2 circumstance bonus when their small size would be an extra advantage, such as DEXTERITY (STEALTH) tests involving hiding in small spaces.			
THREAT: MINOR			

CROCODILE			
ABILITIES (FOCUSES)			
ACCURACY 2 (BITE), COMMUNICATION -2, CONSTITUTION 4 (STAMINA, SWIMMING), DEXTERITY 0, FIGHTING 2, INTELLIGENCE -2, PERCEPTION 1 (SMELLING), STRENGTH 4 (INTIMIDATION), WILLPOWER 2			
SPEED	HEALTH	DEFENSE	ARMOR RATING
10 (10 SWIM)	45	10	4
WEAPON	ATTACK ROLL		DAMAGE
BITE	+4		2d6+4

SPECIAL QUALITIES			
FAVORED STUNTS: Mighty Blow (1 SP)			
AMBUSH: Crocodiles are considered to have the DEXTERITY (STEALTH) focus when submerged (partially or fully).			
POWERFUL JAWS: Crocodiles may perform a Mighty Blow or Lethal Blow stunt with their Bite attack for 1 fewer SP than normal.			
TOUGH HIDE: Crocodiles have tough scaly hides that provide a natural armor rating of 4.			
THREAT: MINOR			

tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any similar large herd animal, such as oxen or yaks.

BOAR

Though not carnivores, wild swine are ill-tempered and usually charge anyone who disturbs them, slashing with their sharp tusks. A boar is covered in coarse gray and black fur. Adult males are about 4 feet long, and are 3 feet high at the shoulder.

CAT

Cats are common pets in many places. There are numerous breeds, both long and short haired, with various markings and coloration. Some breeds are especially prized, fetching high prices among the wealthy of different nations. With the application of Elite or higher modification, these statistics can be used to model smaller wild cat breeds as well.

BISON			
ABILITIES (FOCUSES)			
ACCURACY 0, COMMUNICATION -1, CONSTITUTION 5 (STAMINA), DEXTERITY 0, FIGHTING 2 (GORE), INTELLIGENCE -2, PERCEPTION 1 (SMELLING) STRENGTH 5 (MIGHT), WILLPOWER 1			
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	40	10	2
WEAPON	ATTACK ROLL		DAMAGE
GORE	+4		2d6+5

SPECIAL QUALITIES			
FAVORED STUNTS: Mighty Blow, Skirmish			
TOUGH HIDE: Bison have tough hides and thick bones that provide a natural armor rating of 2.			
THREAT: MINOR			

BOAR			
ABILITIES (FOCUSES)			
ACCURACY 0, COMMUNICATION -1, CONSTITUTION 3 (STAMINA), DEXTERITY 2, FIGHTING 2 (GORE), INTELLIGENCE -2, PERCEPTION 1 (SMELLING), STRENGTH 3 (MIGHT), WILLPOWER 2			
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	35	12	2
WEAPON	ATTACK ROLL		DAMAGE
GORE	+4		2d6+3

SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Mighty Blow			
TOUGH HIDE: Bison have tough hides and thick bones that provide a natural armor rating of 2.			
THREAT: MINOR			

CROCODILE

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach. Monstrous giant crocodiles are sometimes found along the seashore in marshy regions, growing up to 20 feet long, but otherwise similar to their smaller cousins. The statistics here are for a moderate-sized crocodile.

DOG

The statistics presented here describe a domestic dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as coyotes and wild dogs. Wild dogs generally hunt in packs, chasing and exhausting prey until they can drag it down. Larger breeds would have more Strength, Constitution, and Health, whereas smaller dogs would have lower stats in these categories but have a higher Defense due to their small size and perhaps the Small Size special feature (see **Cat**).

DOG			
ABILITIES (FOCUSES)			
ACCURACY 2 (BITE), COMMUNICATION 0, CONSTITUTION 1 (RUNNING), DEXTERITY 2, FIGHTING 2, INTELLIGENCE -2, PERCEPTION 3 (HEARING, SMELLING, TRACKING), STRENGTH 1 (JUMPING), WILLPOWER 0			
SPEED	HEALTH	DEFENSE	ARMOR RATING
15	15	12	0
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+4	1D6+1	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Skirmish			
LOYAL: Dogs are considered to have Willpower 2 and the WILLPOWER (COURAGE) focus when defending their owners, families, or loved ones.			
THREAT: MINOR			

EAGLE			
ABILITIES (FOCUSES)			
ACCURACY 2 (BITE), COMMUNICATION -2, CONSTITUTION 1, DEXTERITY 3 (FLYING), FIGHTING 2 (CLAWS), INTELLIGENCE -2, PERCEPTION 3 (SEEING), STRENGTH 0, WILLPOWER 1			
SPEED	HEALTH	DEFENSE	ARMOR RATING
4 (18 FLY)	20	13	0
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+4	1D6	
CLAWS	+4	1D6	
SPECIAL QUALITIES			
FAVORED STUNTS: Pierce Armor, Skirmish			
THREAT: MINOR			

EAGLE

These majestic birds of prey inhabit nearly every terrain and climate though they all prefer high, secluded nesting spots, making them common in mountain areas. A typical eagle is about 3 feet long and has a wingspan of about 7 feet. These statistics can describe any similar-sized bird of prey.

HAWK

Hawks are similar to eagles but smaller: 1 to 2 feet long, with wingspans of 6 feet or less. These statistics can describe falcons and similar-sized birds of prey. Hawks are trained as hunting animals in some cultures. Owls have similar stats, though with the added special quality of Darkvision (see page 134).

HORSE

Horses are widely domesticated for riding and as beasts of burden. The statistics describe large breeds of working horses. These animals are usually ready for heavy work by age three.

