

DONJON PAK B1

MEN OF STEEL & BEASTS OF TERROR!



BY

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INTRODUCTION AND COPYRIGHT

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This Donjon Pak is the first (and hopefully, not the last) in the B series, which is composed of bestiaries - that is, lists of creatures, foes, and maybe even friends that your group of *Donjon* characters may meet.

Thanks

Thanks to everyone that has been playing *Donjon* - you have no idea how much I appreciate it.

Special thanks to John Harper of Shooting Iron Games (<http://www.shootingiron.com>) for creating such a great cover image (and zombie pic) on little notice.

How to use this Donjon Pak

You'll find that this Donjon Pak is split into several sections according to the Table of Contents, organizing the denizens within according to type. Characters of the first type, Men of Steel, can be used as characters in any *Donjon* campaign. (For that matter, anything in here can be used as a *Donjon* player character, but the Men of Steel are most appropriate.)

Each creature in here has a set level that is the *lowest level* that creature is found at. These creatures can be scaled up in levels easily. For every level divisible by three that a creature is raised, add a point to one of the creature's Attributes, usually the highest one. For every level a creature is raised, split five points between the creature's Saving Throws, Flesh Wounds, and Abilities.

Generally, you should add points in order of the creature's highest scores first.

The Donjon supplement program

So far, two supplements are available for *Donjon* - A1: A Fungus Among Us, in the main book; and B1: Men of Steel and Beasts of Terror! The next *Donjon* supplement, however, could be written by you. Anvilwerks is instituting a supplement program inspired by Ron Edwards' (Adept Press) wildly successful *Sorcerer* mini-supplement program.

If you want to make a supplement for *Donjon* and sell it, you may feel free to do so. The only stipulation is that any supplement must be sent to the author of *Donjon* (that's me - Clinton R. Nixon at crnixon@anvilwerks.com) for approval. Upon approval, you can produce it however you like - PDF or print or whatever else you think of - and sell it. The supplement must be sold from the Anvilwerks web site, but here's the rub: you get all profit. In fact, you handle all sales - the sales button is just consolidated in one place for *Donjon* players.

Sound good? If so, get to typing. You can create any kind of supplement you want: bestiaries like this one, adventures, add-ons to the rules, whole settings, or even something stranger. I look forward to seeing what you come up with, and good donjoneering!



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ARCHER

Level 1

Attributes

Vir 3

Cer 3

Dis 4

Adr 4

Whe 2

Soc 2

Saving Throws

Vs. Illusion and Confusion 2

Vs. Poison, Polymorph, and Transmogrification 2

Flesh Wounds 3

Abilities

Excellent Vision and Aiming 3

Shoot Crossbows and Bows 4

Coordinate Barrage of Arrows 2

Take Damage in Combat 1

Bowcraft 3

Common Equipment

Light crossbow or long bow (DR 3)

Leather armor (DR 1)

Short sword (DR 2)

Notes

Archers are deployed by nearly every army in the world as artillery-men, used to thin out the ranks of advancing troops. Well-trained archers can be deadly, as their Excellent Vision and Aiming (used with Discernment in a Test against Medium difficulty or an opposing character's Adroitness + any hiding Ability) can add dice to their Shooting Crossbows and Bows. As a force, their Coordinate Barrage of Arrows (used with Cerebrality in a Test against Easy or harder difficulty) can add dice via successes to each of their attacks, decimating an approaching army.

They are also well trained in the craft of repairing their own weapons and crafting new bolts and arrows.



BARBARIAN

Level 1

Attributes

Vir 4

Cer 2

Dis 3

Adr 3

Whe 4

Soc 2

Saving Throws

Vs. Illusion and Confusion 1

Vs. Poison, Polymorph, and Transmogrification 1

Flesh Wounds 4

Abilities

Barbarian Rage 4

Smackdown with Swords 3

Track by Smell 3

Be Battered by Blunt Attacks 2

Stare Down Wild Animals 2

Common Equipment

Hides (DR 1)

Savage sword (DR 3)

A necklace of teeth

Notes

Wild men of the north, barbarians are fierce warriors that go into a berserker rage at the slight provocation. Their Barbarian Rage Ability generates dice that can be used either in their next Damage Test against someone else or in their next Saving Throw vs. Illusion and Confusion. Their high Wherewithal and Virility makes them incredible fighters, shrugging off damage while they cleave their foes in two.



They have a primal connection to nature and can act as the alpha male in any situation with hostile animals, using their Stare Down Wild Animals Ability in a Test with Sociality vs. the animal's Discernment + Save vs. Illusion and Confusion.

CLERIC

Level 1

Attributes

Vir 2

Cer 3

Dis 4

Adr 2

Whe 3

Soc 4

Saving Throws

Vs. Illusion and Confusion 3

Vs. Poison, Polymorph, and Transmogrification 1

Flesh Wounds 2

Abilities

Detect Evil 4

Smite Evil 3

Bless the Faithful 3

Ease Suffering 3

Negotiate with Decent People 2

Common Equipment

Mace or staff (DR 1)

Holy symbol (protective aura against evil creatures or magic - DR 2)

Book of scripture (Worth 3)

Notes

Clerics are priests of a god dedicated to good. While the majority of them stay at temples and tend to their flock, ones with adventurous souls leave to carry the word of their faith elsewhere. They are excellent scouts, actually, for a party of characters, as their Sense Evil Ability (used with Discernment) can root out the most hidden of dark demons and foul beings, and their Smite Evil Ability can be used to attack any of these vile creatures.

They can pray for the guidance of anyone who accepts their faith, adding dice to the roll of a fellow worshipper with a successful Test of Soci-



ality + Bless the Faithful vs. Medium difficulty; they also heal the sick and wounded with a Test of Discernment + Ease Suffering vs. the amount of damage done to a character. The respect given to a man of faith can make their path easy as they can Negotiate with any decent person they run across.

[Further note: clerics do not have to be dedicated to good. For evil clerics, use the same statistics, but change their Abilities to: Detect Good, Smite Good, Bless the Wicked, Inflict Suffering (adds to Damage Tests), and Negotiate with Dark Fiends.]

CRIMEFIGHTER

Level 1

Attributes

Vir 3

Cer 1

Dis 5

Adr 4

Whe 3

Soc 2

Saving Throws

Vs. Illusion and Confusion 2

Vs. Poison, Polymorph, and Transmogrification 1

Flesh Wounds 3

Abilities

Attack! 3

Disappear into Shadows 4

Hear Cries of Help 3

Leap from Above 2

Strike Fear into the Hearts of Criminals 2

Common Equipment

A man-hook (special weapon - DR 2, but can damage Adroitness automatically)

Thick leather and wool costume (DR 1)

Notes

Wherever there are cities full of villany and scum, there are crimefighters: vigilantes dedicated to cleaning the streets by force. With their keen senses, these masked men can hear whenever an innocent is being attacked. Using their Abilities to Disappear into Shadows and Leap from Above, their first attack is their best, using surprise to decimate their opponent.

Many crimefighters have a code against killing another humanoid - their man-hooks come in useful, as they can damage Adroitness directly by sweeping the hook behind the legs and arms of a criminal, rendering him immobile.



DEMON SLAYER

Level 1

Attributes

Vir 4

Cer 2

Dis 2

Adr 4

Whe 4

Soc 2

Saving Throws

Vs. Illusion and Confusion 1

Vs. Poison, Polymorph, and Transmogrification 4

Flesh Wounds 4

Abilities

Attack! 2

Damage Demons 3

Sense Demons 3

Scare Humans 2

Understand Demon Languages 1

Common Equipment

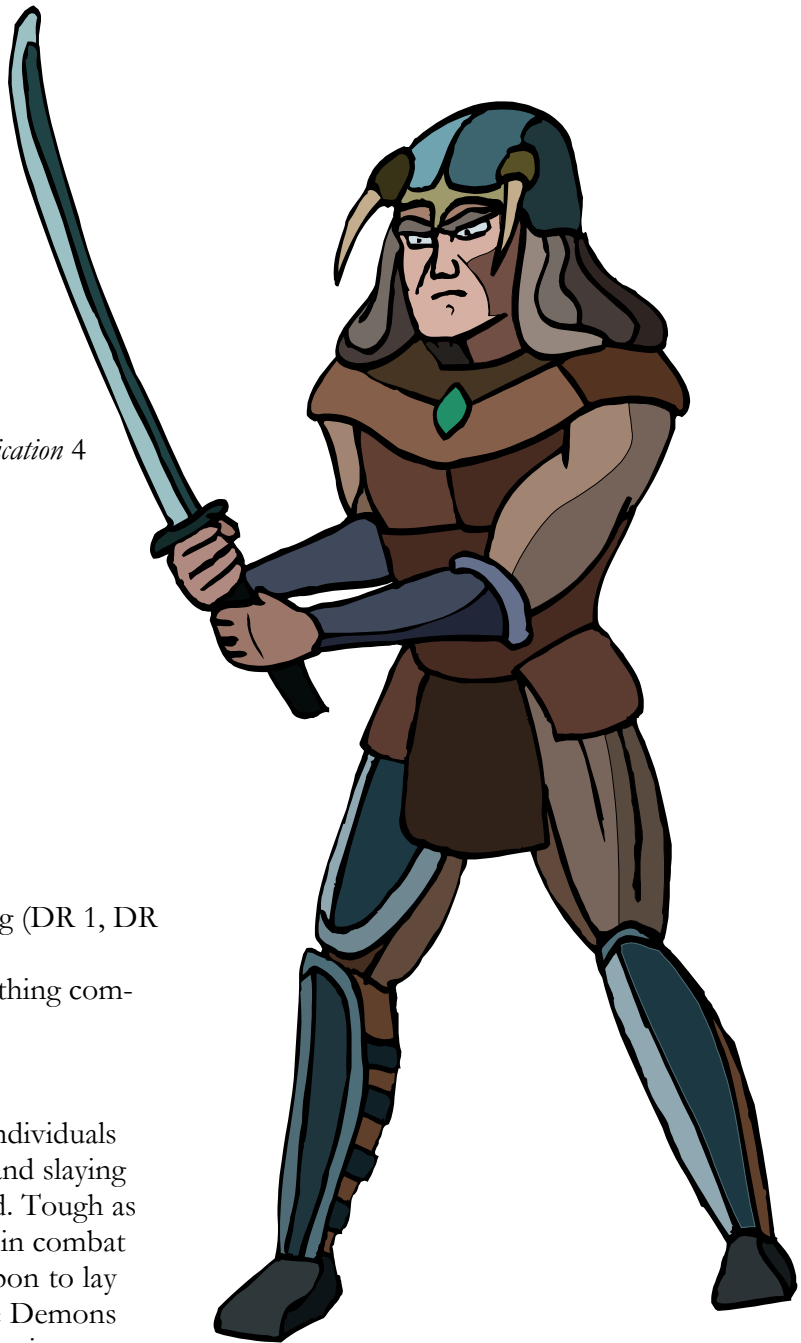
Chain shirt (DR 3)

Incorporeal sword of demon rending (DR 1, DR 4 vs. demons)

A helmet made of the skull of something completely unholy

Notes

Battle-hardened and weary, these individuals dedicate their life to hunting down and slaying demons that would plague the world. Tough as nails, these few may not be the best in combat with a human, but can use any weapon to lay down the pain on demons (Damage Demons adds to Damage Tests) and have amazing senses to detect the scent of brimstone and evil. Their study gives them a slight ability to Understand Demon Languages (use with Cerebrality in a Test to understand what a demon is saying to the character.)



Their tales can bring fear to the heartiest of men and they rarely enter a town without scaring the pants off someone with their grim looks and sordid tales.

Knight

Level 1

Attributes

Vir 4

Cer 2

Dis 2

Adr 3

Wbe 4

Soc 3

Saving Throws

Vs. Illusion and Confusion 1

Vs. Poison, Polymorph, and Transmogrification 1

Flesh Wounds 4

Abilities

Perform Feats of Gallantry 4

Swing Swords 3

Ride Horses and Joust 2

Boast Heartily 2

Find the Fruit of the Thighs 3

Common Equipment

Broadsword (DR 3)

Plate armor (DR 4)

