

A JEFF MACKINTOSH / ANTHONY RAGAN and NIKO GEYER Production

BESM FANTASY BESTIARY



A JEFF MACKINTOSH / ANTHONY RAGAN and NIKO GEYER Production

BESM FANTASY BESTIARY

Written by JEFF MACKINTOSH and ANTHONY RAGAN

Cover and Interior Artwork by NIKO GEYER

Edited by MARK C. MACKINNON and JEFF MACKINTOSH

Tri-Stat System Designed by MARK C. MACKINNON

Art Direction by JEFF MACKINTOSH

BIG EYES, SMALL MOUTH, GUARDIANS OF ORDER and TRI-STAT SYSTEM are trademarks of GUARDIANS OF ORDER, INC.

Copyright © 2002 GUARDIANS OF ORDER, INC.

All rights reserved under international law. No part of this book may be reproduced in part or in whole, in any form or by any means, without permission from the publisher, except for brief quotes for use in reviews.

First Printing — September, 2002

Printed in Canada

GUARDIANS OF ORDER, INC.

P.O. Box 25016

370 Stone Road

Guelph, Ontario

CANADA N1G 4T4

Phone: 519-821-7174

Fax: 519-821-7635

info@guardiansorder.com

http://www.guardiansorder.com



ISBN 1-894525-57-4

Product Number 02-109

BIG EYES, SMALL MOUTH FANTASY BESTIARY

TABLE OF CONTENTS

3-7 Introduction

RACIAL TEMPLATES

CHARACTER RACES

- 8 Angel
- 9 Centaur
- 10 Demon
- 12 Dwarf
- 13 Elf, Dark
- 14 Elf, High
- 16 Giant
- 17 Gnome
- 18 Goblin
- 20 Halfling
- 21 Hobgoblin
- 22 Kobold
- 24 Lizardfolk
- 25 Medusa
- 26 Merfolk
- 28 Minotaur
- 29 Ogre
- 30 Orc
- 32 Titan
- 33 Troll
- 34 Werewolf

CREATURES OF MYTH

- 36 Basilisk
- 37 Chimera
- 38 Cockatrice
- 40 Dragon
- 41 Gargoyle
- 42 Golem
- 44 Griffin
- 45 Harpy
- 46 Hydra
- 48 Kraken
- 49 Manticore
- 50 Naga
- 52 Pegasus
- 53 Phoenix
- 54 Roc
- 56 Spectral Hound
- 57 Sphinx
- 58 Unicorn
- 60 Worg
- 61 Wyvern
- 62 Yeti

DINOSAURS

- 64 Triceratops
- 65 Tyrannosaurus Rex
- 66 Velociraptor

FAERIES

- 68 Bogart
- 69 Dryad
- 70 Genie
- 72 Giant Tree
- 73 Leprechaun
- 74 Nymph
- 76 Pixie
- 77 Satyr
- 78 Siren

UNDEAD

- 80 Ghost
- 81 Ghoul
- 82 Mummy
- 84 Skeleton
- 85 Spectre
- 86 Vampire
- 88 Wight
- 89 Wraith
- 90 Zombie

SAMPLE MAGICAL TREASURES

ITEMS OF POWER

- 92 Armour of Leaves
- 92 Clarion of Heaven
- 93 Ever-Full Tobacco Pouch
- 93 Heaven's Wrath
- 93 Rumik, Faithful Guardian Automaton
- 94 Pixie Bow
- 94 Primrose Crown

PERSONAL GEAR

- 94 Amulet of Wariness
- 94 Mask of Sweet Air
- 94 The Master Key
- 94 Staff of Gentle Lessons
- 94 Superb Chef's Knives

BIG EYES. SMALL MOUTH FANTASY BESTIARY

INTRODUCTION

Fantasy is the most popular role-playing game genre and, for many people, it is the genre through which they discovered the hobby. This book endeavours to make running a fantasy campaign using *Big Eyes, Small Mouth* easier for players and Game Masters.

RACIAL TEMPLATES

The various races in this book are presented as racial templates. Each template has a Character Point cost associated with it — the Character Point cost incurred when selecting the template. When a player wishes to create a member of a given race, he or she subtracts the Point cost for the given race from the Character Point total the GM provides for character creation. Then, with the remaining Points, the player creates the rest of the character. Once the base character is completed, the player adds the racial template to finish his or her character.

EXAMPLE: Tom wants to create an Elven ranger for Nancy's fantasy campaign. Nancy has given the players 35 Character Points each. Looking at the High Elf template (page 14), Tom sees that it costs 15 points. He subtracts that from the 35 Character Points giving him 20 ($35 - 15 = 20$ for the High Elf template) Character Points with which to make a ranger. Tom assigns his ranger a Body of 6, Mind of 5, and a Soul of 5, for a total of 16 Character Points. With the remaining 4 Character Points, he selects Animal Friendship at Level 1, Damn Healthy! at Level 1, and Heightened Awareness at Level 2. With his base 20 Skill Points, he selects the following Skills from the Medieval Fantasy list: Stealth Level 1, Swimming Level 1, Wilderness Survival Level 3, and Wilderness Tracking Level 2. With his base ranger character completed, Tom adds the racial template for a High Elf. His Elven ranger now has the following statistics:

HIGH ELVEN RANGER

35 Character Points

Body 7, Mind 6, Soul 7, Attack Combat Value 6, Defense Combat Value 4, Health Points 60, Energy Points 65, Animal Friendship Level 2, Appearance Level 1, Aura of Command Level 1, Bow Bunny (Lightning Draw) Level 1, Damn Healthy! Level 1, Dynamic Sorcery Level 1, Feature (Longevity) Level 1, Heightened Awareness Level 3, Highly Skilled Level 2, Mind Shield Level 1, Archery Level 1, Cultural Arts Level 1, Linguistics Level 1, Riding Level 1, Stealth Level 2, Swimming Level 1, Wilderness Survival Level 4, Wilderness Tracking Level 2, Not So Strong 1 BP, Not So Tough 1 BP

GMs may veto the use of any racial template for a player character should it be inappropriate for a campaign. For example, if Tammy wanted to create a Titan for Nancy's fantasy campaign, Nancy may decide to disallow the template, recognizing that a 80+ foot tall character may not fit into the campaign she is running.

If a racial template has a Point cost higher than the number of Character Points provided by the GM for character creation, then players obviously may not create a character of that particular race.

DEFAULT ATTRIBUTE COST

Some Attributes in *BESM* have multiple Point costs/Level, depending on the application. Unless otherwise noted in the text, the following Attribute costs apply for all templates and characters:

Contamination	1 Point/Level	Super Strength	3 Points/Level
Flight	4 Points/Level	Telekinesis	2 Points/Level
Invisibility	5 Points/Level	Telepathy	3 Points/Level
Meld	2 Points/Level	Transmutation	4 Points/Level
Mind Control	4 Points/Level	Water Speed	3 Points/Level
Shape Change	2 Points/Level		

BIG EYES, SMALL MOUTH FANTASY BESTIARY

RACIAL AVERAGE

The templates also present the average member of the specific race when a value of 4 is applied to Body, Mind, and Soul. For example, Nancy requires a band of average orc warriors to throw against her players. She simply adds a Body, Mind, and Soul of 4 to the Orc template (see page 30), resulting in a band of orcs with the following statistics:

AVERAGE ORC

Body 5, Mind 3, Soul 4, Damn Healthy! Level 1, Melee Attack Level 1, Melee Defense Level 1, Not So Fast 1 BP, Unique Defect (+1 Penalty to all rolls when in sunlight) 1 BP, Unskilled 1 BP.

The template represents the average member of a race that player characters are likely to meet in their adventures. There are certainly below average members of each race as well. If the characters, for example, came across a young orc who had not yet reached maturity, he may not be as strong or skilled as indicated by the orc template. GMs can reduce the Stats or Attributes of below average characters or monsters when necessary. Similarly, player characters may also encounter exceptional members of each race. For example, the army of orcs arrayed against the characters may all be average orcs with Stats reflected by the racial template. A war chief who is even more capable than the player characters may lead the army, though. In such a case, the GM would create the war chief and then apply the racial template, creating a villain to stand against the player characters.

To determine the Character Point total of an average creature, simply add 10 to the Character Point cost of the template (4 for each Stat, minus 2 for the Unskilled Defect). For example, an average orc is a 10 (10 + zero) Character Point creature while an average High Elf is a 25 (10 + 15) Character Point creature.

STATISTIC MAXIMUMS

The racial templates are presented as bonuses that one applies to a base character. For example, elves possess the Dynamic Sorcery Attribute at +1 Level. This means that all elves possess the Dynamic Sorcery Attribute at a minimum of Level 1 (0+1=1). If a player selected Dynamic Sorcery at Level 3 and then applied the Elven template to the character, he or she would then have Dynamic Sorcery at Level 4 (3+1=4). If the racial template increases a Stat or Attribute Level above the normal maximum (12 for Stats and 6 for Attributes), the player and GM should discuss the ramifications. Under normal circumstances, GMs should not allow Stats to extend beyond 12 (Stats of 12 should be rare).

Attributes may increase above Level 6, if permitted by the GM. This might mean that the character is truly exceptionally and well beyond the bounds of mortals. The player character may be the most powerful mage to have walked the lands, possessing Dynamic Sorcery Level 7 — he or she would be capable of virtually limitless power. In most cases, it is obvious from the progression of the Attribute what Level 7 and beyond represents. This is only an issue for very high level campaigns in which the player characters have a large number of Character Points for creation. The GM may limit an Attribute's Level if he or she feels it will disrupt the game, of course. GMs may simply wish to provide fewer Character Points if they believe players are creating characters who are too powerful for a campaign.

STATISTIC MINIMUMS

Some racial templates indicate a penalty to Stats, such as the Minotaur's penalty to Mind. If this penalty reduces the character's Stat below 1, the player must assign additional Points to the particular Stat to raise it back to 1. Stats should only fall below 1 with GM permission.

BIG EYES. SMALL MOUTH FANTASY BESTIARY

DYNAMIC SORCERY VS. MAGIC

The racial templates indicate that any race capable of wielding magic has a bonus to the Dynamic Sorcery Attribute. Should the GM's campaign make use of the Magic Attribute rather than Dynamic Sorcery, simply switch the bonus to Magic. The Point cost for both Attributes are the same and so it will not change the template.

APPLICATION OF HIGHLY SKILLED AND UNSKILLED

For NPC characters, all templates assume that Stat values of 4 are applied to Body, Mind, and Soul and the Unskilled Defect is applied at 2 BP (for a base Character Point total of 10 plus the total additional Point cost). Consequently, templates do not indicate the Unskilled Defect if the racial average does not normally possess Skills. If the template includes a bonus for the Highly Skilled Attribute, it indicates that the average member of the race either has the Unskilled Defect at a lower BP value or not at all. If a template has Highly Skilled at +1, the final (average) NPC will have the Unskilled Defect at 1 BP (2 BP increased by 1 Character Point reduces the BP value of the Defect by 1). When a template indicates Highly Skilled at +2, the (average) NPC does not have the Unskilled Defect at all nor the Highly Skilled Attribute — the two cancel out each other. Reduce the template's bonus for Highly Skilled by two if the bonus is higher than +2 to determine the NPC's Level in the Attribute.

Player characters (or exceptional NPCs) do not operate under this rule since they are not created with the Unskilled Defect — they are created with 20 starting Skill Points. Apply any bonus to the Highly Skilled Attribute provided by the template directly to the character and adjust his or her Skills as indicated. If the character does possess the Unskilled Defect, apply a template's Highly Skilled bonus in the same way as for an NPC, as indicated above.

If the template lists the Highly Skilled Attribute, it will also provide the list of Skills provided by the increased Skill Points. The character does not gain the listed Skills plus additional Skill Points from the Highly Skilled Attribute. For example, a High Elf (page 14) has the Highly Skilled Attribute at +2 as well as a list of Skills. The listed Skills total the 20 additional Skill Points provided by the Highly Skilled Attribute.

EXAMPLE: The Centaur template has the Highly Skilled Attribute at +1. If the GM required an average NPC centaur, the character would have the Unskilled Defect at 1 BP, thus having 10 Skill Points. The template lists the Skills that the NPC possesses so the GM is immediately ready to go. If a player wanted to create a centaur character, he or she would create her base character and apply the Centaur template. The player would add 1 Level to the Highly Skilled Attribute, which provides her character with the bonuses to the Skills indicated in the template.

Combining Templates

In some cases, it is possible to combine templates to get hybrid creatures. For example, most people think of werewolves as humans who can transform into a wolf-beast. It is possible, of course, that a High Elf could be afflicted with lycanthropy. What happens if a Dwarf becomes a Vampire? Can the characters hope to beat a Titan Zombie? In these cases, simply apply both templates to the base character to create the new, hybrid creature. GMs should exercise discretion and not allow combinations that make little sense. For example, while throwing a Vampire Dragon (a 120 Character Point monstrosity) at the characters might be fun for the pure terror it will inspire, it is unlikely that an abomination like this would exist.

BIG EYES. SMALL MOUTH FANTASY BESTIARY

Creatures and Defects

GMs should handle the application of various Defects for animals and monsters the same as it is for player characters. If an animal cannot talk, it should possess the Cannot Talk Defect at 2 BP. Since *BESM* is a point-based system, it strives to ensure that one entity worth 30 Points is equal to another entity also worth 30 Points, be it a character or a monster. Additionally, by applying Defects and Attributes universally to characters and monsters, GMs can be certain that when they pit the characters against a threat, the characters are capable of defeating it and rather than being severely outmatched. Consequently, many animals gain a large number of Bonus Points from a variety of common Defects such as Cannot Talk, No Arms, Diminutive, Awkward Size, etc. GMs should keep in mind that many simple animals are 0 to 5 Character Point creatures.

EXAMPLE: A Snake has the Cannot Talk, Unskilled, and No Arms Defects at 2 BP each — the average snake has 6 Bonus Points. These Bonus Points should be used to assign the snake's Stat values (possibly Body 3, Mind 1, Soul 1). Additionally, they are used to assign Attributes such as Natural Weapons (Fangs) and perhaps a Special Attack (Poisonous bite), as well as Stealth (Camouflaged skin patterns), Special Movement, Speed, or other appropriate Attributes. Thus, a simple, non-poisonous snake would be a zero Character Point creature while a larger, more lethal snake might be a 5 Character Point creature.

GMs should not bother determining Stats for animals or creatures that are below zero Character Points (for example, small fish or birds). They are so small and insignificant that applying Stats, Attributes, and Defects to the animal is a waste of time and effort — one hit will kill them and they are incapable of inflicting any noticeable harm to the character. The exception to this may be small animals, such as insects, that attack in a swarm. In these instances, the GM should create the animal swarm as if it was a single creature and give it the Swarm Attribute (at a Level indicative of the swarm's size). The animal swarm should also have a 1 BP Unique Defect: Can only be a swarm, reflecting that the animal swarm cannot transform into a person, as indicated by the Swarm Attribute — it is always a swarm of individual animals. In this way, the GM can provide statistics for a swarm of killer bees or some other small, nasty creature.

THE MARKED DEFECT

Many people wonder if animals or non-human races should possess the Marked Defect. Unless the animal/character stands out compared to others of its kind, the answer in most cases is no. If a player creates an elf in a high fantasy game where elves are common, then the Marked Defect is inappropriate. Since the people within the game environment are accustomed to seeing elves, the character will not stand out in any specific way due to his pointed ears and slender build. If the player was creating an elf for a modern day campaign where elves are incredibly rare, however, the Marked Defect is acceptable — suddenly the character's pointed ears do mark the character as unusual. Similarly, a wolf should not possess the Marked Defect unless it stands out when compared to other wolves. The Marked Defect should only be used when the character can be easily identified from other similar creatures within the campaign setting. A unique feature or tattoo is an example of Marked; being a member of a race is not.

NEW DEFECT RUDIMENTARY MANIPULATION

Several animals do not have hands, as humans think of them, yet have the ability to grasp items. Birds, for example, have talons with which they can grasp, hold, and carry objects. A bear has four legs but possesses

BIG EYES. SMALL MOUTH FANTASY BESTIARY

the ability to grab and hold fish while eating. Neither animal is able to open a door, though, or pick a lock or write a message — they only have rudimentary ability to manipulate things. These animals possess a unique Defect called Rudimentary Manipulation. It is worth 1 Bonus Point and allows the animal to make grappling attacks or simply to lift and carry objects. It cannot perform any action requiring fine motor control (GM discretion). If the animal completely lacks arms (or front legs, as the case may be), such as a bird, this Defect replaces the No Arms Defect. Though a bird lacks arms, the limited dexterity of its legs and talons compensates for the absence of arms. If an animal, such as a horse, possesses four legs and has no ability to manipulate objects it possesses the No Arms Defect at 2 BP as normal.

TEMPLATE CATEGORIES

CHARACTER RACES

The races that constitute Character Races are those races with intelligence and an ability to interact with society, thereby lending themselves to use as a player character. While they may not be appropriate for a specific campaign, they usually represent the sentient races of a fantasy campaign.

CREATURES OF MYTH

Creatures of Myth are the common monsters and fantastical beasts that characters encounter in their adventures. They run the spectrum from beasts that live deep in caves guarding treasure hoards to magical mounts that player characters and other heroes ride into battle.

DINOSAURS

These long lost creatures may still exist in the realms of fantasy. These giant reptiles lead simple lives, but they can still pose a serious threat to a party of adventurers.

FAERIES

While faeries are intelligent, like many of the Character Races, they are often mischievous, malicious, and/or extremely foreign to traditional thinking. GMs may wish to allow players to use them for player character races, though their fey nature may create a problem in a campaign. As potential encounters, faeries provide GMs with a wealth of possibility for havoc.

UNDEAD

These dark monsters of unlife have one simple goal — the eradication of all creatures. Though some are quite intelligent, they are normally not suitable as player character options. As monsters to challenge the players, however, they are a terror that players must battle with caution.

RACIAL STEREOTYPES

The racial write-ups and templates presented in this book follow the generally accepted stereotypes of the races as presented in popular fantasy anime and other fiction. GMs may make adjustments as required to fit the races into their own campaign setting. Are orcs evil? Stereotypically, yes — orcs are the normal "evil" race in most fantasy fiction. In some games, however, orcs may be just another race, similar to elves, humans, and dwarves. Do not let the write-ups nor templates restrict your campaign creation.

BIG EYES. SMALL MOUTH FANTASY BESTIARY

ANGEL

Angels are the divine servants of the gods and fulfill several roles for them. In many religions, they work to maintain the order of the universe, overseeing the cycles of birth and death, or even keeping the stars and planets in their proper courses. They serve as guardians of holy places, sacred relics, and people. A minor angel might watch over a new-born babe to reward pious parents, or a mighty warrior-angel may guard the entrance to the realm of the damned, using powerful magic and divine weapons to keep those within from escaping ... or foolish mortals from entering. Angels are messengers for their divine masters, communicating their will to mortals either quietly, even through dreams, or loudly and dramatically to herald momentous events. They are also instruments of divine justice and wrath: an angel in full fury can put armies to flight.

Although angels can take many forms, mortals see them most often in the guise of very beautiful male or female winged beings. Garbed in robes or even nude, their connection to the divine gives them a presence that mortals find overwhelmingly attractive or fearsome, depending on the angel's intent. Though they can be encountered singly, angels are social beings who join together to worship the gods in song and prayer. Mortals rarely see an angel, though individual angels have occasionally taken mortals as lovers. When angels gather in great numbers, it is often a sign heralding a world-shaking event for good or evil.

While all angels are powerful beings, the greatest among them will wield divine Items of Power that make them even more formidable in their lord's service.

ANGEL TEMPLATE

Template Cost: 55 Character Points

Body +1, Mind +2, Soul +4

Appearance +2, Astral Projection +1, Aura of Command +2, Combat Mastery +1, Damn Healthy! +2, Divine Relationship +2, Dynamic Sorcery +1, Energy Bonus +2, Exorcism +2, Flight +1, Healing +1, Heightened Awareness +1, Highly Skilled +3, Kensei (Judge Opponent) +1, Life Support +2, Mind Shield +2, Precognition +1, Reincarnation +1, Shape Change +1, Sixth Sense (Evil, Magic) +2, Special Defense (Ageing) +1, Super Strength +1

Cultural Arts +2, Linguistics +5, Medical +2, Military Sciences +1

Attack Restriction (Will not attack worshipper's of the Angel's God) +2, Magic Restriction (Agent of a God) +1

NEW MESSENGER OF HEAVEN

75 Character Points

Body 5, Mind 6, Soul 8

Attack Combat Value 7, Defense Combat Value 5
Health Points 105, Energy Points 90

Appearance Level 5, Astral Projection Level 1, Aura of Command Level 2, Combat Mastery Level 1, Damn Healthy! Level 4, Divine Relationship Level 2, Dynamic Sorcery Level 1, Energy Bonus Level 2, Environmental Control (Light) Level 2, Flight Level 1, Healing Level 1, Heightened Awareness Level 1, Highly Skilled Level 1, Item of Power (Clarion of Heaven, page 92) Level 1, Kensei (Judge Opponent) Level 1, Life Support Level 2, Mind Shield Level 2, Precognition Level 1, Reincarnation Level 1, Shape Change Level 1, Sixth Sense (Evil, Magic) Level 2, Special Defense (Ageing) Level 1, Speed Level 1, Super Strength Level 1

Cultural Arts (Theology) Level 3, Linguistics Level 5, Medical Level 2, Military Sciences Level 1

Attack Restriction (Will not attack worshipper's of the Angel's God) 2 BP, Magic Restriction (Agent of a God) 1 BP

AGENT OF DIVINE WRATH

90 Character Points

Body 6, Mind 6, Soul 9

Attack Combat Value 9, Defense Combat Value 7
Health Points 115, Energy Points 95

Appearance Level 5, Astral Projection Level 1, Aura of Command Level 4, Combat Mastery Level 2, Damn Healthy! Level 4, Divine Relationship Level 2, Dynamic Sorcery Level 1, Energy Bonus Level 2, Environmental Control (Light) Level 3, Flight Level 2, Healing Level 1, Heightened Awareness Level 1, Highly Skilled Level 1, Item of Power (Heaven's Wrath, page 93) Level 1, Kensei (Judge Opponent, Lightning Draw) Level 2, Life Support Level 2, Massive Damage Level 1, Mind Shield Level 2, Precognition Level 1, Reincarnation Level 1, Shape Change Level 1, Sixth Sense (Evil, Magic, Virtue) Level 3, Special Defense (Ageing) Level 1, Speed Level 2, Super Strength Level 1

Cultural Arts (Theology) Level 3, Linguistics Level 5, Medical Level 2, Military Sciences Level 1

Attack Restriction (Will not attack worshipper's of the Angel's God) 2 BP, Magic Restriction (Agent of a God) 1 BP

8 CHARACTER RACE TEMPLATES

BIG EYES. SMALL MOUTH FANTASY BESTIARY

CENTAUR TRIBESMAN

30 Character Points

Body 7, Mind 4, Soul 4

Attack Combat Value 4, Defense Combat Value 2
Health Points 75, Energy Points 40

Animal Friendship Level 1, Damn Healthy!
Level 2, Extra Capacity Level 1, Focused Damage
(Kick) Level 1, Heightened Senses (Hearing) Level 1,
Light Armour Level 2, Natural Weapons (Hooves —
treat as claws) Level 1, Personal Gear (Spear, Shield)
Level 1, Sixth Sense (Detect Danger) Level 1, Speed
Level 2, Super Strength Level 1

Melee Attack Level 1, Melee Defense Level 1,
Unarmed Attack Level 1, Wilderness Survival Level 1,
Wilderness Tracking Level 1

Awkward Size 1 BP

CENTAUR ELDER

45 Character Points

Body 8, Mind 5, Soul 5

Attack Combat Value 6, Defense Combat Value 4
Health Points 95, Energy Points 50

Animal Friendship Level 1, Appearance Level 1,
Aura of Command Level 3, Damn Healthy! Level 3,
Dynamic Sorcery (Nature Magic) Level 2, Extra
Capacity Level 1, Heightened Awareness Level 2,
Heightened Senses (Hearing) Level 1, Highly Skilled
Level 1, Kensei (Judge Opponent) Level 1, Light
Armour Level 2, Natural Weapons (Hooves — treat
as claws) Level 1, Personal Gear (Spear, Shield) Level
1, Sixth Sense (Detect Danger) Level 1, Speed Level 2,
Super Strength Level 1

Animal Training Level 2, Cooking (Game) Level
1, Melee Attack Level 1, Melee Defense Level 1,
Performing Arts (Storytelling) Level 1, Unarmed
Attack Level 1, Wilderness Survival Level 1,
Wilderness Tracking Level 2

Awkward Size 1 BP

CENTAUR

Centaurs are beings with the torsos, arms, and heads of a humanoid and the lower bodies of horses. These strong, sleek, and regal people spend most of their time on the plains and other open areas. They reside in small communities, ranging from 50 to 500 people, living simple lives. Their nomadic lifestyle is a result largely of their desire to run and always remain active, abhorring a sedentary lifestyle. Different centaur communities come into contact with each other often which, in most cases, are causes for celebration and revelry. Sometimes, though, communities will develop animosity for each other, resulting in fierce battles should warriors from each side ever meet on an open field. In some rare instances in the past, centaur communities have bonded together forming massive bands of centaurs, usually during time of great conflict. Few things inspire the degree of fear and awe of seeing thousands of centaur warriors upon an open plain. These great bands of centaurs usually last only as long as the conflict with each community breaking away, though bonds of love and friendship are strengthened during these times.

Centaurs conflict with few other races due to their grassland homes and nomadic lives. When they do come into conflict with anyone, however, they fight fiercely and without quarter asked nor given.

Centaur characters are always eager for action and often maintain an open-minded view of people, judging them by their actions and deeds.

CENTAUR TEMPLATE

Template Cost: 10 Character Points

Body +2

Damn Healthy! +1, Extra Capacity +1,
Highly Skilled +1, Natural Weapons (Hooves —
treat as claws) +1, Speed +2, Super Strength +1

Unarmed Attack +1, Wilderness Survival +1,
Wilderness Tracking +1

Awkward Size +1

BIG EYES. SMALL MOUTH FANTASY BESTIARY

DEMON

Demons are the malicious servants of demon lords and evil gods. Many religions see them as fallen angels, beings cast to Earth or banished to another dimension for rebellion. They may still have a role, serving as agents of punishment in the afterlife for those damned by the gods. In other religions, they are invaders seeking to destroy all of Creation. Demons often have interests in areas that mirror those of angels, becoming their rivals. They take special joy in perverting all that is pure, good, and beautiful. If a young couple are in love, a demon will look for a way to turn it to selfish, harmful lust. If a guardsman takes pride in his role as a protector, a demon will try to twist this to arrogance and cruelty. Demons are also instruments of wanton destruction. Whether unleashed accidentally by a mortal's act or summoned by a mad wizard, demons take great joy in smashing, maiming, and killing, spreading misery wherever they go.

Demons come in many forms, from classic red humanoids with the hindquarters and horns of a goat and a pointed tail to shapeless, shifting blobs sprouting dozens of mouths and tentacles. When acting as tempters, they will appear in forms most likely to please or reassure their victim. Demons most often operate alone or in small numbers, for they have trouble working together for long without betraying each other unless held together by a more powerful demon. When demons gather in large numbers, it is an omen of great evil for the world.

Most demons will fight with natural weapons and magic, but powerful demons will have Special Attacks such as a fiery breath or a wave of madness. Some will also carry Items of Power that are artifacts of deadly might.

DEMON TEMPLATE

Template Cost: 50 Character Points

Body +4, Mind +1, Soul +2

Astral Projection +1, Aura of Command +3, Combat Mastery +1, Damn Healthy! +3, Divine Relationship +2, Dynamic Sorcery +1, Flight +1, Highly Skilled +2, Heightened Awareness +1, Kensei (Judge Opponent) +1, Life Support +2, Mind Shield +2, Natural Weapons (Claws, Fangs, or Tentacles) +2, Reincarnation +1, Shape Change +1, Sixth Sense (Magic) +1, Special Defense (Ageing) +1, Super Strength +2

Cultural Arts +1, Melee Attack +2, Melee Defense +1, Military Sciences +1

Magic Restriction (Agent of a Demon Lord) +1

DEMON OF GREED

70 Character points

Body 8, Mind 5, Soul 6

Attack Combat Value 7, Defense Combat Value 5
Health Points 110, Energy Points 55

Astral Projection Level 1, Aura of Command Level 3, Combat Mastery Level 1, Damn Healthy! Level 4, Divine Relationship Level 2, Dynamic Sorcery Level 1, Flight Level 1, Heightened Awareness Level 2, Kensei (Judge Opponent) Level 1, Life Support Level 2, Mind Shield Level 2, Natural Weapons (Claws, Fangs, or Tentacles) Level 2, Reincarnation Level 1, Shape Change Level 1, Sixth Sense (Magic) Level 1, Special Attack: Inspire Greed Level 2 (30 Damage; Accurate, Drain Soul, Soul Attack, Limited Shots x2; No Damage, Short Range), Special Defense (Ageing) Level 1, Super Strength Level 2

Cultural Arts Level 1, Melee Attack Level 2, Melee Defense Level 1, Military Sciences Level 1

Magic Restriction (Agent of a Demon Lord) 1 BP

DEMON OF FAMINE

90 Character Points

Body 8, Mind 7, Soul 8

Attack Combat Value 9, Defense Combat Value 7
Health Points 120, Energy Points 75

Astral Projection Level 2, Aura of Command Level 3, Combat Mastery Level 2, Damn Healthy! Level 4, Divine Relationship Level 3, Dynamic Sorcery (Death Magic) Level 5, Flight Level 2, Heightened Awareness Level 5, Invisibility Level 1, Kensei (Judge Opponent) Level 1, Life Support Level 2, Mind Shield Level 2, Natural Weapons (Claws, Fangs, or Tentacles) Level 2, Reincarnation Level 1, Shape Change Level 1, Sixth Sense (Magic) Level 1, Special Defense (Ageing) Level 1, Super Strength Level 2

Cultural Arts Level 1, Melee Attack Level 2, Melee Defense Level 1, Military Sciences Level 1

Magic Restriction (Agent of a Demon Lord) 1 BP

10 CHARACTER RACE TEMPLATES



BIG EYES. SMALL MOUTH FANTASY BESTIARY

DWARF

Dwarves are stout, rugged, noble craftsmen who live under the ground. The men and women of the dwarven nation live most of their lives in beautiful, majestic caverns under mountains, working stone and metal with a skill and grace that belies their gruff exterior. Dwarves often have dealings with the outside world since many other races are eager to trade goods for dwarven-crafted weapons and armour. Due to their self-imposed confinement underground, dwarves are open to these trade arrangements in return for foods and other goods that are hard to come by under tonnes of rock.

