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Monstrous Tome



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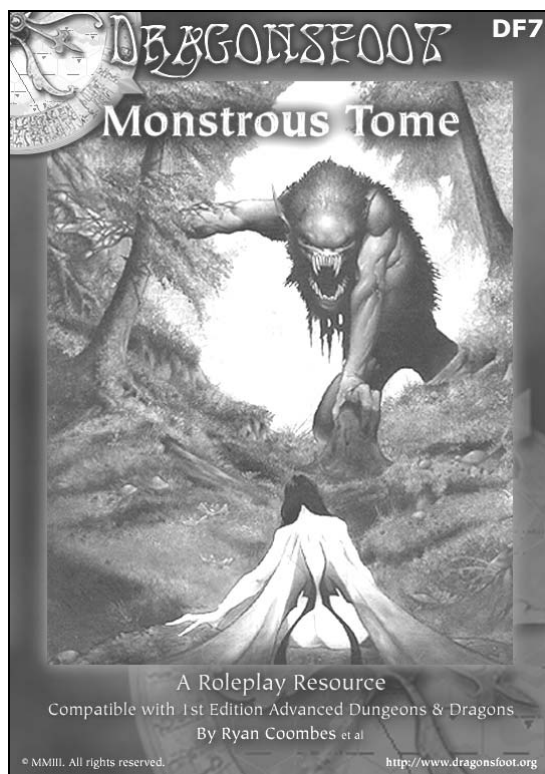
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By Ryan Coombes et al

Monstrous Tome

Volume One

By Ryan Coombes



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"Working to bring you the best in original and free roleplay resources."

Monstrous Tome
Volume One

Written by
Ryan Coombes et al

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Mark O'Reilly

Acid Vampire

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Any
Frequency	4% (very rare)
Organisation	Solitary
Activity cycle	24 hour
Diet	Carnivore
Intelligence	12-16 (highly intelligent)
Alignment	NA
No. Appearing	1
Size	M (as infected humanoid)
Moral	20 (Fearless)
XP value	9,000
% Chance in lair	NA
Treasure Type	NA

Combat Information

Armour Class	-4
Movement	20, 15CL,
Hit Dice	12+12
THACO	7
No of attacks	3 (claw, claw, bite)
Damage/Attack	Claw 1d6+1, Bite 2d4+acid
Average HP	60
Special Attacks	Acid, Tongue
Special Defences	Jump, Regeneration, Spell Immunity
Magic Resistance	Nil
Psionic Ability	Nil

Description

Acid vampires have a basically humanoid appearance; their actual appearance will depend upon what race they possessed prior to their creation. The humanoid form has been modified however. The mouth now supports three fangs. A pair of three-inch fangs hang from the upper jaw and a single one-inch long fang juts between these from the lower jaw. Each fang is hollow and continuously drips poison. A long thick prehensile, purple tongue often slithers over the beasts chin, lapping up the acid, so that it does not leave a characteristic spoor of acid burns. The creature's eyes are black in colour and are excellent in daylight and night time vision. Indeed the Acid vampire possesses infravision to 60ft and the eyes often reflect light under these conditions. The body has corded muscle, excellent for attacking and for rapid and dextrous movement. This also allows the creature to use its claws to maximum effect. These claws are developments of the fingernails but are strong and sharp. In addition to its natural quickness the creatures defence benefits from a layer of cartilage plates developed under the skin. This provides a tough but lightweight body armour and distends the skin somewhat, allowing dense networks of acid carrying veins to be seen. This often gives a pale white or greenish pallor to the skin. The vampire feels no pain whether from weapon or spell.

Details

Acid vampires were once humanoid. However their souls have been magically trapped and their bodies animated and bestowed with special powers. Religious and arcane rites complete this. In the Relics of the Veil campaign worshippers of Corsus, the lord of vampires and magic have access to the foul practices of this creation. With the soul of the humanoid trapped, the creator has full control over the animated corpse. Additionally the soul link bestows intelligence upon the vampire, this allows problem solving and planning. This is deadly when considering the natural predatory instincts the spell also bestows the creature with. Acid vampires are often used as independent assassins or guardians. They follow their commands fearlessly and to the best of their ability.

Acid vampires may be destroyed conventionally. However if the object that holds their soul is destroyed they share the same fate instantly. The soul container is often an orb of crystal, glass or gem that has been filled with unholy water. It is the water

that provides the corrupting poison in the corpse. Smashing the object will destroy it. Casting a purify water or bless (by a cleric of higher level than the creator) will destroy the vampire but leave the object intact. The object may be sold or used as a spell or item component in this state. These vampires are very rare due to the cost of creating the soul-capturing orb (20,000gp) and the complexities of the spell and ritual (the caster must be high in the favour of Corsus). An acid vampire whose master has been killed usually enters a trance like state within 1 day per level of the creator. Until this time it will continue following its masters last orders. The trance can persist for 1 month per level of the creator before the vampire can no longer exist. It is possible for another to gain control of an acid vampire by laying claim to the redundant soul prison.

Acid vampires prefer ambush tactics to take their prey. Often one will use high ground, trees or buildings and use its tongue attack or drip acid onto targets passing below. Often they strike violently and then escape, allowing themselves to regenerate damage before attacking again. This method wears their targets down while posing a significant reduction in risk to them.

Acid vampires gain sustenance from their prey. They acidify their victim's bodies. This external digestion then allows the vampire to lap up the remains with its tongue. Acid vampires require a humanoid to consume once every week. These creatures are incapable of any form of reproduction or growth.

Special Attacks

Acid - with a bite the acid vampire may inject his opponent with extremely potent acid. This acid causes 4d4pts on the first round, 2d4pts on the second and 1pt on the third round. The vampire may use upto 10 acid bites in any one day.

Tongue - although the acid vampire usually uses its bite in combat a tongue attack may act as substitute. If the tongue strikes, it causes 2d6 pts of damage (this value includes resultant acid damage). The tongue is often used to grapple targets and has an effective strength of 15. It can be used to draw opponents close, pull them from buildings or strike from ambush. The tongue has a range of 5 meters. The tongue can be cut with a single strike that delivers 10pts of damage. Loosing the tongue will not adversely affect the vampire (its tongue requires 20pts of regeneration to be devoted to it before it is again usable) and its severing sprays the area 5ft from the severance point with acid spray, this causes 2d4pts of damage total.

Special Defences

Jump - the creature may jump 20 meters horizontally and 5meters vertically. This is often used in ambush or to escape after a fast strike.

Regeneration - the vampire regenerates 2hp per round. This does not continue past 0hppts. When the creature is thus destroyed it turns into a pool of inert liquid.

Spell Immunity - the creature is immune to pain, fear and mind altering magic.

Items

Acid vampires usually carry no items, their acidic makeup means that most objects degrade in a few hours. However it is possible for their creators to provide them with acid proof items. These are usually weapons. One weapon attack can be substituted for a claw attack and the damage will depend upon the weapon used, no additional attack bonuses are granted by the vampire.

Additional Notes

The Acid vampire gains none of the standard vampire benefits or restrictions, powers or weaknesses not listed here.

Although not specifically mentioned the DM may like to be even more devious with the acid vampire, insofar as its affects upon items. Although the acid is normally concentrated in the vampires head region the whole body is acidic to a degree. The DM may make this strong enough to damage mundane or even magical weapons used against the beast.