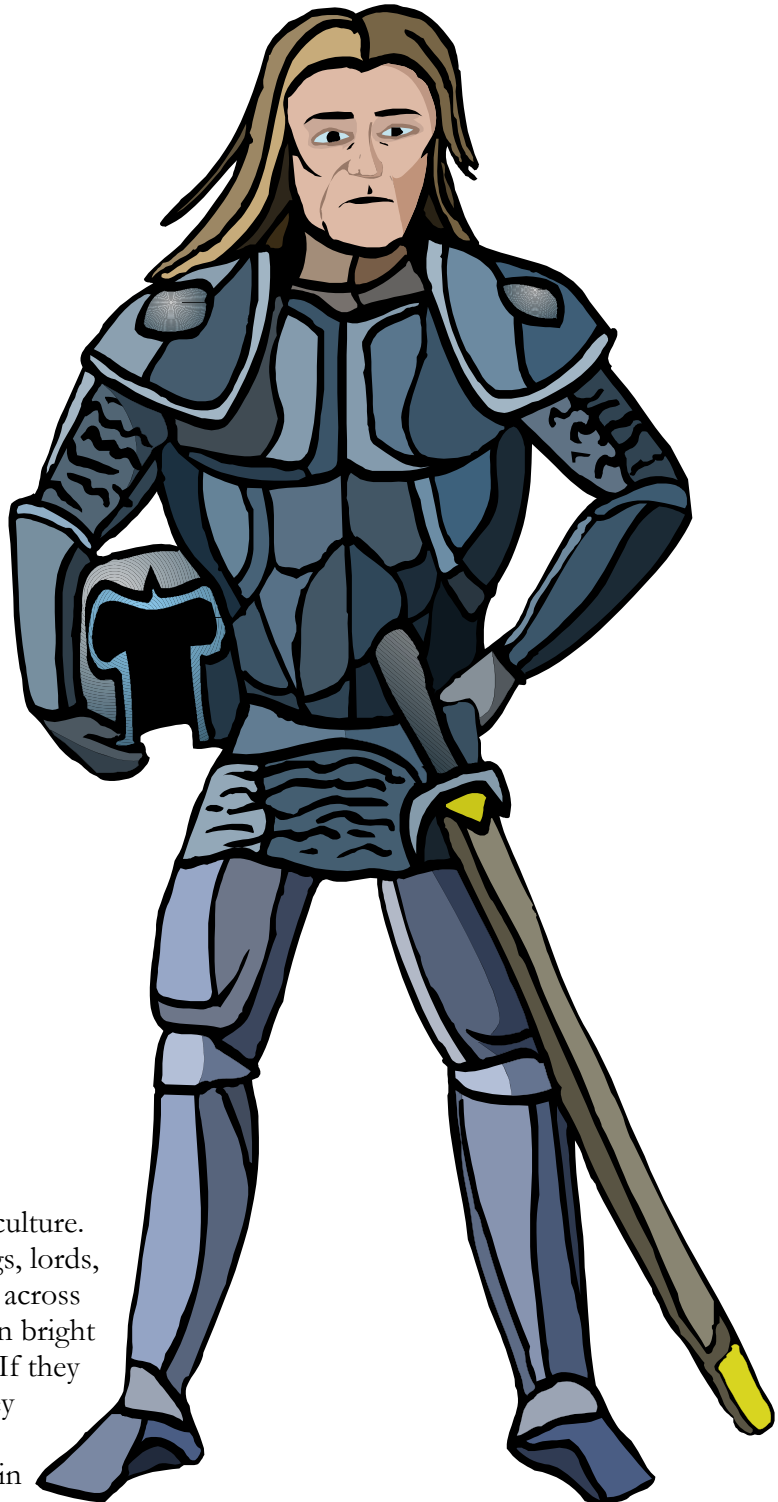
Riding horse

Notes

Knights are a-plenty in any medieval culture. The weapons and servants of the kings, lords, and ladies that rule the land, they ride across the countryside on their horses, clad in bright armor, smiting monsters and villains. If they see a lady or a weakling in danger, they can Perform Feats of Gallantry (Test using Sociality vs. Medium difficulty) in order to save the victim.

Knights love a chance to share stories of their exploits, and will Boast Heartily at any opportunity. They'll also take the opportunity to "Find

the Fruit of the Thighs," as they say, as well: many a knight has been run from his lands for bedding the lord's lady, or even vice versa.



Mentalist

Level 1

Attributes

Vir 2

Cer 5

Dis 5

Adr 2

Whe 3

Soc 1

Saving Throws

Vs. Illusion and Confusion 4

Vs. Poison, Polymorph, and Transmogrification 1

Flesh Wounds 2

Abilities

Telekinesis 4

Envision Intentions 3

Wall of Force 2

Mind Grip 3

Sense Danger 1

Notes

Mentalists are imbued with psychic powers: the ability to use their mind to move other things, read thoughts, cloud others' minds, and see the future. These psychics are not powerful fighters, but deadly in their own arena. They can use telekinesis to move objects they can see (Test of Cerebrality + Telekinesis vs. Easy difficulty for small things [1-10 lbs], Medium for large things [up to the mentalist's weight], Hard for huge things [up to 500 lbs], and Very Hard or Crazy for even bigger things. If gripped by someone else, the Test is against Virility + any fighting with the object or gripping Ability + modifiers by weight.) This ability can be used in combat to either slam someone against a surface or batter them with objects (DR 0 for small things, DR 1 for large things, DR 2 and above for huge things, +1 DR for sharpness. Slamming someone counts as a large thing.)



In addition, these men can read the intentions of other humans (other races and creatures are too alien) in a Test of Discernment + Envision Intention vs. Medium difficulty, block attacks they see coming with their Wall of Force, damage Cerebrality and Discernment directly with their dreaded Mind Grip (Test using Cerebrality vs. Discernment + Save vs. Illusion and Confusion), and even Sense Danger before it happens. They aren't very social, however; the constant barrage of others' minds drives them batty.

TRIBAL WARRIOR

Level 1

Attributes

Vir 3

Cer 2

Dis 4

Adr 4

Whe 3

Soc 2

Saving Throws

Vs. Illusion and Confusion 2

Vs. Poison, Polymorph, and Transmogrification 2

Flesh Wounds 3

Abilities

Protect the Tribe 4

Launch Arrows with Bow 3

Nature Magic 3

(Magic Words: choose two or use 'lion' and 'dust')

Dodge Attacks in Combat 2

Speak with Beasts 1

Common Equipment

Longbow (DR 3)

Bone dagger (DR 2)

Notes

In some uncivilized parts of the world, men gather in tribes that roam over huge savannas, binding as a family against the dangers of the world. The warriors of these tribes are feared for their martial prowess, especially when the tribe is threatened.

These tribesmen can use their Protect the Tribe Ability to perform any duty that

directly protects the tribe, whether it be fighting a lion or an enemy, stamping out a grasslands fire, or grabbing a fellow member of the tribe's arm as he falls off a cliff. They also are excellent bowmen and have a magical affinity with nature, even talking to animals for information and tracking purposes.



WIZARD

Level 1

Attributes

Vir 1

Cer 5

Dis 4

Adr 3

Whe 2

Soc 3

Saving Throws

Vs. Illusion and Confusion 4

Vs. Poison, Polymorph, and Transmogrification 2

Flesh Wounds 3

Abilities

Cast Arcane Magics 4

(choose four Magic Words)

Dodge in Combat 1

Prevaricate 3

Avoid Damage from Magic 1

Prestidigitation 2

Common Equipment

Chain shirt hidden under a robe
(DR 3)

Dagger (DR 1)

Familiar (an unnaturally smart cat, rat, toad, raven, or other small animal)

Notes

Wizards, masters of arcane magics, are feared by normal people, as they are known to control the minds of man and the winds of the sky. In honesty, they usually aren't that bad, although they can pull off some impressive tricks just by sleight-of-hand (small objects are easily disappeared with a test of Adroitness + Prestidigitation vs. the victim's Discernment

+ Save vs. Illusion and Confusion) and can certainly lie well about their abilities (roll Sociality + Prevaricate in a test against the victim's Discernment + Save vs. Illusion and Confusion).

If pressed to combat, they tend to hide behind the biggest fighter they can find and deal out long-range damage with their magic.



Skeleton

Level 1

Attributes

Vir 5

Cer 1

Dis 2

Adr 4

Whe 5

Soc 1

Saving Throws

Vs. Illusion and Confusion 4

Vs. Poison, Polymorph, and Transmogrification 3

Flesh Wounds

1

Abilities

Icy Bone Touch 3

Rip and Bite 2

Avoid Damage from Pointy Things 3

Things 3

Induce Fear with Red-Eye Stare

2

Animate Skeletons 2

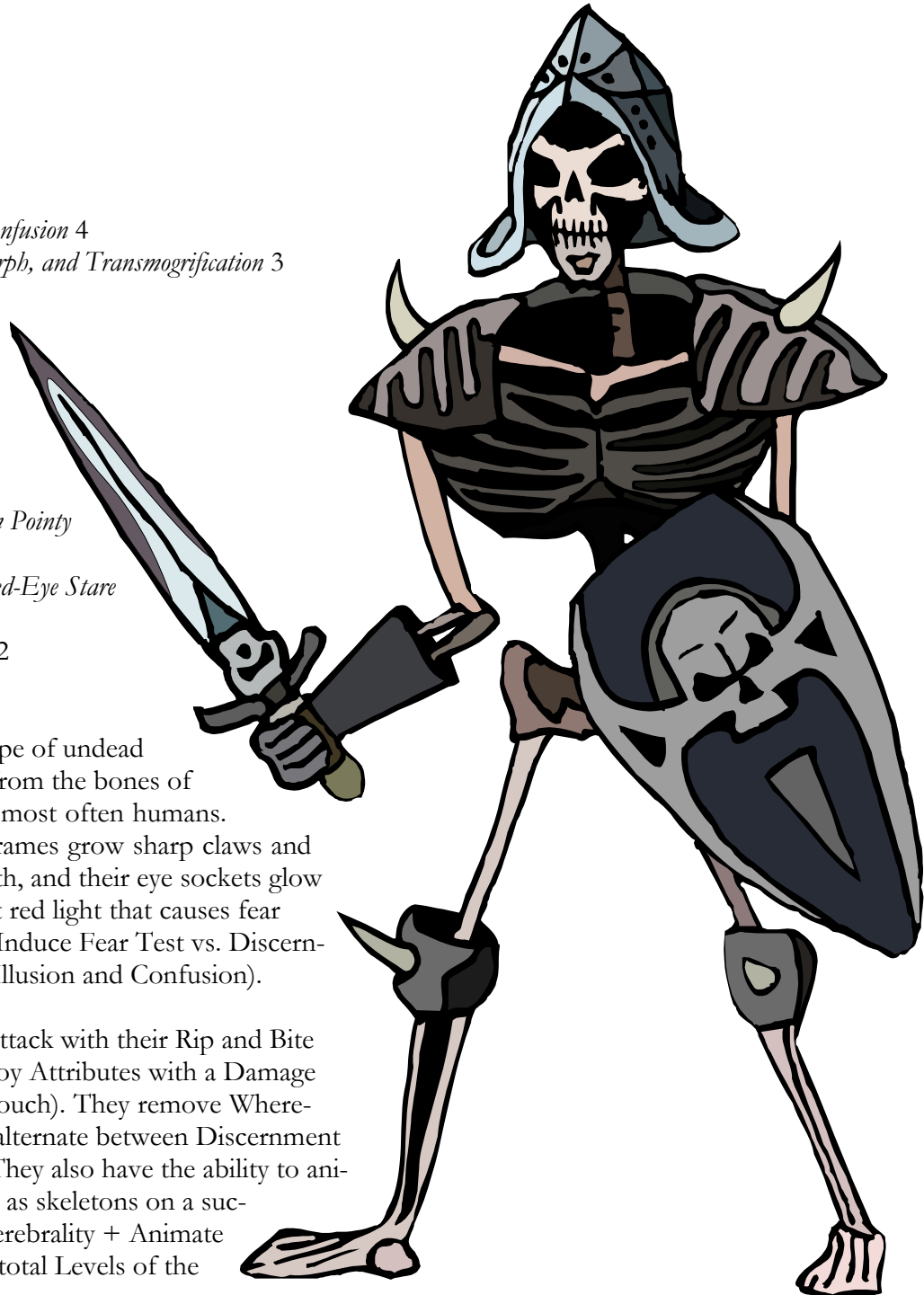
Notes

Skeletons are a type of undead creature created from the bones of any creature, but most often humans.

Their animated frames grow sharp claws and nasty pointed teeth, and their eye sockets glow with a malevolent red light that causes fear (on a Sociality + Induce Fear Test vs. Discernment + Save vs. Illusion and Confusion).

In combat, they attack with their Rip and Bite Ability, and destroy Attributes with a Damage Test (Icy Bone Touch). They remove Where-withal first, then alternate between Discernment and Cerebrality. They also have the ability to animate other bones as skeletons on a successful Test of Cerebrality + Animate Skeletons vs. the total Levels of the

skeletons to be animated + 3. Skeletons cannot be animated at a higher level than the animating undead.



ZOMBIE

Level 1

Attributes

Vir 6

Cer 1

Dis 2

Adr 2

Whe 6

Soc 1

Saving Throws

Vs. Illusion and Confusion 2

Vs. Poison, Polymorph, and Transmogrification 3

Flesh Wounds 3

Abilities

Rotting Pestilence 3

Lurch and Hit 2

Brains! 2

Undead Flesh 2

Destroy Scenery 3

Notes

Zombies are mindless rotting undead corpses created most often from dead humans. Their undead flesh turns grey and is incredibly resistant to damage from non-magic weapons (Undead Flesh Ability).

In combat, they attack with their Lurch and Hit Ability, and destroy Attributes with a Damage Test (Rotting Pestilence). They remove Where-withal first, then alternate between Adroitness and Virility. In addition, they can eat the brains of any dead creature, rolling the creature's Discernment + their Brains! Ability to increase their



own Discernment by the number of successes. (Bad brains - that is, a failure - can result in Discernment damage.)

They can destroy scenery, including houses, doors, windows, trees, or anything else not made of rock or metal, using their Destroy Scenery Ability.