Dwarves are a brash and bold people, willing to speak their mind regardless of decorum. While dwarves may often seem stern and serious, they also know how to party — few, if any, races can maintain pace with a dwarf in a drinking contest.

Dwarves bear a long and deep hatred of orcs, goblins, and ogres — races that are often found in mountainous regions. There has been a long standing war between the dwarven nations and their hated foes that reaches back well beyond the memories of even the oldest of mortals. Dwarves and gnomes, however, are close friends, eager to share their crafts with each other.

Dwarf characters are usually boisterous yet fiercely honourable people, eager to fight against evil.

DWARF TEMPLATE

Template Cost: 10 Character Points

Body +2, Soul +1

Aura of Command +1, Combat Mastery +1, Damn Healthy! +2, Highly Skilled +2, Special Defense (Disease) +1

Architecture +1, Artisan +1, Linguistics +1, Melee Attack +1, Navigation +1, Unarmed Attack +1

Not So Fast +1

DWARF CLANSMAN

30 Character Points

Body 6, Mind 4, Soul 5

Attack Combat Value 6, Defense Combat Value 4
Health Points 85, Energy Points 45

Aura of Command Level 2, Combat Mastery Level 1, Damn Healthy! Level 3, Focused Damage (Hammer) Level 1, Heightened Awareness Level 1, Heightened Senses (Hearing) Level 1, Kensei (Blind Fighting, Judge Opponent) Level 2, Light Armour Level 2, Personal Gear (Hammer, Clan Heirloom) Level 1, Special Defense (Disease) Level 1

Architecture Level 1, Artisan Level 1, Linguistics Level 1, Melee Attack Level 1, Navigation Level 1, Unarmed Attack Level 1

Not So Fast 1 BP

DWARF WARRIOR AND SCHOLAR

45 Character Points

Body 7, Mind 6, Soul 6

Attack Combat Value 8, Defense Combat Value 6
Health Points 95, Energy Points 60

Aura of Command Level 2, Combat Mastery Level 2, Damn Healthy! Level 3, Focused Damage (Battle Axe) Level 2, Heightened Awareness Level 3, Heightened Senses (Hearing x2) Level 2, Highly Skilled Level 2, Kensei (Blind Fighting, Judge Opponent) Level 2, Light Armour Level 3, Massive Damage Level 1, Personal Gear (Battle Axe, Clan Heirloom) Level 1, Special Defense (Disease) Level 1

Architecture Level 3, Artisan Level 1, Cultural Arts (Dwarf History) Level 4, Linguistics Level 2, Melee Attack Level 2, Navigation Level 1, Unarmed Attack Level 1

Not So Fast 1 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

DARK ELF WORKER

35 Character Points

Body 5, Mind 4, Soul 5

Attack Combat Value 6, Defense Combat Value 4
Health Points 50, Energy Points 45

Appearance Level 2, Aura of Command Level 1,
Combat Mastery Level 2, Dynamic Sorcery Level 1,
Feature (Longevity) Level 1, Focused Damage (Sword)
Level 2, Heightened Awareness Level 1, Highly
Skilled Level 2, Kensei (Judge Opponent, Lightning
Draw, Precise Stroke) Level 3, Personal Gear (Sword)
Level 1, Sixth Sense (Detect High Elves) Level 1

Cultural Arts (Demonology) Level 1,
Intimidation Level 1, Linguistics Level 1, Melee
Attack Level 2, Melee Defense Level 1, Poisons Level
3, Stealth Level 1, Wilderness Tracking Level 1

Bane (Sunlight) 1 BP

DARK ELF DEMONOLOGIST

50 Character Points

Body 5, Mind 6, Soul 7

Attack Combat Value 7, Defense Combat Value 5
Health Points 60, Energy Points 95

Appearance Level 2, Aura of Command Level 3,
Combat Mastery Level 1, Dynamic Sorcery Level 3,
Energy Bonus Level 3, Feature (Longevity) Level 1,
Heightened Awareness Level 2, Highly Skilled Level
3, Kensei (Precise Stroke) Level 1, Personal Gear
(Sword, Demonic Grimoire) Level 2, Sixth Sense
(Detect High Elves, Spirits) Level 2

Cultural Arts (Demonology) Level 5,
Intimidation Level 1, Law (Demon Pacts) Level 1,
Linguistics Level 1, Melee Attack Level 2, Melee
Defense Level 1, Poisons Level 3, Stealth Level 1,
Wilderness Tracking Level 1

Bane (Sunlight) 1 BP

ELF, DARK

Dark elves are the distant, evil cousins of high elves who abandoned their forest homes for subterranean dwellings. They share a number of similarities with their woodland born cousins — long, slender, and elegant features and a natural affinity for magic. For some reason, however, their love of life and the vibrant wonders of the world has been replaced by a deep hatred and resentment for the world. Dark elves are therefore malicious beings who eagerly serve the dark gods of the world. Some believe that the dark elves came into existence when a group of elven wizards uncovered some evil magical secrets that forever changed and warped them. Dark elves bridle at this theory, resenting any implication that they are descended from high elves.

Dark elves will work with anyone so long as they serve the elves' long term goals of destruction and domination. Once the dark elves determine that the benefit of the alliance has run its course, they will turn on their allies in the blink of an eye. This means few intelligent races will trust a dark elf for long, knowing it is just a matter of time before they find a blade in their back. The less-intelligent races are eager to ally themselves with the powerful dark elves and rarely live to tell of their mistake.

Dark elf characters are ambitious and power-hungry, willing to do anything to achieve their goals.

DARK ELF TEMPLATE

Template Cost: 15 Character Points

Body +1, Soul +1

Appearance +1, Aura of Command +1,
Combat Mastery +1, Heightened Awareness +1,
Feature (Longevity) Level 1, Highly Skilled +3,
Kensei (Precise Stroke) +1, Dynamic Sorcery +1

Intimidation +1, Linguistics +1, Melee Attack
+1, Melee Defense +1, Poisons +2, Stealth +1,
Wilderness Tracking +1

Bane (Sunlight) +1

BIG EYES. SMALL MOUTH FANTASY BESTIARY

ELF, HIGH

Sometimes known as wood elves, high elves are tall, slender, elegant guardians of the wilderness. Elves live for many hundreds of years, spending most of their time deep in their wild forests, caring for nature. While most elves are content to remain in their peaceful woodland homes, others are curious about the world beyond their green pastures. These elves go forth and wander the lands, learning from other races, adventuring, and often combating the forces of evil.

Elves and orcs have a long history of animosity between them, stemming from by numerous bloody wars over the ages. The orcs' destructive nature regularly brings them into conflict with elves who will always stand opposed to those who harm nature.

High elves and dwarves also have a long history with each other, though far less antagonistic. Elves have troubles comprehending a dwarf's desire to live underground, away from the sunlight, fresh air, and the vibrancy of nature. Dwarves similarly have troubles understanding the enigmatic elves and their ways. This rift of misunderstanding has kept elves and dwarves from forging a strong alliance and sometimes resulted in bickering or even mild conflict. Regardless, elves and dwarves can often count on each other for aid when needed.

High elves are usually good, kind characters who stand against evil and cruelty.

HIGH ELF TEMPLATE

Template Cost: 15 Character Points

Body +1, Mind +1, Soul +2

Animal Friendship +1, Appearance +1, Aura of Command +1, Bow Bunny (Lightning Draw) +1, Dynamic Sorcery +1, Feature (Longevity) Level 1, Heightened Awareness +1, Highly Skilled +2, Mind Shield +1

Archery +1, Cultural Arts +1, Linguistics +1, Riding +1, Stealth +1, Wilderness Survival +1

Not So Strong +1, Not So Tough +1

HIGH ELF ADVENTURER

35 Character Points

Body 5, Mind 5, Soul 7

Attack Combat Value 6, Defense Combat Value 4
Health Points 60, Energy Points 60

Animal Friendship Level 1, Appearance Level 2, Aura of Command Level 1, Bow Bunny (Lightning Draw) Level 1, Combat Mastery Level 1, Dynamic Sorcery Level 1, Feature (Longevity) Level 1, Heightened Awareness Level 3, Highly Skilled Level 1, Mind Shield Level 2, Personal Gear (Long Bow, Arrows, Spear, Shield) Level 2

Archery Level 1, Cultural Arts (Occultism) Level 1, Linguistics Level 1, Melee Attack Level 1, Melee Defense Level 1, Riding Level 1, Stealth Level 1, Wilderness Survival Level 1

Not So Strong 1 BP, Not So Tough 1 BP

HIGH ELF SORCERER

50 Character Points

Body 5, Mind 7, Soul 9

Attack Combat Value 7, Defense Combat Value 5
Health Points 70, Energy Points 120

Appearance Level 2, Aura of Command Level 2, Bow Bunny (Lightning Draw) Level 1, Dynamic Sorcery Level 3, Energy Bonus Level 1, Feature (Longevity) Level 1, Heightened Awareness Level 3, Highly Skilled Level 2, Mind Shield Level 2, Personal Gear (Long Bow, Arrows, Spear, Shield) Level 2

Animal Training Level 1, Archery Level 1, Cultural Arts (Occultism) Level 5, Linguistics Level 1, Melee Attack Level 1, Melee Defense Level 1, Riding Level 1, Stealth Level 1, Wilderness Survival Level 1

Not So Strong 1 BP, Not So Tough 1 BP



BIG EYES. SMALL MOUTH FANTASY BESTIARY

GIANT

Standing as much as 20 to 25 feet in height, giants are truly imposing people. Giants appear as humans with skin colours matching their habitat: giants that live in the mountains have rocky, brown or grey skin; giants that live by the sea have smooth, blue skin; giants that live in the swamp have hairy, mottled green and brown skin, etc. In most cases, giants are solitary creatures that keep to their own. The past has taught giants that their size makes them feared and the smaller races of the world will often attack a giant on sight. This has led some giants to resent "the little people," making them eager to strike out for past injustices. If presented with an opportunity to strike against a small group that the giant feels he or she can defeat, a resentful giant will happily exact retribution for the deaths of his or her ancestors. Other giants, however, would like to change the perception that surrounds their kind and eagerly help the smaller races whenever possible. Regardless, giants recognize that, despite their size and strength, they lack the numbers to stand against the combined might of the smaller races and prefer solitude rather than risking death at the hands of an angry and fearful hunting party.

Some giants, known as a cyclops, only have one eye (though the rest of their statistics are the same as a standard giant).

Giant characters share a similar range of motivation and goals as humans, though they tend to be reserved and wary of the reaction their presence may cause.

GIANT TEMPLATE

Template Cost: 10 Character Points

Body +2

Damn Healthy! +2, Highly Skilled +1, Light Armour +1, Super Strength +2

Melee Attack +1, Melee Defense +1

Awkward Size +2

UNFRIENDLY GIANT

30 Character Points

Body 6, Mind 4, Soul 4

Attack Combat Value 4, Defense Combat Value 2
Health Points 80, Energy Points 40

Damn Healthy! Level 4, Extra Attacks Level 1, Light Armour Level 2, Personal Gear (Club, Sack with Throwing Rocks) Level 1, Speed Level 1, Super Strength Level 2

Cooking (Little People Stew) Level 1, Melee Attack Level 2, Melee Defense Level 1, Thrown Weapons Level 1

Awkward Size 2 BP

MONSTROUS GIANT

45 Character Points

Body 9, Mind 5, Soul 5

Attack Combat Value 7, Defense Combat Value 5
Health Points 110, Energy Points 50

Combat Mastery Level 1, Damn Healthy! Level 4, Extra Attacks Level 2, Highly Skilled Level 1, Light Armour Level 1, Massive Damage Level 2, Personal Gear (Club, Sack with Throwing Rocks) Level 1, Speed Level 1, Super Strength Level 2

Cooking (Little People Stew With Vegetables) 2 BP, Melee Attack Level 2, Melee Defense Level 2, Thrown Weapons Level 4

Awkward Size 2 BP

BIG EYES, SMALL MOUTH FANTASY BESTIARY

GNOME TECHNICIAN

25 Character Points

Body 4, Mind 5, Soul 4

Attack Combat Value 4, Defense Combat Value 2
Health Points 40, Energy Points 45

Divine Relationship Level 2, Feature (Longevity)
Level 1, Focused Damage (Wrench) Level 2,
Heightened Awareness Level 3, Mechanical Genius
Level 1, Personal Gear (Tools, Knife, Bow and
Arrows) Level 2, Sixth Sense (Detect Danger) Level 1

Artisan Level 2, Stealth Level 1, Archery Level
1, Linguistics Level 1

Not So Strong 1 BP

GNOME ADVENTURER

40 Character Points

Body 4, Mind 7, Soul 6

Attack Combat Value 5, Defense Combat Value 3
Health Points 70, Energy Points 85

Damn Healthy! Level 2, Divine Relationship
Level 2, Dynamic Sorcery (Alchemical Magic only)
Level 3, Energy Bonus Level 2, Feature (Longevity)
Level 1, Highly Skilled Level 2, Heightened
Awareness Level 1, Mechanical Genius Level 2,
Personal Gear (Laboratory, Scientific Instruments,
Knife, Bow and Arrows) Level 3, Sixth Sense (Detect
Danger) Level 1

Artisan Level 4, Stealth Level 1, Archery Level
2, Linguistics Level 1, Melee Combat Level 1, Writing
(Technical Journal) Level 2

Not So Strong 1 BP

GNOME

The intelligent and highly innovative gnomes are distant cousins of halflings with hints of similarities to dwarves as well. Gnomes are avid alchemists and inventors, constantly striving to learn new and interesting scientific gems of knowledge. Gnomes live in medium-sized communities in a variety of environments, be it near their dwarven friends in the mountains, along side their halfling cousins in the plains, or in villages in the elven woods. A gnome community is easily identifiable by its unique architecture — fantastical door knockers, wondrous systems of levers and pulleys for seemingly mundane objects such as door hinges, and other marvels of innovation abound.

Gnomes are close friends with halflings and especially dwarves who understand the care and attention gnomes pay to their craft. Gnomes have often fallen prey to dark elves and other evil races, who are intent upon forcing the inventors to ply their trade towards their evil goals. Like halflings, gnomes avoid open conflict, preferring to rely on wits and intelligence when forced to fight. To the chagrin of those who mistreat gnomes, their wits more than compensates for their small stature. When a gnome sets a trap, it is an elaborate device sure to spell doom for its target.

Gnome characters are concerned primarily with discovery and creating marvels of science and seriously resent their creations being used against others.

GNOME TEMPLATE

Template Cost: 5 Character Points

Feature (Longevity) +1, Highly Skilled +2,
Heightened Awareness +1, Mechanical Genius +1

Artisan +2, Stealth +1, Archery +1,
Linguistics +1

Not So Strong +1

BIG EYES. SMALL MOUTH FANTASY BESTIARY

GOBLIN

Goblins are small, tough, and ill-disposed humanoids that thrive everywhere. They are nomadic, roving about in large tribes where the strongest leads (and contests for who is the strongest are common). Goblins' desire to plunder and take what they want drives them to roam — once they strip an area bare, they move on. While goblins may be slight and small, their harsh lives make them sturdy and ferocious. Additionally, goblins reproduce at an alarming rate. Since most intelligent races view them as a threat and they live brutal lives, their numbers remain in check. Sometimes, goblin tribes that avoid conflict long enough grow to a size of tens or even hundreds of thousands. At times like this, the goblins will move, *en masse*, plundering everything in their path until a force puts an end to their march, dwindling their numbers and breaking the tribe into smaller groups.

Goblins will sometimes work with orcs, hobgoblins, and, on rare circumstances, ogres. In most cases, the other race is simply using the goblins as foot-soldiers in a war upon the lands, bolstering their own numbers. Elves, dwarves, and humans are often the first races to step forward when goblin numbers get out of hand, knowing that it could lead to a serious conflict if left unchecked.

Goblin characters are tough, rugged, and mean spirited individuals who take what they want when they want it.

GOBLIN TEMPLATE

Template Cost: Zero Character Points

Body +1, Mind -1, Soul -1

Highly Skilled +2

Melee Attack +1, Melee Defense +1, Stealth +1, Wilderness Tracking +1, Wilderness Survival +1

Not So Strong +1

GOBLIN TRIBESMAN

20 Character Points

Body 6, Mind 3, Soul 3

Attack Combat Value 3, Defense Combat Value 1
Health Points 75, Energy Points 30

Damn Healthy! Level 3, Focused Damage (Spear) Level 1, Heightened Senses (Hearing) Level 1, Light Armour Level 1, Personal Gear (Spear, Shield) Level 1, Sixth Sense (Detect Dwarves, Elves) Level 2

Melee Attack Level 1, Melee Defense Level 1, Stealth Level 1, Wilderness Tracking Level 1, Wilderness Survival Level 1

Not So Strong 1 BP

GOBLIN SHAMAN

35 Character Points

Body 6, Mind 4, Soul 5

Attack Combat Value 5, Defense Combat Value 3
Health Points 75, Energy Points 75

Damn Healthy! Level 2, Divine Relationship Level 2, Dynamic Sorcery Level 2, Energy Bonus Level 3, Focused Damage (Spear) Level 2, Heightened Senses (Hearing) Level 1, Highly Skilled Level 1, Light Armour Level 2, Personal Gear (Spear, Shield) Level 1, Sixth Sense (Detect Dwarves, Elves, Spirits) Level 3

Cultural Arts (Goblin Lore) Level 2, Medical (First Aid) Level 1, Melee Attack Level 1, Performing Arts (Ritual Dance) Level 3, Social Sciences (Tribal Politics) Level 1, Stealth Level 1, Wilderness Tracking Level 1, Wilderness Survival Level 1

Not So Strong 1 BP



BIG EYES. SMALL MOUTH FANTASY BESTIARY

HALFLING

The diminutive, jovial halflings live happy lives in rolling glades and verdant glens on the fringes of larger communities. While some halflings take to wandering the world in search of stories and excitement, most are content to live their lives in their close-knit villages. The three to four foot tall halflings are fond of parties, tales of wonder, and all sorts of celebrations, especially if a meal is involved — halflings are hearty eaters, never turning down an excuse to partake in a meal. Halflings are rarely violent and shy from physical conflict in most situations, preferring to wage a battle of wits over a contest of brawn. This leads many daring halflings to mischievous activities, testing their ingenuity and creativity rather than risking the potential of a real fight. When pushed into a fight, however, halflings exhibit a determination and resolve that belies their size and catches most opponents off guard and ill-prepared.

Since halflings live close to other, larger, well-established societies, they have few enemies. Instead, they often have good relations with humans, elves, and dwarves (the races they most often reside near).

Halfling characters tend to be good and hearty characters who are looking for nothing more than excitement and tales of wonder. When friends are in need, though, they will be the first to step forward to offer aid, regardless of the danger involved.

HALFLING TEMPLATE

Template Cost: 5 Character Points

Soul +2

Divine Relationship +1, Highly Skilled +1

Acrobatics +1, Cooking +1, Ranged Defense +1, Stealth +1, Unarmed Defense +2

Not So Strong +1

YOUNG ADULT HALFLING

25 Character Points

Body 4, Mind 4, Soul 6

Attack Combat Value 4, Defense Combat Value 2
Health Points 50, Energy Points 50

Appearance Level 1, Art of Distraction Level 1, Damn Healthy! Level 1, Divine Relationship Level 2, Focused Damage (Sling) Level 1, Heightened Awareness Level 3, Personal Gear (Quality Cooking Knives, Pipe, Tobacco, Sling) Level 1, Sixth Sense (Detect Danger) Level 1, Stealth (Vision) Level 1

Acrobatics Level 1, Cooking Level 1, Ranged Defense Level 1, Stealth Level 1, Unarmed Defense Level 2

Not So Strong 1 BP

EXPERIENCED HALFLING

40 Character Points

Body 5, Mind 5, Soul 8

Attack Combat Value 6, Defense Combat Value 4
Health Points 85, Energy Points 65

Aura of Command Level 1, Appearance Level 2, Art of Distraction Level 2, Damn Healthy! Level 2, Divine Relationship Level 3, Focused Damage (Sling) Level 2, Focused Damage (Sword) Level 2, Heightened Awareness Level 3, Highly Skilled Level 1, Personal Gear (Pipe, Short Sword, Tobacco, Sling) Level 1, Sixth Sense (Detect Danger, Evil) Level 2, Stealth (Hearing) Level 2

Acrobatics Level 1, Cooking Level 1, Melee Attack Level 1, Performing Arts (Storytelling) Level 2, Ranged Defense Level 1, Stealth Level 1, Unarmed Defense Level 2, Writing (Letters) Level 1

Not So Strong 1 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

HOBGOBLIN SOLDIER

25 Character Points

Body 6, Mind 3, Soul 5

Attack Combat Value 6, Defense Combat Value 4
Health Points 50, Energy Points 35

Combat Mastery Level 2, Heightened Senses (Vision) Level 1, Light Armour Level 2, Focused Damage (Sword) Level 1, Highly Skilled Level 1, Natural Weapons (Claws, Fangs) Level 2, Personal Gear (Sword, Shield) Level 1

Melee Attack Level 2, Melee Defense Level 2, Stealth Level 1, Wilderness Tracking Level 1, Wilderness Survival Level 1

HOBGOBLIN CHIEF

40 Character Points

Body 8, Mind 4, Soul 5

Attack Combat Value 8, Defense Combat Value 6
Health Points 65, Energy Points 45

Combat Mastery Level 3, Heightened Senses (Vision x2) Level 2, Kensei (Judge Opponent, Lightning Draw) Level 2, Light Armour Level 3, Focused Damage (Sword) Level 2, Highly Skilled Level 2, Massive Damage Level 1, Natural Weapons (Claws, Fangs) Level 2, Personal Gear (Sword, Shield) Level 1

Law (Tribal) Level 1, Melee Attack Level 3, Melee Defense Level 2, Stealth Level 2, Wilderness Tracking Level 1, Wilderness Survival Level 1

HOBGOBLIN

Hobgoblins are the larger cousins of goblins, larger even than orcs. Hobgoblins live in medium-sized tribal groups that are centred on familial bonds. These tribal groups are aggressive, moving around the lands and attacking villages and towns on a regular basis. Though they will sometimes join forces with goblins or orcs in their battles with the other races, hobgoblins prefer to act alone. While they are not the most intelligent of the humanoid races, they have learned that moving about in large numbers attracts the unwanted attention of soldiers. Thus, they prefer to move in small bands, striking their targets swiftly and decisively, and then moving on towards a new target. This way, they reduce the chances of an army hunting them down.

Hobgoblins keep company with the other races for as short an amount of time as possible, moving on as soon as the opportunity presents itself. Despite their efforts to maintain a low profile, humans and elves know the threat that hobgoblin tribes pose to their outlying settlements and will hunt them down whenever they find a gathering. Unfortunately, hobgoblins do a good job of moving about unseen so conflicts with them are rare.

Hobgoblins are stealthy characters who are eager to take what they want, but will always try to avoid detection.

HOBGOBLIN TEMPLATE

Template Cost: 5 Character Points

Body +2, Mind -1

Highly Skilled +2, Natural Weapons (Claws, Fangs) +2

Melee Attack +1, Melee Defense +1, Stealth +1, Wilderness Tracking +1, Wilderness Survival +1

BIG EYES, SMALL MOUTH FANTASY BESTIARY

KOBOLD

Kobolds are small, hairy, energetic cousins of goblins, who regularly join orcs or other larger, war-like races. Though larger races regularly bully them, kobolds enjoy the protection of the larger race's company as well as accompanying them while on raids. This affords the kobolds the chance to invade settlements without fear of being slaughtered. Sometimes, a kobold tribe will grow large enough that it will part from the larger war-band and strike out on its own. These large groups of small, vicious kobolds will cut a swath through the countryside, using speed and stealth to strike at their targets. If the group is lucky, their cunning and furtive movements will keep hunters from ending their reign of terror. Few kobold bands are lucky for long.

Kobolds will often work alongside orcs, hobgoblins, ogres (though ogres will sometimes eat them), and their slightly larger cousins, goblins. These races suffer their presence only because the kobolds are so eager to help in whatever way they can, even if it means being the first into a fight. Additionally, they make excellent scouts, keeping the larger war-band informed of enemy movements. Other intelligent races view kobolds as a nuisance that kill livestock and spoil crops. While villagers won't stand against a band of orcs, they'll eagerly muster to hunt down a kobold clan.

Kobolds are highly energetic characters who are eager to please and quickly succumb to bullying tactics.

KOBOLD TEMPLATE

Template Cost: Zero Character Points

Mind -1

Heightened Awareness +1, Stealth +2

Not So Strong +2

KOBOLD WORKER

20 Character Points

Body 4, Mind 3, Soul 4

Attack Combat Value 3, Defense Combat Value 1
Health Points 40, Energy Points 35

Damn Healthy! Level 1, Heightened Awareness Level 3, Heightened Senses (Hearing, Smell) Level 2, Personal Gear (Small Sword) Level 1, Special Movement (Untrackable) Level 1, Stealth Level 3, Tunnelling Level 1

Not So Strong 2 BP, Unskilled 2 BP

KOBOLD SHAMAN

35 Character Points

Body 6, Mind 4, Soul 5

Attack Combat Value 5, Defense Combat Value 3
Health Points 65, Energy Points 45

Damn Healthy! Level 2, Divine Relationship Level 2, Dynamic Sorcery Level 1, Heightened Awareness Level 3, Heightened Senses (Hearing, Smell) Level 2, Light Armour Level 2, Personal Gear (Small Axe, Fetishes, Shrunken Heads) Level 2, Sixth Sense (Detect Spirits) Level 1, Special Movement (Untrackable) Level 1, Stealth Level 3, Tunnelling Level 1

Not So Strong 2 BP, Unskilled 2 BP



BIG EYES. SMALL MOUTH FANTASY BESTIARY

LIZARDFOLK

Lizardfolk are a race of serpentine humanoids that live in swamps and marshes, far from most other civilized races. Lizardfolk are fiercely territorial beings who will ambush and brutally attack anyone who enters their swampy home. Their villages, while mired in dank, humid swamps, are beautiful, existing both above and beneath the water. Almost half of the lizardfolk village lies underneath the vegetation floating atop the calm waters, with large logs and plants creating air-pockets in which they can breathe.

Lizardfolk live in a close symbiosis with their environment, taking from it what they require but not abusing it. Lizardfolk will often work to maintain a balance should they notice that something is endangering their surroundings. If a predator moves into the area and threatens to tip the balance of the ecology, for example, they will form a hunting party to kill the invader to re-establish the balance. Likewise, if they require a resource that is diminishing, they will expend efforts to cultivate it, growing needed plants, protecting the species, or somehow revitalizing the resource.

The Lizardfolk rarely come into contact with the other races and usually only when another race invades their swamp home. When that happens, the invader encounters swift and brutal attacks until they are dead or leave the lizardfolk's territory.

Lizardfolk characters will rarely leave their homeland and do so only under extreme circumstances, eagerly anticipating their return to their home.