HAWK			
ABILITIES (FOCUSES)			
ACCURACY 2 (BITE), COMMUNICATION -2, CONSTITUTION -1, DEXTERITY 4 (FLYING), FIGHTING 1 (CLAWS), INTELLIGENCE -2, PERCEPTION 3 (SEEING), STRENGTH -2, WILLPOWER 1			
SPEED	HEALTH	DEFENSE	ARMOR RATING
4 (20 FLY)	10	14	0
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+4	1D6-2	
CLAWS	+3	1D6-2	
SPECIAL QUALITIES			
FAVORED STUNTS: Pierce Armor, Skirmish			
THREAT: MINOR			

HORSE			
ABILITIES (FOCUSES)			
ACCURACY 0 (KICK), COMMUNICATION -3, CONSTITUTION 6 (RUNNING, STAMINA), DEXTERITY 0, FIGHTING 0, INTELLIGENCE -3, PERCEPTION 1 (HEARING), STRENGTH 5 (MIGHT), WILLPOWER 1			
SPEED	HEALTH	DEFENSE	ARMOR RATING
18	45	10	0
WEAPON	ATTACK ROLL	DAMAGE	
KICK	+2	1D6+5	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Skirmish			
THREAT: MINOR			

RAT

These omnivorous rodents thrive almost anywhere. Rats usually run away when confronted. They bite only as a last resort, usually when trapped. Except when carrying disease, they are only really dangerous in large swarms.

RAVEN

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. They combine both claws into a single

RAT SWARM			
ABILITIES (FOCUSES)			
ACCURACY 3 (BITE), COMMUNICATION -3, CONSTITUTION 1, DEXTERITY 2, FIGHTING 0, INTELLIGENCE -2, PERCEPTION 3 (SMELLING), STRENGTH 0 (CLIMBING), WILLPOWER 0			
SPEED	HEALTH	DEFENSE	ARMOR RATING
12	25	12	0
WEAPON	ATTACK ROLL		DAMAGE
SWARM	+5		1d6
SPECIAL QUALITIES			
FAVORED STUNTS: Skirmish			
NIGHTVISION: Rats can see in near darkness as if it were normal light.			
SWARM ATTACK: A rat swarm covers an area with a rough diameter and height of 3 yards, and can attack all creatures inside or adjacent to that area on its turn as a single major action.			
SWARM DEFENSE: A rat swarm suffers only 1 point of damage from any sort of attack that targets a single point, save that a Mighty Blow inflicts 2 points of damage and a Lethal Blow 3 points. Only area attacks, or mystic attacks with a broad effect, inflict full damage on the swarm.			
THREAT: MINOR			

RAVEN			
ABILITIES (FOCUSES)			
ACCURACY (BITE) 1, COMMUNICATION -1, CONSTITUTION -2, DEXTERITY 4 (FLYING), FIGHTING 1 (CLAW), INTELLIGENCE -1, PERCEPTION 2 (SEEING), STRENGTH -3, WILLPOWER 1			
SPEED	HEALTH	DEFENSE	ARMOR RATING
4 (18 FLY)	10	14	0
WEAPON	ATTACK ROLL		DAMAGE
BITE	+3		1d6-3
CLAW	+3		1d6-3
SPECIAL QUALITIES			
FAVORED STUNTS: Skirmish			
THREAT: MINOR			

RAVEN			
ABILITIES (FOCUSES)			
ACCURACY (BITE) 1, COMMUNICATION -1, CONSTITUTION -2, DEXTERITY 4 (FLYING), FIGHTING 1 (CLAW), INTELLIGENCE -1, PERCEPTION 2 (SEEING), STRENGTH -3, WILLPOWER 1			
SPEED	HEALTH	DEFENSE	ARMOR RATING
4 (18 FLY)	10	14	0
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+3	1d6-3	
CLAW	+3	1d6-3	
SPECIAL QUALITIES			
FAVORED STUNTS: Skirmish			
THREAT: MINOR			

attack. The statistics presented here can describe most non-predatory birds of similar size.

SHARK

Sharks are aggressive, carnivorous fish liable to make unprovoked attacks against anything approaching them (at least, the

SHARK			
ABILITIES (FOCUSES)			
ACCURACY 2 (BITE), COMMUNICATION -3, CONSTITUTION 4 (SWIMMING), DEXTERITY 2 (STEALTH), FIGHTING 1, INTELLIGENCE -4, PERCEPTION 2 (SMELLING, TRACKING), STRENGTH 4 (INTIMIDATION, MIGHT), WILLPOWER 2			
SPEED	HEALTH	DEFENSE	ARMOR RATING
17 (SWIM)	40	12	2
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+4	2D6+5	
SPECIAL QUALITIES			
FAVORED STUNTS: Mighty Blow (1 SP), Skirmish			
POWERFUL BITE: Sharks may perform a Mighty Blow or Lethal Blow stunt with their Bite attack for 1 fewer SP than normal.			
TOUGH HIDE: A shark's thick skin and flexible body allow it to absorb impacts, giving it an Armor Rating of 2.			
THREAT: MINOR			

TIGER			
ABILITIES (FOCUSES)			
ACCURACY 3 (BITE), COMMUNICATION -1, CONSTITUTION 3, DEXTERITY 3 (STEALTH), FIGHTING (CLAW) 4, INTELLIGENCE -2, PERCEPTION 3 (HEARING, SMELLING), STRENGTH 4 (INTIMIDATION, CLIMBING, JUMPING), WILLPOWER 2			
SPEED	HEALTH	DEFENSE	ARMOR RATING
15	50	15	2
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+5	2D6+4	
CLAW	+6	1D6+5	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Mighty Blow (1 SP), Lightning Attack (3 SP), Lethal Blow			
NIGHTVISION: Tigers can see in near darkness as if it were normal light.			
DEADLY: Tigers can make two claw attacks or one bite attack with a single attack action and they may perform the Lethal Blow and Lightning Attack stunts for 1 fewer SP than their normal cost.			
TOUGH: A tiger's thick muscle and fur give it a natural Armor Rating of 2.			
THREAT: MODERATE			