SPECTRE

Level 2

Attributes

Vir 4

Cer 3

Dis 3

Adr 3

Whe 2

Soc 3

Saving Throws

Vs. Illusion and Confusion

4

Vs. Poison, Polymorph, and Transmogrification 3

Flesh Wounds 2

Abilities

Incorporeal Form 5

Chill Touch 3

Poltergeist 4

Induce Fear with Looming Shadow 2

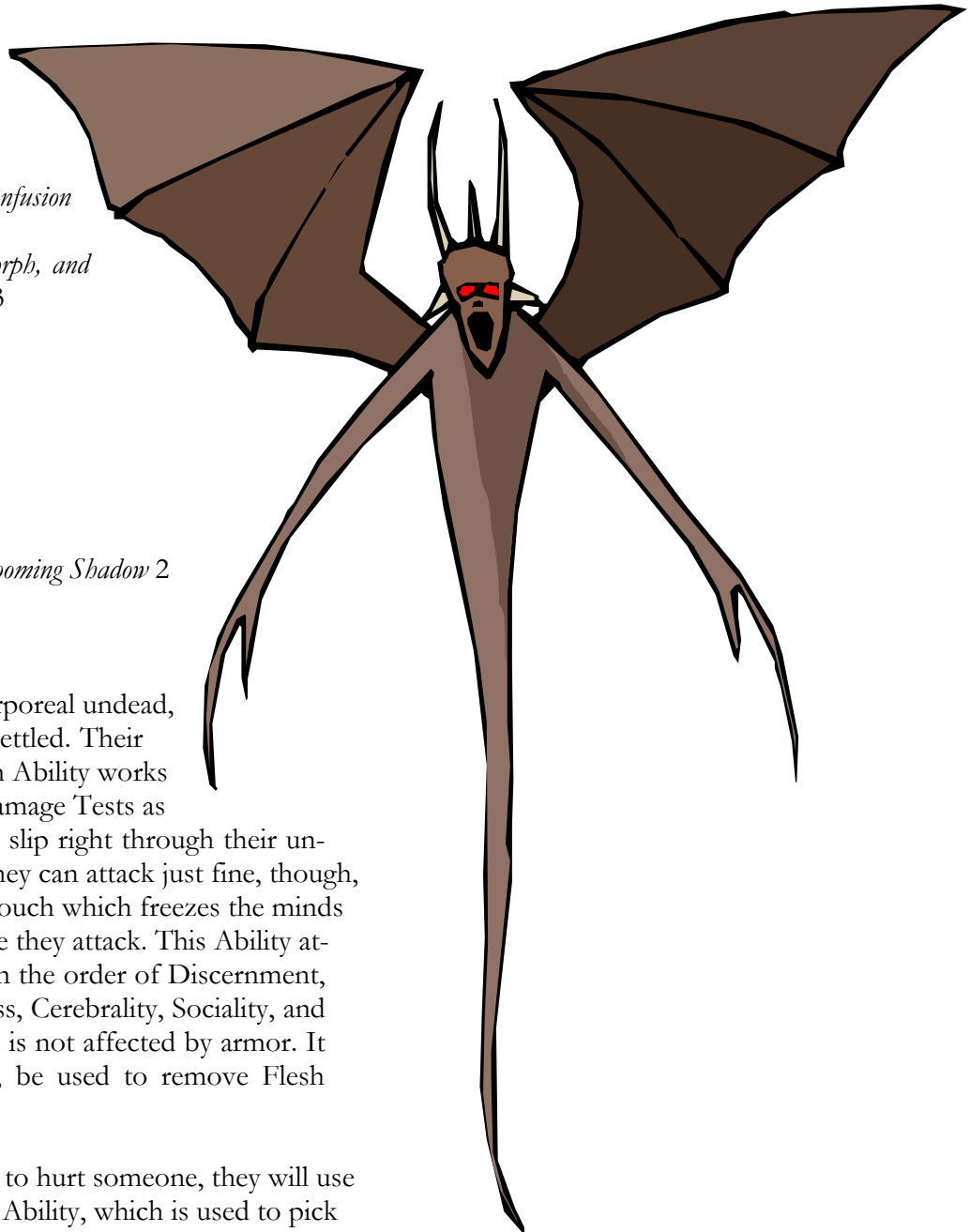
Fly 2

Notes

Spectres are incorporeal undead, ghosts of the unsettled. Their Incorporeal Form Ability works for them in all Damage Tests as swords and clubs slip right through their un-earthly bodies. They can attack just fine, though, with their Chill Touch which freezes the minds and souls of those they attack. This Ability attacks Attributes in the order of Discernment, Virility, Adroitness, Cerebrality, Sociality, and Wherewithal, and is not affected by armor. It cannot, however, be used to remove Flesh Wounds.

If they truly want to hurt someone, they will use their Poltergeist Ability, which is used to pick

up small objects (1-10 lbs) and fling them around a room. This Ability works as a normal attack, or can be used just to move stuff randomly. It cannot be used to move items in any sort of orderly fashion.



DEATH KNIGHT

Level 5

Attributes

Vir 6

Cer 1

Dis 2

Adr 4

Whe 5

Soc 1

Saving Throws

Vs. Illusion and Confusion

7

Vs. Poison, Polymorph, and Transmogrification 3

Flesh Wounds 8

Abilities

Smite Vigorously 6

Animate Skeletons and Zombies 3

Undead Flesh 4

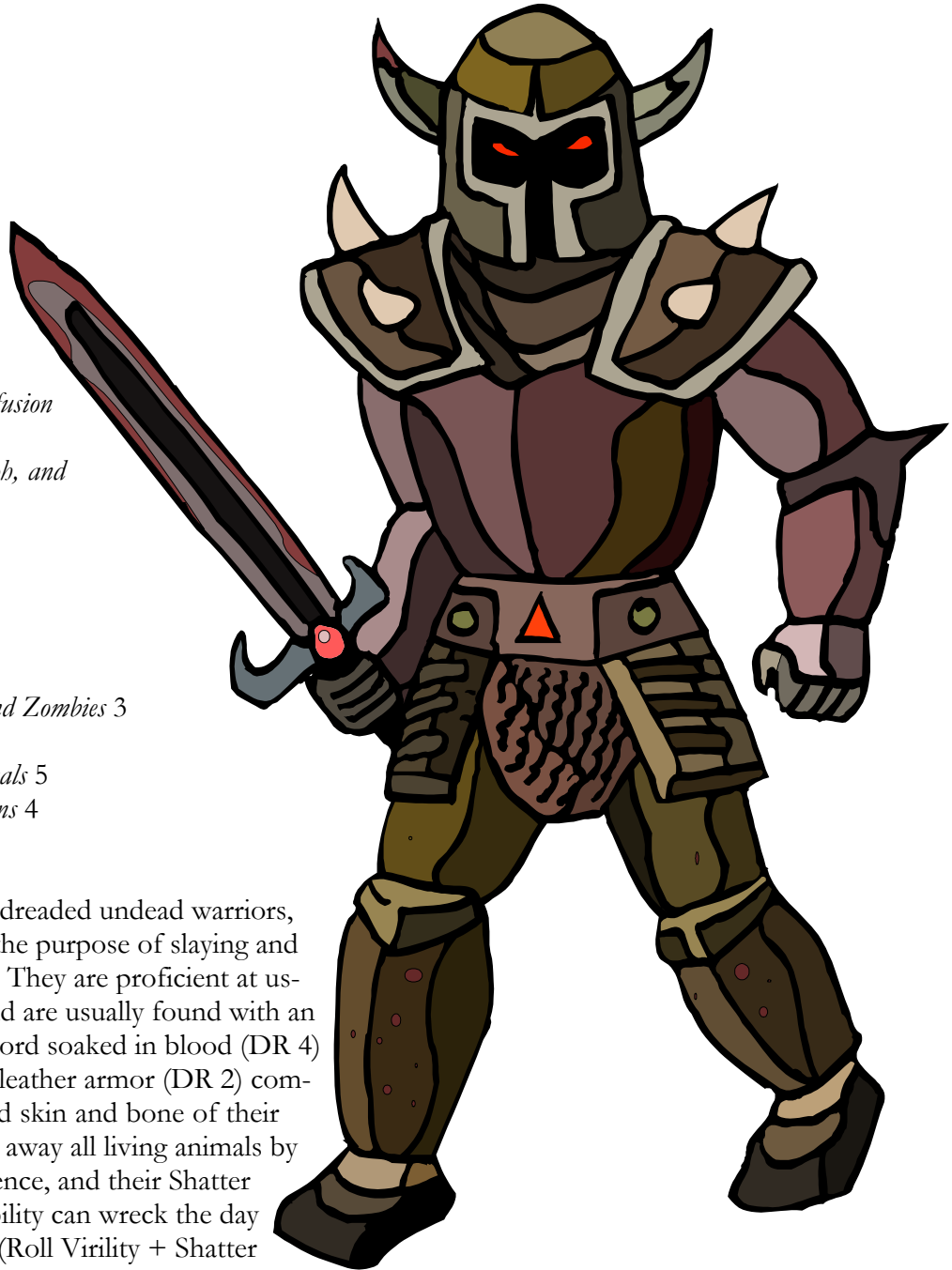
Frighten Away Animals 5

Shatter Metal Weapons 4

Notes

Death Knights are dreaded undead warriors, created solely for the purpose of slaying and mocking the living. They are proficient at using any weapon, and are usually found with an enormous bone sword soaked in blood (DR 4) and awful studded leather armor (DR 2) composed of the tanned skin and bone of their foes. They frighten away all living animals by their aberrant presence, and their Shatter Metal Weapons Ability can wreck the day of any adventurer. (Roll Virility + Shatter Metal Weapons vs. a weapon's DR *after a successful test to hit an opponent, doing this instead of a Damage Test*, to shatter an opponent's weapon.)

Their Undead Flesh also provides protection against non-magic weapons. They also have the ability to animate dead bodies as zombies and



skeletons on a successful Test of Cerebrality + Animate Skeletons vs. the total Levels of the undead to be animated + 3. Skeletons and zombies cannot be animated at a higher level than the animating undead.

LICH

Level 8

Attributes

Vir 2

Cer 7

Dis 3

Adr 3

Whe 4

Soc 1

Saving Throws

Vs. Illusion and Confusion 7

Vs. Poison, Polymorph, and Transmogrification 7

Flesh Wounds 7

Abilities

Curse 9

Black Ray of Decomposition 6

Animate Skeletons and Zombies 7

Dispel Magic 8

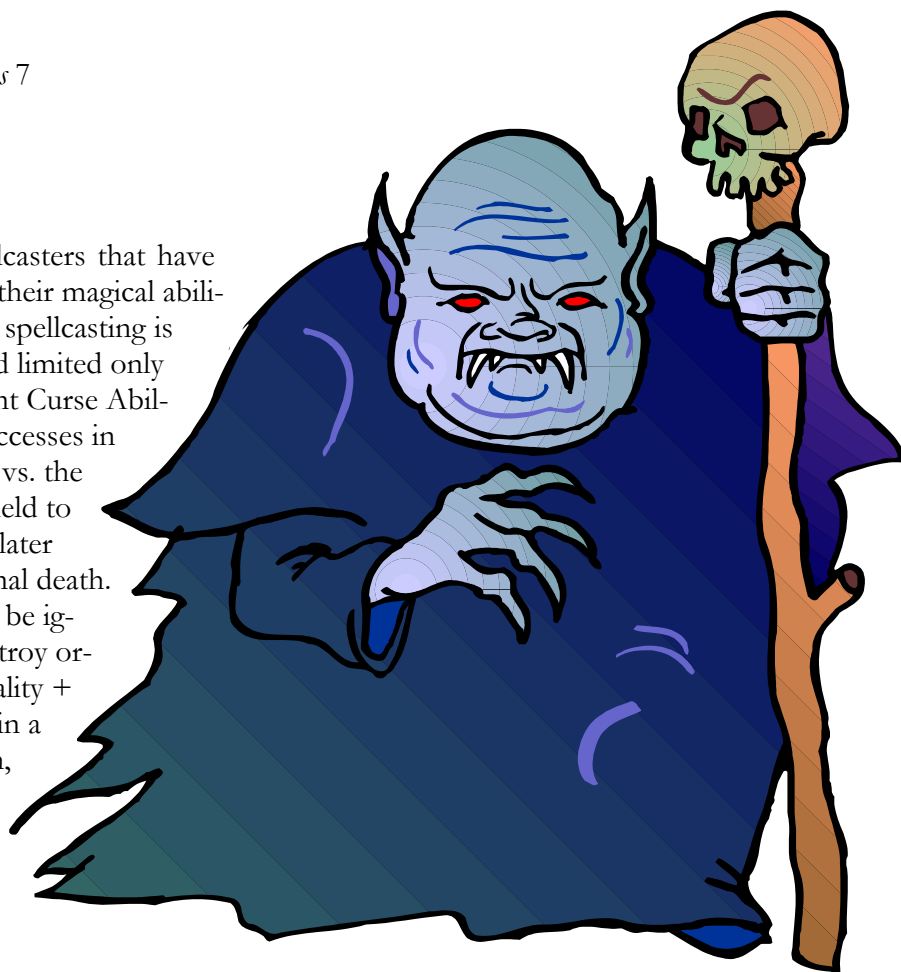
Undead Flesh 4

Notes

Liches are once-living spellcasters that have managed to retain some of their magical abilities through undeath. Their spellcasting is greatly reduced, though, and limited only to a few effects. Their potent Curse Ability is most feared, as any successes in a Test (Cerebrality + Curse vs. the target's Level *only*) can be held to negate the target's dice in a later Test, even after the lich's final death. Their Black Ray should not be ignored, though, as it can destroy organic matter easily. (Cerebrality + Black Ray should be rolled in a Test versus an item's Worth, or a living target's Where-

withal + Save vs. Poison, Polymorph, and Transmogrification, with successes eating away at an item's Worth, or a living target's Virility, Where-withal, Sociality, or Adroitness, in that order.)

Their Undead Flesh also provides protection against non-magic weapons, and magic is easily flicked away by their Dispel Magic Ability. They also have the ability to animate dead bodies as zombies and skeletons on a successful Test of Cerebrality + Animate Skeletons vs. the total Levels of the undead to be animated + 3. Skeletons cannot be animated at a higher level than the animating undead.