LIZARDFOLK TEMPLATE

Template Cost: 15 Character Points

Body +1

Highly Skilled +2, Heightened Awareness +1, Light Armour +2, Life Support +1, Natural Weapons (Claws, Fangs) +2, Stealth +1, Water Speed (Needs air) +2

Intimidation +1, Swimming +2, Unarmed Attack +1, Unarmed Defense +1, Wilderness Survival +1, Wilderness Tracking +1

Awkward Size +1

LIZARDFOLK WARRIOR

35 Character Points

Body 6, Mind 4, Soul 4

Attack Combat Value 4, Defense Combat Value 2
Health Points 90, Energy Points 40

Damn Healthy! Level 3, Focused Damage (Bite) Level 2, Heightened Awareness Level 2, Light Armour Level 4, Life Support Level 1, Massive Damage Level 1, Natural Weapons (Claws, Fangs) Level 2, Stealth (Hearing) Level 2, Water Speed (Needs air) Level 2

Intimidation Level 1, Swimming Level 2, Unarmed Attack Level 1, Unarmed Defense Level 1, Wilderness Survival Level 1, Wilderness Tracking Level 1

Awkward Size 1 BP

LIZARDFOLK CHIEFTAIN

50 Character Points

Body 7, Mind 5, Soul 5

Attack Combat Value 7, Defense Combat Value 5
Health Points 90, Energy Points 50

Combat Mastery Level 2, Damn Healthy! Level 3, Extra Attacks Level 1, Focused Damage (Bite) Level 2, Highly Skilled Level 1, Heightened Awareness Level 3, Kensei (Judge Opponent) Level 1, Light Armour Level 4, Life Support Level 1, Massive Damage Level 1, Natural Weapons (Claws, Fangs) Level 2, Personal Gear (Bronze Broadsword and Shield) Level 1, Stealth (Vision) Level 2, Water Speed (Needs air) Level 2

Intimidation Level 2, Swimming Level 4, Unarmed Attack Level 2, Unarmed Defense Level 1, Wilderness Survival Level 1, Wilderness Tracking Level 1

Awkward Size 1 BP

BIG EYES, SMALL MOUTH FANTASY BESTIARY

YOUNG MEDUSA

25 Character Points

Body 4, Mind 4, Soul 5

Attack Combat Value 4, Defense Combat Value 2
Health Points 55, Energy Points 65

Damn Healthy! Level 1, Divine Relationship Level 1, Energy Bonus Level 2, Focused Damage (Bite) Level 1, Heightened Awareness Level 4, Mind Shield Level 1, Light Armour Level 2, Natural Weapons (Fangs) Level 1, Special Attack: Petrifying Gaze Level 1 (15 Damage; Accurate, Incapacitating; Soul Stat, Spreading, No Damage, Short Range, Toxic, Unique Disability x2: Defender must meet Medusa's gaze directly for attack to work)

Not So Strong 1 BP, Unique Defect (Special Attack is permanent — anyone who meets Medusa's gaze will be turned to stone) 2 BP, Unskilled 2 BP

THE MEDUSA

40 Character Points

Body 6, Mind 4, Soul 7

Attack Combat Value 5, Defense Combat Value 3
Health Points 85, Energy Points 85

Damn Healthy! Level 2, Divine Relationship Level 2, Energy Bonus Level 3, Focused Damage (Bite) Level 1, Heightened Awareness Level 3, Mind Shield Level 2, Light Armour Level 2, Natural Weapons (Fangs) Level 1, Special Attack: Petrifying Gaze Level 3 (45 Damage; Accurate, Incapacitating; Soul Stat, Spreading, No Damage, Short Range, Toxic, Unique Disability x2: Defender must meet Medusa's gaze directly for attack to work)

Not So Strong 1 BP, Unique Defect (Special Attack is permanent — anyone who meets Medusa's gaze will be turned to stone) 2 BP, Unskilled 2 BP

MEDUSA

The medusae, sometimes known as gorgons, are a horrific race of beings capable of turning anyone to stone who looks upon them. Thankfully, medusae are also exceptionally uncommon and rarely found near civilization. They usually live near ancient ruins where the proliferation of creatures that have been turned to stone will not attract attention — the stone creatures might simply be mistaken as statues. Very little is known about medusae since studying them is next to impossible. When they are encountered, they either kill whomever discovers them or are hunted down until they are themselves killed. Since a medusa's gaze only turns the target, and not his or her belongings, to stone, a medusa's lair will often contain many wondrous items and treasures accumulated over time.

Other races are unwilling to work with a medusa; they will either shun its presence or attempt to destroy the creature. Medusae know their existence is terribly feared so they will either try to kill anyone who learns of their existence or will strive to remain hidden if they believe they cannot kill everyone in the group.

A medusa character who is able to hide his or her form, thereby preventing someone from being petrified, is very wary of adventurers and unlikely to trust anyone, fearing they will eventually turn on the medusa out of fear.

MEDUSA TEMPLATE

Template Cost: 5 Character Points

Soul +1

Heightened Awareness +2, Natural Weapons (Fangs) +1, Special Attack: Petrifying Gaze +1 (15 Damage; Accurate, Incapacitating; Soul Stat, Spreading, No Damage, Short Range, Toxic, Unique Disability x2: Defender must meet Medusa's gaze directly for attack to work)

Not So Strong +1, Unique Defect (Special Attack is permanent — anyone who meets Medusa's gaze will be turned to stone) +2

BIG EYES, SMALL MOUTH FANTASY BESTIARY

MERFOLK

Merfolk are the guardians of the sea, living in wondrous kingdoms under the waves. They have the upper bodies of humans, with long hair that flows gracefully with the ocean's currents, and the lower bodies of fish. Hair colour is as varied as those of the land dwellers, though silver and green are not uncommon. Their lower bodies are scaled, and colours and patterns vary by tribe. Merfolk inhabit the upper waters, building their cities and palaces on coral reefs and the peaks of vast undersea mountains (areas typically rich in fish). They rarely venture to the lower, darker depths for fear of what might lie there, hiding far from the sun.

Merfolk kingdoms mirror those of humans, with a monarch, nobles, priests, and common folk. They worship nature, with the god of the ocean paramount. Merfolk have a pastoral society, spending much of their time tending the schools of fish and reaping harvests of seaweed. Sometimes they trade with coastal humans, offering fish or recovered sunken goods in return for bronze tools and weapons. They may also offer their own crafts, for many of the Merfolk are skilled artisans with coral and stone and their works will command high prices among human cities. Still, Merfolk are cautious around humans who have not gained their trust, though legends persist of humans and Merfolk who have fallen in love. Such tales usually end in tragedy, however, as one lover eventually returns to his or her own kind, leaving the other to waste away from a broken heart.

While peaceful, Merfolk see themselves as defenders of the sea and will take steps against those who harm it. Fishermen who over-fish might find their nets fouled or their boats sunk, and port cities have found themselves blockaded when a ruler's ways have harmed the Merfolk. Only rarely do Merfolk armies gather, and only then in the face of a grave threat to life under the sea.

MERFOLK TEMPLATE

Template Cost: 5 Character Points

Body +1, Soul +2

Water Speed +1

Restricted Path (Water) +1

YOUNG MERMAID

25 Character points

Body 5, Mind 4, Soul 6

Attack Combat Value 5, Defense Combat Value 3

Health Points 55, Energy Points 50

Appearance Level 2, Animal Friendship (Sea Creatures) Level 2, Art of Distraction Level 1, Divine Relationship Level 2, Heightened Awareness Level 1, Personal Gear (Coral Spear) Level 1, Sixth Sense (Detect Evil) Level 1, Water Speed Level 1

Restricted Path (Water) 1 BP, Unskilled 2 BP

ADULT PRIESTESS OF THE SEA GOD

40 Character Points

Body 6, Mind 5, Soul 8

Attack Combat Value 6, Defense Combat Value 4

Health Points 70, Energy Points 65

Appearance Level 2, Animal Friendship (Sea Creatures) Level 3, Art of Distraction Level 2, Aura of Command Level 2, Divine Relationship Level 3, Dynamic Sorcery (Sea Magic only) Level 2, Heightened Awareness Level 2, Personal Gear (Coral Spear) Level 1, Sixth Sense (Detect Evil) Level 1, Water Speed Level 1

Melee Attack (Spear) Level 1, Social Sciences (Merfolk religion) Level 2, Wilderness Survival (Oceans) Level 1

Restricted Path (Water) 1 BP, Unskilled 1 BP



BIG EYES, SMALL MOUTH FANTASY BESTIARY

MINOTAUR

Minotaurs are massive, bullish, territorial beings that fiercely defend their underground lairs (often containing mazes) from anything foolish enough to enter. Minotaurs usually live in small family groups with bull males sometimes wandering alone or with a sibling. Most minotaurs are interested in hoarding wealth and riches and build deep underground caverns in which they hide their treasure from greedy adventurers and roving bands of orcs and goblins. While they are not the brightest of humanoid, their knowledge of their underground lairs is extraordinary and they will use this knowledge to ambush anyone who enters the caves. Occasionally, minotaurs will join orc or goblin bands so that they can gather some more treasure, eventually parting ways with the smaller race and returning to their lair to add to their hoard. This only happens if there are other minotaurs who can remain behind to protect the lair — a minotaur will never leave his or her hoard unprotected.

Dragons will sometimes allow minotaurs to keep their treasure in the dragon's lair in return for the added protection the minotaur provides against dragon-hunters. In the end, however, since the dragon will vastly outlive the minotaur, the dragon knows this arrangement only adds the minotaur's wealth to the dragon's own. Minotaurs rarely come into direct conflict with other races, unless they encroach upon the minotaur's lair.

Minotaur characters are interested in gathering wealth and riches and will bullishly pursue these treasures.

MINOTAUR TEMPLATE

Template Cost: 10 Character Points

Body +2, Mind -1

Combat Mastery +1, Damn Healthy! +2,
Light Armour +1, Natural Weapons (Horns) +1,
Speed +2, Super Strength +1

Awkward Size +1, Cannot Talk +1

LONE MINOTAUR

30 Character Points

Body 6, Mind 3, Soul 4

Attack Combat Value 6, Defense Combat Value 4
Health Points 70, Energy Points 35

Combat Mastery Level 2, Damn Healthy! Level 2, Extra Attacks Level 1, Light Armour Level 2, Massive Damage Level 1, Natural Weapons (Horns) Level 1, Personal Gear (Battle Axe) Level 1, Speed Level 2, Super Strength Level 1

Awkward Size 1 BP, Cannot Talk 1 BP,
Unskilled 2 BP

MINOTAUR LORD

45 Character Points

Body 8, Mind 4, Soul 5

Attack Combat Value 8, Defense Combat Value 6
Health Points 105, Energy Points 45

Combat Mastery Level 3, Damn Healthy! Level 4, Extra Attacks Level 2, Light Armour Level 3, Massive Damage Level 2, Natural Weapons (Horns) Level 1, Personal Gear (Battle Axe) Level 1, Speed Level 2, Super Strength Level 1

Awkward Size 1 BP, Cannot Talk 1 BP,
Unskilled 2 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

OGRE BULLY

25 Character Points

Body 5, Mind 3, Soul 4

Attack Combat Value 5, Defense Combat Value 3
Health Points 75, Energy Points 35

Combat Mastery Level 1, Damn Healthy! Level 3, Focused Damage (Mace Bash) Level 2, Light Armour Level 2, Massive Damage Level 1, Natural Weapons (Claws, Fangs) Level 2, Personal Gear (Great Mace) Level 1, Super Strength Level 1

Awkward Size 1 BP, Not So Fast 1 BP, Unskilled 2 BP

OGRE CHIEF

40 Character Points

Body 7, Mind 4, Soul 5

Attack Combat Value 7, Defense Combat Value 5
Health Points 90, Energy Points 45

Aura of Command Level 3, Combat Mastery Level 2, Damn Healthy! Level 3, Focused Damage (Mace Bash) Level 2, Light Armour Level 3, Massive Damage Level 2, Natural Weapons (Claws, Fangs) Level 2, Personal Gear (Great Mace) Level 1, Super Strength Level 2

Awkward Size 1 BP, Not So Fast 1 BP, Unskilled 2 BP

OGRE

The larger, brutish brethren of orcs, ogres are frightful beings of malice. Often residing in caves or mountainous areas, small ogre tribes scavenge off the land, using force to take what they want. While an orc is driven to plunder by their desire to destroy and take what they want, an ogre is held back by a sense of lethargy. Ogres are generally lazy beings who only act if the need demands it — otherwise, they'd rather lounge around eating their slain prey and gloating over their booty. When they do act, however, they do not stop until the task is completed. This makes ogres highly desirable allies to evil warlords — if one can motivate them to join an army, virtually nothing can stand in their way.

Ogres and dwarves will sometimes come into conflict since both live in mountainous regions. Dwarves have come to realize that ogres rarely seek them out and thus they attempt to avoid building in areas in which ogres reside. Orcs are always eager to convince their larger brethren to join their war-bands and use cunning and double-talk to move tribes of ogres to join their fight.

Ogres are mean characters who use their strength to accomplish their goals, crushing and smashing things that stand in their way.

OGRE TEMPLATE

Template Cost: 5 Character Points

Body +1, Mind -1

Damn Healthy! +1, Light Armour +1, Natural Weapons (Claws, Fangs) +2, Super Strength +1

Awkward Size +1, Not So Fast +1

BIG EYES, SMALL MOUTH FANTASY BESTIARY

ORC

Orcs are the bane of most civilizations. They are aggressive and warlike, living in medium-sized tribes that wander the lands constantly looking for a fight. Orcs sometimes establish large communities in underground lairs or in captured cities, but usually end up moving on in search of new conquests. Their society is one of a "might makes right" mentality, where the strongest, nastiest individual can do whatever they like. Only their desire to crush anyone in their path is stronger than their greed. They cover the possessions of others deeply and will organize massive war-bands in the attempt to gather something valuable. This has brought them into constant conflict with dwarves who regularly mine valuable minerals from the earth — something orcs are only too eager to take.

Orcs will sometimes ally with goblins and ogres, using their smaller cousins as fodder in their war-bands and their larger brethren to bolster their strength. They will also ally with powerful warlords or sorcerers who are able to command their respect, so long as they are given rein to pillage and destroy what they want. Dwarves, elves, humans, and most other intelligent races have a strong hatred for orcs due to their aggressive nature. Most kingdoms have bounties on orcs in an effort to prevent their number from growing too strong and posing a threat to the country's people.

Orcs are tough and mean characters who do not hesitate to use strength and threats to get their way.

ORC TEMPLATE

Template Cost: Zero Character Points

Body +1, Mind -1

Damn Healthy! +1, Highly Skilled +1

Melee Attack +1, Melee Defense +1

Not So Fast +1, Unique Defect (+1 Penalty to all rolls when in sunlight) +1

ORC WARRIOR

20 Character Points

Body 6, Mind 3, Soul 4

Attack Combat Value 4, Defense Combat Value 2
Health Points 80, Energy Points 35

Damn Healthy! Level 3, Focused Damage (Sword Strike) Level 1, Heightened Senses (Smell) Level 1, Light Armour Level 2, Massive Damage Level 1, Personal Gear (Shield, Sword) Level 1, Sixth Sense (Detect Elves) Level 1

Melee Attack Level 1, Melee Defense Level 1

Not So Fast 1 BP, Unique Defect (Level 1 Penalty to all rolls when in sunlight) 1 BP, Unskilled 1 BP

ORC WARLORD

35 Character Points

Body 8, Mind 4, Soul 5

Attack Combat Value 7, Defense Combat Value 5
Health Points 115, Energy Points 45

Combat Mastery Level 2, Damn Healthy! Level 5, Focused Damage (Sword Strike) Level 2, Heightened Senses (Smell) Level 1, Kensei (Judge Opponent, Lightning Draw) Level 2, Light Armour Level 2, Massive Damage Level 1, Personal Gear (Shield, Sword, Chariot and Horses) Level 2, Sixth Sense (Detect Elves) Level 1

Cultural Arts (Torture) Level 1, Melee Attack Level 2, Melee Defense Level 1, Riding (Chariot) Level 1

Not So Fast 1 BP, Unique Defect (Level 1 Penalty to all rolls when in sunlight) 1 BP



BIG EYES, SMALL MOUTH FANTASY BESTIARY

TITAN

Titans are the true giants of the humanoid races, standing 70 to 100 feet in height. Unlike their smaller cousins, the giants, titans are unconcerned by the smaller races' fear of them and live their lives as they wish. Fortunately, for the smaller races of the world, most titans are content to live far from their societies, deep in inhospitable mountain ranges or on remote islands across distant seas. Their goal in life is similar to a human's — to create a safe environment in which to raise a family. A titan's community is often close to nature, integrally built amongst the mountain's cliffs or spread serenely upon a grassy plain. Most titan communities are incredibly small by human standards, having a few hundred titans at most. Many titans live with just their immediate family, interacting with other titans only when required.

Titans rarely come into conflict with the other races of the world and few races are willing to incur a titan's wrath. Occasionally, evil warlords or dark sorcerers will try to manipulate a titan towards his or her goals, unleashing the titan's might upon their foes. Should this manipulation ever come to the titan's attention, their vengeance is truly fearful to behold.

Titan characters tend to be good though their motivations are as varied as a human's.

TITAN TEMPLATE

Template Cost: 20 Character Points

Body +3

Damn Healthy! +3, Light Armour +3, Super Strength +4, Special Attack: Earthquake +1 (15 Damage; Area Effect, Muscle-Powered, Quake, Melee, Slow)

Awkward Size +4, Not So Fast +1

TITAN FARMER

40 Character Points

Body 7, Mind 4, Soul 4

Attack Combat Value 5, Defense Combat Value 3
Health Points 105, Energy Points 70

Appearance Level 2, Damn Healthy! Level 5, Divine Relationship Level 2, Energy Bonus Level 3, Light Armour Level 4, Super Strength Level 4, Special Attack: Earthquake Level 1 (15 Damage; Area Effect, Muscle-Powered, Quake, Melee, Slow)

Awkward Size 4 BP, Not So Fast 1 BP, Unskilled 2 BP

MIGHTY TITAN

55 Character Points

Body 9, Mind 5, Soul 5

Attack Combat Value 7, Defense Combat Value 5
Health Points 130, Energy Points 50

Appearance Level 3, Combat Mastery Level 1, Damn Healthy! Level 6, Divine Relationship Level 3, Light Armour Level 5, Super Strength Level 4, Special Attack: Earthquake Level 3 (45 Damage; Area Effect, Muscle-Powered, Quake, Melee, Slow)

Awkward Size 4 BP, Not So Fast 1 BP, Unskilled 2 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

YOUNG TROLL

25 Character Points

Body 6, Mind 3, Soul 4

Attack Combat Value 4, Defense Combat Value 2
Health Points 80, Energy Points 35

Damn Healthy! Level 3, Focused Damage (Bite) Level 1, Heightened Senses (Smell) Level 1, Light Armour Level 1, Massive Damage Level 2, Natural Weapons (Claws, Fangs) Level 2, Super Strength Level 2

Awkward Size 1 BP, Cursed: Permanently turns to stone in sunlight 2 BP, Not So Fast 1 BP, Unskilled 2 BP

OLD MUTANT TROLL

40 Character Points

Body 7, Mind 4, Soul 5

Attack Combat Value 5, Defense Combat Value 3
Health Points 90, Energy Points 45

Damn Healthy! Level 3, Energy Bonus Level 1, Focused Damage (Bite) Level 3, Heightened Senses (Smell) Level 1, Light Armour Level 3, Massive Damage Level 2, Natural Weapons (Claws, Fangs) Level 2, Regeneration Level 1, Super Strength Level 3

Awkward Size 1 BP, Cursed: Permanently turns to stone in sunlight 2 BP, Not So Fast 1 BP, Unskilled 2 BP

TROLL

Trolls are brutal predators who delight in hearing the screams of humans and other sentients as they torture them and eat them alive. They are larger and much more massive than humans, and fight with fang and claw or, occasionally, with a small tree used as a club. Trolls stalk the wild lands on the fringes of civilization, lying in wait to ambush lone travellers or small parties, or attacking lonely farmsteads and villages. Their strength and relentless ferocity are terrifying, and trolls have been known to smash through heavy wooden doors and fling defenders aside like rag dolls in their desire for raw meat. While not very intelligent, they have an instinctive hunter's cunning; they have been known to evade large parties of armed warriors sent to kill them, instead picking them off one by one and making the hunters the hunted.

Hideously ugly, trolls lair in caves or ruins where they can hide from the sun, for the kiss of sunlight will instantly and irrevocably turn them to stone. Their havens are filthy, strewn with trash and the remains of their victims. Trolls have no appreciation of wealth or weapons, and any found in their homes will be lying loose, like garbage. If trolls have anything they treasure, it will be a larder in which they keep their fresh kills, letting them age a bit. Trolls usually live alone, only coming together to fight over territory or to mate in short-lived pairs that break apart as soon as the young can hunt for themselves.

Encounters with trolls will be savage affairs, a desperate fight for survival with no quarter asked or given.

TROLL TEMPLATE

Template Cost: 5 Character Points

Body +1, Mind -1

Damn Healthy! +2, Focused Damage (Bite) Level 1, Light Armour +1, Natural Weapons (Claws, Fangs) +2, Super Strength +1

Awkward Size +1, Cursed: Permanently turns to stone in sunlight +2, Not So Fast +1

BIG EYES, SMALL MOUTH FANTASY BESTIARY

WEREWOLF

A werewolf is a human cursed to become a savage, raging beast — a mix of wolf and human. Werewolves originate in several ways, including divine curses or the bite of another werewolf. The victim's true nature as a werewolf might even lie hidden in his or her bloodline until revealed by some major event, such as the onset of puberty or tremendous stress. Whatever the origin, by day, the werewolf looks like the normal person he or she was, but, on the night of the full moon, the person becomes a bestial killer who abandons humanity for bloodlust. Neither animals nor people are safe, and only a fool or a would-be hero travels when the moon is full.

Werewolves usually inhabit rural areas far from soldiers and priests, though some occasionally take up residence in a city, where they stalk the slums and prey on those no one would miss. Some werewolves regret their state and take themselves far from home to avoid hurting loved ones while they seek a cure. Others are unaware of what they are, waking the morning after a rampage and thinking they had a bad nightmare. Some even adjust to their condition and revel in it, finding others of their kind and forming clans of werewolves that can terrorise whole regions.

Encountering a werewolf is a frightening experience. Though maddened with the need to kill, a werewolf is a formidable hunter who can shrug off most wounds, save those caused by silver. Worse still, if ever bitten by a werewolf, a character can never be sure the curse was not passed-on.

WEREWOLF TEMPLATE

Template Cost: 25 Character Points

Damn Healthy! +1, Metamorphosis (see below) +5

Involuntary Physical Change (Forced to become werewolf when moon is full) +1

WEREWOLF FORM

Body +2, Mind -3

Combat Mastery +1, Damn Healthy! +3, Heightened Awareness +2, Heightened Senses (Smell) +1, Jumping +1, Natural Weapons (Claws, Fangs) +2, Regeneration +4, Speed +2, Super Strength +1

Awkward Size +1, Cannot Talk +1, Easily Distracted (By "prey") +2, Vulnerability: Silver +2

WOODSMAN-TURNED-WEREWOLF

45 Character Points

Body 5, Mind 4, Soul 4, Attack Combat Value 4, Defense Combat Value 2, Health Points 65, Energy Points 40

Animal Friendship Level 2, Appearance Level 2, Damn Healthy! Level 2, Heightened Awareness Level 2, Metamorphosis Level 5, Personal Gear (Axe, Bow, Arrows) Level 1

Involuntary Physical Change (Forced to become werewolf when moon is full) 1 BP, Unskilled 1 BP

Stealth Level (Silent Movement) Level 4, Wilderness Survival Level 1, Wilderness Tracking Level 1

WEREWOLF FORM

Body 7, Mind 4, Soul 4, Attack Combat Value 7, Defense Combat Value 5, Health Points 95, Energy Points 25

Animal Friendship Level 2, Appearance Level 2, Combat Mastery Level 3, Damn Healthy! Level 4, Heightened Awareness Level 4, Heightened Senses (Smell) Level 1, Highly Skilled Level 1, Jumping Level 1, Metamorphosis Level 5, Natural Weapons (Claws, Fangs) Level 2, Personal Gear (Axe, Bow, Arrows) Level 1, Regeneration Level 4, Speed Level 2, Super Strength Level 1

Awkward Size Level 1, Cannot Talk Level 1, Easily Distracted (By "prey") Level 2, Vulnerability: Silver Level 2, Unskilled 1 BP

Stealth Level (Silent Movement) Level 4, Wilderness Survival Level 1, Wilderness Tracking Level 1

SORCERER-WEREWOLF

60 Character Points

Body 4, Mind 6, Soul 5, Attack Combat Value 7, Defense Combat Value 5, Health Points 65, Energy Points 85

Aura of Command Level 2, Damn Healthy! Level 2, Dynamic Sorcery Level 2, Energy Bonus Level 3, Metamorphosis Level 5, Mind Shield Level 2, Organizational Ties (Sorcerers' Guild) Level 2

Cultural Arts (Occultism) Level 4, Cultural Arts (Painting) Level 1, Physical Sciences (Alchemy) Level 3, Physical Sciences (Astronomy) Level 1, Poisons (Natural) Level 1, Social Sciences (Guild Politics) Level 2

Involuntary Physical Change (Forced to become werewolf when moon is full) 1 BP

WEREWOLF FORM

Body 6, Mind 3, Soul 5, Attack Combat Value 8, Defense Combat Value 6, Health Points 95, Energy Points 70

Aura of Command Level 2, Combat Mastery Level 1, Damn Healthy! Level 4, Dynamic Sorcery Level 2, Energy Bonus Level 3, Heightened Awareness Level 2, Heightened Senses (Smell) Level 1, Jumping Level 1, Metamorphosis Level 5, Mind Shield Level 2, Natural Weapons (Claws, Fangs) Level 2, Organizational Ties (Sorcerers' Guild) Level 2, Regeneration Level 4, Speed Level 2, Super Strength Level 1

Awkward Size Level 1, Cannot Talk Level 1, Easily Distracted (By "prey") Level 2, Vulnerability: Silver Level 2

Cultural Arts (Occultism) Level 4, Cultural Arts (Painting) Level 1, Physical Sciences (Alchemy) Level 3, Physical Sciences (Astronomy) Level 1, Poisons (Natural) Level 1, Social Sciences (Guild Politics) Level 2



BIG EYES, SMALL MOUTH FANTASY BESTIARY

BASILISK

Eight-legged reptiles, basilisks are found in warm, semi-arid climates in rocky or mountainous wildernesses. They are large, sedentary predators who wait for warm prey to come near, then they pounce and attack with fang and claw until their victim is dead. Their sharp claws enable them to grip sheer surfaces with ease, and they can tunnel through the hardest rock. Thus, they are able to surprise their prey from any of several directions. Their tunnelling also serves to preserve the species, for the females lays her eggs deep in a nest she has dug, burying them with loose dirt, leaves and twigs, along with the rotting carcasses of her victims to serve as her hatchlings' first meal. The female guards this nest with a passion until the young have hatched, at which time she abandons them. Basilisks are also very territorial and, if not restrained, any within a square kilometre will seek each other out and battle until only one survives.

Basilisks can breathe a cloud of moist, foetid gas three times a day that can turn its victims to stone. The basilisk does this only in self-defense, since it is a meat-eater. Although stupid, basilisks can, with care, be trained to serve as watch-beasts and guards, allowing only those to whom they have been acclimated to pass. Savvy handlers will keep them slightly hungry and, therefore, aggressive. Heroes will encounter basilisks most often in their role as guards, unless they stumble across a guarded nest.

BASILISK TEMPLATE

Template Cost: 35 Character Points

Body +2, Mind -3, Soul -2

Combat Mastery +1, Damn Healthy! +1, Heavy Armour +1, Natural Weapons (Fangs, Claws) +2, Special Movement (Wall-Crawling) +1, Super Strength +2, Special Attack: Petrifying Breath +4 (30 Damage; Incapacitating: Body Stat, Incurable, Spreading, Limited Shots x2, Short Range, Toxic), Stealth (Vision) +3, Tunnelling +3

Awkward Size +1, Cannot Talk +1, Rudimentary Manipulation +1

YOUNG BASILISK

55 Character Points

Body 6, Mind 1, Soul 2

Attack Combat Value 6, Defense Combat Value 4
Health Points 70, Energy Points 15

Combat Mastery Level 3, Damn Healthy! Level 3, Heavy Armour Level 1, Massive Damage Level 2, Natural Weapons (Fangs, Claws) Level 2, Special Movement (Wall-Crawling) Level 1, Super Strength Level 2, Special Attack: Petrifying Breath Level 4 (30 Damage; Incapacitating: Body Stat, Incurable, Spreading, Limited Shots x2, Short Range, Toxic), Stealth (Vision) Level 3, Tunnelling Level 3

Awkward Size 1 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

ANCIENT BASILISK

70 Character Points

Body 8, Mind 2, Soul 3

Attack Combat Value 8, Defense Combat Value 6
Health Points 85, Energy Points 25

Combat Mastery Level 4, Damn Healthy! Level 3, Heavy Armour Level 3, Natural Weapons (Fangs, Claws) Level 2, Special Movement (Wall-Crawling) Level 1, Super Strength Level 3, Special Attack: Petrifying Breath Level 6 (60 Damage; Incapacitating: Body Stat, Incurable, Spreading, Limited Shots x2, Short Range, Toxic), Stealth Level 3, Tunnelling Level 4

Awkward Size 1 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

YOUNG CHIMERA

40 Character Points

Body 6, Mind 1, Soul 3

Attack Combat Value 5, Defense Combat Value 3
Health Points 65, Energy Points 20

Combat Mastery Level 2, Damn Healthy! Level 2, Extra Attacks Level 1, Heightened Awareness Level 4, Light Armour Level 2, Natural Weapons (Fangs, Claws) Level 2, Special Attack: Flame Breath Level 2 (60 Damage; Area Effect, Short Range, Uses Energy x2), Special Attack: Poisonous Bite Level 2 (60 Damage; Burning, Low Penetration, Melee), Speed Level 2, Super Strength Level 2

Awkward Size 1 BP, Cannot Talk 1 BP, No Arms 2 BP, Unskilled 2 BP

ADULT CHIMERA

55 Character Points

Body 8, Mind 2, Soul 4

Attack Combat Value 7, Defense Combat Value 5
Health Points 90, Energy Points 30

Combat Mastery Level 4, Damn Healthy! Level 3, Extra Attacks Level 2, Heightened Awareness Level 4, Light Armour Level 4, Natural Weapons (Fangs, Claws) Level 2, Special Attack: Flame Breath Level 2 (60 Damage; Area Effect, Short Range, Uses Energy x2), Special Attack: Poisonous Bite Level 2 (60 Damage; Burning, Low Penetration, Melee), Speed Level 2, Super Strength Level 2

Awkward Size 1 BP, Cannot Talk 1 BP, No Arms 2 BP, Unskilled 2 BP

CHIMERA

The Chimera is a vicious predator normally found in rocky, wild places. With the hindquarters of a goat, the fore-body of a lion, the tail of a snake, and the head of a lion, it looks like the product of a mad sorcerer's experiment or a drunken god's whimsy. Chimeras are usually encountered alone, for they need a large territory to provide enough food. The exception to this is during the breeding season, when a mated pair will build a nest high in the mountains. The young are born alive and hungry, and the parents will defend them savagely until they can fend for themselves.