Baro

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Desert, Badlands
Frequency	65% (common)
Organisation	Herd
Activity cycle	Daylight
Diet	Carnivorous (small invertebrates)
Intelligence	3 (semi intelligent)
Alignment	NA
No. Appearing	8d6
Size	12' (larger than man-sized)
Moral	12 (steady)
XP value	420
% Chance in lair	NA
Treasure Type	NA

Combat Information

Armour Class	5
Movement	28
Hit Dice	6
THACO	15
No of attacks	1 (tail)
Damage/Attack	1d8+2
Average HP	20
Special Attacks	None
Special Defences	None
Magic Resistance	None
Psionic Ability	None

Description

Baro are 12-foot tall bipedal mammals, they have a pinkish coloration that camouflages them in the desert at night. They possess large hind legs, which are heavily muscled and suitable for both endurance and sprint running. The legs end in large padded feet with widespread toes making running on unconsolidated material much easier. Long, yet thin arms tipped with elongate four jointed fingers reach from the shoulders to hang almost to the knees. A long tail stretches about seven feet from the rear of the Baro. This is strong and muscular, capable of delivering a high impact thump if required, normally however it is used for balance. Baro have large eyes on the sides of their heads. A heavy-duty sand eyelid as well as a nictitating membrane ensures the Baro can see in even sandstorm conditions. The heads most noticeable feature is its duckbill like mouth. This is 2 - 3 feet long and opens into an expansive mouth that possesses filter feeding baleen plates. The Baro sucks and sifts sand through its mouth; the plates trap small invertebrates that are consumed. A long pipe travelling back across the head and exiting at the back of the neck acts as an exhalent siphon, removing the filtered sand in a long stream.

Details

Baro travel across the Bathan wastelands and deserts in co-operative herds. They are nomadic between feeding sites and

travel vast distances during their lives, which may stretch upto 25 years. Baro grow and develop quickly, the young able to keep up with the herds fastest pace after only a few days, they can run at speed 18 only 2 hours after their birth. Few animals can match Baro in terms of speed or stamina and the Cyp have recorded the ability of a Baro to run at its maximum speed for 36 solid hours without rest.

The Cyp have taken advantage of the attributes of the Baro, training them from birth to act as mounts. The animals show an excellent temperament as mounts although they do not allow themselves to become too encumbered, as long as the load is kept to one individual and a few supplies or at most two human individuals and little equipment the Baro will be happy. If this is exceeded the Baro will buck and roll until the load is ripped off or removed. Cyp thus rarely wear heavy armour on their Baro. The normal riding position for is led flat against the back, however the rider's saddle is adjustable, using various stirrups and bracing poles so that a variety of positions can be adopted. The most commonly adopted is the combat position where the rider is more upright in posture.

Items

Only mounted Baro are equipped. This is always in the shape of their rider's equipment and includes the appropriate tack and harness for the creature. Some riding equipment may be magically enchanted.

Caprellid, Giant

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Climate / terrain Deep Sea / Sea
Frequency	20% (uncommon)
Organisation	Solitary or as required by the Nautel'da
Activity cycle	Any
Diet	Carnivore
Intelligence	1 (animal)
Alignment	N/A
No. Appearing	1 or as required
Size	20-30' (huge/gargantuan)
Moral	18 (fanatic)
XP value	1,400
% Chance in lair	100%
Treasure Type	N/A

Caprellids have no treasure; indeed they actively remove debris from their lairs so that prey items do not become wary at the remains.

Additional Notes

None

Combat Information

Armour Class	4
Movement	6 Sw
Hit Dice	6+6
THACO	13
No of attacks	3 (gnathopod, gnathopod, bite)
Damage/Attack	Gnathopod 2d6+poison, Bite 3d4+3
Average HP	30
Special Attacks	Surprise, Poison
Special Defences	None
Magic Resistance	Nil
Psionic Ability	Nil

Description

These crustaceans possess thin and elongated bodies; a small head bears two pairs of antennae and the mouthparts. They also possess a pair of claws (gnathopods) that often bear a poison spine. The rest of the body is usually devoid of developed legs apart from 3 pairs at the rear, which are used for anchoring the individual or for short-range swimming.

Details

Giant Caprellids are bred by the Nautel'da and are trained as lay in wait guardians. Caprellids are well camouflaged to their natural surroundings and can remain still for extended periods. They strike quickly with their poison gnathopods and grasping mouthparts. This attack imposes penalties upon surprise to its targets. These effective guards have stopped many Nautel'da enemies. Caprellids are rarely found in the wild, as the Nautel'da have been careful to let none escape, such is their lethality.

Special Attacks

Surprise - attacking in this manner imposes a -4 (or 20%) on surprise or detection rolls. Caprellids often wait motionless, anchored by their rear legs to rock or weed. When their prey passes close by they strike swiftly, attempting to paralyse their opponent before their prey can fight or flee.

Poison - Caprellids inject a poison with each Gnathopod attack. The statistics for this poison is Paralyzation / 0. The paralyzation affect lasts for 2d4 rounds.

Special Defences

None

Items

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Chromad Fly Soldier

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Chromad Ecosystem, Caves or Hives
Frequency	4% (very rare)
Organisation	Hive
Activity cycle	24 Hours
Diet	Chromad Nectar
Intelligence	2 (semi intelligent)
Alignment	NA
No. Appearing	2-8 outside hive, 15-75 inside
Size	hive
Moral	60cm (tiny)
XP value	20 (fearless)
% Chance in lair	975
Treasure Type	100%
	R

Combat Information

Armour Class	5
Movement	34Fl B, 4Te
Hit Dice	4+4
THACO	16
No of attacks	3 (sting, bite, abdomen)
Damage/Attack	1d4+poi sting, 1d4 Bite, 1d4 Abdomen
Average HP	20
Special Attacks	Poison, Abdomen
Special Defences	None
Magic Resistance	None
Psionic Ability	None

Description

Soldiers look very much like the Chromad Fly workers in terms of colour and shape. They are however much larger, reaching upto 60cm in length. Their prehensile abdomens are tipped with a long stinger and a poison sack replaces the nectar sack. Soldiers attack with their stinger, which holds enough poison for at least 12 injections of the deadly poison. The abdomen is also covered in sharp barbs, which effectively attaches the abdomen to an opponent in a prehensile tail attack. The fly may detach the abdomen and return to the hive if necessary, the tail re-grows in 1-2 weeks. Removing the abdomen from flesh is a delicate process and will inflict damage, the extent to which is dependent on the skill with which it is removed (1-6pts). Unless it is removed, the abdominal flesh will fester and likely result in an infection of the wound. The flies also have larger mandibles, which may be used in offence.

Details

Details of the Chromad Fly Soldiers and their place in the Chromad ecosystem can be seen in the 'Chromad Ecosystem' document in the DM's resources of Dragonsfoot.Org

Special Attacks

Poison - D/0, Inj, 5 rounds effect, instant onset *Natural Chromad*

The soldier poison is deadly to any creature of below large size. If a saving throw against the poison is failed the victim dies in 5 rounds, taking 1/5 of his current hit points in damage per round. The poison may be neutralised by antidote or spell thus saving the victim before death.

Abdomen - Soldiers may attack with their abdomen. They may detach this part of their body and leave it attached, with its sharp barbed spikes, to their targets flesh. If it remains attached festering and disease are probable.

Items

Chromad flies have no items. However valuable products may be found in their hives if they have collected these items to incorporate into the hive or if an individual with items has fallen near the hive. The Chromad flies are also valuable with respect to their bodies, a warrior corpse may fetch between 1000 and 4000gp dependant upon its size, state and the fullness of its poison sack. A wide range of valuable products is manufactured from these animals.