DEATH JESTER

Level 13

Attributes

Vir 2

Cer 3

Dis 5

Adr 4

Whe 2

Soc 6

Saving Throws

Vs. Illusion and Confusion 9

Vs. Poison, Polymorph, and Transmogrification 8

Flesh Wounds 11

Abilities

Juggle Anything 11

Maddening Laugh 14

Hilarious Smackdown 10

Dodge Melee Attacks 8

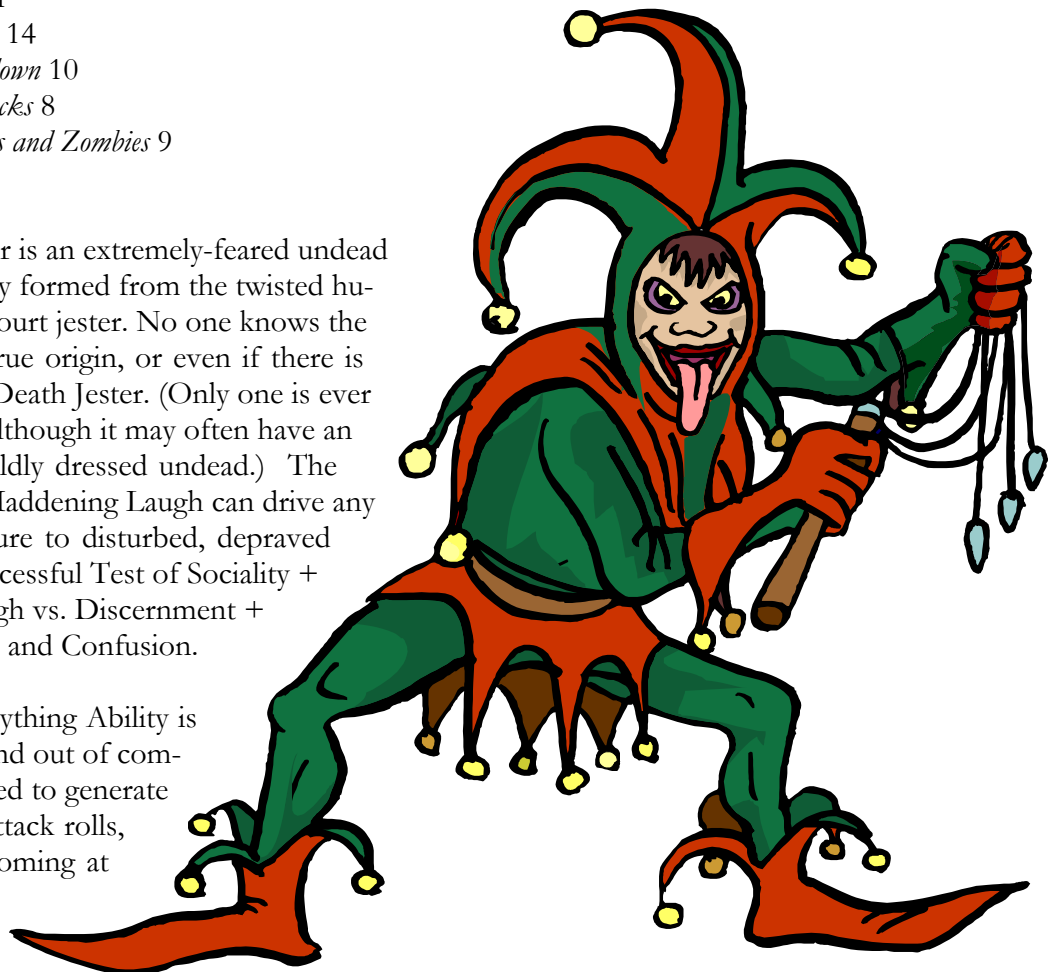
Animate Skeletons and Zombies 9

Notes

The Death Jester is an extremely-feared undead being, apparently formed from the twisted humor of an evil court jester. No one knows the Death Jester's true origin, or even if there is more than one Death Jester. (Only one is ever seen at a time, although it may often have an entourage of wildly dressed undead.) The Death Jester's Maddening Laugh can drive any intelligent creature to disturbed, depraved lengths on a successful Test of Sociality + Maddening Laugh vs. Discernment + Save vs. Illusion and Confusion.

Their Juggle Anything Ability is useful both in and out of combat: it can be used to generate more dice for attack rolls, catch missiles coming at them, or even

juggle player characters. Their Hilarious Smackdown is used to attack as they spring around, hitting the character with their hands, feet, or anything they can get their hands on. (While Death Jesters are not exceptionally strong, they are deadly with a potent weapon.) They also have the ability to animate dead bodies as zombies and skeletons on a successful Test of Cerebrality + Animate Skeletons vs. the total Levels of the undead to be animated + 3. Skeletons and zombies cannot be animated at a higher level than the animating undead.



DWARF

Level 1

Attributes

Vir 4

Cer 2

Dis 3

Adr 2

Whe 5

Soc 2

Saving Throws

Vs. Illusion and Confusion 2

Vs. Poison, Polymorph, and Transmogrification 4

Flesh Wounds 3

Abilities

Rockcraft 3

Bash with Hammer 2

Stand Firm 2

Merge with Stone 3

Destroy Goblinkind 1

Notes

Dwarves are strange little men that often live deep within the bowels of the earth in amazing caverns they have carved themselves. Their Rockcraft Ability is extremely useful and can do anything from identify different types of rock, sense how far underground they are, detect slopes, predict earthquakes, or carve stone. There is little that can withstand their pummeling with their rock hammers (although they are known to use other weapons in combat, like strange stone short swords.)

While small, dwarfs are seasoned fighters and can take the most vicious of beatings. Besides their amazing Wherewithal, they also have the Ability to Stand Firm. Whenever their feet touch the earth, they can use this Ability (Wherewithal + Stand Firm) to keep their position, no matter

what might assault them. They have a hatred of goblins and can add Destroy Goblinkind to any Damage Test against a member of goblinkind, which includes orcs and troglodytes.

Lastly, dwarves can merge their bodies with any pure stone, even traveling through it. (Roll Discernment + Merge with Stone vs. the current Donjon Level. Difficulty should be modified based off the distance they wish to travel.)



GOBLIN

Level 1

Attributes

Vir 2

Cer 4

Dis 3

Adr 4

Whe 2

Soc 3

Saving Throws

Vs. Illusion and Confusion 3

Vs. Poison, Polymorph, and Transmogrification 3

Flesh Wounds 2

Abilities

Eat Anything 3

Swarm Attack 2

Dodge in Combat 2

Hear Noise 2

Smell Man-Flesh 3

Notes

Goblins are nasty savage beasts that infest every corner of the globe. You can find them in caves, sewers, forests, alleyways, trash dumps, plains, mountains, or anywhere else. Worse, they usually come in packs. They aren't terribly effective in combat, but a mass of them are. When attacked by more than one goblin, roll only one attack for the group, instead of individual attacks, but Adroit-

ness + (the number of goblins multiplied by the lowest Swarm Attack score among them) should be rolled, resulting in a tremendously nasty attack. (If an active defense is successful against this attack, the player can decide which goblin his character hits.) On top of that, their diminutive size and quick reflexes allow them a great chance to dodge away from any attacks on them.

Goblins can eat anything in the world, but prefer the taste of man-flesh, and especially babies, which are a delicacy to them.



ORC

Level 2

Attributes

Vir 3

Cer 2

Dis 4

Adr 3

Whe 4

Soc 2

Saving Throws

Vs. Illusion and Confusion 2

Vs. Poison, Polymorph, and Transmogrification 2

Flesh Wounds 4

Abilities

Kill 5

Dodge in Combat 2

Intimidate 3

Hide in Foliage 3

Weapon-craft 4

Notes

Orcs are the ubiquitous fantasy role-playing game foe, ruthless pig-men killers. They're actually not all that bad - their absolute hideous faces drive people to want to kill them, and they've taken the initiative in striking first. (Some wizards posit that orcs are merely ugly humans, interbred for generations after being pushed out of humanity proper, becoming more repulsive and vicious. Those wizards are all a bunch of bleeding-heart pinkos, though.)

Orcs are a great all-purpose combat machine to throw at your PCs - their Abilities are simple and scale well to higher levels. They also are great craftsmen when it comes to weapons: while their weapons are as ugly as they are, they're just as utilitarian.



TROGLODYTE

Level 3

Attributes

Vir 7

Cer 1

Dis 2

Adr 3

Whe 5

Soc 1

Saving Throws

Vs. Illusion and Confusion 2

Vs. Poison, Polymorph, and Transmogrification 5

Flesh Wounds 6

Abilities

Bite, Claw, and Otherwise Maim 4

Swim 3

Shrug Off Magic Damage 3

Climb 2

Poisoned Tail 5

Notes

Troglodytes are stupid, vicious man-like lizards, often found in the company of dragons as servants. They are adept in the fighting arts and can pick up any weapons and use it well, although few are as nasty as its Poisoned Tail, which can add to any Damage Test done in a tail attack. (The player struck gets to roll his characters Save vs. Poison, Polymorph, and Transmogrification in the Damage Test, as well.) Any damage done with this poison is extremely hard to heal, and lasts until the poison is magically made inert, or next adventure.

Troglodytes also have an Ability to shrug off most magical damage done to them. Scholars are torn on why this is so, but most posit that troglodytes may be descended from some sort of bad dragon-human mating. Between this and their famed strength and ability to soak up damage from weapons, they make a most formidable opponent that most adventures should avoid.



OGRE

Level 4

Attributes

Vir 6

Cer 2

Dis 1

Adr 3

Whe 6

Soc 1

Saving Throws

Vs. Illusion and Confusion 1

Vs. Poison, Polymorph, and Transmogrification 4

Flesh Wounds 5

Abilities

Terrify 6

Throw Rocks 4

Swing Maces and the Like 5

Imitate Cow Noise 3

Make Soup from Bones 5

Notes

Ogres are eight to twelve-foot-tall green skinned engines of stupid. They can be horrific foes, as they can throw immense rocks and wield fantastically large maces, but they prefer to sit and ruminate among the company of those as smart as they are.

Their favored friends are cows, which lead a lifestyle of sloth that most ogres envy. They are actually quite good at imitating the moo of a cow, but their appearance is so terrifying to wild-

life (and adventurers, too) that any cow that investigates will soon turn tail. This, of course, infuriates the ogre, who often remembers that cows taste good, too, and goes on a cow-slaying rampage.

This is the point where farmers get upset, gold gets in the hands of swordsmen, and adventures are born.



HARPY

Level 4

Attributes

Vir 2

Cer 3

Dis 3

Adr 4

Whe 3

Soc 4

Saving Throws

Vs. Illusion and Confusion 4

Vs. Poison, Polymorph, and Transmogrification 3

Flesh Wounds 3

Abilities

Fly and Rend 6

Siren's Song 6

Torturous Claws 3

Story-telling 5

Find Shiny Things 5

Notes

Harpies are filthy bird-women, hags of a most disgusting sort. They are associated with death, as it is rumored that the largest and most powerful of them are guardians of the underworld. Their voices are sweet as honey, however, and they can sing the Siren's Song, which lures men into their clutches. (This Ability is used with Sociality in a Test vs. Cerebrality + Save vs. Illusion and Confusion, and characters which fail are impelled to walk blindly towards the harpies, ignoring any danger in the way even cliffs.) They love to talk, however, and will release men under their

control if bested in a story-telling contest. In addition, they collect shiny objects of any sort, and lust after these, protecting them with their life.

If pressed to combat, harpies take to the air, flying down to rend their opponents with their Torturous Claws (this Ability adds to Damage Tests, and Fly and Rend can be used both for attack and a passive defense.)



BLACK ORC

Level 5

Attributes

Vir 4

Cer 2

Dis 3

Adr 3

Wbe 4

Soc 3

Saving Throws

Vs. Illusion and Confusion 4

Vs. Poison, Polymorph, and Transmogrification 3

Flesh Wounds 6

Abilities

Kill 8

Dodge in Combat 4

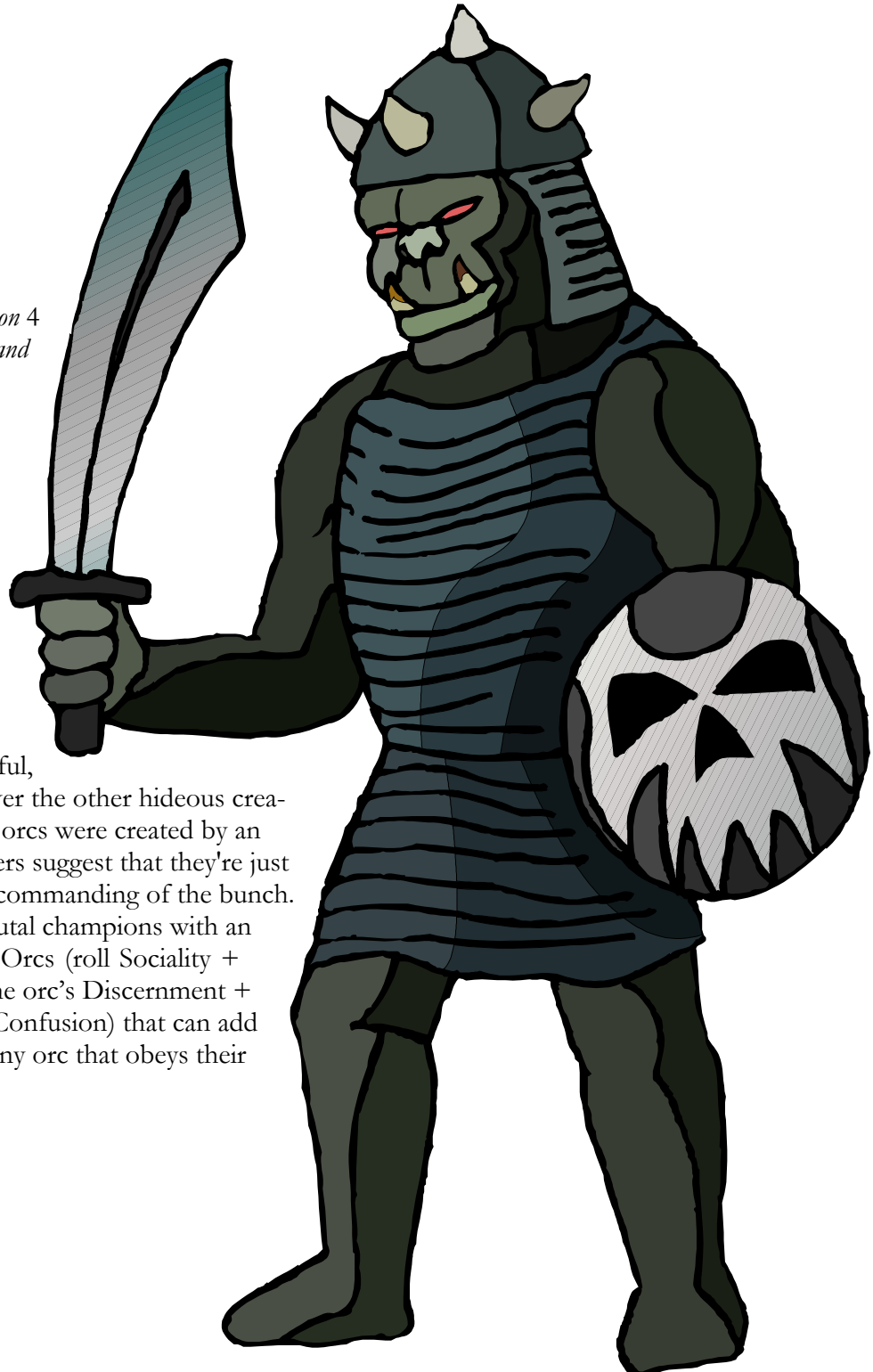
Command Orcs 6

Smell Danger 5

Weapon-craft 4

Notes

Black Orcs are powerful, nasty orcs that rule over the other hideous creatures. Some say black orcs were created by an evil wizard, while others suggest that they're just the biggest and most commanding of the bunch. Either way, they're brutal champions with an Ability to Command Orcs (roll Sociality + Command Orcs vs. the orc's Discernment + Save vs. Illusion and Confusion) that can add dice to the action of any orc that obeys their utterances.