Chimeras have a range of attacks with which to bring down their prey or to defend themselves. It belches a fiery cloud, the lion's head bites and tears with its fangs, and the snake's head kills with poison. If the lion's bite is successful, the chimera will also simultaneously rake the victim with its front claws. Chimeras hunt from above, watching for likely prey before leaping to attack. Although they prefer to stay far from civilized lands, a dearth of game or overpopulation will sometimes lead a desperate chimera to raid farms and villages in a search for food. Thus, the lords of human lands will sometimes hire heroes to hunt a rogue chimera or offer a bounty for those killed in the wild.

CHIMERA TEMPLATE

Template Cost: 20 Character Points

Body +2, Mind -3, Soul -1

Combat Mastery +1, Damn Healthy! +2, Extra Attacks +1, Heightened Awareness +1, Light Armour +2, Natural Weapons (Fangs, Claws) +2, Special Attack: Flame Breath +1 (45 Damage; Area Effect, Short Range, Uses Energy x2), Special Attack: Poisonous Bite +1 (45 Damage; Burning, Low Penetration, Melee), Speed +1, Super Strength +2,

Awkward Size +1, Cannot Talk +1, No Arms +2

COCKATRICE

The cockatrice is a beast that looks like a bizarre cross between a rooster, a reptile, and a bat. It has the body and head of a rooster, with wattles the colour of blood and red-rimmed eyes filled with hate. Though covered in feathers and sporting a rooster's colours, its skin is scaled like a reptile's, giving it a tough, resistant hide. While it has the wings of a bat, they are barely functional; the cockatrice is not a strong flier and does so only to escape or to leap on its prey from above. They are fiercely territorial, except when breeding, and commonly hunt small animals or the unprotected young of larger species.

The legends surrounding the cockatrice speak of it unnatural origins, telling of a dark wizard who buried a slaughtered hen gravid with eggs in a dung heap under a new moon. When the eggs hatched at the next new moon, the result was the cockatrice. Cockatrices are fertile, however. Although they do not form long-term mated pairs, the male will guard the female on her nest and bring her food until the hatchlings are born, at which time she drives him off. If captured soon after hatching, a cockatrice can be trained as a watch animal by those willing to take the risks. Characters will most often encounter a lone cockatrice defending its territory or its master's lair. May the gods help them if they chance across a pair defending its eggs.

COCKATRICE TEMPLATE

Template Cost: 20 Character Points

Body +1, Mind -3, Soul -1 (-3)

Combat Mastery +1, Flight +1, Heightened Senses +1, Light Armour +1, Natural Weapons (Claws, Beak) +1, Special Attack: Stone Touch +4 (15 Damage; Incapacitating: Body Stat, Incurable, Melee)

Cannot Talk +1, Rudimentary Manipulation +1

YOUNG COCKATRICE

40 Character Points

Body 4, Mind 1, Soul 2

Attack Combat Value 4, Defense Combat Value 2
Health Points 40, Energy Points 15

Combat Mastery Level 2, Damn Healthy! Level 1, Flight Level 1, Heightened Awareness Level 2, Heightened Senses (Smell x2) Level 2, Light Armour Level 3, Natural Weapons (Claws, Beak) Level 1, Special Attack: Stone Touch Level 5 (30 Damage; Incapacitating: Body Stat, Incurable, Melee)

Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

POWERFUL COCKATRICE

55 Character Points

Body 5, Mind 2, Soul 4

Attack Combat Value 5, Defense Combat Value 3
Health Points 65, Energy Points 30

Combat Mastery Level 2, Damn Healthy! Level 2, Extra Attacks Level 1, Flight Level 1, Heightened Awareness Level 2, Heightened Senses (Smell x2) Level 2, Light Armour Level 5, Natural Weapons (Claws, Beak) Level 1, Special Attack: Stone Touch Level 6 (45 Damage; Incapacitating: Body Stat, Incurable, Melee)

Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP



BIG EYES. SMALL MOUTH FANTASY BESTIARY

DRAGON

Dragons are huge winged reptiles, predators of tremendous power, wisdom, and grace. They can live to an immense age and some legends say they have existed since the creation of the world, preceded only by the gods. From their lairs high atop mountains or deep within a wilderness, dragons are lords of all within their domain, which can cover thousands of square kilometres.

In some cultures, dragons are seen as servants of the gods, themselves worthy of awe and worship. In others, they are terrifying beings in need of propitiation through sacrifices of blood and treasure, lest they lay waste to city and country alike. They may even ally with mortal kingdoms and join them in war — not as servants, but as honoured equals. Regardless, all but the most unusual dragons are greedy and seek to accumulate vast hoards of treasure and knowledge. Vanity, too, is common to dragons, and they will sometimes keep a prisoner alive so long as he or she can creatively sing its praises. Intelligent heroes have sometimes turned this vanity to their advantage, swaying the dragon to their cause or leaving it vulnerable to a killing blow.

Most dragons mate for life, though they only come together to lay eggs and raise their young, which they defend to the death. They hunt using their claws, fangs, and tail and like to surprise from above, slamming into their foe and leaving it stunned and vulnerable to a killing attack. When enraged, a dragon has terrible breath weapons at its disposal. No one type dominates: it may be a gout of fire, a bolt of lightning, a spray of acid, or something else. In combat, a dragon will swoop from the skies to strafe its enemy, preferring not to land for the kill until the prey is severely weakened. Encounters with a dragon should never be a routine affair, but something to be remembered long after it is over.

DRAGON TEMPLATE

Template Cost: 60 Character Points

Body +3, Mind +2, Soul +4

Aura of Command +3, Combat Mastery +2, Damn Healthy! +3, Dynamic Sorcery +1, Energy Bonus +2, Feature (Longevity) Level 1, Flight +1, Heavy Armour +1, Heightened Awareness +1, Highly Skilled +3, Kensei (Judge Opponent) +1, Mind Shield +1, Natural Weapons (Claws, Fangs, Horns, Tail Striker) +4, Sixth Sense (Magic) +1, Super Strength +3, Special Attack: Breath Weapon +2 (60 Damage; Area Effect, Short Range, Uses Energy x2), Extra Capacity +2,

Cultural Arts +3, Intimidation +2, Linguistics +3, Navigation +1, Social Sciences +2, Wilderness Survival +1

Awkward Size +3, Easily Distracted (Treasure) +1

YOUNG DRAGON

85 Character Points

Body 7, Mind 6, Soul 8

Attack Combat Value 9, Defense Combat Value 7
Health Points 125, Energy Points 100

Aura of Command Level 4, Combat Mastery Level 2, Damn Healthy! Level 5, Dynamic Sorcery Level 3, Energy Bonus Level 3, Feature (Longevity) Level 1, Flight Level 2, Heavy Armour Level 1, Heightened Awareness Level 1, Heightened Senses (Smell x2) Level 2, Highly Skilled Level 1, Kensei (Judge Opponent) Level 1, Mind Shield Level 2, Natural Weapons (Claws, Fangs, Horns, Tail Striker) Level 4, Sixth Sense (Detect Intruders, Magic) Level 2, Super Strength Level 3, Special Attack: Breath Weapon Level 2 (60 Damage; Area Effect, Short Range, Uses Energy x2), Extra Capacity Level 2

Cultural Arts Level 3, Intimidation Level 2, Linguistics Level 3, Navigation Level 1, Social Sciences Level 2, Wilderness Survival Level 1

Awkward Size 3 BP Awkward Size 3 BP, Easily Distracted (Treasure) 1 BP

ANCIENT DRAGON

105 Character Points

Body 8, Mind 7, Soul 10

Attack Combat Value 10, Defense Combat Value 8
Health Points 140, Energy Points 115

Aura of Command Level 6, Combat Mastery Level 2, Damn Healthy! Level 5, Dynamic Sorcery Level 4, Energy Bonus Level 3, Feature (Longevity) Level 1, Flight Level 2, Heavy Armour Level 2, Heightened Awareness Level 1, Heightened Senses (Smell x2) Level 2, Highly Skilled Level 2, Kensei (Judge Opponent) Level 1, Mind Shield Level 2, Natural Weapons (Claws, Fangs, Horns, Tail Striker) Level 4, Sixth Sense (Detect Intruders, Magic) Level 2, Super Strength Level 3, Special Attack: Breath Weapon Level 2 (60 Damage; Area Effect, Short Range, Uses Energy x2), Extra Capacity Level 2

Cultural Arts Level 4, Intimidation Level 3, Linguistics Level 4, Navigation Level 2, Social Sciences Level 3, Wilderness Survival Level 1

Awkward Size 3 BP Awkward Size 3 BP, Easily Distracted (Treasure) 1 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

MISCHIEVOUS GARGOYLE

45 Character Points

Body 6, Mind 2, Soul 3

Attack Combat Value 5, Defense Combat Value 3
Health Points 85, Energy Points 25

Combat Mastery Level 2, Damn Healthy! Level 4, Extra Attacks Level 1, Heavy Armour Level 1, Life Support Level 2, Natural Weapons (Claws, Fangs, Horns) Level 3, Flight (Glider) Level 2, Special Defense (Ageing) Level 2, Stealth (Vision) Level 5, Super Strength Level 2

Awkward Size 1 BP, Cannot Talk 1 BP, Cursed: Inanimate during the day 1 BP, Not So Fast 1 BP, Unskilled 2 BP

OLD AND WILY GARGOYLE

60 Character points

Body 8, Mind 3, Soul 4

Attack Combat Value 8, Defense Combat Value 6
Health Points 110, Energy Points 35

Combat Mastery Level 3, Damn Healthy! Level 5, Extra Attacks Level 1, Heavy Armour Level 2, Life Support Level 2, Natural Weapons (Claws, Fangs, Horns) Level 3, Flight (Glider) Level 2, Special Defense (Ageing) Level 2, Stealth (Vision) Level 6, Super Strength Level 3

Awkward Size 1 BP, Cannot Talk 1 BP, Cursed: Inanimate during the day 1 BP, Not So Fast 1 BP, Unskilled 2 BP

GARGOYLE

Gargoyles are nocturnal hunter-scavengers who take great joy in torturing and killing those weaker than themselves. They are the colour of old stone and have featherless batwings that let them glide for long distances on currents of air. Gargoyles originated in rocky, mountainous lands where they would gather in small numbers to hunt animals such as sheep, deer, and primitive humans. As humans built large towns and cities, gargoyles found they could hide among them, perched among the statuary that decorated their buildings and taking lone prey in a sudden, swooping attack. Though cursed to be inanimate, and thus defenseless, during the day, gargoyles are patient creatures who use this time to observe and learn. At the same time, their natural colouring and immobility help disguise them from all but the most observant hunters.

Gargoyles as a whole are not very intelligent, but, as immortals, the passing decades and centuries will bring some a certain wisdom. For characters who can communicate with them and keep their aggressive instincts in check, gargoyles can be a source of geographical lore, since they have seen landmarks come and go. Servants of evil favour them as guards for their lairs, for gargoyles will obey those more powerful than they as long as they are given the freedom to "play with" some of their catch before eating it or turning it over to their lord. Consequently, encounters with gargoyles are usually in conjunction with the hunt for another, more powerful being.

GARGOYLE TEMPLATE

Template Cost: 25 Character Points

Body +2, Mind -2, Soul -1

Combat Mastery +1, Damn Healthy! +4, Heavy Armour +1, Life Support +2, Natural Weapons (Claws, Fangs, Horns) +3, Flight (Glider) +1, Special Defense (Ageing) +2, Stealth (Vision) +5, Super Strength +2

Awkward Size +1, Cannot Talk +1, Cursed: Inanimate during the day +1, Not So Fast +1

BIG EYES. SMALL MOUTH FANTASY BESTIARY

GOLEM

Golems are magical constructions, animate statues built most often of clay, though they can be made of metal, stone, wood, or any other material a sculptor can work. Legend has it that the first golem was created by a priest seeking to protect his people from persecution, though now sorcerers and priests use them to guard their laboratories and temples. Golems are usually built to resemble large humans, though some makers have sculpted them to resemble apes, bears, and other large animals. The process is difficult, requiring time and care, and therefore expensive, ingredients.

The most powerful golems will have magical attacks in addition to their great strength. Though not very intelligent, they have some degree of reason and can distinguish friend from foe. Very rarely, they develop a self-awareness that grants them a startlingly human range of emotions and thoughts. They can be a danger even to those whom they protect, however, for the magic that creates them is not perfect. Some golems malfunction, forgetting their instructions and attacking all around them in a rampage that lasts until they are destroyed. This is sure to happen when their masters die since the magical bonds of control will vanish. Those rare few that develop self-awareness sometimes rebel against their makers and flee, seeking to live alone, away from those who hate them as "monsters."

GOLEM TEMPLATE

Template Cost: 20 Character Points

Body +2, Mind -2, Soul -2

Combat Mastery +2, Damn Healthy! +4, Heavy Armour +1, Life Support +2, Special Defense (Ageing) +2, Super Strength +3

Awkward Size +1, Cannot Talk +1, Not So Fast +1

GOLEM GUARD

40 Character Points

Body 6, Mind 2, Soul 2

Attack Combat Value 6, Defense Combat Value 4
Health Points 80, Energy Points 40

Combat Mastery Level 3, Damn Healthy! Level 4, Energy Bonus Level 2, Heightened Senses (Magical Hearing, x2) Level 2, Focused Damage (Punch) Level 2, Heavy Armour Level 1, Life Support Level 2, Massive Damage Level 1, Special Defense (Ageing) Level 2, Super Strength Level 3

Awkward Size 1 BP, Cannot Talk 1 BP, Not So Fast 1 BP, Unskilled 2 BP

SELF-AWARE GOLEM

55 Character Points

Body 7, Mind 3, Soul 4

Attack Combat Value 8, Defense Combat Value 6
Health Points 95, Energy Points 55

Combat Mastery Level 4, Damn Healthy! Level 4, Divine Relationship Level 1, Energy Bonus Level 2, Extra Attacks Level 1, Heightened Senses (Magical Hearing x2) Level 2, Focused Damage (Punch) Level 2, Heavy Armour Level 2, Life Support Level 2, Massive Damage Level 1, Special Defense (Ageing) Level 2, Super Strength Level 3

Awkward Size 1 BP, Cannot Talk 1 BP, Not So Fast 1 BP, Unskilled 2 BP



BIG EYES. SMALL MOUTH FANTASY BESTIARY

GRIFFIN

Griffins are hybrid creatures, combining the body of a lion with the head, wings, and claws of a great eagle. They are fierce predators whose favourite food is horse — and they are not afraid to kill the rider to get the horse. They come in all the colours common to eagles, from a brown body with white head feathers, to a tawny golden all over. Griffins are found in wilderness lands and are rarely seen among mortal kingdoms, for the damage they can do to livestock herds and horses forces humans to drive them away or kill them. They nest high among the cliffs, from which they can see potential prey and enemies for miles around. Griffins lay a clutch of two to three eggs, which they defend with their lives. Raids by griffins in areas where they are not normally seen may indicate a breeding pair with young to feed.

Though proud and indomitable as adults, griffins captured while very young can be tamed and taught to accept a rider. Aside from the dangers of raiding a griffin's nest, the taming process is both difficult, as griffins do not easily accept riders, and expensive, since they have voracious appetites for fresh meat. Horses are naturally frightened of griffins, and so their owners will not appreciate having one nearby. If successfully tamed, however, the griffin becomes an absolutely loyal mount that will be a formidable fighting partner for its rider. Consequently, griffins are usually owned only by great nobles and kings, or near-legendary warriors.

GRIFFIN TEMPLATE

Template Cost: 10 Character Points

Body +2, Mind -2, Soul +2

Combat Mastery +1, Damn Healthy! +2,
Extra Capacity +1, Heightened Awareness +1,
Flight +1, Natural Weapons (Claws, Beak) +2

Awkward Size +2, Cannot Talk +1,
Rudimentary Manipulation +1

WILD GRIFFIN

30 Character Points

Body 6, Mind 2, Soul 6

Attack Combat Value 6, Defense Combat Value 4
Health Points 100, Energy Points 40

Combat Mastery Level 2, Damn Healthy! Level 4, Extra Capacity Level 1, Heightened Awareness Level 5, Flight Level 1, Light Armour Level 2, Natural Weapons (Claws, Beak) Level 2

Awkward Size 2 BP, Cannot Talk Level 1, Rudimentary Manipulation 1 BP, Unskilled 2 BP

ROYAL MOUNT

45 Character Points

Body 8, Mind 3, Soul 7

Attack Combat Value 9, Defense Combat Value 7
Health Points 125, Energy Points 50

Combat Mastery Level 3, Damn Healthy! Level 5, Extra Capacity Level 1, Heightened Awareness Level 4, Heightened Senses (Sight x2) Level 2, Flight Level 2, Light Armour Level 2, Natural Weapons (Claws, Beak) Level 2, Telepathy (Only with rider) Level 3

Awkward Size 2 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

SCAVENGER HARPY

40 Character Points

Body 5, Mind 3, Soul 5

Attack Combat Value 4, Defense Combat Value 2
Health Points 70, Energy Points 40

Damn Healthy! Level 2, Flight Level 1, Focused
Attack (Fangs) Level 2, Heightened Awareness Level
3, Heightened Senses (Hearing) Level 1, Natural
Weapons (Claws, Fangs) Level 2, Special Attack:
Shriek Level 4 (60 Damage; Area Effect, Soul Attack,
Short Range, Toxic, Uses Energy)

Cannot Talk 1 BP, Unskilled 2 BP

MATRIARCH HARPY

55 Character Points

Body 6, Mind 4, Soul 7

Attack Combat Value 6, Defense Combat Value 4
Health Points 95, Energy Points 55

Combat Mastery Level 1, Damn Healthy! Level
3, Flight Level 2, Focused Attack (Fangs) Level 1,
Heightened Awareness Level 2, Heightened Senses
(Hearing, Sight, Smell) Level 3, Natural Weapons
(Claws, Fangs) Level 2, Special Attack: Shriek Level 5
(75 Damage; Area Effect, Soul Attack, Short Range,
Toxic, Uses Energy)

Cannot Talk 1 BP, Unskilled 2 BP

HARPY

The harpy is hideous creature, a disgusting mix with the torso and head of an ugly woman and the body and legs of a vulture. Its human arms end in sharp, filthy claws and its bird legs end in talons that it uses to drop rocks on its foes from high. The harpy's face reveals an evil joy when tormenting and hurting those weaker than itself, its smile showing jagged fangs with which to rend living flesh. They are found in out-of-the-way places all around the world, perching on cliffs, treetops, or ruins and waiting for lone, unwary travellers to wander by. Only female harpies have ever been seen, and how they reproduce is a mystery. Perhaps their males remain in the nest, or perhaps a fate worse than immediate death waits for male mortals captured by them

Harpies hunt in groups, having enough intelligence to co-ordinate their attacks. One or two will typically attack with their soul-chilling shrieks, while the others strike with claw and fang or drop rocks on their targets. Harpies will try to frighten animals and their riders over cliffs, letting the fall do their work for them. Harpies do not eat their prey right away, but, instead, they take it back to their nests to age and rot until it is the way they like it, making their cries disgusting as well as dangerous places to visit.

HARPY TEMPLATE

Template Cost: 20 Character Points

Body +1, Mind -1, Soul +1

Damn Healthy! +1, Flight +1, Heightened
Awareness +1, Natural Weapons (Claws, Fangs) +2,
Special Attack: Shriek +3 (45 Damage; Area Effect,
Soul Attack, Short Range, Toxic, Uses Energy)

Cannot Talk +1

BIG EYES, SMALL MOUTH FANTASY BESTIARY

HYDRA

While the Hydra may be related to the dragon (and most dragons would take insult at this), they bear only a superficial resemblance to their majestic cousins. Hydras are immense, with the body of a dragon or great lizard, and three or more draconic heads. Each head can deliver a vicious bite at the same time the beast strikes with its claws or tail. They have not nearly the intelligence of the great dragons, being creatures of low cunning who rely on brute force and base instinct. Voracious killers, hydras live in desolate wastelands where they hunt other large game, occasionally venturing into human lands when game is scarce. Though hydras do not demand tribute, unlike dragons, they are attracted to the things mortals value and will gather them and use these as bait to attract the brave and foolish.

Although the hydra can deal massive damage to an enemy, it is its ability to regenerate and heal rapidly from the worst wounds that scares opponents the most. Even chopping off its heads will do little good; unless all the heads are cut off or the killing blow is delivered to the body, a hydra can rapidly regrow the severed limbs and continue the battle. Heroes count themselves lucky that hydras are rarely encountered together.

HYDRA TEMPLATE

Template Cost: 50 Character Points

Body +2, Mind -2, Soul +1

Damn Healthy! +3, Extra Attacks +3, Heavy Armour +1, Heightened Awareness +2, Natural Weapons (Fangs, Claws, Tail Striker) +3, Regeneration +6, Super Strength +2

Awkward Size +3, Cannot Talk +1, Rudimentary Manipulation +1

YOUNG HYDRA

70 Character Points

Body 6, Mind 2, Soul 5

Attack Combat Value 6, Defense Combat Value 4
Health Points 105, Energy Points 35

Combat Mastery Level 2, Damn Healthy! Level 5, Extra Attacks Level 3, Heavy Armour Level 1, Heightened Awareness Level 2, Heightened Senses (Smell x2) Level 2, Massive Damage Level 1, Natural Weapons (Fangs, Claws, Tail Striker) Level 3, Regeneration Level 6, Super Strength Level 2

Awkward Size 3 BP Awkward Size 3 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

OLD ADULT HYDRA

85 Character Points

Body 8, Mind 3, Soul 6

Attack Combat Value 7, Defense Combat Value 5
Health Points 130, Energy Points 45

Combat Mastery Level 2, Damn Healthy! Level 6, Extra Attacks Level 4, Heavy Armour Level 1, Heightened Awareness Level 6, Heightened Senses (Smell x2) Level 2, Massive Damage Level 2, Natural Weapons (Fangs, Claws, Tail Striker) Level 3, Regeneration Level 6, Super Strength Level 2

Awkward Size 3 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP



BIG EYES, SMALL MOUTH FANTASY BESTIARY

KRAKEN

The kraken, while often called the "demon of the seas," is an earthly but monstrous relative of the giant squid. They inhabit the farthest depths of the oceans, from where they hunt whales and other large prey. Their coloration is like that of a smaller squid, with luminous eyes larger than a man set in a pale, tubular body over 30 metres long. Around its massive beak is a ring of eight tentacles ranging from 25 to 30 metres in length. These powerful and flexible "arms" can grasp victims in an iron grip and crush the life out of them in minutes. Those that escape the kraken's embrace bear ring-like scars on their bodies for the rest of their lives.

Some kraken hunt surface waters and coastal regions, having learned that ships and their soft-bodied crews are easy targets. An attacking kraken might grip the ship and try to crush the hull, sinking it and picking the crew off as they float helplessly. Others will merely try to hold the ship and slow it with two or three of its tentacles, while using the rest to pick up dainty morsels at leisure. Kraken rarely fight to the death, however. If badly hurt, they will flee and seek easier pickings elsewhere.

KRAKEN TEMPLATE

Template Cost: 35 Character Points

Body +3, Mind -3

Damn Healthy! +4, Elasticity +2, Extra Arms +3, Extra Attacks +2, Light Armour +3, Natural Weapons (Spikes, Beak, Tentacles) +3, Super Strength +4, Water Speed +3

Awkward Size +5, Cannot Talk +2, Restricted Path (Water) +1, Rudimentary Manipulation +1

INEXPERIENCED KRAKEN

55 Character Points

Body 7, Mind 1, Soul 4

Attack Combat Value 4, Defense Combat Value 2
Health Points 105, Energy Points 45

Damn Healthy! Level 5, Elasticity Level 2, Energy Bonus Level 2, Extra Arms Level 4, Extra Attacks Level 2, Focused Damage (Beak) Level 4, Light Armour Level 3, Massive Damage Level 1, Natural Weapons (Spikes, Beak, Tentacles) Level 3, Super Strength Level 4, Water Speed Level 3

Awkward Size 5 BP, Cannot Talk 2 BP, Restricted Path (Water) 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

OLD SURVIVOR KRAKEN

70 Character Points

Body 9, Mind 2, Soul 5

Attack Combat Value 7, Defense Combat Value 5
Health Points 130, Energy Points 55

Combat Mastery Level 3, Damn Healthy! Level 6, Elasticity Level 2, Energy Bonus Level 2, Extra Arms Level 4, Extra Attacks Level 2, Focused Damage (Beak) Level 3, Light Armour Level 5, Massive Damage Level 2, Natural Weapons (Spikes, Beak, Tentacles) Level 3, Super Strength Level 4, Water Speed Level 4

Awkward Size 5 BP, Cannot Talk 2 BP, Restricted Path (Water) 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

YOUNG MANTICORE

30 Character Points

Body 6, Mind 1, Soul 3

Attack Combat Value 5, Defense Combat Value 3
Health Points 75, Energy Points 20

Combat Mastery Level 2, Damn Healthy! Level 3, Heightened Awareness Level 4, Light Armour Level 4, Natural Weapons (Claws, Fangs) Level 2, Special Attack: Tail Stinger Level 2 (60 Damage; Burning, Penetrating, Limited Shots x2, Melee)

Awkward Size 1 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

OLD ADULT

45 Character Points

Body 8, Mind 2, Soul 4

Attack Combat Value 6, Defense Combat Value 4
Health Points 100, Energy Points 30

Combat Mastery Level 2, Damn Healthy! Level 4, Heightened Awareness Level 5, Light Armour Level 5, Massive Damage Level 1, Natural Weapons (Claws, Fangs) Level 2, Special Attack: Tail Stinger Level 2 (60 Damage; Burning, Penetrating, Limited Shots x2, Melee), Super Strength Level 1

Awkward Size 1 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

MANTICORE

The manticore is a fearsome beast with the head of a man or a woman, the body of a lion, and the stinging tail of a scorpion. It hunts arid, distant wildernesses, making its lair in caves or among the tunnels of ancient volcanoes. Though it has the head and face of a human, the manticore is a stupid creature whose few thoughts are taken up with hate for all living things. They live alone, coming together only to mate. The male leaves after coupling, and the female takes care of her young only until they can fend for themselves. Then, the cubs are forced to flee lest they become food themselves.

Lazy, shiftless beasts, manticores will only hunt when hungry. Otherwise, they spend their days keeping watch from their mountain caves, waiting for foes or potential food (often one and the same) to come near. Then they leap to the attack. A manticore's favourite tactic is to pounce from behind and make an attack with its poisonous tail sting and quickly springing away. When the target is disabled, the manticore will move in for the kill. Fierce resistance will make it flee, however; survival is its first instinct.

Male manticores will always be encountered alone, and they are more aggressive than females when intruders challenge their territory. Females, however, are far more vicious when defending their young and will never flee. The discovery of a manticore's lair nearby is a cause for panic in civilized lands, the rulers of which will pay almost anything to be rid of them.

MANTICORE TEMPLATE

Template Cost: 10 Character Points

Body +2, Mind -3, Soul -1

Combat Mastery +2, Damn Healthy! +2, Heightened Awareness +1, Light Armour +2, Natural Weapons (Claws, Fangs) +2, Special Attack: Tail Stinger +1 (45 Damage; Burning, Penetrating, Limited Shots x2, Melee)

Awkward Size +1, Cannot Talk +1, Rudimentary Manipulation +1

BIG EYES, SMALL MOUTH FANTASY BESTIARY

NAGA

Nagas are a weird mixture of giant snake and human. They have the faces of either men or women, but the rest of their 10-metres-long body is that of a snake with a bony striker at the tip of its tail. They are coloured in bright patterns that match those of their jungle homes. Nagas make their lairs in hidden caves by sacred waterfalls or in vine-covered ruins, particularly ancient temples and palaces. The origin of the nagas is lost in time. Some legends say they are demons punished with mortal form and forced to live on Earth, while others say they are the descendants of a god who took the form of a snake and laid with a mortal woman.