Chromad Fly Worker

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Chromad Ecosystem, Caves or Hives
Frequency	4% (very rare)
Organisation	Hive
Activity cycle	24 Hours
Diet	Chromad Nectar
Intelligence	1 (animal)
Alignment	NA
No. Appearing	10-20 outside hive, 80-400 inside hive
Size	30cm (tiny)
Moral	16 (champion)
XP value	65
% Chance in lair	100%
Treasure Type	R

Combat Information

Armour Class	7
Movement	24B Fl, 4Te, 2Br
Hit Dice	2+2
THACO	19
No of attacks	1 (abdomen crush)
Damage/Attack	1d3
Average HP	10
Special Attacks	None
Special Defences	None
Magic Resistance	None
Psionic Ability	None

Description

These flies reach about 30cm in length and have a passing resemblance to large dragonflies. The tough silica exoskeleton of the fly is a light blue/violet in colour. They possess two sets of paired wings, consisting of a membrane stretched between a structure of silica microtubules. The wings are clear in colour at the tips, the bases possessing the colour of the body, which gradually fades out. Fully one third of the fly is a prehensile abdomen that is used to grasp the Chromad plant during feeding. An extra set of front legs with small hooks also allows for plant attachment. The remaining 6 legs are used for movement in the confines of the nest and are tucked near the body during flight. The flies have multifaceted eyes, which are suitable for picking out the plants in day or night. Workers have a pair of mandibles they use for grasping, carrying and manipulating the materials of which the hive is constructed. These mandibles are used to manipulate a siliceous material that the workers exude and which has a function in hive construction and repair. A curling tubular tongue allows them to collect nectar, which they store in a large ventral sack. A heavily laden fly can be easily recognised by the fullness of the sack. The workers are the sole gatherers of Chromad plant nectar and also maintain the hive and its population. The workers are inoffensive but if severely provoked may respond by crushing their opponent with their prehensile abdomen. They do however release a fright chemical on injury or provocation that attracts the soldiers of the colony.

Details

Details of the Chromad Fly Workers and their place in the Chromad ecosystem can be seen in the 'Chromad Ecosystem' document in the DM's resources of Dragonsfoot.Org.

Items

Chromad flies have no items. However valuable products may be found in their hives if they have collected these items to incorporate into the hive or if an individual with items has fallen near the hive. The Chromad flies are also valuable with respect to their bodies, a worker corpse may fetch between 400 and 2500gp dependant upon its size, state and natural coloration. A wide range of valuable products is manufactured from these animals.

Damson Fairy

by Steve Yates

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General Information

Climate / terrain	Temperate
Frequency	4% (very rare)
Organisation	Social (as human)
Activity cycle	Daytime
Diet	Herbivore
Intelligence	14 (high)
Alignment	Neutral Good
No. Appearing	1D4 x 10
Size	S (6" tall)
Moral	10
XP value	420
% Chance in lair	70%
Treasure Type	None

Combat Information

Armour Class	6
Movement	6, 24Fl
Hit Dice	1D4
THACO	16
No of attacks	1 (stinger)
Damage/Attack	1pt + poison
Average HP	2
Special Attacks	Poison
Special Defences	Innate spells
Magic Resistance	20%
Psionic Ability	None

Description

Damson Fairies appear as small humans, but with wasp-like abdomens and wings.

Details

This type of fairy forms communities in fruit tree groves. They are extremely shy with outsiders but will help good people with gifts of fruit and other foods found in the wild. These friendly creatures speak common, a dialect of the fairy tongue and occasionally the languages of other woodland fairy-folk.

If a member of one of these communities is captured then the adults of that community (which totals 90% of the community) will swarm and attack the interlopers trying to set the captured fairy free.

If threatened the fairies use their only weapon, their stinger, and strike with a THACO of 16. A creature struck takes 1 point of damage and must save versus poison or sleep for 2D4 rounds.

The fairies have a secret method of fermenting fruit into a special healing poultice. When applied to wounds it will treble the natural healing rate of the creature for that particular wound for 48 hours.

Special Attacks

Poison - a strike by a fairy stinger injects a poison. If a save is failed Vs the poison the recipient must sleep for 2d4 rounds.

Special Defences

Innate spells - Damson fairies may use a 'blur', 'blink' and 'spectral force' spell once per day at will. They can also detect evil at will.

10% of the fairy populations have the druid spells of 'hallucinatory terrain' and 'pass tree', which can also be used once daily.

4

Dread

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Any
Frequency	11% (rare)
Organisation	Solitary or Pack
Activity cycle	Nocturnal
Diet	Carnivorous
Intelligence	8-10 (average)
Alignment	NE
No. Appearing	1 or 2d4
Size	6' (medium)
Moral	17-18 (fanatic)
XP value	4,000
% Chance in lair	NA
Treasure Type	None

Combat Information

Armour Class	2
Movement	18, 14Cl
Hit Dice	8
THACO	13
No of attacks	3 (claw, claw, bite)
Damage/Attack	Claw 2d4, Bite 2d6+2
Average HP	32
Special Attacks	Close quarters, Abilities
Special Defences	Immunities
Magic Resistance	Nil
Psionic Ability	Nil

Description

Dreads have a superficial resemblance to an adult male gorilla and are of similar size. Their bodies are extremely muscular and covered in short dark hair. Their heads however are quite different. Long tapering directional ears sprout from the top, highly acute in detecting low noise and their direction. Forwards pointing predatory eyes that have excellent nocturnal vision are protected beneath a thick bone ridge. Dreads have excellent smell, capable of tracking targets in all but the worst of conditions. The nose is flared with large moist nostrils. The head is protected by short horns and teeth that can be used for offence and defence. The mouth consists of an upper and lower jaw, which project forwards and are bluntly oval. A band of muscle joins the jaws together over their entire length, forming a characteristic funnel; this allows the dread to produce the mournful wail usually associated with it. The continuous muscle allows the Dread to deliver a tremendous amount of cutting pressure to its jaws along their entire length. Dread arms are slightly longer than their legs but they move with cat like grace. Their hands and feet have retractile claws that are used for climbing and combat, if these are retracted then the hands may be used for fine manipulation. The forearms of the Dread hold retractile teeth; these curved blades spring erect for combat and are used to rip the flesh of opponents or to ward off incoming blows. Lastly a thick tail sprouts from the Dreads rear. This is non-prehensile and is used mainly for balance.

Details

Dreads are servitor creatures of Phobia. They embody the fear and terror that is included in this Godchild's spheres. They are often summoned by clerics to aid them in their duties. Several of the larger churches have breeding populations of dreads that they use as guardians or instruments of terror. There are also resident populations living wild. These are relatively small but actively promote their mistresses spheres. Wild dread will prey on forest game but prefer humanoids, their intelligence normally means that they will move on before a consolidated human response can come into effect. No dread will attack one of Phobias clerics, unless that individual has made a transgression. Indeed clerics of 10th level or higher may command a dread to aid them in their duties. For every 2 levels over 10th the cleric has the potential to command 1 more dread. The dread will not permanently serve the cleric unless he further binds them with magic, if this does

not occur they normally drift off after fulfilling the clerics wishes, to cause terror elsewhere.

The other evil churches often use dreads under guidance of Phobian clerics. They are prized for their ability to tirelessly hunt quarry over large distances. Often captive populations are especially affected by a loose dread. For example in a besieged city they are effective in shattering moral, increasing fear and picking off key citizens.

Special Attacks

Close quarters attack - If the dread strikes an opponent with all attacks, each also rolling above 15 then the creature has used its close quarters attack. This involves the dread fastening onto the target with the mouth. Then the arms are used to shred the targets back with powerful sawing actions, making full use of the arms retractile teeth. This bestows normal damage on the target but an additional 5pts of damage is added to each claw attack that round.