MINOTAUR

Level 7

Attributes

Vir 6

Cer 1

Dis 3

Adr 2

Whe 5

Soc 3

Saving Throws

Vs. Illusion and Confusion 4

Vs. Poison, Polymorph, and Transmogrification 9

Flesh Wounds 7

Abilities

Bull Rush 7

Track Prey 5

Intimidating Snort 6

Mazecraft 7

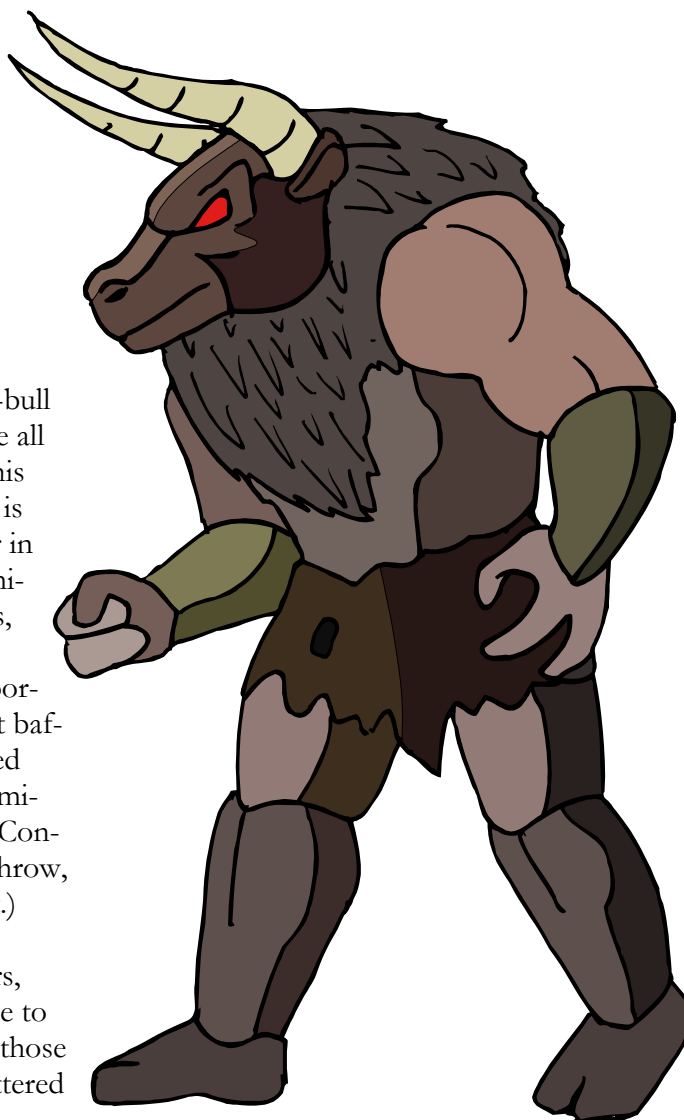
Swing Hammers and Picks 5

Notes

Minotaurs are brutal, solitary half-man, half-bull creatures, always male. It is said that they are all children of a savage Bull God that spreads his seed among mortal women. (This Bull God is often found as an aspect of the God of War in barbarian cultures.) Whatever their origin, minotaurs cannot abide the company of others, which gives them terrible headaches. They speak the common language of men, but poorly, and anything resembling abstract thought baffles them. (Any characters with logic-based Abilities can exploit this with a Test vs. the minotaur's Cerebrality + Save vs. Illusion and Confusion. This is a special use of this Saving Throw, as it does not use the standard Discernment.)

These creatures are amazing stone-workers, though, capable of moving and placing stone to create immense mazes they use to keep out those that would bother them. These mazes are littered

with the bodies and loot of anyone foolish enough to get lost inside them and suffer the bull-man's wrath. In combat, minotaurs will often track their foes through a maze, intimidating them with their Snort, getting them further and further lost. They then use their versatile Bull Rush ability, which can do anything from knocking the stuffing out of warriors to smashing down walls and doors to knocking away weapons and putting adventures on their ass. Some minotaurs prefer the hammers and picks they use to build mazes, however, and a minotaur with a magical hammer is a fearsome sight indeed.



Stone Giant

Level 8

Attributes

Vir 6

Cer 2

Dis 1

Adr 4

Whe 5

Soc 2

Saving Throws

Vs. Illusion and Confusion 2

Vs. Poison, Polymorph, and Transmogrification 9

Flesh Wounds 8

Abilities

Eat Anything 7

Fists of Stone 9

Hurl Boulders 6

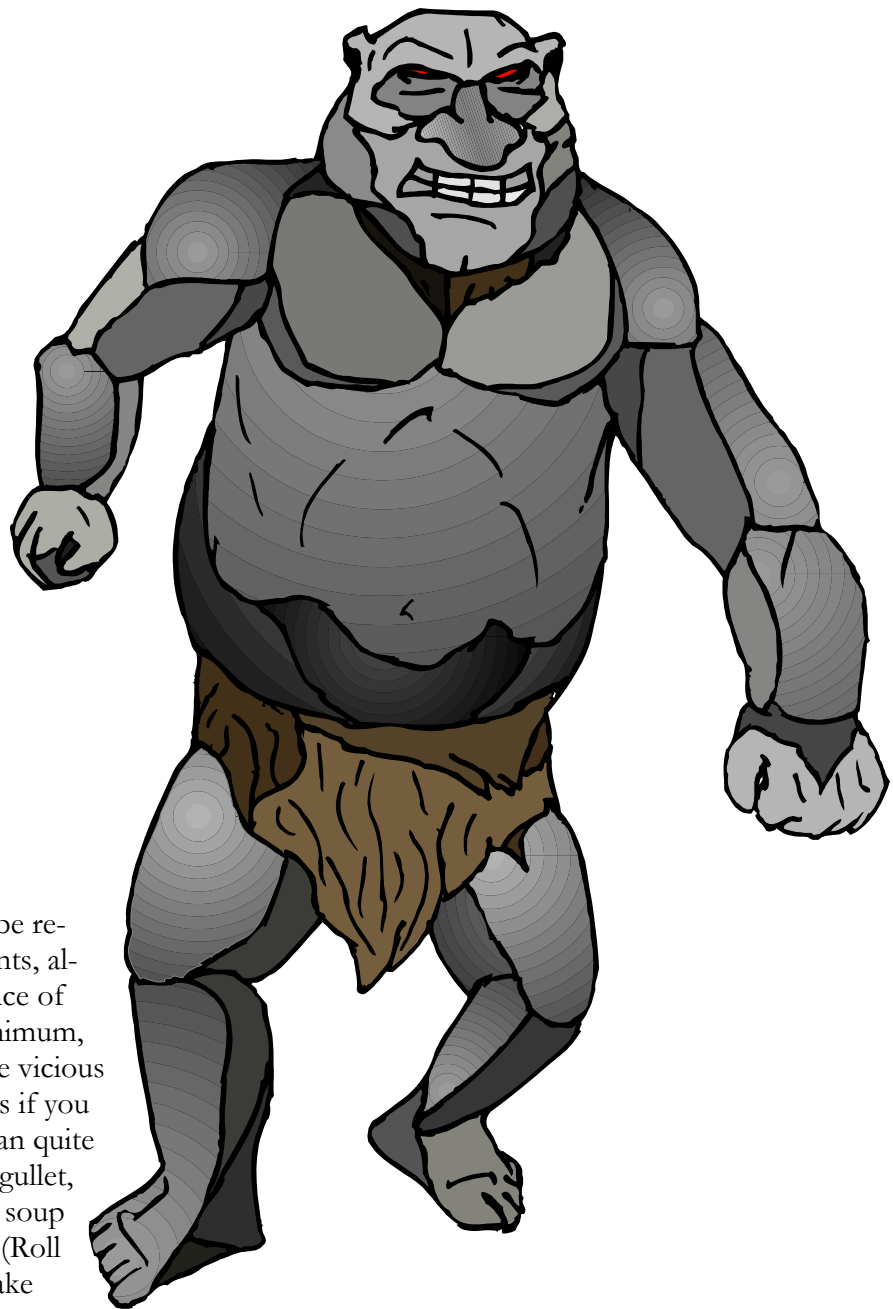
Ignore Sharp Damage 5

Make Stone Soup 9

Notes

Stone giants are rumored to be related to dwarves or other giants, although there's no real evidence of either. Eight-feet tall at a minimum, these men made of rock can be vicious and brutal, or quite nice hosts if you treat them well. While they can quite literally put anything in their gullet, they make an exquisite stone soup that has restorative qualities. (Roll the giant's Cerebrality + Make Stone Soup against the current number of wounds of everyone who eats the soup. Each success removes one wound.)

Making friends with a stone giant is not particularly easy, however; as very private creatures, they become annoyed easily by anyone entering one of their caverns. Unless approached with quiet



steps (they have sensitive ears) and gifts, one is bound to become part of dinner. Between their Fists of Stone (add to Damage Tests) and their Ability to Hurl Boulders, they are horrific opponents. Swords have been known to shatter against their rock hide.

Gem Giant

Level 10

Attributes

Vir 5

Cer 6

Dis 2

Adr 2

Whe 3

Soc 3

Saving Throws

Vs. Illusion and Confusion 9

Vs. Poison, Polymorph, and Transmogrification 7

Flesh Wounds 7

Abilities

Use Razor-Sharp Tools 7

Evaluate Gems 10

Charge Usurious Exchange Rates 9

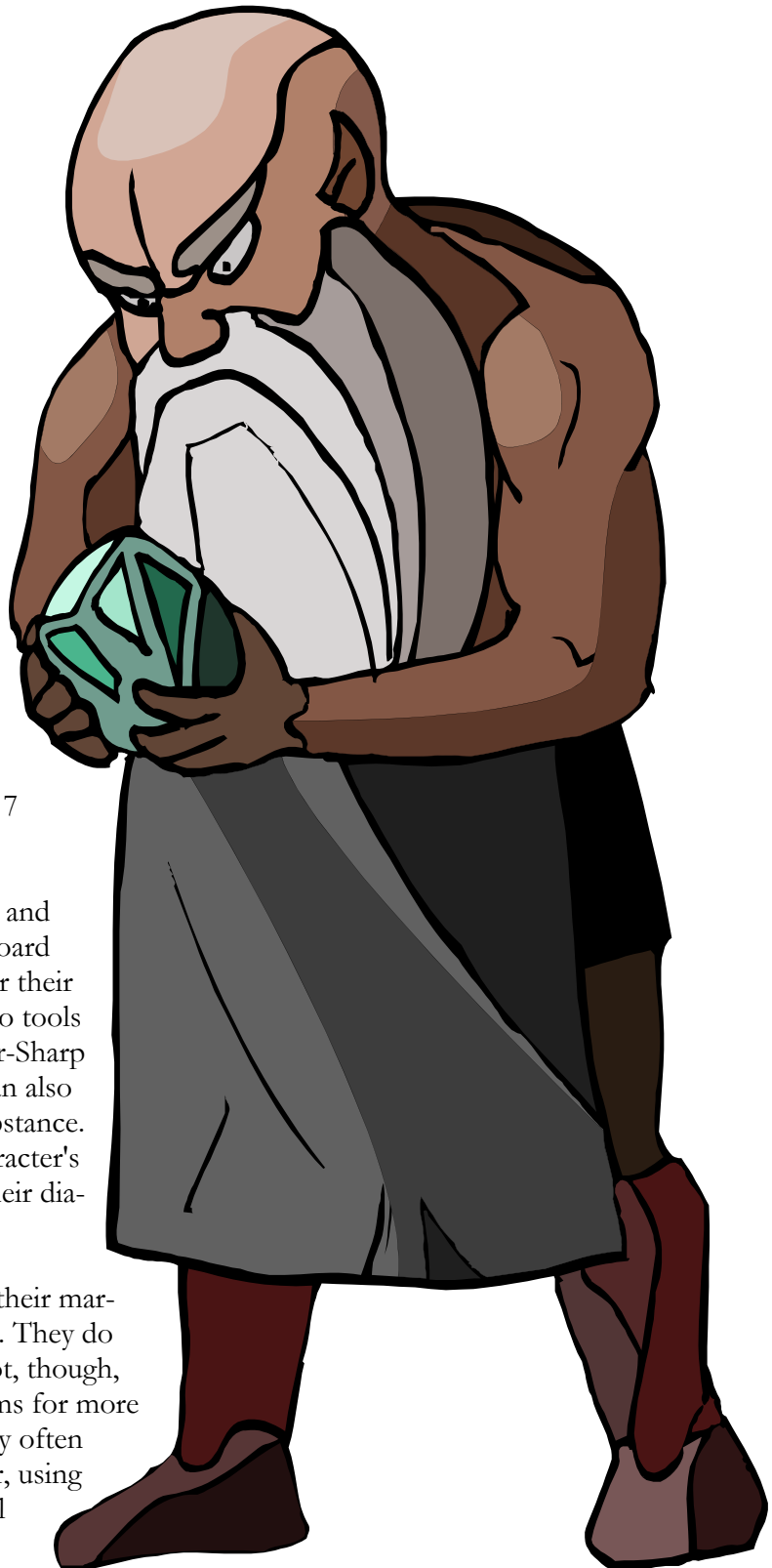
Dig for Gems 9

Gem Magic (Magic Words: prism, cutting) 7

Notes

Gem giants are some of the smartest and most cunning giants around. They hoard precious and semi-precious stones for their collections, turning some of them into tools of amazing cutting ability. (Use Razor-Sharp Tools can be used for combat, but can also be used to cut holes in nearly any substance. Gem giants often will cut away a character's weapon and armor in combat with their diamond-tipped tools.)