Nagas can be friendly, indifferent, or hostile to mortals — there is no general rule. Those friendly or neutral might answer questions from respectful heroes seeking knowledge, and they may even aid them with an Item of Power from the places they guard, which must be returned when the adventurer's quest is complete. Nagas ill-disposed to humans and their allied races will guard their lairs with all their might, fighting to kill the intruders who dare to steal from them. Some few have great powers of hypnosis, which they will use to subdue mortals, making slaves of them, or even a meal.

Explorers and travellers will usually encounter just a single naga, though occasionally two or three weaker nagas will serve one that is far more powerful.

NAGA TEMPLATE

Template Cost: 25 Character Points

Body +2

Combat Mastery +1, Damn Healthy! +2, Elasticity +2, Light Armour +3, Natural Weapons (Fangs, Tail Striker) +2, Special Attack: Venom Spit +1 (30 Damage; Burning, Irritant, Spreading, Inaccurate, Limited Shots, Short Range, Toxic), Speed +2, Stealth +1, Super Strength +2

Awkward Size +1

LONE NAGA

45 Character Points

Body 6, Mind 4, Soul 4

Attack Combat Value 6, Defense Combat Value 4
Health Points 80, Energy Points 40

Combat Mastery Level 2, Damn Healthy! Level 3, Elasticity Level 2, Light Armour Level 3, Massive Damage Level 1, Natural Weapons (Fangs, Tail Striker) Level 2, Sixth Sense (Detect Intruders) Level 1, Special Attack: Venom Spit Level 2 (45 Damage; Burning, Irritant, Spreading, Inaccurate, Limited Shots, Short Range, Toxic), Speed Level 2, Stealth (Vision) Level 1, Super Strength Level 2

Awkward Size 1 BP, Unskilled 2 BP

NAGA LORD

60 Character Points

Body 8, Mind 5, Soul 5

Attack Combat Value 8, Defense Combat Value 6
Health Points 105, Energy Points 50

Combat Mastery Level 2, Damn Healthy! Level 4, Dynamic Sorcery Level 2, Elasticity Level 2, Light Armour Level 4, Massive Damage Level 1, Natural Weapons (Fangs, Tail Striker) Level 2, Sixth Sense (Detect Intruders) Level 1, Special Attack: Venom Spit Level 2 (45 Damage; Burning, Irritant, Spreading, Inaccurate, Limited Shots, Short Range, Toxic), Speed Level 2, Stealth (Vision) Level 2, Super Strength Level 2

Awkward Size 1 BP, Unskilled 2 BP



BIG EYES. SMALL MOUTH FANTASY BESTIARY

PEGASUS

A Pegasus is a large, beautiful horse with the wings of a graceful bird. It stands nearly two metres tall at the shoulder and weighs nearly 700 kilograms. Most commonly white, the pegasus can also be grey or even coal-black. Unlike horses, which live in herds, pegasi live in small family groups among the high peaks, far from most predators save dragons and manticores, their dire enemies. They build their nests on sheltered ledges and in shallow caves, where male and female will give birth to just one or two foals every couple of years. Pairs mate for life and are absolutely devoted to each other and their young.

Pegasi are shy creatures who try to avoid contact with humans and their kind; too often, they've been hunted for their hides and feathers by greedy men, anxious to sell them to wizards. But the winged horses have an innate sense regarding a mortal's character, and some will allow truly good humans, elves, and others to ride them, even fighting alongside them in the right cause. Pegasi never let themselves be owned or mastered by another: accepting a rider is, to them, an act of friendship between equals. Once a pegasus accepts a rider, it will never let that person fall off so long as life remains in its body.

PEGASUS TEMPLATE

Template Cost: 5 Character Points

Body +2, Mind -2, Soul +1

Damn Healthy! +2, Extra Capacity +1, Flight +1, Sixth Sense (Sense Good) +1

Awkward Size +1, Cannot Talk +1, No Arms +2

YOUNG COLT

25 Character Points

Body 6, Mind 2, Soul 5

Attack Combat Value 4, Defense Combat Value 2
Health Points 75, Energy Points 35

Appearance Level 2, Damn Healthy! Level 2,
Divine Relationship Level 2, Extra Capacity Level 1,
Flight Level 1, Heightened Awareness Level 1,
Natural Weapons (Hooves, Bite) Level 2, Sixth Sense
(Sense Good) Level 1, Telepathy Level 1

Awkward Size 1 BP, Cannot Talk 1 BP, No Arms
2 BP, Unskilled 2 BP

STALLION KING

40 Character Points

Body 7, Mind 5, Soul 5

Attack Combat Value 5, Defense Combat Value 3
Health Points 80, Energy Points 50

Appearance Level 3, Aura of Command
(Normal Horses) Level 3, Damn Healthy! Level 3,
Divine Relationship Level 2, Extra Capacity Level 1,
Flight Level 1, Heightened Awareness Level 3,
Natural Weapons (Hooves, Bite) Level 2, Sixth Sense
(Detect Good, Detect Evil) Level 2, Telepathy Level 2

Awkward Size 1 BP, Cannot Talk 1 BP, No Arms
2 BP, Unskilled 2 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

PHOENIX JUST REBORN

60 Character Points

Body 7, Mind 4, Soul 7

Attack Combat Value 8, Defense Combat Value 6
Health Points 110, Energy Points 55

Combat Mastery Level 2, Damn Healthy! Level 4, Divine Relationship Level 1, Extra Attacks Level 1, Flight Level 2, Heightened Awareness Level 4, Light Armour Level 3, Natural Weapons (Claws, Beak) Level 2, Reincarnation +1, Special Attack: Aura of Flame Level 3 (30 Damage; Aura, Burning, Melee), Super Strength Level 2

Awkward Size 3 BP, Bane (Roc's Blood) 1 BP, Cannot Talk 1 BP, Nemesis (Roc) 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

PHOENIX AT THE EDGE OF REBIRTH

75 Character Points

Body 8, Mind 5, Soul 9

Attack Combat Value 10, Defense Combat Value 8
Health Points 135, Energy Points 70

Combat Mastery Level 3, Damn Healthy! Level 5, Divine Relationship Level 3, Extra Attacks Level 1, Flight Level 3, Heightened Awareness Level 2, Light Armour Level 3, Natural Weapons (Claws, Beak) Level 2, Reincarnation +1, Special Attack: Aura of Flame Level 4 (45 Damage; Aura, Burning, Melee), Super Strength Level 2

Awkward Size 3 BP, Bane (Roc's Blood) 1 BP, Cannot Talk 1 BP, Nemesis (Roc) 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

PHOENIX

The phoenix is a magical bird found in desert climes. They are servants of the good gods that stands watch over innocent travellers and small towns. They resemble mighty eagles, save that their bodies are twice the length of a man's and their wingspan four times that, though they get larger as they age. The feathers display all the colours of a rainbow, especially the warm colours of red, yellow, and orange. While they are predators that can lift an elephant or pluck a whale from the ocean, phoenixes only take the old and weak and are never cruel with their prey. They are the eternal foe of the roc, a lack-wit beast often duped by the powers of evil. They have also been known to aid lost travellers and servants of good causes, using their flame auras as beacons or weapons to burn the gods' enemies.

While they make nests among the mountains like many birds, the phoenix bears no young. Indeed, scholars debate whether there is even more than one sex among phoenixes. Some theorize that no more than a dozen exist, creations of the god of the sun to protect the peoples of the deserts. Whatever the truth, the phoenix lives through a cycle of birth, death, and rebirth 500 years long. Every half-millennium, the ageing phoenix sets its nest ablaze and burns itself to death. From its ashes arises a new phoenix, the original reborn. Thus, the firebird serves as a symbol to all people of hope and triumph through the worst travails.

PHOENIX TEMPLATE

Template Cost: 40 Character Points

Body +3, Soul +3

Combat Mastery +1, Damn Healthy! +3, Flight +2, Heightened Awareness +2, Light Armour +3, Natural Weapons (Claws, Beak) +2, Reincarnation +1, Special Attack: Aura of Flame +3 (30 Damage; Aura, Burning, Melee), Super Strength +2

Awkward Size +3, Bane (Roc's Blood) +1, Cannot Talk +1, Nemesis (Roc) +1, Rudimentary Manipulation +1

BIG EYES, SMALL MOUTH FANTASY BESTIARY

ROC

The roc is a huge bird of prey, invoking images of a pet falcon or a giant god. They lair in mountainous desert regions, much like the phoenixes, preferring coastal lands that give them access to large sea mammals such as dolphins, whales, and sea lions — as well as human ships. Their bodies are nearly 25 metres long and their wingspans can reach almost 50 metres. The roc's plumage is most often a mottled brown and grey, though black and white or snow white are not unknown. Sailors consider the black roc a sign of great evil.

Rocs are observant creatures, with keen sight that some say can see past the horizon. They rarely notice creatures as small as men and elves, unless those beings object to a roc feeding on their cattle. Then the roc will defend its kill as any predator would, which usually results in the death of the mortal. Rocs are not intelligent animals, and their rapacious instincts make them easy prey for powerful evil wizards and priests, who can dominate them with their magic. A roc in the service of evil is a deadly guard, spotting agents of righteousness and diving on them before they can even come close to their objective. Even if they fail to kill or drive off the heroes, the roc's master is alerted that danger is nearby.

Rocs breed but once every three score years, laying only one or two eggs. The nesting of a roc is regarded as a horrible omen among peoples living nearby, for the beasts will need to feed their young. Thus, heroes are likely to find work hunting rocs, if they are foolish enough.

ROC TEMPLATE

Template Cost: 30 Character Points

Body +3, Mind -2

Combat Mastery +2, Damn Healthy! +3, Extra Capacity +2, Flight +2, Heightened Awareness +2, Heightened Senses (Sight x2) +2, Light Armour +2, Natural Weapons (Claws, Beak) +2, Super Strength +3

Awkward Size +3, Cannot Talk +1, Rudimentary Manipulation +1

ROC NEW TO ITS TERRITORY

50 Character Points

Body 7, Mind 2, Soul 4

Attack Combat Value 6, Defense Combat Value 4
Health Points 85, Energy Points 30

Combat Mastery Level 2, Damn Healthy! Level 3, Extra Capacity Level 2, Flight Level 2, Focused Damage Level (Beak) 3, Heightened Awareness Level 3, Heightened Senses (Sight x2) Level 2, Light Armour Level 2, Massive Damage Level 2, Natural Weapons (Claws, beak) Level 2, Speed Level 2, Super Strength Level 3

Awkward Size 3 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

ROC READY TO NEST

65 Character Points

Body 9, Mind 3, Soul 5

Attack Combat Value 9, Defense Combat Value 7
Health Points 120, Energy Points 40

Combat Mastery Level 4, Damn Healthy! Level 5, Extra Capacity Level 2, Flight Level 2, Focused Damage (Beak) Level 3, Heightened Awareness Level 2, Heightened Senses (Sight x2) Level 2, Light Armour Level 3, Massive Damage Level 3, Natural Weapons (Claws, beak) Level 2, Speed Level 2, Super Strength Level 4

Awkward Size 3 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP



BIG EYES. SMALL MOUTH FANTASY BESTIARY

SPECTRAL HOUND

Spectral Hounds are ill-omened creatures of evil, the servants and favoured pets of demonic powers. Legends say they haunt cursed families, appearing in the dead of night to howl when the lord or heir of the house is about to meet a horrible death. Barred doors and armed guards can't keep them out, for they can pass through walls of the thickest stone to deliver their messages of doom. Spectral hounds, sometimes called "hell hounds," also haunt lonely roads among the moors or other desolate places where a great evil has taken place. There, they attack travellers and isolated farmsteads, returning on each full moon till the land is abandoned. Their movements and actions provide clues to the crime that called them forth, though, and wise heroes can use this knowledge to banish the spectral hound.

Spectral Hounds appear as large vicious dogs, nearly three metres long and one and a half high. Their eyes are like burning coals and their saliva drips from their jaws in drops that sizzle and steam when they hit the ground. They can call darkness around themselves to confuse their victims and those who would hunt them. In a fight, the Spectral Hound can tear flesh and even rip through armour with claws and teeth as hard as iron. Spectral Hounds fear the good gods and cannot stand the presence of their holy symbols, when wielded by a person of faith. The sun, a symbol of justice, is also anathema to them. Spectral Hounds are generally found alone, unless times are truly dire.

SPECTRAL HOUND TEMPLATE

Template Cost: 30 Character Points

Body +3, Mind -2, Soul +1

Combat Mastery +1, Damn Healthy! +2, Environmental Control (Darkness) +1, Heightened Awareness +1, Insubstantial (Incorporeal) +4, Natural Weapons (Fangs, Claws) +2, Light Armour +2, Speed +2, Stealth +3, Super Strength +1

Awkward Size +1, Bane (Holy items) +1, Bane (Sunlight) +2, Cannot Talk +1, Rudimentary Manipulation +1

COMMON SPECTRAL HOUND

50 Character Points

Body 6, Mind 2, Soul 5

Attack Combat Value 6, Defense Combat Value 4
Health Points 95, Energy Points 35

Combat Mastery Level 1, Damn Healthy! Level 4, Environmental Control (Darkness) Level 2, Heightened Awareness Level 4, Insubstantial (Incorporeal) Level 4, Natural Weapons (Fangs, Claws) Level 2, Light Armour Level 4, Speed Level 2, Stealth Level 3, Super Strength Level 2

Awkward Size 1 BP, Bane (Holy items) 1 BP, Bane (Sunlight) 2 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

POWERFUL SPECTRAL HOUND

65 Character Points

Body 8, Mind 3, Soul 6

Attack Combat Value 7, Defense Combat Value 5
Health Points 120, Energy Points 45

Combat Mastery Level 2, Damn Healthy! Level 5, Environmental Control (Darkness) Level 2, Extra Attacks Level 1, Heightened Awareness Level 4, Insubstantial (Incorporeal) Level 4, Natural Weapons (Fangs, Claws) Level 2, Light Armour Level 4, Speed Level 3, Stealth Level 3, Super Strength Level 3

Awkward Size 1 BP, Bane (Holy items) 1 BP, Bane (Sunlight) 2 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

BIG EYES, SMALL MOUTH FANTASY BESTIARY

CURIOUS SPHINX

40 Character Points

Body 6, Mind 6, Soul 5

Attack Combat Value 5, Defense Combat Value 3
Health Points 85, Energy Points 55

Damn Healthy! Level 3, Flight Level 1,
Heightened Awareness Level 3, Light Armour Level
4, Massive Damage Level 2, Natural Weapons (Claws,
Fangs) Level 2, Speed Level 1, Super Strength Level 2

Cultural Arts (Riddles) Level 5

Awkward Size 2 BP, Rudimentary Manipulation
1 BP, Unskilled 1 BP

OLD SPHINX

55 Character Points

Body 7, Mind 7, Soul 6

Attack Combat Value 6, Defense Combat Value 4
Health Points 105, Energy Points 65

Damn Healthy! Level 4, Extra Attacks Level 1,
Flight Level 2, Heightened Awareness Level 4,
Heightened Senses (Hearing, Sight) Level 2, Light
Armour Level 4, Massive Damage Level 2, Natural
Weapons (Claws, Fangs) Level 2, Super Strength
Level 2

Cultural Arts (Riddles) Level 7, Cultural Arts
(History) Level 3

Awkward Size 2 BP, Rudimentary Manipulation
1 BP

SPHINX

The sphinx is a composite beast, with the head and breasts of a woman, the body of a lion, and the wings of an eagle. It is not hideous, nor even unpleasant looking; indeed, a sphinx is often a handsome beast, in spite of its mixed heritage. Their origins are unknown, although, according to some legends, they are the offspring of two great monsters that mated during the War of the Gods. Others claim that the sphinx is a servant of the Lords of Knowledge, testing men to see if their minds are worthy. Whatever the truth, the sphinx is a large and imposing being with claws and teeth that can rip a man to shreds in seconds.

Sphinxes prefer warm climates, where they perch on high rocks, enjoying the sun while waiting for travellers to pass by so they can challenge them to a riddle. Their love of riddles is their most famous trait, and some have even held cities and towns hostage, not letting anyone through the city gates without accepting their challenge. Each will have one unique to itself, with which it challenges all mortals who cross its path. The victim has three chances to answer correctly: if he or she fails, the sphinx kills and eats the person. The creature is not cruel about this, but it has supreme confidence in the riddle's difficulty. Thus, the mortal's life is the only worthy stake. Should the riddle ever be solved the sphinx will fall into an abyss of despair and kill itself.

Encounters will most often involve a single sphinx, because they jealously guard their riddles from each other and refuse to co-operate.

SPHINX TEMPLATE

Template Cost: 20 Character Points

Body +2, Mind +1, Soul +1

Damn Healthy! +3, Flight +1, Heightened
Awareness +1, Highly Skilled +1, Light Armour
+2, Natural Weapons (Claws, Fangs) +2, Super
Strength +2

Cultural Arts (Riddles) +5

Awkward Size +2, Rudimentary Manipulation +1

UNICORN

Unicorns are large, beautiful horses that inhabit sylvan forests along with faeries and high elves. A single spiral horn grows from a unicorn's head, its length and the number of spirals indicating the creature's age. Unicorns are most often snow white, though rare grey and black one have been seen, too. What ever the colour of its body, the mane, tail, and feathering around the unicorn's hooves are always white. The origins of the unicorn are long lost: some myths tell of a noble horse that sacrificed itself to save an old priest from a lion. The priest healed the beast and blessed it and its children with a gentle soul, beauty, and the horn as a symbol of nobility. Others claim the unicorn came from the lands of the faeries, thus explaining why they are so often found together.

Unicorns are peaceful creatures, though they are fierce fighters when the cause is good. They are otherwise shy, their souls sensitive toward evil intent, and they will flee from any but the most good-hearted mortals. A unicorn will occasionally allow a mortal of great purity and innocence to ride it, even into battle, though few can meet their high standards.

When a wanderer encounters a unicorn, it will often be one of a mated pair, as they bond for life. They are intensely loyal to each other and their young, of which there is usually only one born every few years. The horns of the unicorns are said to possess powerful magical qualities related to healing and virility, and evil wizards or ageing kings will sometimes hunt them. Any who kills a unicorn, however, soon finds that all the life in the forest has become their eternal enemy.

UNICORN TEMPLATE

Template Cost: 10 Character Points

Body +2, Mind -1, Soul +2

Damn Healthy! +2, Divine Relationship +2, Extra Capacity +1, Healing +1, Natural Weapons (Horn) +1, Sixth Sense (Sense Evil) +1

Awkward Size +1, Cannot Talk +1, No Arms +2

UNICORN STALLION

30 Character Points

Body 7, Mind 3, Soul 6

Attack Combat Value 5, Defense Combat Value 3
Health Points 85, Energy Points 45

Appearance Level 2, Damn Healthy! Level 2, Divine Relationship Level 2, Dynamic Sorcery (Refreshing Magic only) Level 2, Extra Capacity Level 1, Focused Damage (Horn) Level 2, Healing Level 1, Natural Weapons (Horn) Level 1, Sixth Sense (Sense Evil, Sense Virtue) Level 2

Awkward Size 1 BP, Cannot Talk 1 BP, No Arms 2 BP, Unskilled 2 BP

SAINTLY KING'S MOUNT

45 Character Points

Body 7, Mind 4, Soul 8

Attack Combat Value 6, Defense Combat Value 4
Health Points 115, Energy Points 60

Appearance Level 3, Damn Healthy! Level 4, Divine Relationship Level 4, Dynamic Sorcery (Refreshing Magic only) Level 3, Extra Capacity Level 1, Focused Damage (Horn) Level 2, Healing Level 2, Natural Weapons (Horn) Level 1, Sixth Sense (Sense Evil, Sense Virtue) Level 2

Awkward Size 1 BP, Cannot Talk 1 BP, No Arms 2 BP, Unskilled 2 BP



BIG EYES, SMALL MOUTH FANTASY BESTIARY

WORG

Worgs are evil, demonic beasts that wear the forms of wolves and take delight in destruction and killing. A typical worg is the size of a large wolf, with dirty black fur and eyes like burning embers. Steaming saliva drips from their mouths and their breath carries the moist stink of rotting meat. Worgs may be the get of matings between wolves and demons, or perhaps they are large wolves that have been possessed by spirits of hate. Some religious legends even claim they are favoured pets of demons, let loose on Earth to torment the innocent. However they came to be, they operate alone, in packs, or even as trained attack animals and mounts for goblins.

Worgs are to blame for much of the terrible reputation wolves have among humans and others. While wolves will only attack the sick and weak, often avoiding humans altogether, worgs will raid farms and attack travellers for the sake of killing, sometimes not even eating their victim, instead leaving the corpse to rot. Also, unlike wolves, worgs have trouble co-operating with each other — their packs eventually breaking up in bloody squabbles. They are even a grave danger to those who try to train them for they can never be tamed. Worgs are fast and alert, and they have led many hunting parties on futile chases. Encounters with worgs should leave heroes with the impression of a cunning foe and wondering who is hunting whom.

WORG TEMPLATE

Template Cost: 5 Character Points

Body +2, Mind -3

Combat Mastery +1, Damn Healthy! +1, Extra Capacity +1, Heightened Awareness +1, Heightened Senses (Smell) +1, Natural Weapons (Fangs) +1, Speed +2, Stealth +1

Awkward Size +1, Cannot Talk +1, No Arms +2

YOUNG WORG

25 Character Points

Body 6, Mind 1, Soul 4

Attack Combat Value 4, Defense Combat Value 2
Health Points 70, Energy Points 25

Combat Mastery Level 1, Damn Healthy! Level 2, Extra Capacity Level 1, Focused Damage (Bite) Level 2, Heightened Awareness Level 2, Heightened Senses (Hearing, Smell) Level 2, Kensei (Judge Opponent) Level 1, Light Armour Level 2, Natural Weapons (Fangs) Level 1, Speed Level 2, Stealth Level 3

Awkward Size 1 BP, Cannot Talk 1 BP, No Arms 2 BP, Unskilled 2 BP

GOBLIN CHIEF'S STEED

40 Character Points

Body 7, Mind 3, Soul 5

Attack Combat Value 7, Defense Combat Value 5
Health Points 90, Energy Points 40

Combat Mastery Level 2, Damn Healthy! Level 3, Extra Capacity Level 2, Focused Damage (Bite) Level 3, Heightened Awareness Level 3, Heightened Senses (Hearing, Smell) Level 2, Kensei (Judge Opponent) Level 1, Light Armour Level 3, Massive Damage Level 2, Natural Weapons (Fangs) Level 1, Speed Level 2, Stealth Level 3

Awkward Size Level 1, Cannot Talk Level 1, No Arms Level 2, Unskilled 2 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

ADOLESCENT WYVERN

30 Character Points

Body 6, Mind 2, Soul 5

Attack Combat Value 5, Defense Combat Value 3
Health Points 75, Energy Points 35

Combat Mastery Level 1, Damn Healthy! Level 2, Flight Level 1, Heavy Armour Level 1, Heightened Senses (Hearing, Smell) Level 2, Natural Weapons (Claws, Fangs, Tail Striker) Level 3, Super Strength Level 2

Awkward Size 2 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

ELDER WYVERN

45 Character Points

Body 8, Mind 3, Soul 6

Attack Combat Value 7, Defense Combat Value 5
Health Points 120, Energy Points 45

Combat Mastery Level 2, Damn Healthy! Level 5, Flight Level 2, Focussed Damage (Tail Strike) Level 1, Heavy Armour Level 1, Heightened Senses (Hearing, Smell) Level 2, Natural Weapons (Claws, Fangs, Tail Striker) Level 3, Speed Level 1, Super Strength Level 2

Awkward Size 2 BP, Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Unskilled 2 BP

WYVERN

Wyverns are smaller, far less intelligent relatives of dragons, perhaps even a survival of the dragons' ancestral form. They have a large, scale-less lizard's body and head of mottled grey and brown, while their wings are like those of a large bat. The flexible tail comes to a bony point, and they waddle through the lonely badlands and ruins they favour on vulture's claws. Their rheumy yellow eyes make them look half-asleep and lazy, but this disguises their power and ferocity in battle: a wyvern can snap a war-horse and rider in half with one bite. While wyverns can fly, they are clumsy fliers who cannot stay in the air for long. They mate after a brief, brutal courtship, which often results in the male's death. When the eggs hatch, the young will fight each other until only one survives.

Wyverns are neither readily tamed nor trained, but evil warlords and sorcerers will make use of mind control spells or Items of Power to dominate a wyvern into service. Some will locate their towers near a wyvern's lair, giving gifts of living victims to gain the creature's trust and playing on its natural territorial instincts to keep intruders away.

WYVERN TEMPLATE

Template Cost: 10 Character Points

Body +2, Mind -2, Soul +1

Damn Healthy! +2, Flight +1, Heavy Armour +1, Natural Weapons (Claws, Fangs, Tail Striker) +3

Awkward Size +2, Cannot Talk +1, Rudimentary Manipulation +1

BIG EYES. SMALL MOUTH FANTASY BESTIARY

YETI

The Yeti, also known as the "Abominable Snowman," is a man-like creature that lives among the snow-covered peaks and glaciers of remote mountain ranges. Yetis may be a relative of humanity or the great apes, although some religious scholars dismiss this idea and claim they are snow demons. Still others believe the snowmen are the descendants of mortal men, cursed by the gods for their hubris when they tried to climb to Heaven. Yetis are larger and bulkier than humans and walk upright. Their hands have opposable thumbs that let the more intelligent of them use crude stone tools. Contrary to their appearance, they are swift and nimble beings able to move with ease over ice and snow. Yeti fur ranges from brown to black to snow white — it may, indeed, change with the seasons. They are usually encountered alone, and the vast majority of those seen are males. It is possible that there are few female yetis left, or perhaps they stay behind in their caves to care for the young or the very old; nothing is known for certain.

Yetis have a reputation for savagery that is not wholly deserved. While their imposing build, great strength, and steel-sharp claws make them dangerous foes when cornered, yetis have never been known to raid the holds of men and dwarves. In fact, yetis are shy creatures and go out of their way to hide from strangers, who often bring fire and hunt them for their hides and organs, which are rumoured to have magical properties.

YETI TEMPLATE

Template Cost: 15 Character Points

Body +3, Mind -3, Soul -2

Combat Mastery +2, Damn Healthy! +2, Heightened Awareness +1, Light Armour +2, Natural Weapons (Claws, Fangs) +2, Special Movement (Light-Footed) +1, Speed Level 2, Stealth (Vision) +2, Super Strength +2

Awkward Size +1, Cannot Talk +1, Phobia (Fire) +1, Vulnerability: Heat +2

YOUNG YETI

35 Character Points

Body 6, Mind 2, Soul 2

Attack Combat Value 5, Defense Combat Value 3
Health Points 70, Energy Points 20

Combat Mastery Level 2, Damn Healthy! Level 3, Heightened Awareness Level 3, Jumping Level 2, Light Armour Level 2, Natural Weapons (Claws, Fangs) Level 2, Sixth Sense (Detect Danger) Level 1, Special Movement (Light-Footed) Level 1, Speed Level 2, Stealth (Vision) Level 4, Super Strength Level 2

Awkward Size 1 BP, Cannot Talk 1 BP, Phobia (Fire) 1 BP, Vulnerability: Heat 2 BP, Unskilled 2 BP

ADULT YETI

50 Character Points

Body 7, Mind 3, Soul 4

Attack Combat Value 7, Defense Combat Value 5
Health Points 95, Energy Points 35

Combat Mastery Level 3, Damn Healthy! Level 4, Divine Relationship Level 1, Dynamic Sorcery (Elemental Magic only) Level 2, Heightened Awareness Level 5, Jumping Level 1, Light Armour Level 3, Massive Damage Level 1, Natural Weapons (Claws, Fangs) Level 2, Sixth Sense (Detect Danger) Level 1, Special Movement (Light-Footed) Level 1, Speed Level 2, Stealth (Vision) Level 4, Super Strength Level 2

Awkward Size 1 BP, Cannot Talk 1 BP, Phobia (Fire) 1 BP, Vulnerability: Heat 2 BP, Unskilled 2 BP



TRICERATOPS

The triceratops is an herbivorous dinosaur found in primeval forests with an abundance of soft trees, lush ferns, and masses of hanging vines. They are huge reptiles: nearly eight metres long and over 9 tonnes. A vast shield of bone sweeps up from the back of its head, which itself is nearly two metres long. Above each eye sprouts a sharp, metre-long horn, while a smaller horn rises from its snout, much like a rhinoceros. The triceratops is generally greyish green in colour, which helps it blend in with its surroundings. Cursed with poor eyesight, triceratops have a sensitive sense of smell that often gives them warning of nearby danger.

Triceratops travel in herds of one to three dozen animals for self-protection since they are tempting targets for large predators like the tyrannosaurus rex. Too slow to effectively flee, triceratops will form a protective circle with the bulls facing outward, while the females and young hide within. Many predators have given up in frustration, unable to pierce the dinosaurs shield-wall.

Triceratops lay three to four eggs in a mud nest during the spring, when the herd gathers near a favourite watering-hole. The young are cared for by the female until they are a year old, and she will defend them ferociously. Wealthy kings sometimes pay hunters to travel to distant lands to bring an egg or a baby triceratops back for their private zoo, but not all return.