Abilities

- Cause fear - The dread may cause fear (as per spell) 3 times a day. It causes this reaction due to a special form of its mournful howl.
- Climb walls - Dread may naturally climb any natural or 'natural like' surface.
- Jump - Dread may jump 15 meters horizontally and 8 meters vertically.
- Communication - Dread may communicate with their brethren or priests of Phobia that know their language at a range of 5 miles with their howl. This is often used during a hunt.
- Tracking - Dread may track an entity with a natural tracking score of 18

Special Defences

Immunities - All dread are immune to fear, invisibility, illusion and all diseases.

Additional Notes

Dreads are often found in the company of a stronger form of dread. These Primal Dreads are much more powerful and the normal dreads follow them unquestioningly. A pack under the control of a Primal Dread is much more deadly than usual.

Eh-Oh

by Steve Yates

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Original idea - Mark O'Reilly

General Information

Climate / terrain	Any forest
Frequency	Very Rare
Organisation	Loose social groupings
Activity cycle	Diurnal
Diet	Carnivore
Intelligence	8 (average)
Alignment	Neutral
No. Appearing	2D6 (5D6 in lair)
Size	2-5' (small to man sized)
Moral	15
XP value	270 standard, 975 special type
% Chance in lair	70%
Treasure Type	I,Q,T

them, or fall into a stupor for 1D4 rounds. The smell of blood sends this type of 'eh-oh' into a feeding frenzy.

Special Attacks

Tongue Grapple - see details below

Special Defences

Roll - when moving in a roll the eh-oh gains a +2 to its AC.

Combat Information

Armour Class	7
Movement	15
Hit Dice	3
THACO	14
No of attacks	1 (tongue)
Damage/Attack	Special
Average HP	14
Special Attacks	Tongue Grapple
Special Defences	Roll
Magic Resistance	None
Psionic Ability	None

Description

These creatures are named after their calls to each other, a high-pitched "eh-oh". They look like fluffy balls that roll along the ground. The average eh-oh is around 3 foot in diameter. But larger ones are not unheard of. When an eh-oh unfurls, a huge tooth filled maw and long muscular tongue is revealed.

Details

Eh-oh hunt in packs of 2D6. They attack by using their tongues, which are around 20 foot in length, to grab their victims and pull them towards their mouths. This causes the victim constriction damage of 1 point per segment. Two successful strength checks against an effective strength of 18 will release the victim from the tongue. It takes 1d4+2 segments for the victim to be pulled to the 'eh-oh', and a strength check can be rolled each segment. The lighter of the two moves towards the heavier. Alternatively, if the victim can deliver cutting damage to the tongue equal to 20% of the creature's hit-points then the 'eh-oh' will release them (if the damage is over 30% of the creatures hit-points then the tongue is severed).

If the victim reaches the 'eh-oh' then the creature will start to devour them with their rather considerably sized mouths. As the creature is wrapped up in the tongue then the damage for the devouring is automatic and is 2D6 per round. The victim can continue to try and use their strength to break free or attack the 'eh-oh' with a weapon. At this stage the victim will only be released when the 'eh-oh' dies.

10% of all encounters are with a single special type of 'eh-oh'. These variants never travel in packs. They are very intelligent and have a neutral evil alignment. They have 5HD, and are AC5. This improvement in armour class is due to a large number of spines hidden flat in their fur. These spines can be flipped up and fired at targets up to a range of 30' with a THACO of 15. Up to 2D4 spines can be fired at a go, but only every other round. Each spine that hits does 1D4 damage. Each of these special creatures can have up to 4D4+4 of these spines available at a time. The spines take a week to re-grow. The spines are coated in a poison, and anybody struck must make a saving throw versus poison for each spine that strikes.

Ethereal Stalker

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Ethereal Plane, Prime
Frequency	4% (rare)
Organisation	Solitary
Activity cycle	24 hour
Diet	Carnivorous
Intelligence	4 (semi-intelligent)
Alignment	N/A
No. Appearing	1
Size	5-6' (man sized)
Moral	16
XP value	975
% Chance in lair	N/A
Treasure Type	N/A

Combat Information

Armour Class	5
Movement	24Fl ethereal, 12 prime
Hit Dice	6+3
THACO	15
No of attacks	2 (claw, claw)
Damage/Attack	1d6 claw
Average HP	27
Special Attacks	Ethereal attachment
Special Defences	None
Magic Resistance	10%
Psionic Ability	Nil

Description

Ethereal stalkers stand between 5'6" and 6' in height, the females tend to be the larger size ranges. Stalkers have a powerful, stocky build and they walk slightly stooped, supported by two legs corded in heavy muscle. Their heads are slanted forward and the only visible feature is the mouth, which is full of needle like teeth. Both the hands and feet of the stalker are tipped with transparent claws, which are hooked and extremely sharp. The stalker is never without an ethereal thread, which it drags in one hand, until it can attach it to a victim. The creature itself glows with silvery light and produces a thick vapour, twinkling with inner luminescence. This effectively hides the creature in the ethereal plane making it more difficult to spot and bestowing a -2 on its enemies surprise rolls.

Details

Ethereal stalkers are denizens of the ethereal plane. They are carnivorous and foray both in the ethereal plane and the prime material. As stalkers cannot access the plane directly they rely upon ethereal windows or portals created by other beings. These portals usually come about as a result of magic involved with the manipulation of, or interaction with, the ethereal plane. Each ethereal stalker possesses an ethereal thread, a substance that can bond with a living creature and draw that creature through the ethereal plane to the stalkers lair. The stalker requires an attack roll to attach the thread, once attached the thread will retract drawing the victim to the lair. If the target is on the prime the thread will draw them through the stalkers access point and then onto the lair, the time taken for this to occur will depend upon the stalkers distance from the window and the windows distance from the lair. If attacked on the ethereal plane then an amount of time will still be required for the thread to retract to the lair, this is again dependent on distance. If the target has not been freed by the time they reach the lair then they are likely to be devoured by the beast. Once a thread has been attached the target becomes semi-ethereal, able to pass through solid prime objects if forced. This is a traumatic experience both mentally and physically and will render any creature under 7th level unconscious, those above this level gain a saving throw Vs Petrification to avoid this. Only magical weapons or directed spells may cut the thread, these must cause 15pts or more in one attack to be successful. Each must pass the stalkers magic resistance to be effective. Mundane and magical weapons can hit the stalker. However magical weapons and spells

must pass the stalkers magic resistance to work. Once the stalker is killed the ethereal thread dissolves.

Special Attacks

Ethereal attachment - On a successful attack roll with a claw then the stalker may attach its thread to a living organism. The effects of this are explained below.

Special Defences

None

Items

Ethereal stalkers possess no items although their bodies may be valuable to mages for spell or magical item components relating to the ethereal plane.

Additional Notes

None

Fatal Pounce

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Desert, Badlands (Bathos)
Frequency	4% (very rare)
Organisation	Solitary
Activity cycle	24 hour
Diet	Carnivorous
Intelligence	1 (animal)
Alignment	N/A
No. Appearing	1
Size	75' (gargantuan)
Moral	17 (fanatic)
XP value	11,000
% Chance in lair	N/A
Treasure Type	W x2

Combat Information

Armour Class	-6
Movement	4, 9Br
Hit Dice	15+7
THACO	5
No of attacks	9 (main mouth x 1, secondary mouths x 8)
Damage/Attack	2d12+6 main mouth, 2d6+2 secondary mouths
Average HP	67
Special Attacks	Pounce
Special Defences	Heat Resistance
Magic Resistance	Nil
Psionic Ability	Nil

Description

A pounce is a blunt low lying cone of flesh, protected by pachydermatous hide, with eight powerful mouth bearing legs and a vicious main mouth slung beneath it. The Pounces main body is some 75feet in diameter and about 50 feet in height. Its legs hold it 20 feet from the ground. The pounce is yellow in colour but may camouflage to its surrounding using chromatophors. A pounce spends most of its time half buried in the ground, waiting for prey to stray close enough for it to leap upon.