TIGER			
ABILITIES (FOCUSES)			
ACCURACY 3 (BITE), COMMUNICATION -1, CONSTITUTION 3, DEXTERITY 3 (STEALTH), FIGHTING (CLAW) 4, INTELLIGENCE -2, PERCEPTION 3 (HEARING, SMELLING), STRENGTH 4 (INTIMIDATION, CLIMBING, JUMPING), WILLPOWER 2			
SPEED	HEALTH	DEFENSE	ARMOR RATING
15	50	15	2
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+5	2D6+4	
CLAW	+6	1D6+5	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Mighty Blow (1 SP), Lightning Attack (3 SP), Lethal Blow			
NIGHTVISION: Tigers can see in near darkness as if it were normal light.			
DEADLY: Tigers can make two claw attacks or one bite attack with a single attack action and they may perform the Lethal Blow and Lightning Attack stunts for 1 fewer SP than their normal cost.			
TOUGH: A tiger's thick muscle and fur give it a natural Armor Rating of 2.			
THREAT: MODERATE			

dramatically interesting ones are). Medium sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey (smaller fish and sea mammals). Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length. The statistics here are for a large shark.

TIGER

The largest and among the deadliest of the big cats, tigers can turn into man-eaters with opportunity and a lack of other prey. They are primarily solitary hunters, stealthily stalking their prey before they strike.

The statistics here can also be used for panthers, leopards, cougars, jaguars, lions, and other big cats. Keep in mind that some breeds like lions tend to appear in groups rather than in the solitary fashion of the tiger. They might have the Pack Advantage special quality.

Even prehistoric beasts like the cave lion and the xenosmilus can use these statistics as a basis, although such powerful felines are likely Elite, Heroic, or even Epic versions of their modern cousins.

SNAKE, VIPER			
ABILITIES (FOCUSES)			
ACCURACY 2 (BITE), COMMUNICATION -3, CONSTITUTION 1, DEXTERITY 3 (INITIATIVE, STEALTH), FIGHTING 0, INTELLIGENCE -3, PERCEPTION 2 (SMELLING), STRENGTH -2 (INTIMIDATION), WILLPOWER 0			
SPEED	HEALTH	DEFENSE	ARMOR RATING
10	10	15	0
WEAPON	ATTACK ROLL		DAMAGE
BITE	+4		1d6-2
SPECIAL QUALITIES			
FAVORED STUNTS: Lightning Attack			
SMALL SIZE: A venomous snake's small size makes them harder to hit and allows them to sneak into places normal sized being would otherwise not be able to. This is reflected in their abilities, though they may also receive a +2 circumstance bonus when their small size would be an extra advantage, such as a DEXTERITY (STEALTH) tests involving hiding in small spaces.			
VENOMOUS BITE: If a venomous snake's bite attack does any Health, it injects its venom into a target. The target must make a TN 12 CONSTITUTION (STAMINA) test. Failure means the target is poisoned. Poisoned targets suffer a -1 penalty to attack rolls and their defense rating and take 1d6+1 damage per round (ignoring armor) for 1d6 rounds. The target or an adjacent ally may make a TN 12 HEALING (INTELLIGENCE) test and spent two minor actions to reduce this damage by half.			
VENOMOUS VARIANTS: Some snakes have even deadlier venom that does more damage, inflicts higher penalties, and has a higher TN to resist			
THREAT: MINOR (HIGHER FOR MORE POISONOUS SNAKES)			

SNAKE

Snakes come in many varieties and can be found in forests, deserts, swamps, and other habitats. They thrive in warm environments.

CONSTRUCTORS

Constrictor snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature too large to constrict. Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

VIPERS

Vipers are not particularly aggressive, but are territorial and will often lash out with a bite attack before attempting to retreat. They rely on their venomous bite to kill prey and defend themselves. Other venomous snakes can be easily modeled by adjusting the poison statistics of this snake.

SNAKE, CONSTRICTOR			
ABILITIES (FOCUSES)			
ACCURACY 0, COMMUNICATION -3, CONSTITUTION 3, DEXTERITY 1 (STEALTH), FIGHTING 2 (GRAB), INTELLIGENCE -3, PERCEPTION 1 (SMELLING), STRENGTH 3 (MIGHT), WILLPOWER 0			
SPEED	HEALTH	DEFENSE	ARMOR RATING
9	25	11	0
WEAPON	ATTACK ROLL		DAMAGE
BITE	+0		1D3+3
CONSTRICT	+4		SPECIAL
SPECIAL QUALITIES			
FAVORED STUNTS: Lightning Attack			
CONSTRICT: A constrictor seeks to grab an opponent until it can lock on and crush the life from it with its Squeeze attack. This attack does no damage itself, but it renders the target unable to move or act effectively. A successful constrict restricts a target to one action (major or minor) per turn and gives them a -2 penalty to Defense, Speed, and attacks. However, the constrictor can only continue to attack the same target if they wish to keep the constrict effects active on them. A target can free themselves by succeeding in an opposed STRENGTH (MIGHT) test with the constrictor, they may make one such attempt on each of their turns as a free action. Another successful grab against the same target restricts the target to no actions other than free actions until the constrictor releases the target. Note: Constrictors make use the Lightning Attack stunt to make two quick Constrict attacks or a bite and constrict attack in the same turn.			
SQUEEZE: Once a target is constricted to the point it can make no normal actions, the constrictor can begin squeezing the life from it. This attack automatically hits each round, doing 1d6+6 damage as a Major Action.			
THREAT: MINOR			