TRICERATOPS TEMPLATE

Template Cost: 15 Character Points

Body +3, Mind -3, Soul -2

Combat Mastery +1, Damn Healthy! +2, Extra Capacity +1, Heavy Armour +2, Heightened Senses (Smell) +1, Natural Weapons (Horns) +1, Super Strength +3

Awkward Size +2, Cannot Talk +1, No Arms +2, Not So Fast +2

YOUNG TRICERATOPS

35 Character Points

Body 7, Mind 1, Soul 2

Attack Combat Value 5, Defense Combat Value 3
Health Points 75, Energy Points 15

Combat Mastery Level 2, Damn Healthy! Level 3, Extra Capacity Level 1, Focused Damage (Horns) Level 1, Heavy Armour Level 2, Heightened Awareness Level 2, Heightened Senses (Smell x2) Level 2, Massive Damage Level 1, Natural Weapons (Horns) Level 1, Sixth Sense (Detect Danger) Level 1, Super Strength Level 3

Awkward Size 2 BP, Cannot Talk 1 BP, No Arms 2 BP, Not So Fast 2 BP, Unskilled 2 BP

OLD BULL

50 Character Points

Body 9, Mind 2, Soul 3

Attack Combat Value 7, Defense Combat Value 5
Health Points 100, Energy Points 25

Combat Mastery Level 3, Damn Healthy! Level 4, Extra Capacity Level 2, Focused Damage (Horns) Level 2, Heavy Armour Level 2, Heightened Awareness Level 3, Heightened Senses (Smell x2) Level 2, Massive Damage Level 2, Natural Weapons (Horns) Level 1, Sixth Sense (Detect Danger) Level 1, Super Strength Level 4

Awkward Size 2 BP, Cannot Talk 1 BP, No Arms 2 BP, Not So Fast 2 BP, Unskilled 2 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

ADOLESCENT TYRANNOSAURUS REX

35 Character Points

Body 7, Mind 1, Soul 3

Attack Combat Value 5, Defense Combat Value 3
Health Points 80, Energy Points 20

Combat Mastery Level 2, Damn Healthy! Level 3, Focused Damage (Bite) Level 2, Heavy Armour Level 1, Heightened Senses (Hearing, Smell) Level 2, Massive Damage Level 2, Natural Weapons (Fangs, Claws) Level 2, Speed Level 2, Super Strength Level 3

Awkward Size 3 BP, Cannot Talk 1 BP, No Arms 2 BP, Unskilled 2 BP

TYRANNOSAURUS IMPERATOR

50 Character Points

Body 9, Mind 2, Soul 4

Attack Combat Value 9, Defense Combat Value 7
Health Points 95, Energy Points 30

Combat Mastery Level 4, Damn Healthy! Level 3, Focused Damage (Bite) Level 2, Heavy Armour Level 2, Heightened Senses (Hearing, Smell x2) Level 3, Massive Damage Level 3, Natural Weapons (Fangs, Claws) Level 2, Speed Level 2, Super Strength Level 3

Awkward Size 3 BP, Cannot Talk 1 BP, No Arms 2 BP, Unskilled 2 BP

TYRANNOSAURUS REX

A brutal killing machine, the tyrannosaurus rex is the greatest natural predator ever to stalk the land. Its body is over 15 metres long, and its tremendous jaws are stuffed with fangs more than six inches in length. Powerful legs are offset by vestigial arms — the tyrannosaurus rex does not grab its prey, it chases it down and bites it to death. If its victim is small enough, the tyrannosaurus rex will try to swallow it whole and alive.

Tyrannosaurs travel in small groups in plains and light woodlands. Males and females only come together to mate, the female laying 2-6 eggs in a mud nest, then abandoning them. Like many predators, they seek to take the old, the sick, or those who become separated from their herds. Tyrannosaurs have learned group hunting tactics: a lone dinosaur will panic a herd of beasts, who then stampede towards other tyrannosaurs waiting in ambush. Encounters with the tyrannosaurus rex are terrifying affairs, for would-be heroes quickly learn who is hunter and who is prey. While not tameable, powerful priests and sorcerers have used spells of mind control to dominate the tyrannosaurus rex and to use it as a nearly unstoppable weapon.

TYRANNOSAURUS REX TEMPLATE

Template Cost: 15 Character Points

Body +3, Mind -3, Soul -1

Combat Mastery +1, Damn Healthy! +3, Heavy Armour +1, Natural Weapons (Fangs, Claws) +2, Speed +2, Super Strength +3

Awkward Size +3, Cannot Talk +1, No Arms +2

BIG EYES, SMALL MOUTH FANTASY BESTIARY

VELOCIRAPTOR

Velociraptors are carnivorous dinosaurs that attack in packs of 3-12 individuals. Weighing 17 to 25 kilograms and measuring roughly two metres in length, the velociraptor runs with its body nearly parallel to the ground, balanced by a large tail. It has multi-coloured striped skin and some even bear small feathers or fur. The velociraptor lays a clutch of three to four eggs in a nest of mud and plants. The female raises the hatchlings alone, then, after a few weeks, introduces them to the pack where they learn to hunt. The velociraptor is an efficient hunter, intelligent for a dinosaur, and makes use of its natural speed, agility, and stealth to surprise its prey. The most common targets are plant-eating dinosaurs of their size or smaller, though they are not afraid to attack larger, more aggressive beasts as a pack. They are savage in a fight, biting and grappling with their teeth and raking with their claws. A common tactic for velociraptors is to charge from several directions and then suddenly leap to the attack, to take their foes by surprise.

Travellers will rarely encounter velociraptors alone — in fact, their first encounter will likely find would-be hunters surprised and surrounded by several hungry velociraptors.

VELOCIRAPTOR TEMPLATE

Template Cost: 10 Character Points

Body +3, Mind +2

Combat Mastery +1, Damn Healthy! +1, Heightened Awareness +1, Heightened Senses (Hearing) Level 1, Jumping, +1, Light Armour +2, Natural Weapons (Claws, Fangs) +2, Speed +2, Stealth +3

Cannot Talk +1, Rudimentary Manipulation +1, Not So Strong +1

YOUNG PACK MEMBER

30 Character Points

Body 7, Mind 2, Soul 4

Attack Combat Value 6, Defense Combat Value 4
Health Points 65, Energy Points 30

Combat Mastery Level 2, Damn Healthy! Level 1, Heightened Awareness Level 2, Heightened Senses (Hearing, Smell) Level 2, Jumping Level 1, Light Armour Level 3, Natural Weapons (Claws, Fangs) Level 2, Speed Level 2, Stealth Level 4

Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Not So Strong 1 BP, Unskilled 2 BP

ADULT VELOCIRAPTOR

45 Character Points

Body 9, Mind 3, Soul 5

Attack Combat Value 8, Defense Combat Value 6
Health Points 90, Energy Points 40

Combat Mastery Level 3, Damn Healthy! Level 2, Extra Attacks Level 1, Heightened Awareness Level 4, Heightened Senses (Hearing, Smell) Level 2, Jumping Level 2, Light Armour Level 3, Massive Damage Level 1, Natural Weapons (Claws, Fangs) Level 2, Speed Level 2, Stealth Level 1

Cannot Talk 1 BP, Rudimentary Manipulation 1 BP, Not So Strong 1 BP, Unskilled 2 BP



BIG EYES. SMALL MOUTH FANTASY BESTIARY

BOGART

Bogarts are malicious faeries that take delight in mischief. They live to scare mortals, steal their animals, and laugh at the harm they have caused. Though not evil, they are selfish spirits who think there is nothing more entertaining than the look on a man's face when he dies of a heart attack brought about by the sight of a bogart. Bogarts are among the ugliest faeries, with large, leering eyes and a twisted, hate-filled face. They are the size of small children, but with very hairy bodies and hands that end in sharp claws. Bogarts rarely wear clothes, though they will sometimes steal some from farms and wear them in a weird imitation of humans.

Bogarts operate alone or in small groups of two to four. They lurk at night in the brush along lonely roads, waiting for lone travellers to wander by. They prefer nights of heavy fog or no moon, to make the shock of their attack stronger and the victim more likely to flee. They strike quickly, screaming bloody curses and howling blasphemous oaths. Few carry weapons, though the most powerful might have a magic dagger or an enchanted sling.

Bogarts will also raid farms, either to steal animals or to punish mortals who have offended them. They often take the form of a large black hound, which helps them sneak about and fight if cornered. Large travelling parties will rarely encounter the bogart, for they fear well-armed groups, especially those that may have wizards among them. More often, passing caravans will see only the grisly aftermath of a bogart attack.

BOGART TEMPLATE

Template Cost: 5 Character Points

Mind -1, Soul +1

Damn Healthy! +1, Metamorphosis (Hound) +1, Natural Weapons (Claws) +1, Regeneration (Not Against Iron or Steel) +1, Special Attack: Fear +1 (45 Damage; Accurate, Drain Soul, No Damage, Limited Shots x2, Short Range), Stealth +1, Unique Character Attribute: Hideous (-1 bonus to any intimidation or fear-related attempts) +1

Marked (luminous eyes) +1, Phobia (Water) +2, Phobia (Tolling Bells) +2, Physically Unappealing +2, Vulnerability (Iron, Steel) +2, Unique Character Defect (Cannot Cross Holy Ground) +1

HOUND FORM

Heightened Senses (Hearing) +1, Natural Weapons (Fangs) +1, Massive Damage +1, Speed +1

Cannot Talk +1, Marked (Glowing Red Eyes) +1, No Arms +2

LONE BOGART

25 Character Points

Body 4, Mind 3, Soul 5, Attack Combat Value 4, Defense Combat Value 2, Health Points 65, Energy Points 40

Damn Healthy! Level 2, Environmental Control (Darkness, Weather: Mist) Level 1, Heightened Awareness Level 3, Metamorphosis Level 1, Natural Weapons (Claws) Level 1, Regeneration (Not Against Iron or Steel) Level 1, Special Attack: Fear Level 1 (45 Damage; Accurate, Drain Soul, No Damage, Limited Shots x2, Short Range), Stealth (Hearing) Level 2, Unique Character Attribute: Hideous (-1 bonus to any intimidation or fear-related attempts) Level 1

Marked (luminous eyes) 1 BP, Phobia (Water) 2 BP, Phobia (Tolling Bells) 2 BP, Physically Unappealing 2 BP, Vulnerability (Iron, Steel) 2 BP, Unique Character Defect (Cannot Cross Holy Ground) 1 BP, Unskilled 2 BP

HOUND FORM

Damn Healthy! Level 2, Environmental Control (Darkness, Weather: Mist) Level 1, Heightened Awareness Level 3, Heightened Senses (Hearing) Level 1, Metamorphosis Level 1, Natural Weapons (Fangs) Level 1, Massive Damage Level 1, Regeneration (Not Against Iron or Steel) Level 1, Special Attack: Fear Level 1 (45 Damage; Accurate, Drain Soul, No Damage, Limited Shots x2, Short Range), Speed Level 1, Stealth (Hearing) Level 2, Unique Character Attribute: Hideous (-1 bonus to any intimidation or fear-related attempts) Level 1

Cannot Talk Level 1, Marked (Glowing Red Eyes) Level 2, No Arms Level 2, Phobia (Water) Level 2, Phobia (Tolling Bells) Level 2, Physically Unappealing Level 2, Vulnerability (Iron, Steel) Level 2, Unique Character Defect (Cannot Cross Holy Ground) Level 1, Unskilled 2 BP

BOGART LEADER

40 Character Points

Body 5, Mind 4, Soul 7, Attack Combat Value 5, Defense Combat Value 3, Health Points 80, Energy Points 55

Damn Healthy! Level 2, Environmental Control (Darkness, Weather: Mist) Level 3, Heightened Awareness Level 4, Metamorphosis Level 1, Natural Weapons (Claws) Level 1, Regeneration (Not Against Iron or Steel) Level 1, Special Attack: Fear Level 2 (60 Damage; Accurate, Drain Soul, No Damage, Limited Shots x2, Short Range), Stealth (Hearing) Level 3, Unique Character Attribute: Hideous (-1 bonus to any intimidation or fear-related attempts) Level 1

Marked (luminous eyes) 1 BP, Phobia (Water) 2 BP, Phobia (Tolling Bells) 2 BP, Physically Unappealing 2 BP, Vulnerability (Iron, Steel) 2 BP, Unique Character Defect (Cannot Cross Holy Ground) 1 BP, Unskilled 2 BP

HOUND FORM

Damn Healthy! Level 2, Environmental Control (Darkness, Weather: Mist) Level 3, Heightened Awareness Level 4, Heightened Senses (Hearing) Level 1, Metamorphosis Level 1, Natural Weapons (Fangs) Level 1, Massive Damage Level 1, Regeneration (Not Against Iron or Steel) Level 1, Special Attack: Fear Level 2 (60 Damage; Accurate, Drain Soul, No Damage, Limited Shots x2, Short Range), Speed Level 1, Stealth (Hearing) Level 3, Unique Character Attribute: Hideous (-1 bonus to any intimidation or fear-related attempts) Level 1

Cannot Talk Level 1, Marked (Glowing Red Eyes) Level 2, No Arms Level 2, Phobia (Water) Level 2, Phobia (Tolling Bells) Level 2, Physically Unappealing Level 2, Vulnerability (Iron, Steel) Level 2, Unique Character Defect (Cannot Cross Holy Ground) Level 1, Unskilled 2 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

YOUNG DRYAD

40 Character Points

Body 4, Mind 4, Soul 6

Attack Combat Value 4, Defense Combat Value 2

Health Points 50, Energy Points 50

Animal Friendship Level 3, Appearance Level 4, Art of Distraction Level 2, Divine Relationship Level 2, Dynamic Sorcery (Nature Spells only) Level 2, Illusion (All Senses) Level 1, Item of Power (Armour of Leaves) Level 1, Meld (Trees only, Retains Sensory Abilities) Level 2, Special Attack: Meld Other Level 1 (75 Damage; Drain Soul, Melee, No Damage, Only in Woodlands, Unique Special Disability: Usable only on desired lover), Special Movement (Balance, Cat-Like, Untrackable) Level 3, Telepathy (Animals only) Level 3

Animal Training Level 1, Performing Arts (Sing) Level 1, Seduction Level 1, Wilderness Tracking Level 1, Unskilled 1 BP

Bane (Fire) 2 BP, Magical Restrictions (Only in Woodlands, Cannot Harm Woodlands, Cannot Be In Contact With Metal) 2 BP, Phobia (Fire) 2 BP, Restricted Path (Cannot leave Woodland) 1 BP, Unique Character Defect (Lust, Soul Stat check to resist seducing attractive male, +1 penalty for each Level of Attractive Appearance he has) 1 BP, Unique Character Defect (Cannot Cross Holy Ground) 1 BP, Unique Special Defect (Dies when her tree dies) 2 BP, Vulnerability (Iron, Steel) 2 BP

ELDER DRYAD

55 Character points

Body 5, Mind 5, Soul 8

Attack Combat Value 6, Defense Combat Value 4

Health Points 65, Energy Points 65

Animal Friendship Level 3, Appearance Level 6, Art of Distraction Level 3, Divine Relationship Level 1, Dynamic Sorcery (Nature Spells only) Level 3, Illusion (All Senses) Level 2, Item of Power (Primrose Crown) Level 1, Meld (Trees only, Retains Sensory Abilities) Level 2, Special Attack: Meld Other Level 1 (75 Damage; Drain Soul, Melee, No Damage, Only in Woodlands, Unique Special Disability: usable only on desired lover), Special Movement (Balance, Cat-Like, Untrackable) Level 3, Telepathy (Animals only) Level 3

Animal Training Level 2, Performing Arts (Sing) Level 2, Seduction Level 2, Wilderness Tracking Level 2

Bane (Fire) 2 BP, Magical Restrictions (Only in Woodlands, Cannot Harm Woodlands, Cannot Be In Contact With Metal) 2 BP, Phobia (Fire) 2 BP, Restricted Path (Cannot leave Woodland) 1 BP, Unique Character Defect (Lust, Soul Stat check to resist seducing attractive male, +1 penalty for each Level of Attractive Appearance he has) 1 BP, Unique Character Defect (Cannot Cross Holy Ground) 1 BP, Unique Special Defect (Dies when her tree dies) 2 BP, Vulnerability (Iron, Steel) 2 BP

DRYAD

Dryads are faeries that inhabit woodland areas, which they may never leave. They resemble beautiful young women, with hair and skin the same colours as those found among nearby humans, though they are sometimes green. No matter what the weather, they wear no more than a loose shift woven from leaves and twigs. Dryads are guardians of the woods in which they live, and they hate anyone who wantonly cuts down or otherwise destroys their trees. An angry dryad can destroy a village that has offended her, using her magic to dry their wells, drive away game animals, and make their crops fail. They may even use the trees to attack intruders directly. A wise woodcutter always leaves an offering of honey and nuts by a tree he wishes to cut down, to gain the dryad's permission.

Not only are dryads tied to the forests in which they live, but their life force is tied to a specific tree within that forest. While legends associate the dryad with the oak, almost any tree can be the one to which they are linked. A dryad will guard the secret of this tree with all her power: when it dies, she too dies. For a dryad to reveal her linked tree to a mortal is a sign of absolute trust.

Most of the time, dryads will shy away from human contact, preferring the company of the many animals they befriend. Mortals searching for a dryad will find themselves misdirected by her powerful illusions, wandering in circles for hours or even days until giving up in frustration. The rare exception, however, is a dryad's lust. Upon sighting a beautiful mortal male, the dryad is immediately filled with the desire to seduce him. Should she succeed, she takes him as her lover, even going so far as to bring him into her linked tree with her. Old legends tell of men taken by dryads who have returned to their homes thinking a passionate night had passed, only to learn years had gone by.

DRYAD TEMPLATE

Template Cost: 20 Character Points

Soul +2

Animal Friendship +3, Appearance +4, Dynamic Sorcery (Nature Spells only) +2, Highly Skilled +1, Illusion (All Senses) +1, Item of Power +1, Meld (Trees only, Retains Sensory Abilities) +2, Special Attack: Meld Other +1 (75 Damage; Drain Soul, Melee, No Damage, Only in Woodlands, Unique Special Disability: Usable only on desired lover), Special Movement (Untrackable) +1, Telepathy (Animals only) +1

Animal Training +1, Performing Arts (Sing) +1, Seduction +1, Wilderness Tracking +1

Bane (Fire) +2, Magical Restrictions (Only in Woodlands, Cannot Harm Woodlands, Cannot Be In Contact With Metal) +2, Phobia (Fire) +2, Restricted Path (Cannot leave Woodland) +1, Unique Character Defect (Lust, Soul Stat check to resist seducing attractive male, +1 penalty for each Level of Attractive Appearance he has) +1, Unique Character Defect (Cannot Cross Holy Ground) +1, Unique Special Defect (Dies when her tree dies) +2, Vulnerability (Iron, Steel) +2

BIG EYES. SMALL MOUTH FANTASY BESTIARY

GENIE

The Genie is a spirit of the air, a worker of marvellous magic with a noble, almost swashbuckling demeanour. They resemble tall, muscular men and women, save for eyes that glow like the desert sun and lower bodies that look like roiling clouds. They dress in loose clothes appropriate to a desert people, with a large scimitar strapped to their baggy pantaloons. Their own realm, far beyond the clouds and perhaps in the plane of Air, looks like an idealized version of the cultures found among desert civilizations. There, a sultan rules from a grand palace of marble, while his nobles and their clans either play court or wander an endless magical desert, stopping at the occasional oasis to trade news, share a feast, and engage in contests of poetry with other genies.

While good-natured, genies are proud, touchy beings who are quick to take an insult. Though they are powerful warriors, they prefer to use magic: several foolish mortals who made jokes at a genie's expense have found themselves turned into snakes or monkeys, until (or if) the genie decides to forgive them. At the same time, genies are gracious and generous to those who do them a great favour, even after decades have passed.

Since genies rarely come to the lands of mortals without being summoned, adventurers will most often encounter them by chance, having found the object in which a genie is bound. Commonly a ring, lamp, or bottle, a genie bound within is required by ancient law to grant the holder three wishes, after which the holder must pass the item on to another. Should the holder of the item use a wish to free the genie from bondage, he will have made a friend for life, one who is honour-bound to return the favour.

GENIE TEMPLATE

Template Cost: 70 Character Points

Body +1, Mind +1, Soul +3

Combat Mastery +1, Dynamic Sorcery +5, Flight (Can Hover) +3, Energy Bonus +2, Highly Skilled +2, Insubstantial +3, Kensei (Judge Opponent) +1, Massive Damage +1, Meld (Binding Object, No Senses) +1, Regeneration +3

Cultural Arts (Courtly Behaviour, Poetry) +1, Law (Between Genie and Master) +1, Linguistics (Genie and One Mortal Tongue) +1, Melee Attack (Sword) +1, Melee Defense (Sword) +1, Performing Arts (Recital) +1

Attack Restriction (May only attack those who attack or insult Genie) +2, Unique Character Defect (Must grant master of the binding object 3 wishes) +2

YOUNG GENIE

90 Character Points

Body 5, Mind 5, Soul 8

Attack Combat Value 7, Defense Combat Value 5
Health Points 65, Energy Points 95

Appearance Level 1, Aura of Command Level 2, Combat Mastery Level 1, Divine Relationship Level 1, Dynamic Sorcery Level 5, Flight (Can Hover) Level 3, Energy Bonus Level 3, Insubstantial Level 3, Kensei (Judge Opponent) Level 1, Massive Damage Level 1, Meld (Binding Object, No Senses) Level 1, Regeneration Level 3, Reincarnation Level 1, Sixth Sense (Evil, Magic, Virtue) Level 3

Cultural Arts (Poetry) Level 1, Law (Between Genie and Master) Level 1, Linguistics (Genie and One Mortal Tongue) Level 1, Melee Attack (Sword) Level 1, Melee Defense (Sword) Level 1, Performing Arts (Recital) Level 1, Writing (Poetry) Level 1

Attack Restriction (May only attack those who attack or insult Genie) 2 BP, Unique Character Defect (Must grant master of the binding object three wishes) 2 BP

GENIE NOBLE

105 Character Points

Body 6, Mind 7, Soul 9

Attack Combat Value 10, Defense Combat Value 8
Health Points 75, Energy Points 110

Appearance Level 2, Aura of Command Level 2, Combat Mastery Level 3, Divine Relationship Level 2, Dynamic Sorcery Level 5, Flight (Can Hover) Level 3, Energy Bonus Level 3, Highly Skilled Level 1, Insubstantial Level 3, Kensei (Katanaspace, Judge Opponent, Lightning Draw) Level 3, Massive Damage Level 2, Meld (Binding Object, No Senses) Level 1, Regeneration Level 3, Reincarnation Level 1, Sixth Sense (Evil, Magic, Virtue) Level 3

Cultural Arts (Courtly Behaviour, Poetry) Level 1, Law (Between Genie and Master) Level 1, Linguistics (Genie and Two Mortal Tongues) Level 3, Melee Attack (Sword) Level 1, Melee Defense (Sword) Level 1, Performing Arts (Recital) Level 1, Writing (Poetry) Level 3

Attack Restriction (May only attack those who attack or insult Genie) 2 BP, Unique Character Defect (Must grant master of the binding object three wishes) 2 BP



BIG EYES. SMALL MOUTH FANTASY BESTIARY

GIANT TREE

The "Tree Herders" or "E'nts," in the Old Tongue, are peaceful giants that look like a bizarre cross between a giant man and a tree. They are the wardens of the old forests, protecting the ancient trees that sleep deep within their hearts. E'nts are tall, as large as some giants, and their great bodies are covered in a bark that is as tough as steel. An E'nt's hair is a wild amalgam of moss and leaves, while their fingers and toes look like long, powerful roots. Their eyes change colour with the seasons: bright green in spring, deep green in summer, yellow and red in the autumn, and brown in the winter. They have little to do with the animals of the forest, and, in fact, Tree Herders are vegetarians: they eat only the mushrooms and moss that grow on trees and the nuts that fall from them. How E'nts reproduce or if there are any females is unknown. Some speculate that E'nts are the seedlings of ancient trees, possessed and awakened by a spirit of nature. When an E'nt grows weary of the world and his duties, he takes root near his beloved trees and goes to sleep, now just one more hoary old tree in the forest.

E'nts are peaceful beings that rarely fight. Slow and methodical, they take their time to consider all the facts and precedents before marching to war. When they do decide to fight, however, they are almost unstoppable. Not only do the E'nts themselves take up arms, but they awaken the very trees of the forest to march with them. Their great strength lets them easily smash defenders aside, and they use their fingers and toes to crumble stone. More than one arrogant warlord has seen his castle walls collapse, only to find himself surrounded by a forest of living, angry trees.

Adventurers usually encounter the E'nts only when wandering deep within primeval forests, and only then when the Tree Herder wants to be found. E'nts are most often seen alone. When they gather, it is a sure sign of troubled times.

GIANT TREE TEMPLATE

Template Cost: 20 Character Points

Body +3, Mind +1, Soul +1

Damn Healthy! +1, Dynamic Sorcery (Nature Spells only) +2, Heightened Awareness +1, Highly Skilled +1, Light Armour +4, Massive Damage +2, Super-Strength +1, Special Attack: Crumble Stone +1 (45 Damage; Penetrating: Armour, Melee, Static), Telepathy (Trees only) +1

Unarmed Attacks (Strikes) +1, Wilderness Survival (Forests) +1, Wilderness Tracking (Forests) +1

Awkward Size +1, Bane (Fire) +2, Magical Restrictions (Only in Forests) +2, Marked (Humanoid Tree) +1, Significant Other (Trees of the deep forests) +2, Unique Special Defect (Berserk in defense of trees and against fire-wielders, Soul Stat +2 check to stop attacking) +1

YOUNG TREE

35 Character Points

Body 7, Mind 5, Soul 5

Attack Combat Value 5, Defense Combat Value 3
Health Points 90, Energy Points 50

Damn Healthy! Level 3, Dynamic Sorcery (Nature Spells only) Level 2, Heightened Awareness Level 2, Light Armour Level 4, Massive Damage Level 2, Super-Strength Level 1, Special Attack: Crumble Stone Level 1 (45 Damage; Penetrating: Armour, Melee, Static), Telepathy (Trees only) Level 2

Unarmed Attacks (Strikes) Level 1, Wilderness Survival (Forests) Level 1, Wilderness Tracking (Forests) Level 1

Awkward Size 1 BP, Bane (Fire) 2 BP, Magical Restrictions (Only in Forests) 2 BP, Marked (Humanoid Tree) 1 BP, Significant Other (Trees of the deep forests) 2 BP, Unique Special Defect (Berserk in defense of trees and against fire-wielders, Soul Stat +2 check to stop attacking) 1 BP, Unskilled 1 BP

OLD TREE HERDER

50 Character Points

Body 9, Mind 6, Soul 6

Attack Combat Value 7, Defense Combat Value 5
Health Points 95, Energy Points 60

Damn Healthy! Level 2, Dynamic Sorcery (Nature Spells only) Level 3, Heightened Awareness Level 2, Light Armour Level 4, Massive Damage Level 2, Place of Power (Sacred Pool) Level 3, Super-Strength Level 1, Special Attack: Crumble Stone Level 2 (60 Damage; Penetrating: Armour, Melee, Static), Telepathy (Trees only) Level 3

Unarmed Attacks (Strikes) Level 2, Wilderness Survival (Forests) Level 2, Wilderness Tracking (Forests) Level 2

Awkward Size 1 BP, Bane (Fire) 2 BP, Magical Restrictions (Only in Forests) 2 BP, Marked (Humanoid Tree) 1 BP, Significant Other (Trees of the deep forests) 2 BP, Unique Special Defect (Berserk in defense of trees and against fire-wielders, Soul Stat +2 check to stop attacking) 1 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

YOUNG LEPRECHAUN

45 Character Points

Body 3, Mind 4, Soul 7

Attack Combat Value 4, Defense Combat Value 2

Health Points 55, Energy Points 55

Damn Healthy! Level 1, Divine Relationship Level 2, Heightened Senses (Hearing, Sight) Level 2, Illusions (All Senses) Level 1, Invisibility Level 2, Item of Power (Ever-Full Tobacco Pouch, See page 93) Level 1, Mind Shield Level 1, Personal Gear (Pot of Gold, Clay Pipe) Level 1, Regeneration Level 1, Special Attack: Ranged Transmutation Level 1 (30 Damage; Linked: Transmutation, No Damage, Short Range), Special Defense (Ageing) Level 2, Stealth (Hearing, Sight) Level 2, Transmutation Level 1

Marked (Always Has A Pipe, Pointed Ears, Green Clothes) 2 BP, Phobia (Salt) 1 BP, Unique Character Defect (Stubborn liar when gold is threatened) 1 BP, Unique Special Defect (Soul Stat check when captured, forced to reveal location of pot of gold on a failure) 2 BP, Vulnerability (Iron, Steel) 2 BP, Unskilled 2 BP

WILY OLD LEPRECHAUN

60 Character Points

Body 4, Mind 5, Soul 8

Attack Combat Value 5, Defense Combat Value 3

Health Points 60, Energy Points 65

Divine Relationship Level 2, Heightened Senses (Hearing) Level 1, Illusions (All Senses) Level 2, Invisibility Level 2, Item of Power (Ever-full Tobacco Pouch, See page 93) Level 1, Mind Shield Level 1, Personal Gear (Pot of Gold, Clay Pipe) Level 1, Regeneration Level 1, Special Attack: Ranged Transmutation Level 2 (45 Damage; Linked: Transmutation, No Damage, Short Range), Special Defense (Ageing) Level 2, Stealth (Hearing, Sight) Level 2, Transmutation Level 2

Marked (Always Has A Pipe, Pointed Ears, Green Clothes) Level 2, Phobia (Salt) Level 1, Unique Character Defect (Stubborn liar when gold is threatened) Level 1, Unique Special Defect (Soul Stat check when captured, forced to reveal location of pot of gold on a failure) Level 2, Vulnerability (Iron, Steel) Level 2, Unskilled 2 BP

LEPRECHAUN

Leprechauns are faeries who dwell in idyllic lands of low green hills and small valleys, often near farms and villages on the edge of civilization. They are the size of small children, with pointed ears, brown or black hair, and mischievous brown eyes. They dress in clothes common to the area, though some part of their garb is always green and every leprechaun, male or female, has a clay pipe somewhere on his or her person. Leprechauns are pranksters who like nothing more than to play a trick or two on stuffy, pretentious mortals to make them look silly. A knight might see his sword turned into a bouquet of flowers, while a rude farmer could find himself with the ears of a jackass. On the other hand, a mortal who freely joins the leprechauns in their play could wake the next morning to discover his shoes repaired, fences mended, and the cows heavy with sweet milk.