The pounces main body, a cone shaped mass, is made up mostly of the main mouth and the stomach. The rest of the pounces organs are simple. The cone is always held base side down. It is in the centre of the base that the main mouth is located. This is composed of huge primary fangs the size of broadsword blades. Lesser fangs of gradually reducing size are arrayed behind these. All of the fangs are made from ivory. In the middle of the mouth is a muscular bag into which prey is fed, it is studded by rock-sized molars, which grind the food, the bag opens into the stomach. Several paddle-ended tentacles are also present inside the mouth to shovel food from the main fangs into the gizzard.

Around the main body eight legs are arrayed at points equidistant from one another. These are three jointed and are extremely strong, capable of propelling the creature through the air on a pounce attack and holding its massive bulk aloft during combat. The main leg joint of each leg houses a secondary mouth. This is mounted upon a telescopic organ, which allows it to reach tentacle like, to the middle of the creature. These mouths are full of fangs and are used to attack prey and cut off sections of flesh to feed into the main mouth, they are not themselves connected to the main stomach.

The whole of the pounce is covered in extremely thick hide. There are also armoured plates present on the lower legs, and around both the primary and secondary mouths.

The pounce also possesses 8 eyes, which are positioned between each leg and the main mouth; armoured plates protect these when closed. The eyes are used to direct the mouths during the attacking phase. The other main sense of the pounce

is keyed to vibrations. Thick bristles poking through the skin and imbedded in the nervous system allow the pounce to detect prey at a range of 300 meters while it is submerged in the sand.

Details

Pounce always attack from a position semi-submerged in the sand. If they can do so undetected then they gain a bonus to their attack rolls. When prey comes to within 75 meters of the pounce it is in the creatures range. At this time the pounce will propel itself from the ground to land over the prey. The pounce will always land over its prey, however a successful attack roll is required to see if the pounce has landed well enough to attack in the same round. If the attack roll fails the pounce may not attack. Any non-surprised individuals may however gain their initiative. The next round will see normal initiative resume. Landing over the prey will mean the target will be caught within the circle of the pounces legs and beneath the main mouth, an optimum position for the pounce to attack from. The pounce will attempt to devour everything within its legs area, if it should become badly injured it will jump away and bury itself deep in the sand.

A pounces attack is focused within its leg circumference. Its secondary mouths may only reach 40 feet outside from the leg. Thus ranged attackers may often attack the slow moving pounce with impunity.

Pounce normally prey on the huge deposit feeders and carnivores of the Bathen wastelands. They will attack humanoid prey but only if in a group of 3 or more. Pounce are glut feeders. They usually consume vast amounts of food from one sitting, however their meals can be weeks apart.

Pounce reproduce without the meeting of adult individuals. A female lays a capsule in the sand approximately once every 4 years. This capsule contains several unfertilised eggs and a vibration muscle system. The muscle undergoes regular spasm, which causes vibrations in the surrounding sand. An egg may continue its spasm cycle for 2-3 years. These vibrations can be picked up by a male pounce from a range of 15 miles. The male will then excavate the capsule, fertilise it and then rebury it. The young pounce take some 20 months to hatch into a rapidly growing juvenile form. An average pounce has a life span of some 90 years.

Special Attacks

Pounce - This is the main attack of the pounce. Normally one will stay camouflaged in the sand until a prey item or items have strayed into pouncing range. If the pounce has remained undiscovered the first attack would impose a -4 on surprise and give a +2 to attack and damage on all attacks to all surprised individuals

Special Defences

Heat resistance - A Pounce is immune to normal extremes of temperature (both hot and cold) and receives 1/2 damage from magical attacks using heat (including fire) or cold.

Items

Pounce do not remain in the same area, usually moving with each fresh attack, therefore no lair hoard is likely. They may however consume treasure, which often gets stuck in the gullet and is used in conjunction with natural rocks to grind the prey

The pounces hide is so thick that hide armour made from its skin receives an additional +1 on its AC. The Pounces ivory teeth are also prized for their great size and their obvious material worth.

Additional Notes

None

Gnome Fisher

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Any
Frequency	4% (very rare)
Organisation	Any
Activity cycle	24 Hour
Diet	None
Intelligence	14 (highly intelligent)
Alignment	Neutral
No. Appearing	1-4
Size	1 - 2' (tiny)
Moral	17 (fanatic)
XP value	12,000
% Chance in lair	N/A
Treasure Type	N/A

Combat Information

Armour Class	0
Movement	0
Hit Dice	12
THACO	10
No of attacks	1
Damage/Attack	2d12+2 (line impact)
Average HP	48
Special Attacks	Fishing line, Electricity, Conduct electricity
Special Defences	Immunities
Magic Resistance	50%
Psionic Ability	Nil

Description

A Gnome fisher appears to be a common garden gnome of the fisherman variety. They are normally sculpted out of stone, the kind being dependent upon the fashion that the gnome was created in. Their dress is normally green with garishly coloured boots and hat. The fisher is often sat upon an upturned flowerpot, toadstool, fishing chair or perhaps even lying in a wheelbarrow. The fisher always has a fishing pole and line. If a water feature is nearby the line will be cast within. The gnome itself is always rooted several meters under the ground, normally attached to the bedrock. It is thus immobile by conventional means.

Details

The fisher is an entity magically created for guardian duties. As such the fisher has no habitat or ecology and is found where positioned by their master or creator. Fishers are commonly used to defend the grounds of the wealthy and powerful, they are a strong deterrent to even the most skilled of thieves or enemies.

Any non-authorized individual approaching to within 30 meters of the fisher is subject to its attack. The fisher's master sets down the authorisation conditions. The master may introduce individuals to the fisher as friends, get them to carry a token or have them memorise a password. This would thus protect these individuals from attack.

The fisher will always use its fishing line to attack an opponent as soon as they come into range. The line is a strand of silver metal of great strength. The lines end is many hooked for gripping and to maximise impact damage. It also holds attraction magic, meaning it cannot be removed as long as it is still connected to the fisher. The line has a range of 30meters. Once the line has scored a hit the victim is classed as snared and takes the damage from the lines impact. Every round the fisher will also electrify the line causing 8d6pts to any individual touching it. The fisher will begin to reel in its target pulling them closer by 5meters a round. The target may resist by making a successful strength Vs strength check (effective strength of the fisher is 18). If other entities are helping the struggling victim then a +1 to the check is gained for every additional person

(remember all individuals holding the line are subject to electrocution). If the target successfully resists then the fisher pulls the target no closer that round. The target may not pull away from the line because the fisher locks the line as it is drawn in. The target may cut the line to escape. This must be done with a weapon of at least +2 enchantment. The weapon must bypass the fishers MR to work and cause at least 20pts of damage in one strike. If the victim is pulled to 0 feet of the fisher then the gnome automatically thrusts his fishing pole into the most vital organ of the target, unleashing a devastating blast of electrical energy as well. Unless a target is immune to both the organ destruction and the electricity this finale is lethal.