Gem giants are not fond of combat: their martial skills are poor compared to many. They do welcome adventurers loaded with loot, though, and love to trade money or other items for more gems. If pressed to fight, though, they often unleash astounding displays of power, using their better gems as foci for powerful magic.



Dragon

Level 9

Attributes

Vir 4

Cer 3

Dis 3

Adr 3

Whe 4

Soc 4

Saving Throws

Vs. Illusion and Confusion 9

Vs. Poison, Polymorph, and Transmogrification 7

Flesh Wounds

10

Abilities

Impenetrable Scales 7

Breathe Flame 8

Attack with Tooth and Claw 7

Razor-Sharp Talons 5

Fly 6

Notes

Your standard dragon is a finely-crafted living machine of war. Between its Impenetrable Scales, which absorb all damage done to it (use *Wherewithal* + Scales in *any* Damage Test against the dragon), incredible ability to attack, and Razor-Sharp Talons (which add to any Damage Test it deals), this beast is fearsome in the extreme. The Donjon Master should use dragons very carefully: generally, they should tear through about four or five characters of the same Level.

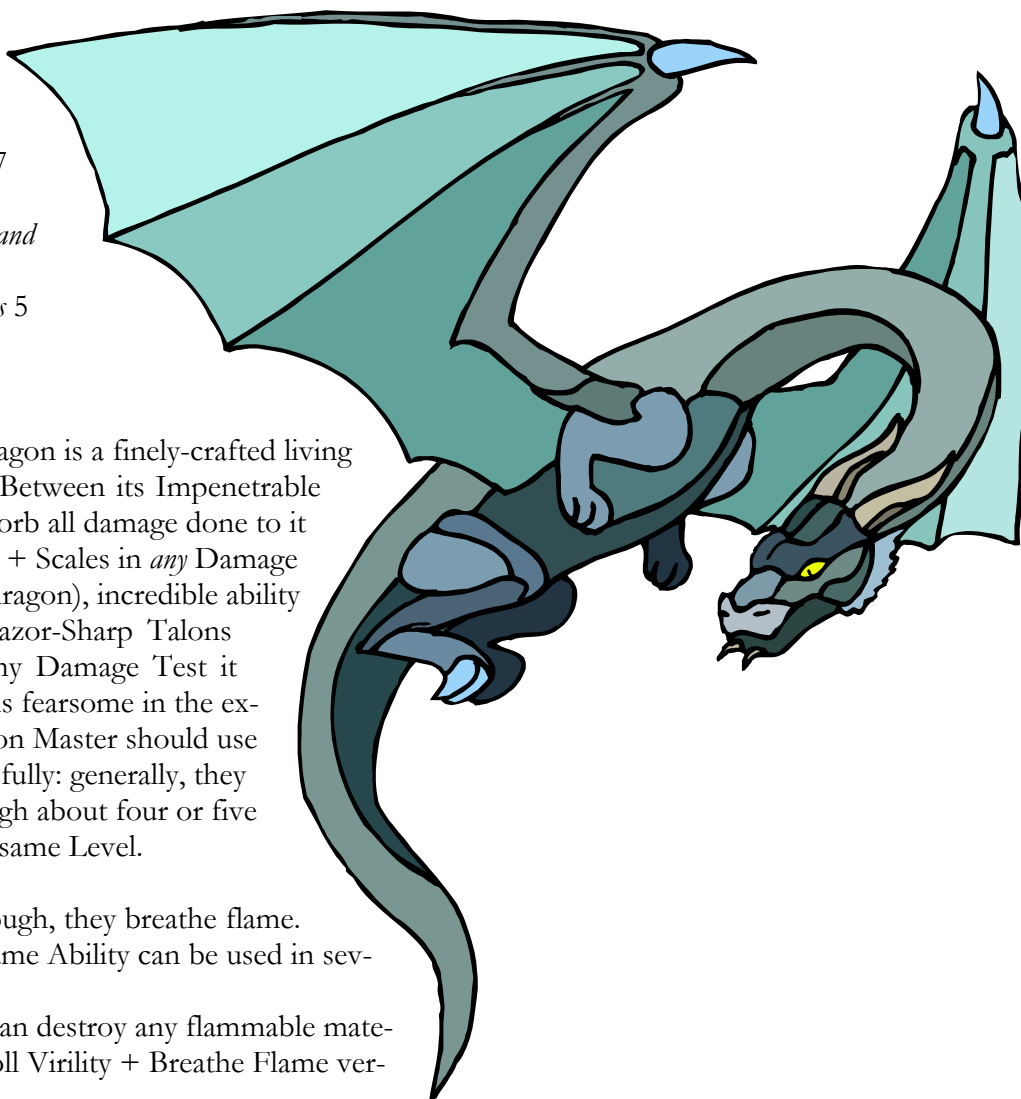
If that wasn't enough, they breathe flame. Their Breathe Flame Ability can be used in several ways:

1. This Ability can destroy any flammable material. Simply roll *Virility* + *Breathe Flame* ver-

sus the materials' Worth. If you're not sure - if the dragon is burning down a house, for example - use the current Donjon Level.

2. This Ability can be used to attack multiple characters. Any character that can be reasonably said to be in front of the dragon gets hit with this attack, which is a simple roll of *Virility* + *Breathe Flame* versus *Wherewithal* + *Save* vs. *Poison*, *Polymorph*, and *Transmogrification*. Armor *does not* go into this Test - hot metal burns the skin as well as flame. All successes are counted as damage against the affected character.

However, every time this Ability is used to attack, lower the Ability's score by 3. The Ability heals as normal for an Attribute.



DRAGON WIZARD

Level 11

Attributes

Vir 2

Cer 6

Dis 4

Adr 3

Whe 3

Soc 3

Saving Throws

Vs. Illusion and Confusion 10

Vs. Poison, Polymorph, and Transmogrification 10

Flesh Wounds 8

Abilities

Dragon Magic 13

(Magic Words: fire, reptile, eye, teeth, plus five more)

Anti-Magic Aura 8

Breathe Arcane Flame 8

Attack with Tooth and Claw 5

Fly 4

Alter Size 4

Notes

Certain dragons are born not to kill with brute power, but with arcane energies. These dragon wizards do not have the sharp claws and teeth or tough scaly skin of their brothers, but a mastery of magic that is most feared. Their great Saving Throws, plus an Anti-Magic Aura that shrugs off magical damage, protect them from enemy magic. Each dragon wizard has a different repertoire of spells, although there is some commonality between their magics. (GMs should create five Magic Words for each dragon wizard to complement their four standard ones.)

Like other dragons, though, the dragon wizard can still breathe flame, albeit a com-

pletely magical fire. Any normal protection from flame Ability cannot be used against this, although any Ability that protects from magical damage can. Otherwise, Breathe Arcane Flame works just like the dragon's Breathe Flame Ability.

Dragon wizards enjoy the company of human magicians and other arcane beings, and are not angered as easily as some other dragons. They vary greatly in size - some say they can alter their size at will - and are often found in large cities working as magicians or teaching at wizards' colleges.



SEA DRAGON

Level 12

Attributes

Vir 3

Cer 3

Dis 3

Adr 5

Whe 4

Soc 4

Saving Throws

Vs. Illusion and Confusion 9

Vs. Poison, Polymorph, and Transmogrification 11

Flesh Wounds 10

Abilities

Inpenetrable Scales 8

Breathe Steam 8

Attack with Claw and Beak 13

Crushing Beak 6

Swim 10

Notes

Sea dragons are the scourge of the high seas, possessing all the nasty traits of other dragons, with a few variations.

Their Crushing Beak can break through anything, including armor and ships. (When attacking an armored character, apply damage first to the armor. If its DR is reduced to 0, it is destroyed.)

Their Breathe Steam Ability works just like the dragon's Breathe Flame Ability, but destroys soft or porous material (like

wood, leather, etc.) instead of flammable material.

Sea dragons make their homes deep below the ocean, only needing to emerge once a year for air. These ocean homes are usually filled with the remains of shipwrecks, and cargo and bones are scattered recklessly throughout them.



CLOUD DRAGON

Level 15

Attributes

Vir 4

Cer 4

Dis 3

Adr 7

Whe 2

Soc 3

Saving Throws

Vs. Illusion and Confusion 10

Vs. Poison, Polymorph, and Transmogrification 12

Flesh Wounds 9

Abilities

Battering Windstorm 14

Body of Clouds 10

Strike with Lightning 13

Fly 13

Storm Disguise 9

Notes

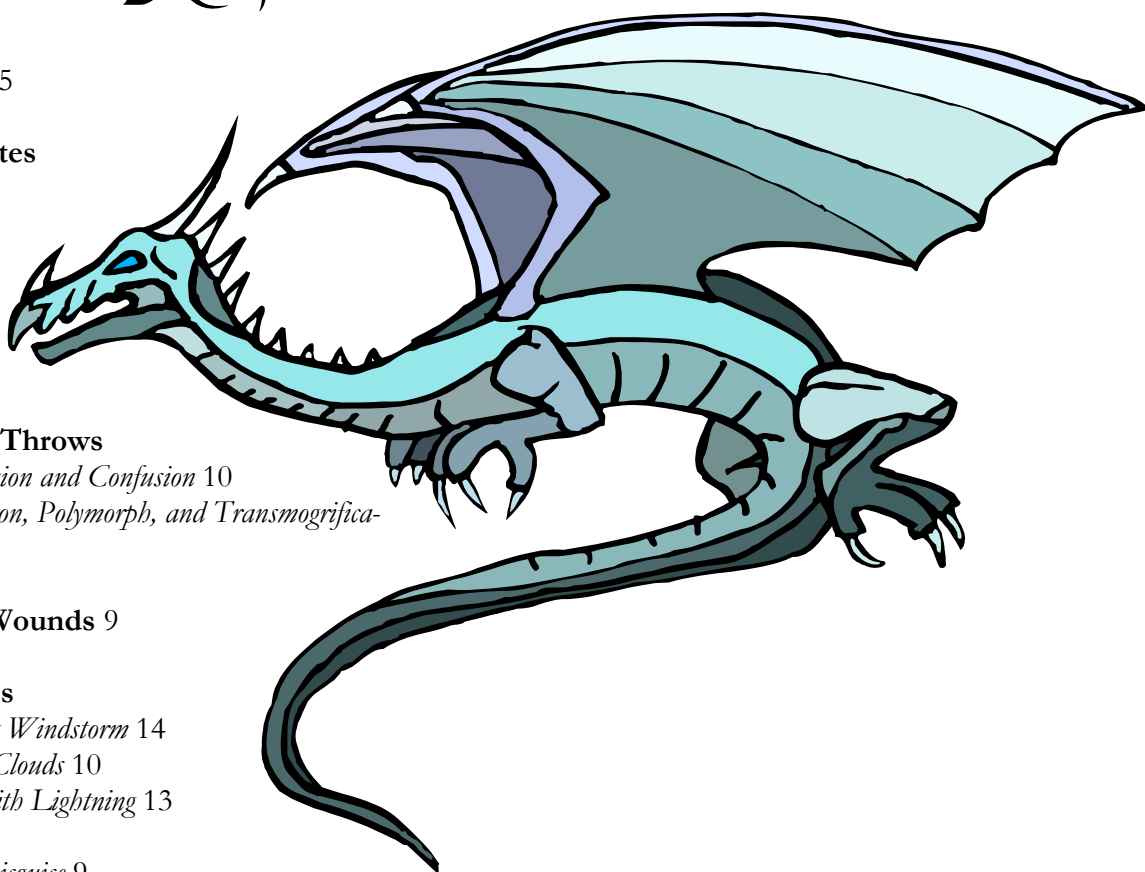
If a character has ever looked up in the sky and thought, "Hey, that cloud looks kind of like a dragon," they've seen the monstrosities known as cloud dragons. These wispy reptiles are definitely related to other dragons, but differ in many ways. Their body is actually made of cloud-stuff, and most physical attacks pass right through it. (Their Body of Clouds Ability is added to all Damage Tests made against them.)