Aside from their love of practical jokes, leprechauns are known for their greed. All leprechauns have a hoard of gold hidden somewhere, a place they won't reveal even to others of their kind. Mortals eagerly seek leprechaun gold, which is said to be of rare purity and useful in the creation of Items of Power. There are two known ways to find a leprechaun's gold: the first is to follow a rainbow to its end. This so rarely works, though, that it may be a rumour planted by leprechauns looking for a good laugh at a mortal's expense. The other way is to capture and bind a leprechaun, itself a near-impossible feat. With a leprechaun held fast by blessed leather bonds or trapped within a ring of salt, a mortal may compel it to reveal where its gold is hidden. The leprechaun will often lie, however, trying to trick the mortal into releasing it without revealing the location of his or her hoard.

Unless a leprechaun's gold is at stake, encounters with a leprechaun will be playful affair in which the faerie tests the mortal's sense of humour.

LEPRECHAUN TEMPLATE

Template Cost: 25 Character Points

Body -1, Soul +2

Heightened Senses (Hearing) +1, Illusions (All Senses) +1, Invisibility +1, Personal Gear +1, Regeneration +1, Special Attack: Ranged Transmutation +1 (30 Damage; Linked: Transmutation, No Damage, Short Range), Special Defense (Ageing) +2, Stealth (Hearing) +1, Transmutation +2

Marked (Always Has A Pipe, Pointed Ears, Green Clothes) +2, Phobia (Salt) +1, Unique Character Defect (Stubborn liar when gold is threatened) +1, Unique Special Defect (Soul Stat check when captured, forced to reveal location of pot of gold on a failure) +2, Vulnerability (Iron, Steel) +2

BIG EYES. SMALL MOUTH FANTASY BESTIARY

NYMPH

Nymphs are faeries of the waters, most often found singly in streams, lakes, and rivers, but sometimes even the seacoast. Like their cousins the dryads, they are guardian spirits, in this case watching over the purity of the waters and the life within it. Nymphs are always female and wear little clothing other than, occasionally, a shift made of faerie silk. While they lack the ability to take on a liquid form to merge with the water altogether, nymphs can breathe underwater and often spend their time swimming and frolicking in the depths. Both hauntingly beautiful and painfully shy, a nymph also uses this ability to escape from those who might threaten it. Their origins are unknown, though it is said they are the daughters of the sea god and the earth goddess.

Like the waters themselves, the nymphs are both a pleasure and a danger to mortals. Jealous of their privacy, a nymph can strike blind any mortal male who sees her without her permission. Worse yet, she can strike dead any mortal male who surprises her while she is nude. These powers do not work against mortal females, which may explain why nymphs dislike them so. They are also jealous of a mortal woman's beauty, and they will work to harm any whom they see as a rival.

Again, like the dryads, a nymph's shyness can be overcome by her lust for a mortal male. Should the nymph desire a human lover, she exerts all her wiles to seduce him. Succeeding, she will share her ability to breathe water and take him into her realm. Unfortunately for mortal men, the fickle nymphs eventually tire of their lovers and forget about them, leaving them to drown.

NYMPH TEMPLATE

Template Cost: 20 Character Points

Body -1, Soul +1

Appearance +5, Art of Distraction (Body) +2, Highly Skilled +1, Personal Gear +1, Special Attack: Strike Blind +2 (30 Damage; Flare, Incurable, No Damage, Short Range, Unique Special Disability: Usable only against mortal males), Special Attack: Strike Dead +2 (30 Damage; Drain Soul, Incapacitating: Soul Stat, Incurable, No Damage, Short Range, Limited Shots x3, Unique Special Disability: Only when surprised while nude by a mortal male), Unique Character Attribute: Share Water Breathing (Can let another breathe underwater, revocable at will) +1, Water Speed +2

Seduction +2, Swimming +4

Bane (Fire, Very Rare, Triple Damage) +1, Easily Distracted (Beautiful Mortal Males) +1, Unique Character Defect (Lust. Must make Soul Stat check, +1 penalty for each level of male's Appearance) +2, Vulnerability (Iron, Steel) +2

NYMPH OF A SMALL STREAM

40 Character Points

Body 3, Mind 4, Soul 5

Attack Combat Value 4, Defense Combat Value 2
Health Points 40, Energy Points 45

Animal Friendship Level 2, Appearance Level 5, Art of Distraction (Body) Level 3, Dynamic Sorcery (Water Magic Only) Level 1, Heightened Awareness Level 1, Personal Gear (Shift of Faerie Silk, Flint Knife) Level 1, Sixth Sense (Mortal Males) Level 1, Special Attack: Strike Blind Level 3 (45 Damage; Flare, Incurable, No Damage, Short Range, Unique Special Disability: Usable only against mortal males), Special Attack: Strike Dead Level 2 (30 Damage; Drain Soul, Incapacitating: Soul Stat, Incurable, No Damage, Short Range, Limited Shots x3, Unique Special Disability: Only when surprised while nude by a mortal male), Unique Character Attribute: Share Water Breathing (Can let another breathe underwater, revocable at will) Level 1, Water Speed Level 2

Seduction Level 2, Swimming Level 4

Bane (Fire, Very Rare, Triple Damage) 1 BP, Easily Distracted (Beautiful Mortal Males) 1 BP, Unique Character Defect (Lust. Must make Soul Stat check, +1 penalty for each level of male's Appearance) 2 BP, Vulnerability (Iron, Steel) Level 1, Unskilled 1 BP

NYMPH OF THE SEA

55 Character Points

Body 4, Mind 5, Soul 7

Attack Combat Value 5, Defense Combat Value 3
Health Points 55, Energy Points 60

Animal Friendship Level 3, Appearance Level 6, Art of Distraction (Body) Level 4, Dynamic Sorcery (Water Magic Only) Level 2, Heightened Awareness Level 1, Personal Gear (Shift of Faerie Silk, Flint Knife) Level 1, Sixth Sense (Mortal Males) Level 1, Special Attack: Strike Blind Level 4 (60 Damage; Flare, Incurable, No Damage, Short Range, Unique Special Disability: Usable only against mortal males), Special Attack: Strike Dead Level 4 (60 Damage; Drain Soul, Incapacitating: Soul Stat, Incurable, No Damage, Short Range, Limited Shots x3, Unique Special Disability: Only when surprised while nude by a mortal male), Unique Character Attribute: Share Water Breathing (Can let another breathe underwater, revocable at will) Level 1, Water Speed Level 2

Seduction Level 5, Swimming Level 5

Bane (Fire, Very Rare, Triple Damage) 1 BP, Easily Distracted (Beautiful Mortal Males) 1 BP, Unique Character Defect (Lust. Must make Soul Stat check, +1 penalty for each level of male's Appearance) 2 BP, Vulnerability (Iron, Steel) 2 BP



BIG EYES. SMALL MOUTH FANTASY BESTIARY

PIXIE

No more than a foot tall, pixies are winged faeries who travel through lightly wooded areas in groups of one to two dozen. They have bright red hair and wings like a dragonfly, and dress in either loose-fitting rags or small suits like those worn by nearby humans. Pixies are not as beautiful as other faeries; indeed, they are plain-looking by comparison and often use their magic to make themselves prettier. Like leprechauns, they are mischievous and playful, but they lack the leprechauns' greed for gold. They will, however, play pranks on travellers who enter their woods, magically confusing their victims so that they wander aimlessly, unable to find their path, much to the pixies' amusement. Pixies can be helpful, too. Country folk who leave gifts of small clothes, honeyed bread, or bronze tools outside for the pixies will sometimes find chores mysteriously done or a lost animal returned.

Pixies have a great love for animals, especially horses. Sometimes to punish a disrespectful mortal, or sometimes just to play, the pixies will steal a horse and ride it off into the forest. Taking it to a clearing, they will ride it at a gallop 13 times counter-clockwise, which causes a ring of mushrooms to spring up, called a "Pixie Circle." Any mortal wandering into the ring risks being trapped and forced to do a favour for the pixies, or even simply to entertain them.

PIXIE TEMPLATE

Template Cost: 10 Character Points

Soul +1

Animal Friendship (Horses) +2, Flight +1, Personal Gear +1, Shape Change +1, Special Attack: Befuddle +1 (30 Damage; Drain Mind, No Damage, Short Range), Unique Character Attribute: Create Pixie Circle (Any mortal entering makes a Soul Stat check at +2 penalty) +3

Diminutive 3 BP, Phobia (Agoraphobia) +2, Vulnerability (Iron, Steel) +2

PIXIE TRICKSTER

30 Character Points

Body 5, Mind 4, Soul 5

Attack Combat Value 4, Defense Combat Value 2
Health Points 50, Energy Points 45

Animal Friendship (Horses) Level 2, Divine Relationship Level 2, Flight Level 1, Illusion (Hearing, Sight) Level 1, Personal Gear (Small Bow, Flint Knife, Cobbler's Tools) Level 1, Regeneration (Not vs. Iron or Steel) Level 1, Shape Change Level 2, Special Attack: Befuddle Level 1 (30 Damage; Drain Mind, No Damage, Short Range), Unique Character Attribute (Create Pixie Circle. Any mortal entering makes a Soul Stat check at +2 penalty) Level 3

Diminutive 3 BP, Phobia (Agoraphobia) Level 2, Vulnerability (Iron, Steel) 2 BP, Unskilled 2 BP

PIXIE LEADER

45 Character Points

Body 5, Mind 5, Soul 7

Attack Combat Value 5, Defense Combat Value 3
Health Points 12, Energy Points 60

Animal Friendship (Horses) Level 3, Divine Relationship Level 2, Flight Level 1, Heightened Awareness Level 2, Illusion (Hearing, Sight) Level 2, Item of Power (Pixie Bow, see page 94) Level 1, Personal Gear (Fine Clothes, Bronze Knife, Cobbler's Tools) Level 1, Regeneration (Not vs. Iron or Steel) Level 1, Shape Change Level 2, Special Attack: Befuddle Level 2 (45 Damage; Drain Mind, No Damage, Short Range), Unique Character Attribute (Create Pixie Circle. Any mortal entering makes a Soul Stat check at +2 penalty) Level 3

Diminutive 3 BP, Phobia (Agoraphobia) Level 2, Vulnerability (Iron, Steel) 2 BP, Unskilled 2 BP

BIG EYES, SMALL MOUTH FANTASY BESTIARY

SATYR HEDONIST

30 Character Points

Body 6, Mind 4, Soul 4

Attack Combat Value 4, Defense Combat Value 2
Health Points 80, Energy Points 40

Animal Friendship Level 4, Damn Healthy! Level 3, Focused Damage (Javelin) Level 1, Heightened Senses (Hearing, Sight, Smell) Level 2, Natural Weapons (Horns) Level 1, Personal Gear (Syrinx, Javelin, Large Knife) Level 1, Regeneration (Not Against Iron or Steel) Level 1, Special Attack: Inspire Lust Level 2 (45 Damage; Drain Soul, No Damage, Short Range), Stealth (Hearing, Vision) Level 2

Melee Attack Level 1, Melee Defense Level 1, Performing Arts (Pipes) Level 1, Ranged Defense Level 1, Thrown Weapon Level 1

Easily Distracted (Alcohol) 1 BP, Marked (hind quarters of a goat, horns) 2 BP, Restricted Path (Own Woodlands) Level 1, Unique Character Defect (Alcoholic, Soul Stat check +2 to resist a drink) 2 BP, Unique Character Defect (Lust, Soul Stat check +2 to resist pursuing a female) 2 BP

POWERFUL SATYR

45 Character Points

Body 8, Mind 5, Soul 5

Attack Combat Value 6, Defense Combat Value 4
Health Points 105, Energy Points 50

Animal Friendship Level 4, Appearance Level 3, Damn Healthy! Level 4, Focused Damage (Javelin) Level 1, Heightened Senses (Hearing, Sight, Smell) Level 3, Highly Skilled Level 1, Natural Weapons (Horns) Level 1, Personal Gear (Syrinx, Javelin, Large Knife) Level 1, Regeneration (Not Against Iron or Steel) Level 1, Special Attack: Inspire Lust Level 3 (60 Damage; Drain Soul, No Damage, Short Range) Level 3, Stealth (Hearing, Vision)

Melee Attack Level 1, Melee Defense Level 1, Performing Arts (Pipes) Level 3, Ranged Defense Level 1, Seduction Level 2, Thrown Weapon Level 1

Easily Distracted (Alcohol) 1 BP, Marked (hind quarters of a goat, horns) 2 BP, Restricted Path (Own Woodlands) Level 1, Unique Character Defect (Alcoholic, Soul Stat check +2 to resist a drink) 2 BP, Unique Character Defect (Lust, Soul Stat check +2 to resist pursuing a female) 2 BP

SATYR

Satyrs are male spirits of nature, creatures of pleasure and desire whose whole existence seems devoted to immediate self-gratification. Roughly the size of human men, they have the torsos and bearded heads of men and the lower quarters of a goat. Cloven hooves, horns on their forehead, and a goat's tail complete their half-man, half-animal look. They have few possessions, but are never found without musical pipes and a bag of strong wine.

Satyrs surrender to all the physical pleasures of life, drinking, eating, and playing with nary a thought toward any responsibility or duty. Their happy nature and love of life endears them to the animals, which often become a satyr's friends and allies. The satyr's greatest joy comes from sex, and he will spend days pursuing and wooing a nymph or dryad, whose woodland homes he shares. Dryads and nymphs, on the other hand, think satyrs are repulsive and do all they can to refuse them, not always successfully. Satyrs find mortal women and alcohol nearly equally irresistible; they will spare no effort in the pursuit of either.

For all their wanton behaviour, satyrs are capable warriors who can be fierce when roused to anger. They are skilled both with javelin, spear, and sword, as well as the short bow. Encounters with satyrs can take many forms, from finding one attracted by the scent of wine or women in a camp, to crossing paths with a hunting party looking for revenge on mortals who harmed a dryad.

SATYR TEMPLATE

Template Cost: 10 Character Points

Body +2

Animal Friendship +1, Damn Healthy! +1, Heightened Senses (Hearing, Sight, Smell) +3, Highly Skilled +2, Natural Weapons (Horns) +1, Personal Gear +1, Regeneration (Not Against Iron or Steel) +1, Special Attack: Inspire Lust +1 (30 Damage; Drain Soul, No Damage, Short Range), Stealth (Vision) +1

Melee Attack +1, Melee Defense +1 Performing Arts (Pipes) +1, Ranged Defense +1, Thrown Weapon +1

Easily Distracted (Alcohol) +1, Marked (hind quarters of a goat, horns) +2, Restricted Path (Own Woodlands) +1, Unique Character Defect (Alcoholic, Soul Stat check +2 to resist a drink) +2, Unique Character Defect (Lust, Soul Stat check +2 to resist pursuing a female) +2

BIG EYES, SMALL MOUTH FANTASY BESTIARY

SIREN

Sirens are evil faeries of the sea, daughters of a legendary monster who seduced the sea god. They have the bodies, wings, and clawed feet of a large bird of prey, while their heads are those of madwomen with vicious fangs in place of human teeth. Sirens inhabit rocky islets along desolate shores, which they may never leave. The shores of these islets are littered with the wreckage of ships and the bones of the sirens' victims. They draw their victims to them with the power of their song, which carries for kilometres across the waves and which few can resist. As they draw closer, the sirens assume the forms of beautiful nude women to make the sailors even more anxious to land. Inevitably, the ships founder on the rocks and the sailors drown or are dashed against them, their corpses food for the sirens. Those who make it to shore find alluring women waiting for them, only to die in horror when the sirens reveal their true form as she attacks.

Sailors who encounter sirens have a few ways to escape them. Prudent travellers will have balls of soft wax to stick in their ears before hearing a siren's song, though doing so adds a +1 penalty to any Boating skill checks because of the inability to hear orders or warnings. Sirens who lose a singing contest to a mortal female will forever lose their siren song. Despondent, the bird-women will jump off their islet's cliffs, committing suicide on the rocks below, among the remains of their past victims.

SIREN TEMPLATE

Template Cost: 15 Character Points

Soul +3

Divine Relationship +1, Flight +1, Highly Skilled +1, Illusion (Sight) +1, Natural Weapons (Claws) +1, Regeneration (Not Against Iron and Steel) +1, Special Attack: Siren Song +2 (30 Damage; Drain Soul, Long Range, No Damage, Unique Special Disability: Blocked by wax ear plugs)

Performing Arts (Singing) +1, Unarmed Attack +1, Unarmed Defense +1

Marked (Bird-woman) +2, No Arms +2, Restricted Path (Own Island) +1, Unique Special Defect: Siren Song (Lost forever if beaten in a contest of singing by mortal female) +2

ADOLESCENT SIREN

35 Character Points

Body 4, Mind 4, Soul 7

Attack Combat Value 5, Defense Combat Value 3
Health Points 55, Energy Points 55

Appearance Level 1, Divine Relationship Level 2, Extra Attacks Level 1, Flight Level 1, Focused Damage (Claws) Level 2, Illusion (Sight, Smell, Touch) Level 1, Natural Weapons (Claws) Level 1, Regeneration (Not Against Iron and Steel) Level 1, Special Attack: Siren Song Level 2 (30 Damage; Drain Soul, Long Range, No Damage, Unique Special Disability: Blocked by wax ear plugs)

Performing Arts (Singing) Level 1, Unarmed Attack Level 1, Unarmed Defense Level 1

Marked (Bird-woman) 2 BP, No Arms 2 BP, Restricted Path (Own Island) 1 BP, Unique Special Defect: Siren Song (Lost forever if beaten in a contest of singing by mortal female) 2 BP, Unskilled 1 BP

QUEEN AMONG SIRENS

50 Character Points

Body 5, Mind 5, Soul 8

Attack Combat Value 6, Defense Combat Value 4
Health Points 85, Energy Points 65

Appearance Level 2, Damn Healthy! Level 2, Divine Relationship Level 2, Extra Attacks Level 1, Flight Level 1, Focused Damage (Claws) Level 2, Illusion (Sight, Smell, Touch) Level 2, Natural Weapons (Claws) Level 1, Regeneration (Not Against Iron and Steel) Level 2, Special Attack: Siren Song Level 2 (30 Damage; Drain Soul, Long Range, No Damage, Unique Special Disability: Blocked by wax ear plugs)

Performing Arts (Singing) Level 3, Social Sciences (History) Level 2, Unarmed Attack Level 2, Unarmed Defense Level 1

Marked (Bird-woman) Level 2, No Arms Level 2, Restricted Path (Own Island) Level 1, Unique Special Defect: Siren Song (Lost forever if beaten in a contest of singing by mortal female) Level 2



BIG EYES, SMALL MOUTH FANTASY BESTIARY

GHOST

Ghosts are the incorporeal spirits of the dead, trapped on the Earth by some unfulfilled need or desire. They are normally invisible to mortals, but can will themselves to appear as translucent entities when they wish. They appear in whatever state they were in at death: wracked by disease or extreme old age; hideously mangled or maimed by a fatal accident; or with gaping, still-bleeding wounds caused by their killer. A ghost can come about in several ways. It may have left a duty undone in life, which it now seeks to complete. It may want revenge against someone or simply to have his or her body buried and prayers said over it. It may even be confused, its death so sudden and shocking that it does not even realize it is dead.

Whatever the origins of a ghost, it usually knows it is one of the damned, neither wholly of the dead or the living, and curses its unnatural state. It hates the living and wants to hurt them, even kill them, jealous of the life that courses through them. Ghosts use their horrible visage to scare mortals, while they plant thoughts of suicide and despair in the victim's mind. They can move objects with the force of their will, hurling them against opponents or simply making them move to communicate with the living. They can change the temperature in a room suddenly to make a mortal afraid. Some ghosts are more attuned to their hate than others and revel in it. Others loath themselves even more for feeling such hate, but have difficulty restraining themselves while trying to find release.

Encounters with ghosts will occur at night, for the pure light of the sun destroys them. Meeting a ghost might mean confronting just one lone soul or dozens at the site of a massacre.

GHOST TEMPLATE

Template Cost: 35 Character Points

Soul +3

Art of Distraction +4, Energy Bonus +2, Environmental Control (Temperature) +1, Illusion (Hearing, Sight) +1, Insubstantial (Incorporeal) +1, Invisibility +2, Life Support +2, Mind Shield +1, Place of Power +3, Special Defense (Ageing) +2, Telekinesis +2, Telepathy +1

Bane (Holy Symbols) +1, Bane (Sunlight) +2, Cannot Talk +1, Easily Distracted (Killing anything that lives) +2, Phobia (Religious symbols wielded by the virtuous) +2

GHOST OF A WRONGED WOMAN

55 Character Points

Body 4, Mind 4, Soul 7

Attack Combat Value 5, Defense Combat Value 3
Health Points 55, Energy Points 95

Art of Distraction Level 4, Energy Bonus Level 4, Environmental Control (Darkness, Temperature) Level 1, Illusion (Hearing, Sight, Smell) Level 2, Insubstantial (Incorporeal) Level 1, Invisibility Level 2, Life Support Level 2, Mind Control (Induce anger) Level 1, Mind Shield Level 1, Place of Power Level 3, Special Defense (Ageing) Level 2, Telekinesis Level 2, Telepathy Level 1

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Cannot Talk 1 BP, Easily Distracted (Killing anything that lives) 2 BP, Phobia (Religious symbols wielded by the virtuous) 2 BP, Unskilled 2 BP

GHOST OF A WARLORD

70 Character Points

Body 4, Mind 5, Soul 7

Attack Combat Value 5, Defense Combat Value 3
Health Points 55, Energy Points 90

Art of Distraction Level 5, Aura of Command Level 3, Energy Bonus Level 3, Environmental Control (Darkness, Temperature, Weather) Level 1, Heightened Awareness Level 2, Illusion (Hearing, Sight, Sound) Level 2, Insubstantial (Incorporeal) Level 1, Invisibility Level 2, Life Support Level 2, Mind Control (Induce fear) Level 1, Mind Shield Level 1, Place of Power Level 3, Sixth Sense (The Living) Level 1, Special Defense (Ageing) Level 2, Telekinesis Level 2, Telepathy Level 3

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Cannot Talk 1 BP, Easily Distracted (Killing anything that lives) 2 BP, Phobia (Religious symbols wielded by the virtuous) 2 BP, Unskilled 2 BP

BIG EYES, SMALL MOUTH FANTASY BESTIARY

NEW GHOUL

25 Character Points

Body 4, Mind 2, Soul 3

Attack Combat Value 6, Defense Combat Value 4
Health Points 45, Energy Points 25

Combat Mastery Level 3, Contamination (Slain victim rises as a zombie) Level 2, Damn Healthy! Level 1, Focused Damage (Claw) Level 2, Heightened Senses (Smell) Level 1, Natural Weapons (Claws, Fangs) Level 2, Special Attack: Paralysing Bite Level 1 (30 Damage; Drain Body, Drain Soul, Melee, Low Penetration), Special Defense (Ageing) Level 2, Speed Level 2, Stealth (Hearing) Level 1

Bane (Holy Symbol) 1 BP, Bane (Sunlight) 2 BP, Easily Distracted (Killing anything that lives) 2 BP, Unskilled 2 BP

GHOUL KING

40 Character Points

Body 6, Mind 4, Soul 4

Attack Combat Value 6, Defense Combat Value 4
Health Points 70, Energy Points 40

Aura of Command Level 2, Combat Mastery Level 3, Contamination (Slain victim rises as a zombie) Level 2, Damn Healthy! Level 2, Focused Damage (Claw) Level 1, Heightened Awareness Level 3, Heightened Senses (Hearing, Smell) Level 2, Natural Weapons (Claws, Fangs) Level 2, Special Attack: Paralysing Bite Level 2 (45 Damage; Drain Body, Drain Soul, Melee, Low Penetration), Special Defense (Ageing) Level 2, Speed Level 2, Stealth (Hearing) Level 1

Bane (Holy Symbol) 1 BP, Bane (Sunlight) 2 BP, Easily Distracted (Killing anything that lives) 2 BP, Unskilled 2 BP

GHOUL

As necrophages, eaters of the dead and the dying, ghouls are undead abominations that scavenge graveyards, tombs and battlefields. They hunt for corpses, or those they can quickly turn into corpses, feasting on their flesh and sucking the marrow from their bones. Ghouls are humanoid, and most may have once been human, though there are occasional reports of dwarves risen as ghouls. Their stinking mouths have altered to form almost a muzzle, while their teeth have grown into dagger-sharp fangs. Their flesh is a dead grey, what hair they have is stiff and bristly, and their hands end in long nails caked with rotted flesh, blood, and graveyard dirt. To look into their eyes is to see nothing but ceaseless, insatiable hunger.

Ghouls can arise in several ways. Some religions teach that they are gluttons who have been punished for their greed, while others claim they are the hunting dogs of the Lords of the Dead or the remains of someone killed by a spectre. A few scholars even believe ghouls are debased mortals, cursed cannibals who fed on the dead to avoid famine or as part of an obscene religion. Whatever the truth, it is certain that ghouls have long lurked among (and beneath) the civilized peoples.

While ghouls normally consume the dead, they do not restrict themselves to carrion. Flesh that still carries the scent of the living is almost intoxicating to them. To obtain it, they will sometimes hunt in small packs, hoping to waylay a lone traveller or lovers seeking a secluded place. They are expert brawlers, and their paralytic bite has spelled the end of many.

GHOUL TEMPLATE

Template Cost: 5 Character Points

Mind -2, Soul -1

Combat Mastery +2, Natural Weapons (Claws, Fangs) +2, Special Attack: Paralysing Bite +1 (30 Damage; Drain Body, Drain Soul, Melee, Low Penetration), Special Defense (Ageing) +2, Stealth +1

Bane (Holy Symbol) +1, Bane (Sunlight) +2, Easily Distracted (Killing anything that lives) +2

BIG EYES, SMALL MOUTH FANTASY BESTIARY

MUMMY

Some cultures go to great lengths to preserve the physical remains of their dead — the important ones, at least. Wrapped in the finest linens and coated with preservative oils and herbs or placed in bone-dry caves where their flesh will cure like leather, the dead are placed among the things they valued in life: gold, books, gems, other treasures, and even the corpses of their slaves, killed at the time of burial to serve their master in the afterlife. The preservation of the body and the magic of the attending priests also preserves the mind, so that the dead may live an eternal unlife among his or her riches. There, they pass the ages in an unnatural slumber until someone is unlucky enough to stumble across their tomb and tries to rob it. Though the mummy may be slow to rise, his pursuit of the tomb-robber will be relentless.

Mummies may also be created as a punishment, the victim buried alive in retribution for some heinous crime, its mind kept alive and denied the peace of death, even while its body rots. These are placed under a special curse to not rise again until words of release are spoken, intentionally or not. Revived but still undead, the mummy will again pursue the goals that lead to its earlier crimes and will seek revenge against those who foiled it, or even their descendants. Mummies will be encountered most often among the cultures of arid climates, though occasionally one is brought back to grace a collection or serve as an object of study.