GIANT SQUID			
ABILITIES (FOCUSES)			
ACCURACY 1 (BITE), COMMUNICATION -4, CONSTITUTION 6 (STAMINA, SWIMMING), DEXTERITY 0 (STEALTH), FIGHTING 2 (TENTACLE), INTELLIGENCE -2, PERCEPTION 1, STRENGTH 6 (MIGHT), WILLPOWER 2			
SPEED	HEALTH	DEFENSE	ARMOR RATING
15 (SWIM)	80	10	4
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+3	2D6+6	
TENTACLE	+4	1D6+8	
SPECIAL QUALITIES			
FAVORED STUNTS: Dual Attack, Tentacle Grab (2 SP)			
INK CLOUD: A squid can spray an inky cloud underwater that covers 10 yards in diameter. This cloud blinds all within it, making them unable to see clearly until it dissipates (1d3 rounds). Squids usually avoid using this ability unless they are seeking to escape an encounter.			
TENTACLE GRAB STUNT: A giant squid can use Tentacle Grab as a special 2 SP stunt. If the giant squid wins an opposed STRENGTH (MIGHT) test, the target cannot move and suffers a -2 penalty to ability tests and Defense. A grabbed target can attempt to break free as a minor action. Air breathers also need to worry about drowning if they are held underwater.			
TOUGH: the giant squid's rubbery tough hide provides it with a natural Armor Rating of 4.			
THREAT: MAJOR			

SQUID, GIANT

These voracious sea creatures can have bodies more than 20 feet long and attack almost anything they meet. They mainly spend their days hunting in the murky depth of the oceans. When they are encountered on the surface, it's a lucky mariner who swims away from the meeting.

WEASEL

These little mammals are aggressive predators but usually confine themselves to smaller prey. The statistics presented here can also apply to ferrets, stoats, minks, fishers, and similar small creatures.

WOLF

Wolves are pack hunters known for their persistence and cunning. A favorite wolf tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

WEASEL			
ABILITIES (FOCUSES)			
ACCURACY 2 (BITE), COMMUNICATION -2, CONSTITUTION 0, DEXTERITY 3 (INITIATIVE, STEALTH), FIGHTING 0, INTELLIGENCE -2, PERCEPTION 2 (SEEING, SMELLING), STRENGTH -2, WILLPOWER 1			
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	12	15	0
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+4	1D6-2	
SPECIAL QUALITIES			
FAVORED STUNTS: Lightning Attack			
NIGHTVISION: Weasels can see in near darkness as if it were normal light.			
SMALL SIZE: A weasel's small size makes it harder to hit and allows it to sneak into places a normal-sized being would otherwise not be able to. This is reflected in their abilities, though they may also receive a +2 circumstance bonus when their small size would be an extra advantage, such a DEXTERITY (STEALTH) tests involving hiding in small spaces.			
THREAT: MINOR			

WOLF			
ABILITIES (FOCUSES)			
ACCURACY 3 (BITE), COMMUNICATION -2, CONSTITUTION 3 (STAMINA, RUNNING), DEXTERITY 2, FIGHTING 1, INTELLIGENCE -1, PERCEPTION 1 (HEARING, SMELLING, TRACKING), STRENGTH 3 (INTIMIDATION), WILLPOWER 2 (MORALE)			
SPEED	HEALTH	DEFENSE	ARMOR RATING
16	30	12	1
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+5	1D6+4	
SPECIAL QUALITIES			
FAVORED STUNTS: Knock Prone, Set-Up			
NIGHTVISION: Wolves can see in near darkness as if it were normal light.			
PACK TACTICS: If a wolf is attacking with at least three other wolves, it may perform stunts for 1 less SP than normal.			
TOUGH: A wolf's thick fur and natural toughness provide it with an Armor Rating of 1.			
THREAT: MODERATE			

MODIFYING MONSTERS

The monsters presented in this book will work for most campaign and encounter needs with no or minimal alteration. However, it is impossible for the creators of this book to know or address the desires and needs of every *Fantasy AGE* campaign. Even outside the variants discussed and presented for each monster in this book, there is still room for ambitious GMs to tweak, alter, and modify the monsters they use in play. This is particularly useful when you want to present a new version of an old threat your players are getting a bit bored with. Once their heroes have killed some ogres, it might be time to throw a couple giant sea-dwelling ogres at them to keep them on their toes. Different monsters lead to new solutions, tactics, and adventures.

In fact, you might even want to alter a monster before it is ever introduced. It may be that you want there to be several different kinds of giants or dragons in your game world. Or perhaps your first campaign arc revolves around a kingdom plagued by flesh-eating, clockwork, ghoulish-like monsters. Such foes require a bit of work up front, but they really help give your campaign and game world its own flavor.

This section covers additional special qualities that can be added to monsters to make them more effective or specialize them to fit the needs of individual GMs, campaigns, and settings. They can be added alone or in groups to existing monsters (including beasts such as wolves and bears) to create new and different threats for heroic adventurers to deal with.

SPECIAL QUALITIES

Some creatures have variants that possess unique or strange abilities. These variations may be unique monsters or represent different breeds of similar creatures. While not every option is detailed here, some special abilities are presented to customize and alter the base monsters provided. GMs should note that adding qualities to a monster will likely increase its Threat Rating. For your convenience, this section includes the special qualities detailed in the *Fantasy AGE Basic Rulebook*.