While resting or trying to hide, they float apart, looking much like an oddly shaped dark rain-cloud (Storm Disguise). When on the hunt, though, they coalesce into a fearsome dragon-shape, flying at airships or other prey and battering them mercilessly. Their Battering Windstorm Ability allows them to flap their wings and emit sheets of wet wind that can either knock characters and airships away or attack doing Discern-

ment damage. If they really want to kill something, they breathe great bolts of lightning from their jaws, doing one of the following:

1. Strike with Lightning can destroy any material. Simply roll Virility + Strike With Lightning versus the materials' Worth. If you're not sure - if the dragon is striking an airship, for example - use the current Donjon Level.
2. This Ability can be used to attack a character, rolling Virility + Strike with Lightning versus Wherewithal + Save vs. Poison, Polymorph, and Transmogrification. Metal armor *does not* go into this Test - instead, it adds to the dragon's roll as it is conductive. All successes are counted as damage against the affected character.

However, every time this Ability is used to attack, lower the Ability's score by 3. The Ability heals as normal for an Attribute.



DRAGON KING

Level 25

Attributes

Vir 5

Cer 4

Dis 3

Adr 2

Whe 5

Soc 7

Saving Throws

Vs. Illusion and Confusion 15

Vs. Poison, Polymorph, and Transmogrification 15

Flesh Wounds 17

Abilities

Impenetrable Scales 20

Breathe Flame 17

Attack with Tooth and Claw 13

Razor-Sharp Talons 10

Fly 6

Inspire Awe 20

Notes

While dragons are fearsome, Dragon Kings are another matter entirely. These awesome creatures tower over most man-made structures, and every pore of their body oozes power. They retain all the abilities of a dragon, and also Inspire Awe in others. In order to even attack a Dragon King, one must first resist this aura of primordial grandeur (Test of Sociality + Inspire Awe vs. Discernment + Save vs. Illusion and Confusion.) In addition, the Dragon King can use this ability to inspire awe in his followers (Test of Sociality + Inspire Awe vs. the follower's Level, successes are added to the action the follower is commanded to do.) Their Breathe Flame ability works just like a standard dragon's.

No one knows where Dragon Kings come from; it is unclear if they are simply older dragons, or Kings are hatched that way. Most of them live deep under the earth in caverns the size of cities, hoarding their treasure, but at least one has been known to take subjects and rule above the earth, destroying kingdoms around him to form a draconic empire.



LIVING OOZE

Level 3

Attributes

Vir 4

Cer 1

Dis 2

Adr 2

Whe 4

Soc 1

Saving Throws

Vs. Illusion and Confusion 5

Vs. Poison, Polymorph, and Transmogrification 1

Flesh Wounds 6

Abilities

Acid Burn 5

Take Damage from Cutting Weapons 3

Look Like Slime 4

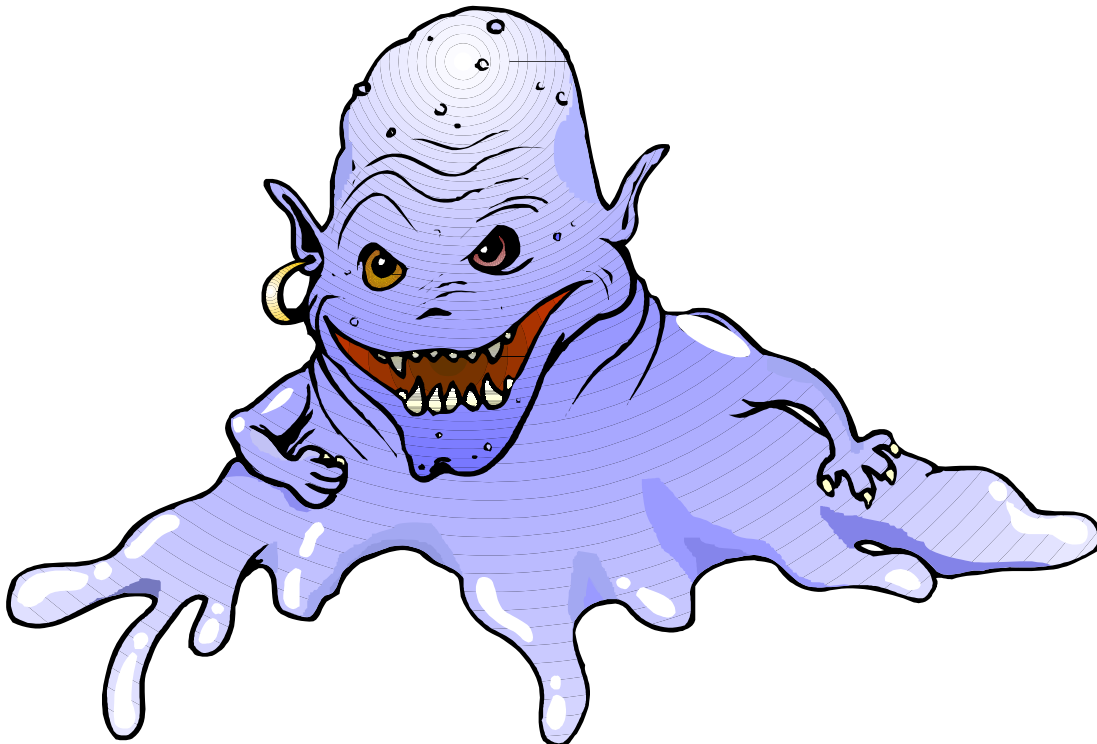
Destroy Items 4

Ooze Along 1

Notes

Living oozes terrorize those who would crawl in donjons and other spaces beneath the earth. They use their Look Like Slime Ability to disguise themselves against a wall, and when the unsuspecting adventure lies beneath them, they drop and begin to eat away at the person's items.

An Adroitness + Look Like Slime roll must be successfully made for them to attack. Their attack is special in that the attack roll causes no damage, but instead causes the ooze to stick to a target, which it remains, doing damage each round. They can either use Virility + Destroy Items in a Damage Test vs. the Worth of one of the target's items or Virility + Acid Burn in a Damage Test vs. the target. Once a living ooze has latched onto a person, it cannot be removed unless it is killed or a player does something really creative. A living ooze can, if pressed to, attack with a straight Adroitness test, which works as a normal attack.



ALIENIST

Level 6

Attributes

Vir 2

Cer 5

Dis 4

Adr 3

Whe 3

Soc 3

Saving Throws

Vs. Illusion and Confusion 4

Vs. Poison, Polymorph, and Transmogrification 3

Flesh Wounds 5

Abilities

Call on the Dark Gods 7

(Magic Words: tentacles, madness, gnawing, corruption, ultraviolet, fungus)

Become the Dark Gods 6

Flash Out with Curved Blades 5

Run Away from Attackers or Dark Gods 8

Notice Intruders when Performing Dark Rituals 7

Notes

Alienists are vile priests of the Dark Gods, beings that live beyond space, time, and human comprehension. While their gods consider humans ants, and their followers are meaningless to them, this does not stop these diseased minds from continuing to perform their mad rituals. Alienists do have some of the power of their god, and can cast a variety of spells that will turn a normal man's stomach. In addition, they can cause

someone to become like their Dark Gods: roll Cerebrality + Become the Dark Gods vs. the target's Wherewithal + Save vs. Poison, Polymorph, and Transmogrification. (The target can be, and often is, themselves.) If this Test is successful, all successes are added to either the target's Virility or Wherewithal, but the target becomes a disgusting purple-greenish tentacled mockery of themselves: the successes are also removed from Cerebrality or Sociality. In addition, the target's best attacking Ability becomes "Attack with Tentacles."



PETRADACTYL

Level 14

Attributes

Vir 4

Cer 2

Dis 3

Adr 7

Whe 5

Soc 1

Saving Throws

Vs. Illusion and Confusion 8

Vs. Poison, Polymorph, and Transmogrification 12

Flesh Wounds 15

Abilities

Defy Gravity and Destroy 12

Carry Tremendous Weight 8

Rock Hide 11

Sharp-stone Beak 8

Windstorm Knockabout 11

Notes

The petradactyl is one of the oddest beasts to exist - an enormous flying reptile made completely out of stone. Found atop the highest mountains, these beasts with a minimum 40-foot wingspan are sometimes ridden by dwarves into battle. It can actually fly well using its Defy Gravity and Destroy Ability, which also lets it attack by sweeping down and raking opponents, dropping rocks on them from above, or however else it might want. If it grabs an opponent with its Sharp-stone Beak, though, blood will most likely fly as the beak's scissor-like edges let it add this Ability to Damage Tests.

Non-magic damage bounces right off this rock creature's hide, and it can flap its wings vigorously using Windstorm Knockabout, bringing up gales of wind that can either knock characters and airships away or attack doing Discernment damage, which is healed immediately after the battle.



BEHEMOTH

Level 20

Attributes

Vir 10
Cer 1
Dis 1
Adr 1
Whe 10
Soc 1

Saving Throws

Vs. Illusion and Confusion 5
Vs. Poison, Polymorph, and Transmogrification 20

Flesh Wounds 20

Abilities

Smash 20
Keep Moving 14
Ignore Blunt Damage 10
Weight of the Behemoth 16
Attack Little Things with Mouth 10

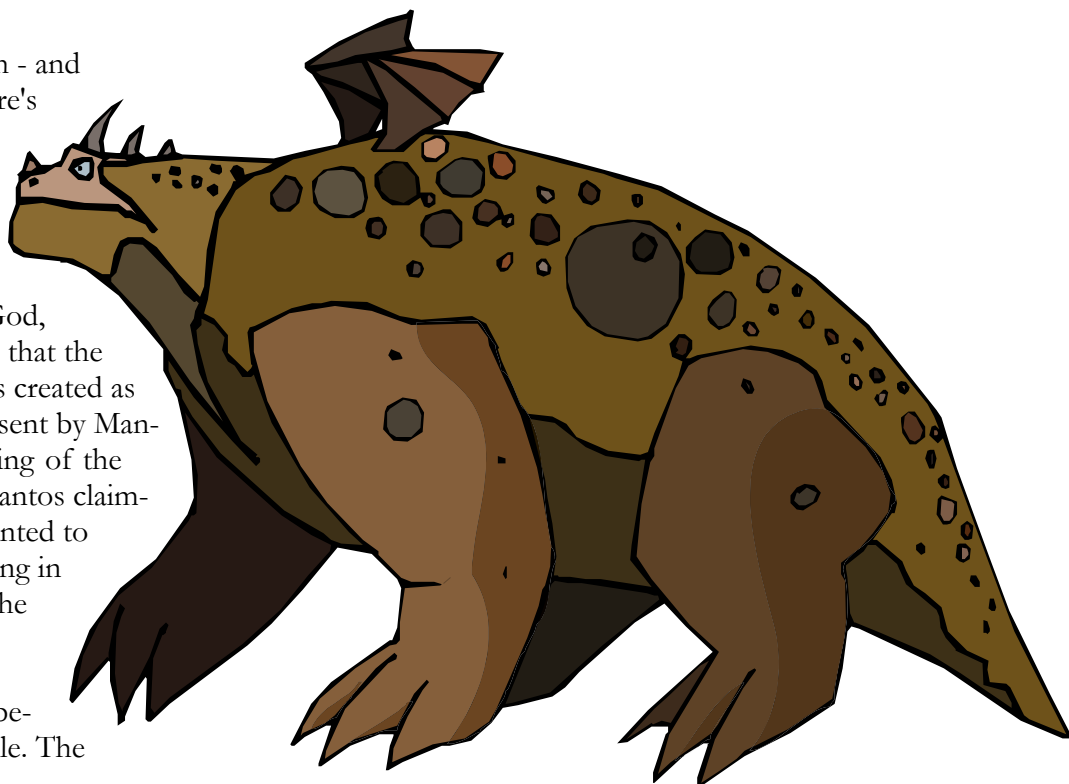
Notes

The behemoth - and hopefully, there's only one - is the biggest, dumbest thing in existence. Priests of the Joker God, Mantos, claim that the behemoth was created as a birthday present by Mantos for the King of the Gods, with Mantos claiming that he wanted to make something in the image of the King.

Resisting the behemoth is futile. The

behemoth crushes anything that gets underfoot (if there's a question, roll Adroitness + Smash for an attack, and Virility + Weight of the Behemoth for a Damage Test. If attacking an object, roll either the Worth of the object, or the current Donjon Level in the Damage Test.) The behemoth's thick hide shrugs off any blunt attacks, and even sharp attacks do little to stop the beast. The behemoth's Keep Moving Ability annihilates any attempt to slow its destructive walk across the earth down.

If an opponent is not underfoot, the behemoth is hindered by its size, and can only use its Attack Little Things on Back with Mouth Ability. It is also amazingly stupid, and is easily confused or distracted, but this usually only changes the direction of its blind, dumb wrath.