Once the fisher is reduced to 0 hit points its magical existence is terminated. From that point on it will be just a normal garden gnome.

Special Attacks

Fishing line - the fisher may attack to a range of 30 meters with its line, once a successful hit is made the target is snared (see below). A fisher will always attack targets as they come within its maximum range.

Electricity - every round the fisher may electrify the line. The snared target and anyone else touching the line receive 8d6pts of damage.

Conduct electricity - any electrical attack cast upon the fisher is directed up the fishing line and into the target who suffers the effects of the spell. If the fisher has not snared a target then the electricity dissipates.

Special Defences

Immunities - dispel magic, rock to mud, rock to flesh and electricity.

Items

The fisher hoards no items, those of its victims may be found nearby if the gnome is unattended, otherwise the owner will likely have removed any residue of past kills.

Additional Notes

None

Guardian Spirit (Lesser and Greater)

by Steve Yates

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Origin - Author

General Information

Climate / terrain	NA
Frequency	4% (very rare)
Organisation	Solitary
Activity cycle	Constant
Diet	NA
Intelligence	5-7 (low)
Alignment	Neutral
No. Appearing	1
Size	Special
Moral	N/A
XP value	650 (1,400)
% Chance in lair	N/A
Treasure Type	Special

Combat Information

Armour Class	4 (2)
Movement	12 (18)
Hit Dice	6 (8)
THACO	15 (13)
No of attacks	Special
Damage/Attack	Special
Average HP	24 (32)
Special Attacks	None
Special Defences	Immunities
Magic Resistance	Nil
Psionic Ability	Nil

Description

A guardian spirit may manifest in one of two forms, either that of an animal or that of a humanoid. The appearance of the spirit will thus mirror this form. Whichever the form the material makeup of the object they are bound to is often mirrored in their own flesh. For example a wooden figurine would form a wooden humanoid, an obsidian panther statue would form a like composite panther guardian.

Details

(Statistics for the greater version of the Guardian spirit are in parentheses).

A guardian spirit inhabits a material object while it is not manifest. The spirit may be bonded to the object either by spell or by forcing or dealing with the spirit creature. Such objects include paintings, statues and masks. The spirit is then set to protect an object or person. If this focus is disturbed, in a way set out at the bonding moment, than the spirit will activate. The spirit may only assume solid form once the object has been disturbed. The spirit will only function to protect the focus and no other functions are possible. Once manifest the spirit may not travel beyond 100' of the item.

A guardian spirit is either animal or humanoid, dependant upon what the creator had access to. No fantastical creatures may become guardian spirits of this nature. The spirits attack as the appropriate creature with the appropriate thaco and hit points listed above. The number of attacks and the damage will be dependent upon the form. For example a humanoid would have 2 attacks with a weapon, likely causing 1d8pts per strike. A panther would have three attacks (claw, claw, bite) causing 1d4pts for the claw and 1d6pts for the bite.

If the manifest spirit is lowered to 0hppts it must return to its material home for 24 hours, after which time re-manifestation may occur. Destroying the material home destroys the spirit permanently, as does the use of holy/unholy word while the spirit is manifest.

Special Attacks

None

Special Defences

Immunities - charm, psionics, fear, polymorph, hold, illusions/phantasms

Items

The Spirit will always be found bonded to a specific object or person. This focus will normally be valuable in some way and the availability of treasure will thus affect this and be at the DM's discretion.

Additional Notes

None

Hunter / Slayer Demon

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Any
Frequency	4% (rare)
Organisation	Any
Activity cycle	24 hour
Diet	None
Intelligence	17 (genius)
Alignment	Any Evil
No. Appearing	1-4
Size	7' (larger than man sized)
Moral	20 (fearless)
XP value	30,000
% Chance in lair	N/A
Treasure Type	N/A

Combat Information

Armour Class	-10
Movement	18, 20fl
Hit Dice	120hpts
THACO	1
No of attacks	3 (weapon, weapon, tail)
Damage/Attack	Sword 2d8+6, Tail 2d12+6
Average HP	120hpts
Special Attacks	Demon spell
Special Defences	Wing parry, Wing shield, Magical weapons to hit
Magic Resistance	25%
Psionic Ability	Nil

Description

A standard HS demon has an appearance akin to the following description; however many different morph types are available dependant upon the whim of their creator.

A HS demon stands about 6 feet tall its wing tips add another foot or so to its overall stature. The head resembles that of a spider, a tapering oval shape possessing multiple dark eyes, mandibles and thick black hair. The demon normally emits a loud hissing or clacking when in combat made by these arachnid mouthparts. The rest of the demon is covered in short dark hair, under this an incredibly resilient exoskeleton is present, it is tougher than most magical armours yet is obviously natural to the creature. The demon possesses 4 powerful arms, one set under the other. Both sets are tipped with black claws and sharp spines made of twisted strands of hair. The upper set of arms usually bare weapons and the lower arms are used for spell casting. The legs of the demon are also powerful and end in clawed feet that are splayed between thick membranes. The body has many knots and tubercles to increase the skin resilience and to add definition to the body. Finally the demon has a pair of bat like leathery wings sprouting from its back. These are flexible yet are immensely strong, able to ward off blows and, when energised with demon energy provide an impenetrable barrier to attack.

Details

HS demons are manufactured by intermediate or greater demons on the demon plane. They are used as warriors but are often sent to the prime to hunt and kill opponents of the HS demons master. Sometimes a demonologist may successfully be granted the service of a HS for his own goals. HS demons are tireless killing machines able to fly or run long distances without tiring, their impressive attack and defence profile allows them to take on multiple targets simultaneously. Hunter slayers can be direct or subtle in the completion of their objectives, they are even more dangerous in groups, here they plan to utilise each member in an effective strategy.

All HS demons are equipped with two weapons; these are usually bonded to the body and may be called forth to the hands when required. Swords, axes and maces are all popular weapons to equip one of these entities with. If the HS demon is facing particularly powerful opponents they may be equipped with items of a demonic nature, which act much like magical weapons. The power of these is for the DM to select.

HS demons require being on the demon planes, close to their creator or near a link to the demon planes to gain nourishment. If they are cut off from this for a period in excess of 10 days then they will crumble into dust. Often a HS demon will crumble to dust when it is destroyed.

Special Attacks

Demon spell - a HS demon may cast one spell per round using its demonic energies. Such spells cannot be disrupted and have a casting time of 0. The DM is free to use existing spells or to create spontaneous effects caused by the demon spells. As the spells are based upon demon energy normal spell turning or magical absorption/deflecting spells or items are ineffectual. The DM should moderate the effects of these spells at 7th level mage, 5th level clerical or less.

Special Defences

Wing parry - the HS demon may make a parry with each wing per round. Any melee weapon or light artillery piece may be parried. The demon must strike its attackers armour class to successfully parry.

Wing shield - a HS Demon will use its wing shield to protect itself from dangerous or fatal attacks. As long as the HS demon has not attacked in that round it may activate its wing shield. The demon curls itself completely in its protective wings and energises itself with demonic energy. Like this the demon is immune to any single effect that it would otherwise be subject to whether that be spell, weapon or unusual ability.

Magical weapons are required to hit this creature.

Items

A HS demon may occasionally be equipped with a demonic item of power.