Some qualities use descriptors to classify certain effects. Elemental Resistance references fire damage, water damage, etc. So what qualifies as such? First of all, anything from a matching magic arcana. So obviously damage from a Fire Arcana spell counts as fire damage, but so do similar abilities from magic items and monsters. It's usually obvious when a rule should apply. If not, just use your judgment.

AGILE

The monster is exceptionally agile and quick for its type. It has +2 Dexterity and can go prone or stand up as a free action.

AMPHIBIOUS

Sea devils can survive and breathe on both land and underwater. Sea devils must spend at least one hour a day submerged in water or take 2d6 damage.

AQUATIC

The monster gains the ability to breathe underwater and can swim at its normal Speed. It also suffers no penalties for moving, attacking, or otherwise operating underwater.

ARMORED

The monster's normal Armor Rating is increased by 2.

BERSERKER

The monster can enter a berserker rage. It gains a +2 bonus to hit, +3 to damage, and now has a +2 bonus to any rolls to resist effects that would induce calm or fear. However, it must attack adjacent foes only (enemy or ally) until they are down or dead. This state lasts a number of turns equal to 6 – the monster's Willpower (minimum of 1 turn). After this period, the monster can then leave its berserker rage with a TN 11 Willpower (Self-Discipline) test.

BIG

Knock Prone and Skirmish stunts used against this monster require 1 more SP than normal to work. Also, the monster's weapons do an additional 1d6 damage over its human-sized counterparts (its fists do 1d6 base damage).

BLENDING

The monster can blend into its surrounding. This gives the monster a +2 bonus to any Dexterity (Stealth) checks based on hiding or avoiding being seen.

BURROWING

This monster gains the ability to burrow through the earth at its normal Speed.

COMBINING SPECIAL QUALITIES

Some special qualities work very well with each other, while some are at very much at odds. In some cases these compliments and contrasts are obvious – it makes no sense to have a monster both resistant to and vulnerable to the same element.

In other cases a bit of GM decision making is required. For example, the Clockwork special quality eliminates the ability of a monster to heal. But what happens if a Clockwork monster has the Regenerate special quality? Well, it depends on where the power comes from and what it represents. A Clockwork mockery of a naturally-regenerating creature might lose this power. On the other hand, a monster might be given self-repair capabilities that are represented by the Regenerate special quality.

In the end, a GM should do what makes the most sense for the monster they're modifying with special qualities. There's no one right answer in many cases. Just be fair, sensible, and consistent and everything should work fine.

CLAWED

A monster without a claw-based melee attack now gains one that uses Fighting (Claws) to hit and does 1d6 (for small creatures) or 1d6+3 damage (for larger creatures).

CLOCKWORK

The monster is a clockwork or other mechanical model of an actual monster. The monster no longer needs to breathe, eat, or sleep. Because it is a clockwork construct, any damage to it cannot be healed and must instead be repaired. A repair action works like the heal action but uses Intelligence (Engineering) instead of Intelligence (Healing). Clockwork monsters are often Armored as well.

DARKVISION

The monster can see normally in total darkness.

GIANT-SIZED

Due to its large size and reach, a giant-sized monster is immune to the combat stunts Skirmish and Knock Prone except by other large creatures such as dragons or giants. It also treats enemies up to 3 yards away as adjacent. Also, giant-sized weapons do an additional 1d6 damage compared to their normal-sized counterparts (giant-sized fists do 1d6+2 base damage).

ELDRITCH

The monster is a twisted, madness-inducing mockery of a usual creature of its type. As a major action, it can induce a condition known as the “creeping dread,” causing all

creatures who can see it to make an opposed Willpower (Courage) test vs. the monster’s Strength (Intimidation) or Willpower (Self-Discipline), whichever is greater. Success makes a target immune to this power for the rest of the encounter and gives a noncumulative +1 bonus to resist the creeping dread from this type of monster in the future. Failure means the target suffers a –2 penalty to all actions for the rest of the encounter due to overwhelming feelings of fear and disturbing hallucinations. Other eldritch or demonic creatures are immune to creeping dread. Many eldritch creatures have various other special qualities that represent their strange, alien origins.

ELEMENTAL RESISTANCE

The monster is immune to a certain type of damage: fire, cold, earth, electricity, or water. Magical damage of this type can still harm the monster, but it does half damage.

FAE

This monster leaves no tracks in forests or other natural environments (–2 penalty to track it in such locales), does not age, and has a +2 bonus to resist non-magical poisons, drugs, and diseases. Many fae creatures have additional special qualities, such as Vulnerability (Cold Iron) and Magic Resistance.

FANGED

A monster without a bite-based melee attack now gains one that uses Accuracy (Bite) to hit and does 1d6+1 (for small creatures) or 2d6 damage (for medium or large creatures).

FAST

This monster adds +2 to its Speed and can now do two of its lowest damage attacks with one major action. Both of these attacks can generate stunt points.