SUCCUBUS

Level 5

Attributes

Vir 2

Cer 3

Dis 2

Adr 3

Wbe 3

Soc 6

Saving Throws

Vs. Illusion and Confusion 5

Vs. Poison, Polymorph, and Transmogrification 5

Flesh Wounds 4

Abilities

Masquerade 6

Inspire Lust 7

Constricting Tentacles 4

Resist Non-Magic Damage 4

Summon Demon 5

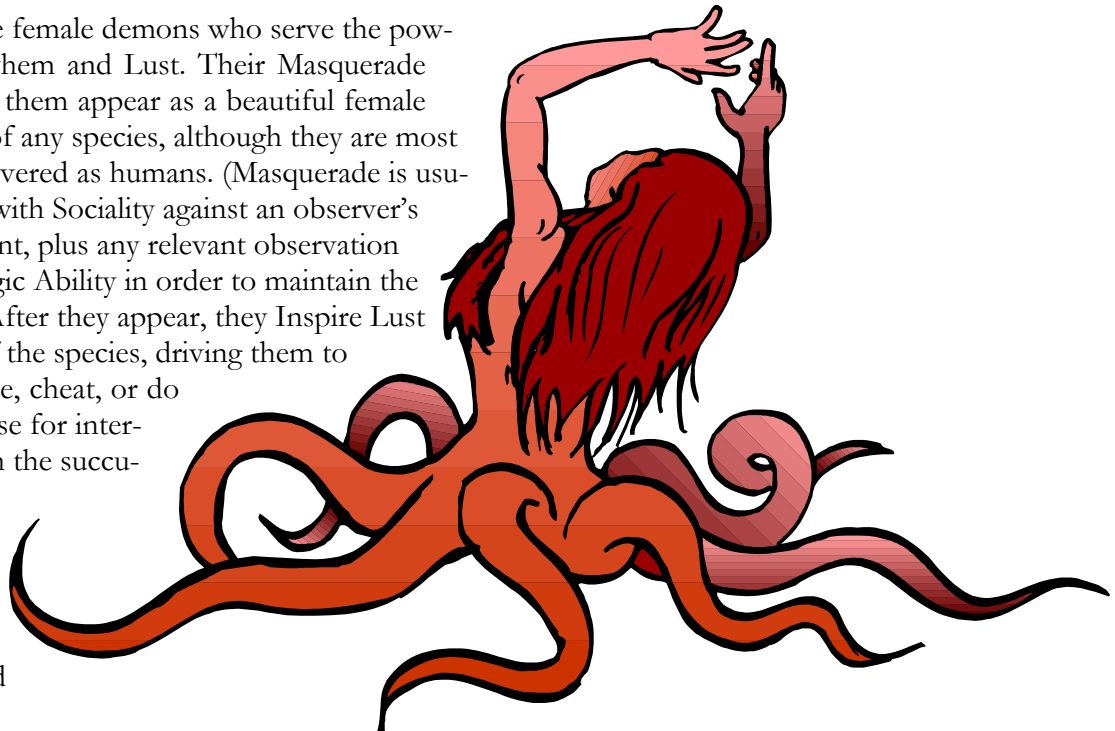
Notes

Succubi are female demons who serve the powers of Mayhem and Lust. Their Masquerade Ability lets them appear as a beautiful female specimen of any species, although they are most often discovered as humans. (Masquerade is usually rolled with Sociality against an observer's Discernment, plus any relevant observation or anti-magic Ability in order to maintain the disguise.) After they appear, they Inspire Lust in males of the species, driving them to steal, kill, lie, cheat, or do anything else for intercourse with the succubus. One succubus can drive an entire town to murder and

mayhem through pitting all the males against each other for her affection.

When discovered as a demon, they drop the disguise, appearing as a half-woman, half-tentacled thing. These tentacles whip out in combat, constricting anyone they can grab and dragging them into a huge orifice under the succubus' tentacles with quite obvious and intentional imagery.

Succubi can summon other demons to fight alongside them. Cerebrality + Summon Demon is rolled against the Level of the demon to be summoned, and the summoned demon has Flesh Wounds equal to the number of successes rolled. A summoned demon exists for one flurry of combat (or scene, if combat is not entered) then disappears.



HELLMOUNT

Level 6

Attributes

Vir 5

Cer 2

Dis 3

Adr 5

Wbe 4

Soc 1

Saving Throws

Vs. Illusion and Confusion 3

Vs. Poison, Polymorph, and Transmogrification 5

Flesh Wounds 9

Abilities

Charge 8

Ramming Horns 6

Poisonous Spurs 6

Resist Non-Magic Damage 3

Fly 5

Notes

Hellmounts are demons bred for other demons to ride into combat. Engineered to be strong and vicious, but not especially bright, they are almost never found alone.

In combat, a hellmount is a dangerous opponent. Their Charge Ability is used to attack, and they have a choice of two weapons to attack with. Their Ramming Horns do normal damage, while their Poisonous

Spurs are paralytic, doing damage to Adroitness, although Save vs. Poison, Polymorph, and Petrification is added into the victim's Damage Test. A particularly nasty technique that a hellmount will use is to charge down in flight on a victim, spending one action flying, adding those successes to Charge, and then perhaps even taking another action to add its Charge successes to its rider's final attack.



VULFOR

Level 7

Attributes

Vir 4

Cer 2

Dis 5

Adr 5

Wbe 3

Soc 1

Saving Throws

Vs. Illusion and Confusion 5

Vs. Poison, Polymorph, and Transmogrification 5

Flesh Wounds 9

Abilities

Slay the Living 8

Command Other Beasts 7

Hide in Forests 4

Resist Non-Magic Damage 5

Summon Demon 7

Notes

Vulfor are terrible beast-demons, usually found in haunted or evil forests. They live to hunt civilized beings that would enter the darkest places of the earth above, and are composed of the bits of other animals, including bat-wings, a wolf-snout, strange bird-legs, bull-horns, and a rat's tail. (Their wings are useless, however, for flight and are only used to wrap around their body for camouflage.)

Vulfen can command other beasts of the forest, rolling their Sociality +

Command Other Beasts vs. the animal's Discernment + Save vs. Illusion and Confusion. If successful, the animal adds the number of successes left for bonus dice to its commanded action.

Vulfor can summon other demons to fight alongside them. Cerebrality + Summon Demon is rolled against the Level of the demon to be summoned, and the summoned demon has Flesh Wounds equal to the number of successes rolled. A summoned demon exists for one flurry of combat (or scene, if combat is not entered) then disappears.



GERKIN

Level 7

Attributes

Vir 3

Cer 2

Dis 6

Adr 5

Wbe 3

Soc 1

Saving Throws

Vs. Illusion and Confusion 10

Vs. Poison, Polymorph, and Transmogrification 5

Flesh Wounds 7

Abilities

Guard 8

Crushing Beak 4

Fly 4

Resist Non-Magic Damage 5

Summon Demon 7

Notes

Gerkin are the guardians of the demon world. They are used by other demons or evil wizards to guard treasures, palaces, towers, or whatever else needs guarding. They can use their Guard Ability to repel any invaders of their guarded location, but cannot use it to attack in any other situation. Their Crushing Beak, which adds to Damage Tests, makes these attacks horrifically damaging, however.

Gerkin can summon other demons to fight alongside them. Cerebrality + Summon Demon is rolled against the Level of the demon to be summoned, and the summoned demon has Flesh Wounds equal to the number of successes rolled.

A summoned demon exists for one flurry of combat (or scene, if combat is not entered) then disappears.



FLAYER

Level 9

Attributes

Vir 4

Cer 3

Dis 3

Adr 6

Whe 1

Soc 3

Saving Throws

Vs. Illusion and Confusion 7

Vs. Poison, Polymorph, and Transmogrification 3

Flesh Wounds 8

Abilities

Skins of the Dead 11

Rip Apart 10

Fly 5

Resist Magic Damage 7

Summon Demon 9

Notes

Flayers are bizarre killing machines. Their purpose is unknown, except to be the demonic emissaries of murder. If they were to be seen without their trademark *Skins of the Dead* armor, they would appear to be translucent beings with all of their interior organs exposed, giving them an especially weak *Wherewithal*. To prevent this interior from getting hurt, flayers tear the skin from each of their victims, using their razor-sharp claws, and layer it over their body to create a devilish patchwork skin, the *Skins of the Dead* Ability,

which adds to every physical Damage Test they make.

Unlike most demons, flayers have a great resistance to magic damage.

Flayers can summon other demons to fight alongside them. *Cerebrality* + *Summon Demon* is rolled against the Level of the demon to be summoned, and the summoned demon has *Flesh Wounds* equal to the number of successes rolled. A summoned demon exists for one flurry of combat (or scene, if combat is not entered) then disappears.



Glutton

Level 9

Attributes

Vir 7

Cer 2

Dis 1

Adr 2

Wbe 7

Soc 1

Saving Throws

Vs. Illusion and Confusion 3

Vs. Poison, Polymorph, and Transmogrification 8

Flesh Wounds 12

Abilities

Feast 8

Charge and Bash 7

Mal-odor 10

Resist Non-Magic Damage 7

Summon Demon 5

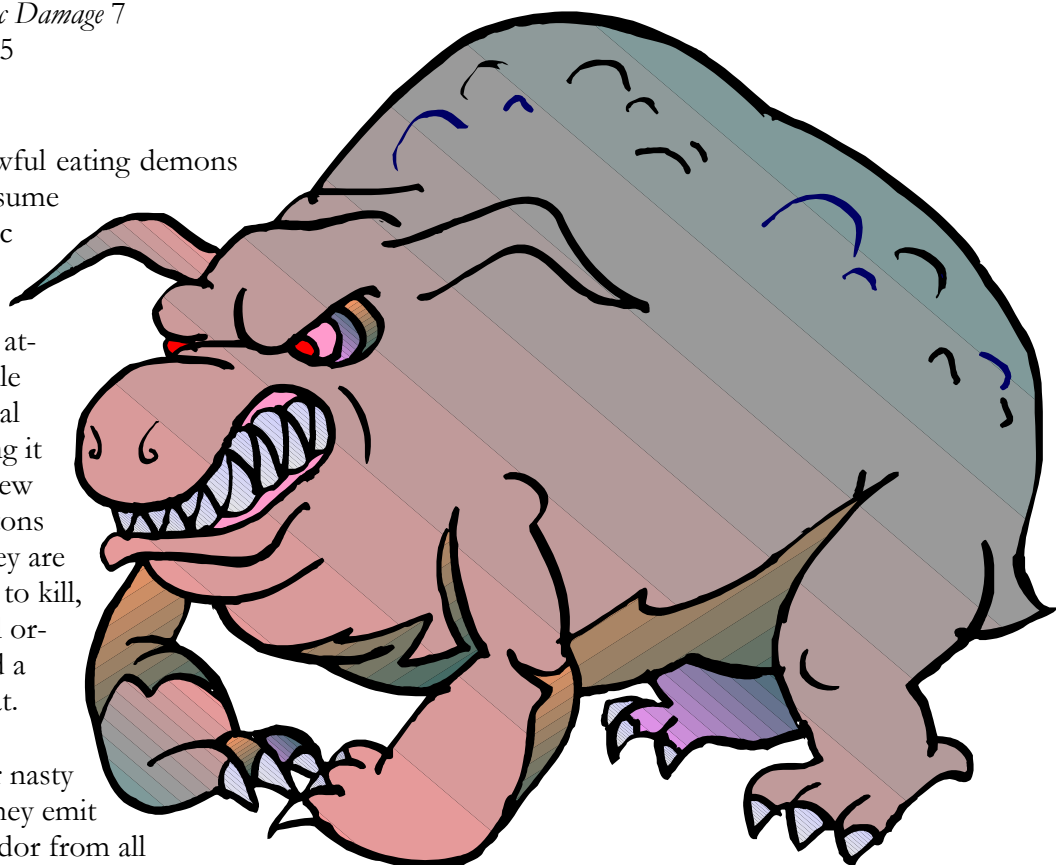
Notes

Gluttons are awful eating demons who try to consume as much organic matter as possible to put inside of them, attempting to rule over the material world by putting it in their belly. Few are under two tons of mass and they are incredibly hard to kill, as their internal organs are behind a literal wall of fat.

On top of their nasty eating habits, they emit a foul rotting odor from all

the trash they have eaten that drives away anything with a nose. Their Mal-Odor Ability can be used to attack everyone within 15 feet of the beast, rolling Virility + Mal-Odor against Where-withal + Save vs. Poison, Polymorph, and Transmogrification. Failure results in intense vomiting, and damage equal to the number of successes done straight to Wherewithal.

Gluttons can summon other demons to fight alongside them. Cerebrality + Summon Demon is rolled against the Level of the demon to be summoned, and the summoned demon has Flesh Wounds equal to the number of successes rolled. A summoned demon exists for one flurry of combat (or scene, if combat is not entered) then disappears.



KUBERA

Level 10

Attributes

Vir 4

Cer 2

Dis 5

Adr 4

Wbe 4

Soc 1

Saving Throws

Vs. Illusion and Confusion 10

Vs. Poison, Polymorph, and Transmogrification 6

Flesh Wounds 7

Abilities

Kill 9

Assassinate Target 10

Disappear 9

Resist Non-Magic Damage

6

Summon Demon 8

Notes

Kubera are a legion of demonic assassins. These demons, once given a target, will stop at nothing to kill it, using their

Assassinate Target Ability in every Damage Test done to that being.

Hiring a kubera is relatively easy - you just have to find one that is not currently assigned a target and pay it anything at all. Kubera *want* to kill, and any sort of payment will suffice. A kubera can only have one target at a time, however, and cannot be assigned a target in the middle of combat.

Kubera can summon other demons to fight alongside them. Cerebrality + Summon Demon is rolled against the Level of the demon to be summoned, and the summoned demon has Flesh Wounds equal to the number of successes rolled. A summoned demon exists for one flurry of combat (or scene, if combat is not entered) then disappears.



ARCHDEMON

Level 11

Attributes

Vir 2

Cer 6

Dis 3

Adr 3

Wbe 2

Soc 4

Saving Throws

Vs. Illusion and Confusion 8

Vs. Poison, Polymorph, and Transmogrification 8

Flesh Wounds 7

Abilities

Demon Magic 11

(Magic Words: brimstone, pain, torture, contract, plus five more)

Maim with Hook-Staff 5

Command Demons 10

Resist Non-Magic Damage 5

Summon Demon 14

Notes

Archdemons are the unholy leaders of demon-kind. Strangely, they are not very physical beings, preferring to have their legions fight for them. Their Demon Magic is very powerful, however, and their Ability to Command Demons (Sociality + Command Demons vs. the demon's Discernment + Save Vs. Illusion and Confusion) adds successes to the demon's commanded action.

Archdemons can summon other demons to fight alongside them. Cerebrality + Summon Demon is rolled against the Level of the demon to be summoned, and the summoned demon has Flesh Wounds equal to the number of successes rolled. A summoned demon exists for one flurry of combat (or scene, if combat is not entered) then disappears.