Additional Notes

None

Lunar Fury

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Any area with water (ocean, lake, river, marsh)
Frequency	Rare
Organisation	Solitary or group
Activity cycle	Monthly (coincidental with full moon)
Diet	Humanoid Neuro-chemicals
Intelligence	2-4 (semi-intelligent)
Alignment	N/A
No. Appearing	1 or 2d4
Size	8'
Moral	14 (elite)
XP value	3,000
% Chance in lair	N/A
Treasure Type	N/A

Combat Information

Armour Class	4
Movement	16Fl
Hit Dice	8
THACO	13
No of attacks	1 (mouth strike)
Damage/Attack	2d4+2 (life force damage - record separately)
Average HP	32
Special Attacks	Mouth strike
Special Defences	Mundane weapon resistance
Magic Resistance	Nil
Psionic Ability	Nil

Description

A Lunar Fury is an eight foot tall creature with an apparently mist like consistency, it moves swiftly through the air and may reach altitudes of several hundred feet. The mist is semi-solid and may not pass physical or magical barriers. The Fury glows with a silvery moon like radiance and is cool and clammy to the touch. These creatures possess a bloated oval body. The periphery holds numerous barbed and re-curved hooks of various sizes, which are used for grappling victims. The head region holds a long, thick and sinuous neck. This ends in a many-toothed maw, much like that of a lamprey, with many rows of small sharp teeth leading back down the throat. These teeth channel life force from victim to Lunar Fury. Far down the gullet is a proboscis that is used to drill into the cranium of the victim and suck out the brain matter.

Details

The origins of Lunar Furies are not known. One of the gods may have brought them to the planet for use in the War Of Possession or they may have evolved on Canvas. According to some learned scholars they possibly travelled to the planet via some as yet witnessed power or arrived on a piece of lunar debris from a far off moon.

These creatures are water based and their physiology seems to be linked closely with that of the moon. Their normal state is a resting stage that lies dormant and undetectable in wet ground or the surface of a water body. However when the moon is in the correct alignment, giving both increased lunar light, and the best gravitational forces, the Lunar Furies awaken. This often occurs at the full moon or under specific astrological phenomenon. It is believed lunar light is essential for the active metabolism stage and the increased gravitational forces allow them to leave their resting state. The lunar events also cause mild changes in humanoid Neuro-chemicals that provide sustenance for the Furies.

Furies require brain matter to survive. This is of high water content and possesses various essential chemicals. When attacking a humanoid, the Furies first disable the victim with mouth strikes. These absorb the victim's life force, leaving them

unconscious, the Fury does not feed on life force, merely drains it to incapacitate the victim. A creature that escapes a Fury will find that drained life force recovers at the rate of 8hpts a day, cure spells also restore damage caused by life force drain. When rendered unconscious the victim is grappled by the peripheral hooks and wrapped up in the body. The Fury then swallows the victim's head, rolling its gullet over the cranium so that it comes into the reach of the proboscis. Once this is accomplished the proboscis punches a hole in the cranium and the brain matter is devoured. The brain matter can sustain the Fury, allow growth and provide energy for reproduction. From point of contact the Fury shall pierce the cranium, causing death in 4 rounds. The proboscis is so sharp it will even pierce a plate mail helm, the DM may allow some rounds for this to occur. A Fury will ensure there are no other offensive targets in the region before it feeds as it is defenceless in this state. If more than one Fury is present however it may devour the brain as the other Fury keeps attackers occupied.

Lunar Furies reproduce during their active stage. When enough energy has been partitioned the Fury searches for a mate, upon finding a likely and similarly ready individual the Furies mingle and from their stored energy and some of their vaporous essence a new, immature Fury is created. This Fury sinks into the surrounding water and requires a full year to develop, rising for the first time on the anniversary of the mating event.

Special Attacks

Mouth strike - A Lunar Fury drains life force with a mouth strike. When a target reaches 0 hit points they are classed as unconscious. The Fury then attaches to the victim's body and feasts upon the brain.

Special Defences

Mundane weapon resistance - Lunar furies take half damage from non-magical weapons. Magical weapons cause full damage, as do all spells and other special effects.

Items

Lunar furies possess no equipment or clothing of any description.

Additional Notes

Occasionally an astrological event of extreme magnitude may cause a swarm of Lunar Furies, at these times wide scale devastation is caused to the areas humanoid population. What's more these events tend to stock a number of Furies in the locality. These often plague the residents for decades to come.

Matador

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Any
Frequency	20% (uncommon)
Organisation	Civilisation
Activity cycle	Diurnal
Diet	Omnivorous
Intelligence	9-18
Alignment	Any Humanoid
No. Appearing	1, 2 or 2d6
Size	5-7' (man sized)
Moral	17-18 (fanatical)
XP value	Should be calculated on a case by case basis by the DM using the relevant area in the DMG
% Chance in lair	N/A
Treasure Type	Any

Combat Information

Armour Class	5 Base
Movement	12
Hit Dice	5d10 base
THACO	15 base
No of attacks	Special
Damage/Attack	Special
Average HP	Special
Special Attacks	Special
Special Defences	Special
Magic Resistance	Special
Psionic Ability	Nil

Description

Matadors are of basically humanoid appearance. They express various bestial traits dependant upon which creatures from their genetic makeup they are expressing. Claws, horns, spines, tails and body armour are all quite common upon a Matador. These are melded naturally with their human physiology. Other notes about the Matadors description can be seen in the following sections.

Details

See specialised details section later.

Special Attacks

Special - see later.

Special Defences

Special - see later.

Items

Matador may possess items of a special or magical nature. Many owners of gladiatorial Matador equip them with weapons, armour and miscellaneous items to increase their effectiveness. Bodyguard Matador of influential individuals are also likely to possess magical items.

Additional Notes

The Matador are versatile and morphologically plastic. The DM should feel free to add abilities and functional parameters as they see fit. With breeding techniques some husbandry specialists have created Matador with abilities to order.

The Matador are normally encountered in the arena. However their abilities and versatility mean that they are also utilised in other parts of the Legonic civilisation. Some Matador are suitable as body guards or are used in military service. Most Matador are seen as dangerous and the more violent individuals are caged, only to be released in the arena. There is complex legislation concerned with Matador, normally to ensure they cannot harm their Human masters. Any infringement of legal policies carries stiff sentences. The trade in Matador is extremely lucrative making breeders powerful individuals. Much industrial espionage and fixing is also associated with the Matador gladiatorial circuit. Matador are treated mostly as property, bought and sold at leisure and displayed as a status symbol of money and success.

During Legonic history, groups of Matador have become estranged from the Legonic civilisation. One example is the military survivors of a Legonic battle against the warriors of Carathan. Stranded far from home they developed a colony that thrived and now considers itself an independent civilisation with its own laws and customs.

Special Details

The Matador are especially bred combat life forms. They originate in the Legonic Empire, a civilisation of Romanesque nature. The Legonic Empires fascination with gladiatorial events and other forms of lethal blood sport were the impetus for this life forms creation. Clerics of Strom (the evil Godchild of evolution and mutation) laboured long and hard to splice together creatures that would provide the best amusement for the eager crowds. After many failed attempts their research concluded with human experimentation. Finally a stable breeding population of humanoid creatures was created and they became known as the Matadors.

The Matadors are magical crossbreeds of Humans with various other creatures. The expression of other creature's attributes over the basic human form is random, however selective breeding has meant a stable, near humanoid appearance is maintained with each generation. Commonly expressed attributes include claws, fangs, spines, missile spines, horns, toxins, defensive shells and armour plating, increased strength and dexterity and alternately developed sensory, hormonal and nervous systems. Some Matador are easily spotted for what they are, towering bestial creatures all claw and armour plating, others however are extremely subtle and appear human, some capable of undergoing complex morphological change to their fighting form.