MUMMY TEMPLATE

Template Cost: 25 Character Points

Body +1, Mind +2, Soul +2

Astral Projection +1, Aura of Command +3, Combat Mastery +1, Damn Healthy! +2, Dynamic Sorcery +1, Energy Bonus +1, Life Support +2, Light Armour +2, Place of Power +4, Special Defense (Ageing) +2, Super Strength +1

Bane (Holy Symbols) +1, Bane (Sunlight) +2, Easily Distracted (Killing anything that lives) +2, Not So Fast +1, Vulnerability (Fire) +2

MINOR MUMMY

45 Character Points

Body 5, Mind 6, Soul 6

Attack Combat Value 6, Defense Combat Value 4
Health Points 85, Energy Points 80

Astral Projection Level 1, Aura of Command Level 3, Combat Mastery Level 1, Damn Healthy! Level 3, Dynamic Sorcery Level 1, Energy Bonus Level 2, Highly Skilled Level 2, Life Support Level 2, Light Armour Level 2, Place of Power Level 4, Reincarnation Level 2, Special Defense (Ageing) Level 2, Super Strength Level 1

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Easily Distracted (Killing anything that lives) 2 BP, Not So Fast 1 BP, Vulnerability (Fire) 2 BP, Unskilled 2 BP

MUMMY OF A GREAT KING

60 Character Points

Body 6, Mind 7, Soul 7

Attack Combat Value 8, Defense Combat Value 6
Health Points 85, Energy Points 100

Astral Projection Level 2, Aura of Command Level 4, Combat Mastery Level 2, Damn Healthy! Level 2, Dynamic Sorcery Level 2, Energy Bonus Level 3, Focused Damage (Fist) Level 2, Highly Skilled Level 2, Life Support Level 2, Light Armour Level 2, Place of Power Level 4, Reincarnation Level 2, Special Defense (Ageing) Level 2, Super Strength Level 1

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Easily Distracted (Killing anything that lives) 2 BP, Not So Fast 1 BP, Vulnerability (Fire) 2 BP, Unskilled 2 BP



BIG EYES. SMALL MOUTH FANTASY BESTIARY

SKELETON

Skeletons are the animated bones of humans, elves, dwarves, or even animals. The bones can be bleached white from boiling the flesh away, or old and yellowed from years of lying in the ground. Skeletons can arise spontaneously as a sign evil times, or a necromancer will give them the semblance of life to use them as guards and shock troops. In such a role, they can obey simple commands. The bones are usually host to an evil spirit, but, sometimes, the soul of the dead person will find itself back in its skeleton. Horrified and confused at its cursed state, yet hating any who truly live, the soul-possessed skeleton will sometimes break free of the spells that bind it and try to go back to its normal life. This, inevitably, leads to a nightmarish and bloody reunion with its loved ones.

Apart from singular occurrences, adventurers will most often encounter skeletons as part of a larger set of minions for a necromancer or a master undead. Skeletons rarely have the intelligence or strength of will to operate on their own.

SKELETON TEMPLATE

Template Cost: Zero Character Points

Mind -2, Soul -1

Combat Mastery +2, Life Support +2, Light Armour +3, Special Defense (Ageing) +2

Bane (Holy Symbols) +1, Bane (Sunlight) +2, Cannot Talk +2, Easily Distracted (Killing anything that lives) +2, Not So Fast +1

SIMPLE SKELETON

20 Character Points

Body 4, Mind 2, Soul 3

Attack Combat Value 5, Defense Combat Value 3
Health Points 55, Energy Points 25

Combat Mastery Level 2, Damn Healthy! Level 2, Heightened Awareness Level 2, Life Support Level 2, Light Armour Level 3, Meld (Earth) Level 2, Sixth Sense (The Living) Level 1, Special Defense (Ageing) Level 2, Special Movement (Light-Footed) Level 1

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Cannot Talk 2 BP, Easily Distracted (Killing anything that lives) 2 BP, Not So Fast 1 BP, Unskilled 2 BP

WARRIOR'S SKELETON

35 Character Points

Body 5, Mind 3, Soul 3

Attack Combat Value 6, Defense Combat Value 4
Health Points 70, Energy Points 30

Combat Mastery Level 3, Damn Healthy! Level 3, Extra Attacks Level 1, Heightened Awareness Level 2, Kensei (Lightning Draw) Level 1, Life Support Level 2, Light Armour Level 3, Meld (Earth) Level 2, Personal Gear (Broadsword) Level 1, Regeneration Level 1, Sixth Sense (The Living) Level 1, Special Defense (Ageing) Level 2, Special Movement (Light-Footed) Level 1

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Cannot Talk 2 BP, Easily Distracted (Killing anything that lives) 2 BP, Not So Fast 1 BP, Unskilled 2 BP

BIG EYES, SMALL MOUTH FANTASY BESTIARY

NEW SPECTRE

55 Character Points

Body 4, Mind 4, Soul 7

Attack Combat Value 3, Defense Combat Value 1
Health Points 55, Energy Points 75

Contamination (Victims slain by Spectre become a Ghoul) Level 2, Energy Bonus Level 2, Environmental Control (Temperature) Level 1, Insubstantial (Incorporeal) Level 1, Life Support Level 2, Meld Level 2, Mind Shield Level 2, Place of Power Level 2, Special Attack: Death's Touch Level 6 (60 Damage, Burning, Drain Energy, Drain Soul, Soul Attack, Melee, No Damage), Special Defense (Ageing) Level 2, Telekinesis Level 1

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Cannot Talk 1 BP, Easily Distracted (Killing anything that lives) 2 BP, Unskilled 2 BP

SPECTRE OF AN EVIL KING

70 Character Points

Body 4, Mind 6, Soul 8

Attack Combat Value 6, Defense Combat Value 4
Health Points 60, Energy Points 70

Aura of Command Level 3, Contamination (Victims slain by Spectre become a Ghoul) Level 2, Environmental Control (Temperature) Level 2, Heightened Awareness Level 3, Insubstantial (Incorporeal) Level 1, Life Support Level 2, Meld Level 2, Mind Shield Level 2, Place of Power Level 2, Special Attack: Death's Touch Level 6 (60 Damage; Burning, Drain Energy, Drain Soul, Soul Attack, Melee, No Damage), Special Defense (Ageing) Level 2, Telekinesis Level 2

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Cannot Talk 1 BP, Easily Distracted (Killing anything that lives) 2 BP, Unskilled 2 BP

SPECTRE

Spectres are the unquiet souls of evil men and women cursed to haunt the places where they died. Accustomed to commanding others in life, they cannot bear the idea of being without servants in death. Thus, spectres seek to slay the living to turn them into ghouls who will serve them forever, though they have no means to compel service. Spectres look as they did in life just before their death, save that they are slightly translucent and their eyes lack the light of life. They are found in ancient ruins and deep crypts, or in remote places where they died abandoned and alone.

Spectres fear the sun and bright light. The former will destroy them, while any bright light, such as the full moon or a torch, will shine through their bodies, revealing the unholy truth. Spectres thus cling to half-light and shadows, using them as a cloak to fool the unwary. Spectres appear first at a distance, beckoning mortals to come closer or trying, themselves, to approach. They may pretend to offer aid or to seek help and will act in a manner meant to earn a mortal's trust. A spectre kills its victim with a mere touch, which sends an agonizing wave of pain through the target's body as it feels its very soul being ripped away. Hours later, the once dead husk rises as a ghoul. Spectres are usually encountered singly, though ghouls it has created may be in the area. Some may even be the spectre's servants.

SPECTRE TEMPLATE

Template Cost: 35 Character Points

Soul +3

Insubstantial (Incorporeal) +1, Life Support +2, Place of Power +2, Contamination (Victims slain by Spectre become a Ghoul) +4, Special Attack: Death's Touch +6 (75 Damage; Burning, Drain Energy, Drain Soul, Soul Attack, Melee, No Damage), Special Defense (Ageing) +2

Bane (Holy Symbols) +1, Bane (Sunlight) +2, Cannot Talk +1, Easily Distracted (Killing anything that lives) +2

BIG EYES, SMALL MOUTH FANTASY BESTIARY

VAMPIRE

Vampires are the nobility of the undead, predators of the night who treat the living as their cattle. They are peerless hunters and killers, possessed of enormous physical and mystical powers. Vampires look as they did before death: the common belief that all vampires are deathly pale is true only of those who have not fed in a long time. Vampires who have recently gorged on the blood of a victim look as ruddy and healthy as any mortal of their former species. Vampires originated in the distant past, and scholars disagree about how they came about. Some believe an early mortal was cursed to wander as a vampire for some great sin, while others argue that they are part of the natural order, in the same relationship to men that men are to sheep. However they began, a vampire may be created in several ways. The most common is by the bite of another vampire, who drains its victim completely and then, at the moment of death, feeds the mortal its own blood. It is also possible that vampirism is a disease of the blood, and that a serious enough wound inflicted by a vampire will be enough to transform a mortal.

Vampires retain many of the powers they had in life. Indeed, occasional kingdoms have been ruled by vampire lords who have refused to stay in the grave. Sorcerers will retain their spells, and vampiric priests will gain powers from the dark gods they worship. Vampires are seldom encountered alone, except, perhaps, when they are on the hunt. They are territorial creatures and are very hostile toward other vampires poaching in their domain. A vampire who stays in one area for a while, however, will feel a need to gather servants to itself. Heroes invading a vampire's sanctum will find weaker vampires it has created, lesser undead, or even mortals who worship it, all ready to serve and to defend their lord.

VAMPIRE TEMPLATE

Template Cost: 50 Character Points

Body +2, Mind +1, Soul +2

Aura of Command +3, Combat Mastery +2, Contamination +3, Damn Healthy! +2, Heightened Awareness +2, Life Support +2, Mind Control +2, Natural Weapons (Claws, Fangs) +2, Reincarnation +2, Regeneration +1, Special Attack: Vampiric Bite +1 (30 Damage; Drain Soul, Vampiric, Melee, Low Penetration), Special Defense (Ageing) +2, Speed +3, Super Strength +1, Swarm (Bats or rats) +2

Bane (Holy Symbols) +1, Bane (Sunlight) +2, Easily Distracted (Killing anything that lives) +2, Vulnerability (Wood) +2

WANDERING HUNTER

70 Character Points

Body 6, Mind 5, Soul 6

Attack Combat Value 7, Defense Combat Value 5

Health Points 90, Energy Points 55

Aura of Command Level 3, Combat Mastery Level 2, Contamination Level 3, Damn Healthy! Level 3, Heightened Awareness Level 3, Heightened Senses (Smell) Level 2, Life Support Level 2, Mind Control Level 2, Natural Weapons (Claws, Fangs) Level 2, Regeneration Level 1, Reincarnation Level 2, Special Attack: Vampiric Bite Level 1 (30 Damage; Drain Soul, Vampiric, Melee, Low Penetration), Special Defense (Ageing) Level 2, Special Movement (Cat-Like, Wall-Crawling) Level 2, Speed Level 3, Super Strength Level 2, Swarm (Bats or rats) Level 2

Stealth Level 1, Unarmed Attack Level 2, Unarmed Defense Level 2

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Easily Distracted (Killing anything that lives) 2 BP, Vulnerability (Wood) 2 BP

VAMPIRE WIZARD

85 Character Points

Body 6, Mind 7, Soul 8

Attack Combat Value 8, Defense Combat Value 6

Health Points 100, Energy Points 95

Aura of Command Level 3, Combat Mastery Level 1, Contamination Level 3, Damn Healthy! Level 3, Dynamic Sorcery Level 2, Energy Bonus Level 2, Heightened Awareness Level 2, Life Support Level 2, Mind Control Level 2, Natural Weapons (Claws, Fangs) Level 2, Reincarnation Level 2, Regeneration Level 2, Special Attack: Vampiric Bite Level 2 (30 Damage; Drain Soul, Vampiric x2, Melee, Low Penetration), Special Defense (Ageing) Level 2, Special Movement (Cat-Like, Wall-Crawling) Level 2, Speed Level 3, Super Strength Level 1, Swarm (Bats or rats) Level 2

Intimidation Level 1, Linguistics (Native, One Ancient Language) Level 1, Physical Sciences (Alchemy) Level 3, Seduction Level 2, Visual Arts (Fine Art) Level 2

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Easily Distracted (Killing anything that lives) 2 BP, Vulnerability (Wood) 2 BP



BIG EYES, SMALL MOUTH FANTASY BESTIARY

WIGHT

Wights are the corpses of men and women slain by a wraith, or of those buried without the benefit of a priest's prayers or the protection of consecrated ground. Driven mad by their fate and seduced, some say, by the poisoned words demons whisper in their ears as they die, their bodies rise to take revenge on those who still live. Wights look like desiccated corpses, their skin dried to leather and the sockets of their shrivelled eyes filled with blood-red motes of light. While they may carry weapons they used in life, the wight's main power is to kill with a single, freezing cold touch that can stop a mortal's heart in an instant. While hiding from the sun, a wight makes its lair in caves or in the crypts of abandoned and desecrated churches. They are usually found alone, unless they are bound to the service of a greater undead, such as a vampire or the wraith who created them.

WIGHT TEMPLATE

Template Cost: 25 Character Points

Body +1, Mind -2

Combat Mastery +2, Extra Attacks +1, Kensei (Blind Fighting, Lightning Draw) +2, Life Support +2, Light Armour +2, Regeneration +1, Special Attack: Death's Touch +3 (30 Damage, Burning, Drain Energy, Drain Soul, Soul Attack, Melee, No Damage, Toxic), Special Defense (Ageing) +2

Bane (Holy Symbols) +1, Bane (Sunlight) +2, Cannot Talk +1, Easily Distracted (Killing anything that lives) +2

VENGEFUL WIGHT

45 Character Points

Body 5, Mind 2, Soul 4

Attack Combat Value 7, Defense Combat Value 5
Health Points 65, Energy Points 30

Combat Mastery Level 4, Damn Healthy! Level 2, Extra Attacks Level 1, Kensei (Blind Fighting, Lightning Draw) Level 2, Life Support Level 2, Light Armour Level 3, Massive Damage Level 1, Personal Gear (Great Sword, Chain Hauberk) Level 1, Regeneration Level 1, Special Attack: Death's Touch Level 3 (30 Damage, Burning, Drain Energy, Drain Soul, Soul Attack, Melee, No Damage, Toxic), Special Defense (Ageing) Level 2

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Cannot Talk 1 BP, Easily Distracted (Killing anything that lives) 2 BP, Unskilled 2 BP

ANCIENT WIGHT

60 Character Points

Body 6, Mind 4, Soul 5

Attack Combat Value 8, Defense Combat Value 6
Health Points 75, Energy Points 45

Combat Mastery Level 3, Damn Healthy! Level 2, Environmental Control (Darkness) Level 3, Extra Attacks Level 1, Kensei (Blind Fighting, Lightning Draw) Level 2, Life Support Level 2, Light Armour Level 2, Personal Gear (Great Sword, Chain Hauberk) Level 1, Mind Shield Level 3, Regeneration Level 1, Sixth Sense (The Living) Level 1, Special Attack: Death's Touch Level 4 (45 Damage, Burning, Drain Energy, Drain Soul, Soul Attack, Melee, No Damage, Toxic), Special Defense (Ageing) Level 2, Special Movement (Balance, Wall-crawling) Level 2

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Cannot Talk 1 BP, Easily Distracted (Killing anything that lives) 2 BP, Unskilled 2 BP

BIG EYES. SMALL MOUTH FANTASY BESTIARY

GUARDIAN WRAITH

60 Character Points

Body 4, Mind 4, Soul 8

Attack Combat Value 5, Defense Combat Value 3
Health Points 70, Energy Points 100

Contamination (Victims killed by the wraith are turned into Wights) Level 4, Damn Healthy! Level 1, Energy Bonus Level 4, Environmental Control (Darkness) Level 1, Flight Level 2, Insubstantial (Incorporeal) Level 1, Life Support Level 2, Mind Shield Level 2, Place of Power (Crypt) Level 3, Regeneration Level 2, Special Attack: Death's Touch Level 3 (30 Damage; Burning, Drain Energy, Drain Soul, Soul Attack, Melee, No Damage, Toxic), Special Defense (Normal Weapons) Level 2

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Cannot Talk 1 BP, Easily Distracted (Killing anything that lives) 2 BP, Unskilled 2 BP

WRAITH WIZARD

75 Character Points

Body 4, Mind 6, Soul 9

Attack Combat Value 6, Defense Combat Value 4
Health Points 75, Energy Points 125

Contamination (Victims killed by the wraith are turned into Wights) Level 4, Damn Healthy! Level 1, Dynamic Sorcery Level 2, Energy Bonus Level 5, Environmental Control (Darkness) Level 2, Flight Level 2, Heightened Awareness Level 1, Insubstantial (Incorporeal) Level 1, Life Support Level 2, Mind Shield Level 2, Place of Power (Tomb) Level 4, Regeneration Level 1, Special Attack: Death's Touch Level 4 (45 Damage; Burning, Drain Energy, Drain Soul, Soul Attack, Melee, No Damage, Toxic), Special Defense (Normal Weapons) Level 2

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Cannot Talk 1 BP, Easily Distracted (Killing anything that lives) 2 BP, Unskilled 2 BP

WRAITH

Wraiths are the disembodied spirits of men and women who have done great evil in their lives. As a reward, the gods and demons of darkness have granted them unlife, with a command to slay all they meet and to create new undead. Wraiths appear as vaguely humanoid areas of infinite blackness, with only two small flickering points of fire to show where their eyes should be. They garb themselves in the black shrouds of an unholy burial and many wear the regalia they wore in life, such as a crown. Unlike wights, wraiths retain most of their wits and thus any skills or powers they had in life. The wraith of an evil wizard is a foe few want to face.

Wraiths build their lairs among the ruins of men, in forgotten tombs and fallen castles where they jealously guard the treasures they were buried with. Some even haunt abandoned buildings in the slums of a great city, their presence indicating some forgotten secret of the city's past. They are most often encountered alone, unless under the rule of another, far more powerful being. Since their touch can create a wight, some wraiths have them as guardians and servants, horrible companions in eternal unlife.

WRAITH TEMPLATE

Template Cost: 40 Character Points

Soul +4

Contamination (Victims killed by the wraith are turned into Wights) +4, Energy Bonus +3, Environmental Control (Darkness) +1, Flight +2, Insubstantial (Incorporeal) +1, Life Support +2, Mind Shield +2, Place of Power +3, Special Attack: Death's Touch +3 (30 Damage; Burning, Drain Energy, Drain Soul, Soul Attack, Melee, No Damage, Toxic), Special Defense (Non-Magical Weapons) +2

Bane (Holy Symbols) +1, Bane (Sunlight) +2, Cannot Talk +1, Easily Distracted (Killing anything that lives) +2

BIG EYES, SMALL MOUTH FANTASY BESTIARY

ZOMBIE

Zombies are animated corpses of the recently deceased, whether human, humanoid, or animal. They can look almost alive or horribly rotted, but their faces almost always have a dull, stupid look to them. Zombies are created in several ways. Necromancers may summon minor evil spirits and bind them to a corpse, much as they do with skeletons. Others spontaneously rise from their graves when great evil is at work — some religions see this as a sign of the impending end of the world. Evil wizards, priests, and warlords use zombies as shock troops, flinging them against an enemy to weaken him or her before striking the final blow.

Zombies are relentless in their pursuit of the living and, unlike other undead, they can even operate by day. They are nearly unstoppable: zombies struck down with what should have been a killing blow will rise again in a few hours. There are several ways to permanently destroy a zombie, though not all work in every case. Burning, filling the mouth with salt or blessed food, and even a killing blow to the brain have all been known work.

Some zombies are more aware than most, having retained more of their mind after death. By eating brains ripped fresh from the living, these creatures retain a cunning instinct. They become leaders of more mindless zombies and will often lead them in raids, attacking and eating whole farmsteads or small villages in a single night. While an encounter with zombies is dangerous in itself, the presence of one or more of these "zombie lords" can turn it into a terrifying game of cat and mouse.

ZOMBIE TEMPLATE

Template Cost: 5 Character Points

Mind -3, Soul -1

Combat Mastery +3, Life Support +2, Reincarnation +2

Bane (Holy Symbol) +1, Cannot Talk +1, Easily Distracted (Killing anything that lives) +2, Not So Fast +1

SIMPLE ZOMBIE

25 Character Points

Body 4, Mind 1, Soul 3

Attack Combat Value 6, Defense Combat Value 4
Health Points 55, Energy Points 20

Combat Mastery Level 6, Contamination (Mortal killed by zombie rises as one) Level 4, Damn Healthy! Level 2, Life Support Level 2, Natural Weapon (Bite) Level 1, Reincarnation Level 2, Sixth Sense (The Living) Level 1

Bane (Holy Symbol) 1 BP, Cannot Talk 1 BP, Easily Distracted (Killing anything that lives) 2 BP, Not So Fast 1 BP, Unskilled 2 BP

ZOMBIE LORD

40 Character Points

Body 5, Mind 3, Soul 5

Attack Combat Value 8, Defense Combat Value 6
Health Points 90, Energy Points 40

Combat Mastery Level 4, Contamination (Mortal Killed by Zombie Rises as One) Level 4, Damn Healthy! Level 4, Life Support Level 2, Mind Control (Zombies) Level 3, Natural Weapon (Bite) Level 1, Personal Gear (Large Cleaver) Level 1, Reincarnation Level 2, Sixth Sense (The Living) Level 1, Super Strength Level 1

Bane (Holy Symbol) 1 BP, Cannot Talk 1 BP, Easily Distracted (Killing anything that lives) 2 BP, Not So Fast 1 BP, Special Requirement (Eat Fresh Brains, Once Per Week) 2 BP, Unskilled 2 BP



BIG EYES, SMALL MOUTH FANTASY BESTIARY

SAMPLE MAGICAL TREASURES

Magical treasures should never bore players. If they are nothing more than ornaments to decorate a character sheet, if they are merely baubles to make a player character more powerful, then you as Game Master are missing a great opportunity to add depth and colour to your game. While yet another magic ring might draw yawns from the players, finding "Kaga's Iron Ring of Indomitable Will" is much more exciting. Although both simply give a -1 bonus to Soul Stat checks, by developing the history behind the item, you will catch the players' interest, help them suspend disbelief, and provide yourself with ready-made adventure hooks. These back-stories do not have to be extensive: just a few moments' thought and a few lines on an index card will give you all you need.

What follows are sample Items of Power and items of Personal Gear. Each is meant to be something that could be found during an encounter with any of the creatures described in this book. Each comes with a brief description that you can develop and alter as needed for your game: these are suggestions, not rules. If the creature has the intelligence to use the item to defend itself or advance its goals, it generally will.

SOME DESIGN PRINCIPLES

While *Big Eyes, Small Mouth* is a simple, yet flexible game, it helps to keep in mind some guidelines for the creation of magic items, if only to provide consistency. Items that modify a Skill roll by up to 10 Skill Points of benefit (for example, a -2 bonus for a 5 Point/Level Skill) are considered Minor or Major items of Personal Gear; they are high quality, but not of great power in the game setting. Items that adjust or bestow an Attribute are Items of Power, unless the change is worth only 1 Character Point. If they provide only 1 Character Point worth of benefit, the item is usually a Major item of Personal Gear. Thus, a finely made whistle that increases the Animal Friendship Attribute by +1 is a Major Item of Personal Gear, not an Item of Power. Items of Power provide more powerful adjustments to Attributes or adjust Stats directly.

ITEMS OF POWER

ARMOUR OF LEAVES

Item of Power Level 1

Young dryads sometimes encounter danger while tending their woodlands and need protection. Early in their lives, they learn to weave a magical armour of leaves and twigs from the materials brought to them by their animal friends.

Provides: Light Armour Level 2

CLARION OF HEAVEN

Item of Power Level 1

This long, straight trumpet is a gift of the gods to their new herald. Formed of gold taken from the heart of the sun, it captures the attention of all who hear it and draws their eyes skyward, where an angel waits to deliver her message. The item was lost centuries ago, when the angel was slain by a demon. A mortal who finds it and possesses even one Level of Aura of Command will find his or her ability augmented (it is useless if the wielder does not possess the Aura of Command Attribute).

Provides: Aura of Command +5

BIG EYES, SMALL MOUTH FANTASY BESTIARY

EVER-FULL TOBACCO POUCH

Item of Power Level 1

Leprechauns like nothing more than to spend a sunny day resting beneath a shady tree and savouring a good pipe. An especially enterprising old leprechaun invented this pouch so he would never run out of his favourite blend. Unfortunately, one day, he lost it when escaping from mortals.

Provides: Transmutation (An equivalent amount of any plant matter into sweet tobacco) Level 1

HEAVEN'S WRATH

Item of Power Level 1

Angels are not always messengers of peace and love. They also execute the gods' judgements and are agents of their anger. "Heaven's Wrath" is an eternally sharp broadsword, forged by the God of War himself and given by his angel to a faithful temple at the end of a long crusade. The cult eventually waned and, since the last priest died, Heaven's Wrath has laid within a lacquered box, waiting for the call of battle. Only devotees of the God of War may wield it.

Provides: Weapon Attack (30 Damage, Accurate, No Regeneration, Melee, Uses Energy) Level 1

RUMIK, FAITHFUL GUARDIAN AUTOMATON

Item of Power Level 5

Several centuries ago, there lived a mighty sorcerer whose knowledge of magical mechanical constructs was without equal. As he grew older, he grew more fearful and suspicious, until one day he felt he could no longer trust his own guards and dismissed them all. He still needed to travel, however, and even a sorcerer needed a bodyguard. He turned his skills towards the creation of an intelligent mechanical guard. The sorcerer succeeded beyond his wildest dreams, creating an utterly loyal artificial bodyguard, Rumik. Rumik could not guard the sorcerer from old age, however. After he died, the tower was looted and Rumik passed from hand to hand.

Rumik stands just 30 cm tall, and is armed and armoured as a warrior appropriate to the region where the sorcerer lived. To acquire ownership, a character must make a Soul Stat check. Rumik will remain loyal to his owner so long as his requirements are met. Rumik has no face or voice: he warns his owner of danger by poking him or her. He emits a howl as part of his Special Attack, which is made while leaping at a foe. If the victim fails a Soul Stat check, he flees in abject fear. When not ordered to be on guard, Rumik either sits quietly or engages in a solo sword drill. Some say the object is possessed by a powerful but quirky demon, while others claim the sorcerer's mechanical work was so intricate that the device developed its own — and odd — intelligence.

Body 6, Mind 4, Attack Combat Value 5, Defense Combat Value 3, Health Points 80

Artificial Intelligence Level 3, Heightened Awareness Level 1, Highly Skilled Level 2, Jumping Level 1, Kensei (Blind-Fighting, Chanbara Master) Level 2, Light Armour Level 2, Personal Gear (Miniature Broadsword) Level 1, Regeneration Level 1, Special Attack: "Rumik's Wrath" (75 Damage, Accurate, Drain Soul, No Damage, Melee, Limited Shots x3) Level 1, Toughness Level 1

Melee Attack Level 2, Stealth (Silent Movement) Level 2, Performing Arts (Ritual Sword Practice) Level 1

Attack Restriction (Only those who directly attack its owner) Level 1, Cannot Talk Level 2, Marked (Small armoured warrior) Level 2, Not So Strong Level 2, Restricted Path (No more than 100 metres from its owner) 2 BP, Special Requirement (Must have one cup of strong wine poured on it each night) Level 1, Special Requirement (Owner must sing a lullaby to Rumik once per day) Level 1

BIG EYES. SMALL MOUTH FANTASY BESTIARY

PIXIE BOW

Item of Power Level 1

Small versions of short bows used by Pixies, who strike at intruders from hiding. If the arrow hits its target and the target fails a Soul Stat check, it falls asleep.

Provides: Weapon Attack (30 Damage, Drain Energy, Drain Soul, No Damage, Short Range) Level 1

PRIMROSE CROWN

Item of Power Level 1

Some powerful dryads wear nothing but a crown of primroses or other wildflowers. While fools may think them vulnerable because they are nude, the garland provides significant protection. Dryads have also been known to give these to an innocent child who has become lost in their woods.

Provides: Force Field (Self Only) Level 1

PERSONAL GEAR

AMULET OF WARINESS

Major Personal Gear

The last thing a spy needs is to have another watching him. This small gold plaque, engraved with an ever-open eye, gave the agents of a long-ago chancellor a chance to notice danger before it noticed them.

Provides: Sixth Sense (Detect Watcher) Level 1

MASK OF SWEET AIR

Major Personal Gear

A wooden mask, carved, painted, and lacquered to resemble an angel. It was worn by the senior members of an order of alchemists whenever performing dangerous research.

Provides: Life Support Level 1

THE MASTER KEY

Major Personal Gear

An intricately wrought key no longer than a child's palm, this was the prized possession of the master thief Callodio. It is made of iron that never seems to rust.

Provides: Burglary (Lock-Picking) Skill +3

STAFF OF GENTLE LESSONS

Minor Personal Gear

This two-metre-long oak staff was once owned by the druid of the Great Wood, who used it to train even the most unruly animals to be his helpers. Ever the gentle soul, he would never strike the animals — a gentle tap with his staff was all that was needed.

Provides: Animal Friendship Level 1

SUPERB CHEF'S KNIVES

Minor Personal Gear

This set of six wonderfully crafted knives was once owned by the personal chef to a great king. After the king died of food poisoning, the knives were buried with the chef.

Provides: Cooking Skill +5

BESM dungeon



COMING IN LATE 2002!
100% Compatible with the *BESM Fantasy Bestiary*

Grave of Heaven Uresia



COMING IN LATE 2002!

BESM FANTASY BESTIARY

The *BESM Fantasy Bestiary* provides players and GMs with the perfect toolkit for a *Big Eyes, Small Mouth* fantasy campaign.

If you have ever wanted to play a High Elf, a Dwarf, or even a Titan-Orc or a Vampire-Minotaur, then this book is for you!

The *BESM Fantasy Bestiary* is not your traditional manual of monsters. Inside, you'll find a plethora of D6 Tri-Stat templates for traditional fantasy races you can use when creating a player character or an NPC enemy. Combine multiple templates (Ogre-Medusa-Skeleton?) or use them on their own.

From Angel to Zombie, and everything in between, the *BESM Fantasy Bestiary* is an ideal reference book for both Game Masters and Players.