FERAL

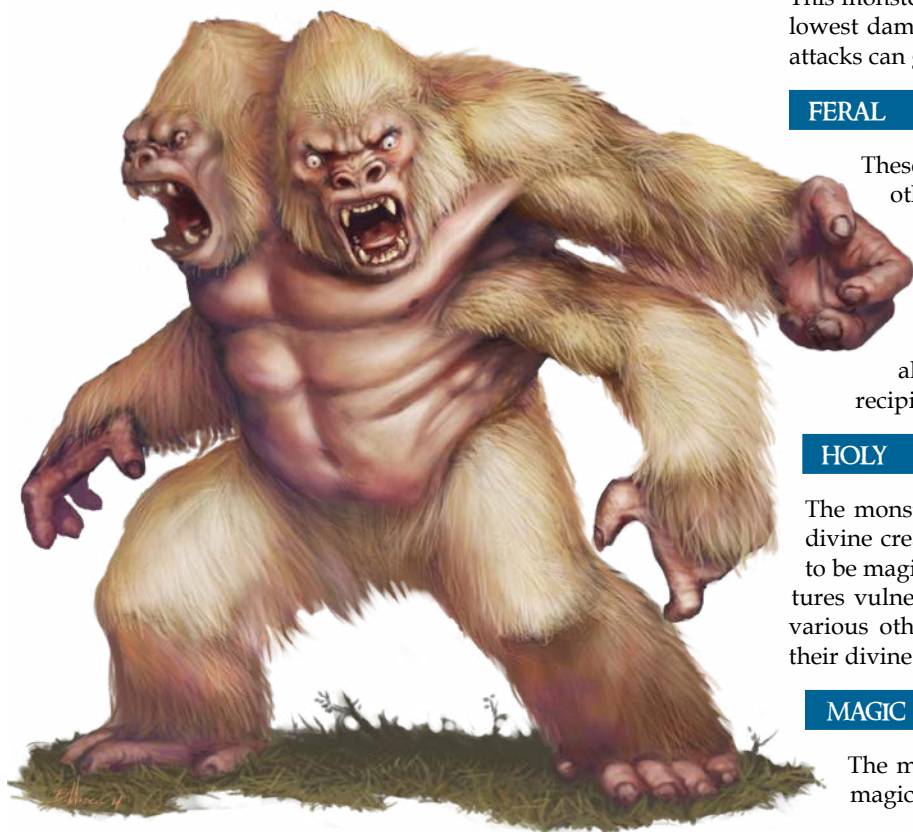
These monsters are wild and often primitive cousins of other monsters of their type. This monster loses the ability to use advanced weapons and complex tools and its Communication ability is reduced by 2 and its Intelligence by 2. However, it increases its Fighting, Accuracy, Strength, and Dexterity by 1. Many beasts and animals are already naturally feral and aren’t appropriate recipients of this special quality.

HOLY

The monster is blessed or descended from a god or other divine creature. The monster’s attacks are now considered to be magical and blessed, working effectively against creatures vulnerable to such attacks. Holy monsters often have various other special qualities inherited or bestowed from their divine sires or patrons.

MAGIC RESISTANCE

The monster gains a +2 bonus to resist spells or other magical effects. It possesses an Armor Rating against



magical damage equal to its Willpower +2. Such monsters can often not be healed magically.

MANY-HEADED

The monster gains one or more additional heads. It gains 1 Perception and can make an additional attack each turn. If it possesses a bite-based attack, the monster can use this attack with its other heads and can make one additional attack each turn per head.

MIGHTY

The monster is exceptionally strong for its type. It has +2 Strength and the Might focus. If it already has the Might focus, it now has Improved Might (+3 bonus instead of the usual +2).

PACK ADVANTAGE

If using the Set-Up stunt with another member of its pack, the monster grants its ally a +2 damage bonus in addition to the normal +2 ability bonus. The monster may also use the Set-Up stunt for 1 SP less than normal (2 SP). It should be noted that this special quality is only appropriate for creatures that operate in groups or packs.

PIERCING

One or more of the monster's attacks now halves a target's Armor Rating when it hits. If the monster uses the Pierce Armor stunt, it ignores the Armor Rating altogether.

REGENERATE

The monster can heal a number of Health equal to its Constitution (Minimum 2) as a 2 SP stunt. This stunt may be used multiple times in the same roll if enough SP are available, increasing the healing effect. Wounds of a certain type cannot be healed with Regenerate—this varies depending on the monster but is typically fire or acid-based damage.

SHADOW

The monster is attuned to the mystical realms of darkness and shadow. It takes half damage from all non-magical attacks and can use the Regenerate and Blending qualities in darkness or dim light. In sunlight or other bright light it takes damage normally and all light-based magical attacks do an extra 1d6 Penetrating damage to it.

SHIFTING

Through some magical enhancement or due to a monster's ties to some other time, place or dimension, it can use its Move action to travel to any point within its normal movement range instantly, bypassing any barriers or obstacles in the way. In addition, this monster can ignore barriers and obstacles when it uses the Skirmish stunt to move itself during combat.

SMALL

This monster is exceptionally small. It gains +2 defense due to its size, but loses 2 Strength. It also gains a +2 circumstance

bonus to situations where its size would be a benefit, such as hiding in small spaces.

SPACE

The monster can survive in a vacuum and fly through outer space, the aether, or similar environments at its normal speed and between encounters or adventures can fly between planets and moons (GM's discretion as to how long this travel takes). This is a fairly unusual special quality, common only to strange, otherworldly threats.

SPECTRAL

This monster is a ghost of a once-living creature or hails from some realm where beings exist in a spirit-like state. A spectral being is immune to poison, disease, and other mortal ailments. This creature is incorporeal. It ignores the effects of terrain and normally only magical attacks (spells or hits from magic weapons) can harm it; other attacks pass through it without effect. A character attacking this creature can perform a special stunt called Spirit Bane for 3 SP, however. The character then inflicts normal weapon damage but substitutes Willpower for Strength or Perception. Many creatures with this power also have the Spectral Attack special power.

SPECTRAL ATTACK

The monster's attacks become spectral or ghostly in nature, passing through normal armor. Spectral attacks ignore a target's shield defense bonus and ignore the armor rating of non-magical armor, though a target does gain an Armor Rating against this attack of one half their Willpower (round up). Many creatures with this power also have the Spectral special quality.

SUNBLIGHTED

The creature takes damage from sunlight. Minor exposure causes pain, doing 1d6 damage from reflected, indirect, or narrow beams of sunlight. Full exposure requires the creature to make a TN 15 Constitution (Stamina) test for each turn it is exposed. Failure results in the creature being destroyed; success still means the creatures take 3d6 damage.

UNHOLY

The monster is cursed or hails from some terrible hell realm. It cannot enter sacred or holy ground without taking 1d6 penetrating damage per turn and all attacks against it with holy relics or blessed objects do an additional 1d6 damage.

VULNERABILITY

This isn't a power so much as a special weakness. When attacked with a substance or element to which the monster is vulnerable, the creature takes an additional 1d6 damage and its Armor Rating is halved, or is completely eliminated if the attacker used the Pierce Armor stunt.

WINGED

The monster gains flying movement equal to its normal speed and can use flying actions.

MAD MACHINE TEMPLATE

Adversaries with this template are programmed and built for battle. They are mechanical copies of monsters and warriors designed to serve the whims of their creator without question.

Add the following to an existing adversary:

- Increase Accuracy, Fighting, and Strength by 1.
- Add 10 Health.
- Add the Willpower (Morale) for creatures who fight in large groups or Willpower (Courage) focus for solo creatures and leader-types.
- Increase Armor Rating by 2.
- Add two ranks to any Weapon Style talents if the creature uses weaponry. Otherwise, pick two Combat stunts. The adversary can now perform those stunts for 1 SP less than its normal cost.
- Add the Berserker and Clockwork special qualities.
- Add the power, **Mechanical Brain**.

MECHANICAL BRAIN: The monster is immune to mind control or hypnotic effects that would affect living creatures, but it must follow its programming without question.



TEMPLATES

GMs may wish to combine special qualities, borrowed abilities, and other modifications into standard packages or templates they can attach to any adversary to create a common or notable variant in their campaigns. Templates are just collections of other modifiers, but by designing and organizing them in advance they are easier to keep mechanically and thematically consistent.

You usually don't need templates for every subtype of creature or monster in campaign. However, if a campaign arc or major adventure is going to feature a number of different monsters who share a unifying origin or theme, a designing a template is a good way to quickly customize numerous adversaries.

EXAMPLE

Jon's campaign is building up to a confrontation with the fiendish Professor Quendradle, a mad gnomish inventor who has finally completed his army of magic-fueled clockwork monstrosities and seeks to use them to conquer several nearby kingdoms. Jon has established that Quendradle's creations can come in numerous forms, and that they generally mimic existing monsters, animals, and people. With this in mind, Jon creates the template displayed at left that he can quickly apply to any creature or character to turn it into one of Professor Quendradle's mechanical minions:

BORROWING SPECIAL QUALITIES

In addition to using the special qualities provided in this section, you can also modify monsters by taking special qualities from other monsters—those various stunts, powers, and effects listed under an individual monster's **Special Qualities** section of their entry. Not every power or ability works when given to a new monster, but many do.

EXAMPLE

Jamie needs to design a horrifying winged terror for the epic battle of an adventure. He's using the gargoyle as the basis for the creature and has already augmented the monster by making it an Epic version, but it doesn't seem quite terrifying enough for how he envisions the monster. Looking through the monsters in the Fantasy AGE Basic Rulebook, he spots the spectre's Terror special quality, which can cause nearby characters to be struck with debilitating fear. Jamie decides that's perfect and adds the ability from the spectre to his gargoyle variant, completing the adversary.

ADDING TALENTS & FOCUSES

Another easy way to modify some creatures is by adding Talents or focuses to their base statistics. Making a monster Heroic, Elite, or Epic usually includes such enhancements, but selecting appropriate ones is

There are several monsters in this book that are large, powerful, and can inflict a lot of large-scale damage if they are so inclined. Like the dragon or giant in the *Fantasy AGE Basic Rulebook*, these creatures are capable of destroying whole towns or razing castles if left unchecked.

Dealing with the effects of such large-scale damage is usually best dealt with using the Game Master's creative or narrative license. You don't need to assign a Health rating to every wall or house and have adversaries roll damage against these structures. Not only is this time consuming, it doesn't necessarily accurately model the effects of such creatures anyway. After all, a hut built to withstand the elements isn't built to take a blow from a club-wielding giant—it wouldn't be as hard for such a creature to level that structure as it would be for a Player Character swinging a sword to eventually hack it apart. Also if a monster acting on a structure doesn't provide some sort of active tension for the PCs, it's often easiest and most satisfying to skip any precise mechanics and move on to things that more actively involve them.

In future *Fantasy AGE* products we may detail optional systems for large-scale structural damage for players and GMs who desire such mechanical support. However, for now GMs should use their common sense and consider the relative size, power, and other abilities of a creature compared to a structure and narrate the result of attacks on buildings, ships, and similar structures. When there is doubt that a monster could collapse or severely damage a structure, make a **STRENGTH (MIGHT)** test with the target number based on how likely it seems the creature can accomplish what it is attempting. Or, if you like, give the structure Health and Armor Ratings that seem reasonable and see how long it takes for the adversary to burn, batter, or otherwise destroy it.

In many cases, such mechanics are tied to answering the questions "How long do we (the PCs) have before this monster destroys this place?" So keep that in mind when assigning mechanical elements to such encounters. After all, if you want the PCs to have a chance to stop a monster from destroying half the town (and you may not always want them to), you should make sure the creature can't flatten everything before they have a chance to defeat it or drive it off. On the other hand, if you make everything nigh-impossible to hurt, it won't feel all that special when the PCs bring down the monster as its still flailing away at that first straw hut it's trying to trash. Thus, if you're not comfortable assigning such mechanics on the fly, it's probably best to just wing it and go with what fits the needs of the encounter and your campaign.

important. Not every talent or focus meshes well with every creature—you won't get much out of adding a Weapon and Shield Style talent or the Fighting (Axes) focus to an ooze, for example.

EXAMPLE

Nicole wants to run a cat-and-mouse style adventure where the PCs are stalked through the ruins of an ancient city by a particularly cunning and intelligent minotaur. Making the minotaur Heroic lets her increase the creature's abilities, add four focuses, and add two ranks of talents, but that won't mean much without the right selections. Considering she wants a devious monster who is skilled at harassing and tormenting her PCs, she gives the monster Dexterity (Stealth), Dexterity (Traps), Perception (Tracking), and Strength (Climbing). Now the monster is adept at ambushes, can follow the PCs effectively, and can move more easily to hard-to-reach places in the adventure's environment. She then gives the monster the Scouting (Novice) and Thrown Weapon Style (Novice) talents, allowing it to better know the area and harass the PCs from a distance. These changes make this unique minotaur for the encounter a much different threat than most monsters of its type.

Magic-based talents or spells can be particularly useful for modifying monsters, though in many cases you can just use the effects of a spell and calculate its spellpower without needing to worry about Magic Points or taking every spell allowed by an arcana talent. These abilities can be inherent to the monster, an enchantment placed on it by a powerful

mage, the result of some accident or experiment involving divine or mystic energies, or perhaps the monster managed to dabble in magic somewhat.

EXAMPLE

*Nicole's minotaur is pretty nasty, but it's not quite where it needs to be for the adventure. Looking over the spells in the *Fantasy AGE Basic Rulebook*, Nicole decides a couple magical tricks are just what her creature needs. Looking over the *Shadow Arcana*, she doesn't see the need for *Veil of Darkness* or *Shadow Dagger*, but she thinks *Shadow's Embrace* and *Shadow Slip* will serve to make the creature capable of taking on a whole party of skilled adventurers in the hit-and-run style Nicole envisions for the adventure. She gives the minotaur these two spells, defining them as dark powers that sleep under the dead city which have slowly mutated the minotaur—they function identically to spells, but don't require magical training or knowledge. She doesn't bother giving the minotaur Magic Points to cast these spells, instead deciding that the two spells can be used no more than three times in an encounter before the minotaur's magical powers must recharge.*

Adding magic, talents, and focuses can be combined with various other alterations and customizations. As always, remember that the more qualities and bonuses you add to a monster, the tougher they are. While one or two minor alterations might not significantly alter an adversaries' threat rating, several changes almost certainly will.

MAGIC ITEMS AND WEAPONS

A classic conceit of many fantasy roleplaying games and stories is finding magical treasures in the lairs of slain monsters. Often these monsters don't use the items themselves, either because they lack some skill or ability or because they are unaware of their magical qualities. In other cases, however, there is absolutely no reason why a monster wouldn't use an enchanted or exceptional item for itself. Such objects can be used to make a monster a greater threat, and they often serve as fantastic rewards for PCs who defeat them.

EXAMPLE

Joe has decided the big bad of his current campaign arc is a terrifying master vampire, Gizela. While the monster alone is a big threat, Joe wants to give his villain an edge in the form of a magical item. After some consideration he decides Gizela was a famed swordswoman in life and still carries her enchanted sword, Kincleave. Kincleave is an enchanted longsword that ignores up to 4 Armor Rating of any target it strikes and does an additional 1d6 damage when it hits. Should the PCs defeat the vampire, one of them will likely end up with the blade, but until then Gizela will use Kincleave to make herself even more dangerous in battle against the PCs and any other mortals foolish enough to stand against her!

Of course, when customizing a monster with a magical item, GMs should consider that unless something happens during the encounter to destroy an item, it will almost certainly end up in the hands of the PCs. What's more, constantly contriving circumstances to prevent PCs from gaining magic items used against them by monsters gets annoying quickly. Sure, it might be okay for the occasional magic item to fall into a nearby lava pit or be lost at sea, but if it happens a lot, the players will begin to resent dangling potential rewards in front of them only to snatch them away. Thus a GM should rarely give a monster an item they aren't comfortable with the PCs ending up in possession of.

BY ANY OTHER NAME...

Sometimes you can change an adversary significantly by changing its name and making some modifications to its general appearance, even if any mechanical changes are minor or even absent altogether. These differences might be the variations in the same breed of creature, or it might represent creatures that are mechanically very similar but have different histories and roles in a campaign.

EXAMPLE

Kate is running a game with cultures based loosely on those of Native American and Norse myths and legends. She decides that the Norse-inspired cultures call giants jotun, amaroks fenrirspawn, and dragons wyrms. However, mechanically these creatures use the same statistics of normal creatures of their type. The changes are purely cosmetic.

Often a change in name and appearance combined with a special quality or two is all it takes to create a whole new type of monster, greatly expanding the utility of each and every adversary in this and other *Fantasy AGE* products.

GMs are encouraged to develop their own versions of classic monsters and supernatural creatures as part of the world-building for their campaigns, renaming them as desired and making even fantasy standards feel unique to their games.

PUTTING IT ALL TOGETHER

With a bit of customization, a GM can use the monsters in this book and other *Fantasy AGE* products to create all-new adversaries with minimal effort. These new monsters can be just the thing to spice up a particular adventure, make an encounter more challenging, or throw a much-needed curve ball at players who have become jaded with the usual threats in the campaign world.



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