The following description outlines the general Matador abilities, the DM is encouraged to tailor this monster as he sees fit and meld it with his game system and campaign requirements. In order to aid the DM various suggestions are provided.

All Matador are graded on three attributes. These are offensive, defensive and skill ratings. These proceed from the weakest rating at number 1 to the strongest rating at number 10. Grading is implemented by analysis and testing of the Matadors body and its performance under combat situations. Most Matador gain ratings as they gain age and experience. The normal range for ratings is between 3 and 8. Only very special Matador exceed this. A description of the game dynamics of these ratings is given below.

Offensive Rating

The offensive rating of a Matador is a measure of its raw physical ability. Its size and strength are factors in this. The nature and effectiveness of its physical weaponry is also included in the calculation of the offensive rating. The attack bonus modifies the Matadors THACO and the damage bonus is added to each physical attack.

Offensive Rating: Increases to Attack and Damage

Offensive Rating	Attack Bonus (+)	Damage Bonus (+)
1	0	1
2	1	2
3	1	3
4	2	4
5	2	5
6	3	6
7	3	7
8	4	8
9	4	9
10	5	10

Defensive Rating

The defensive rating is based upon the fitness and fortitude of the Matadors body. Defence also takes into account any defensive attributes such as plates, shells, hide and intercepting spines that the Matador may possess. The AC of the Matador is that listed with their Defensive rating. The Hit dice increase is added to the base hit dice, this forms the Matadors actual hit dice number. All Matador roll d10 for their hit points.

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Defensive Rating: Increases to AC and Hit Dice

Defensive Rating	AC	Hit Dice Increase
1	4	1
2	3	2
3	2	3
4	1	4
5	0	5
6	-1	6
7	-2	7
8	-3	8
9	-4	9
10	-5	10

Skill Rating

This is a measure of the Matadors natural skill, instinct and unique abilities. Combat experience and training should also be considered in the Matadors Skill rating. The Matador gains the listed number of attacks and the constituent damage for their rating. These attacks are mundane physical attacks and some examples can be seen in 'Appendix 1' below. All Matador possess special attacks which are the most lethal expression of their "other creature" attributes. The DM is encouraged to decide upon colourful and deadly special attacks, some examples are listed in 'Appendix 2' below. Matadors gain Special Abilities that may be offensive, defensive or utility in nature they often involve nervous, hormonal and sensory system developments. A selection of these can be seen in 'Appendix 3'

Skill Rating: Increases to number, effectiveness and type of attacks

Skill Rating	Number Attacks / round	Damage on attack	Damage on special attack	Special Ability
1	1	1d3		
2	1	1d3 +1		1
3	1	1d4+1		
4	2	1d4+2		
5	2 + 1 special	1d6+2	2d6	
6	2 + 1 special	1d8+2	3d6	2
7	3 + 1 special	1d10+2	4d6	
8	3 + 2 special	1d12+2	5d6	
9	3 + 2 special	3d6+2	6d6	
10	4 + 3 special	3d8+2	7d6	3

Appendix 1 - Normal attacks

Normal attacks possess little fantastical property. Often the attack apparatus increases in its effectiveness with age. For example fangs become sharper and longer, perhaps poison glands will develop or wicked serrations upon the fangs emerge, this would all result in an attack and damage increase.

Claw - A straightforward attack with the hand, forearm or elbow. Talons, claws or offensive raised scales add to the damage

Kick - An attack with the foot or knee. Claws, cutting blades and horns increase the attacks effectiveness.

Bite - An attack with the mouth. Damage is normally increased by the presence of fangs, cutting cartilage or a beak

Horn - These may be present anywhere on the body, commonly horn attacks from the elbow, knee and head are most effective.

Tail or tentacle- This may be a grasping, clubbing or cutting tail or tentacle attack. Damage is normally increased by the presence of hard club like areas, blade scales or spikes.

Spine - Spines may be present anywhere on the body. They may be fixed spines that shred flesh to ribbons or detachable spikes that imbed into the flesh of an opponent. The shape and size of spines in addition to barbs and natural irritants increase the damage of spine attacks.

Missile spine - some spines may be fired upto 10 feet per offensive rating. These spines are larger varieties of the normal spines.

Appendix 2 - Special Attacks

Special attacks usually have unique properties; these will develop over time and become stronger and more deadly in much the same way as normal attacks. The DM is encouraged to use the listed damage value to convert the damage to more unique effects of the same power.

Toxin - Venoms, acids, poisons, enzymes and chemicals are all potentially usable for toxin attacks. Their action will cause the special damage listed. The DM may like to convert this damage into a particular poison of equivalent toxicity.

Tongue attack - Prehensile or stinging tongues are a swift and surprising special attack. Suckers, toothed suckers and natural irritants may increase damage and effectiveness of the attacks.

Touch based attacks - There are many touch based attacks available, toxic, electrical, resonant attacks that shatter bone, temperature damaging or paralytic inducing varieties.

Gaze attacks - Gaze attacks are not common, however their mode of action may include petrification, confusion, charm, flesh damaging attacks or blindness inducing varieties.

Multi-missile spine attacks - Multi missiles may be fired at one opponent or in a certain area. The DM may like to divide the special damage between the number of individuals targeted by the spines.

Appendix 3 - Special Abilities

Special abilities often aid the Matador in a general nature. They are inherited from aspects of their 'other creature' ancestry. Some examples are below but the DM is free to add their own. The DM may choose to build upon existing special abilities instead of granting new ones as the Matador rise in rank.

Regeneration - A number of hit points regenerated per round can be given. Between 1 and 3 should be the normal range. Regeneration should not be effective after death.

Increased sensory abilities - This may include increased sensitivity of existing systems or the development of unique properties such as infravision, echolocation, ultravision, life force detection and other comparative abilities.

Nervous system quickness - This allows the Matador to subtract one from their initiative roll.

Hormonal surge - Hormonal surges can be used to increase hormones like adrenaline. From such a surge a small bonus to attack (+1) or damage (+2), or pain acceptance could be attained. An increase of 1 to any of the physical abilities (Str or Dex or Con) could also be attained. This should last for 2d4 rounds.

Natural exudates - The Matador could produce a natural slime to make grappling attacks nearly impossible.

Sacrificial armour - Expendable armour layers may be present. These could absorb a certain amount from physical attacks (e.g. 1 or 2 points per attack).

Marine symbiont (Type 'B')

by Jeremy Shottin

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Origin - Relics of the Veil

General Information

Climate / terrain	Marine/host
Frequency	4% (very rare)
Organisation	Solitary
Activity cycle	Varies
Diet	Mammalian metabolic fluids
Intelligence	2-4 (semi intelligent)
Alignment	N/A
No. Appearing	1
Size	Microscopic
Moral	N/A
XP value	N/A
% Chance in lair	N/A
Treasure Type	N/A

reproduce by releasing eggs through the gut, at this time it will also release chemicals that induce a craving in the host for tepid salt water. If the host fails a save Vs poison they must make every attempt possible to satisfy this urge. If they pass they can control the craving until it passes.

Special Attacks

Bonding - see description

Special Defences

See description

Items

None

Additional Notes

The host may experience additional symptoms from the symbiont such as a longing for the sea, salt fixations or slight allergic reactions to particularly dry or spicy foods. The latter may make both the host and symbiont ill.

Combat Information

Armour Class	Special
Movement	Special
Hit Dice	Special
THACO	Special
No of attacks	Special
Damage/Attack	Special
Average HP	Special
Special Attacks	Bonding
Special Defences	Special
Magic Resistance	Nil
Psionic Ability	Nil

Description

This creature is Microscopic.

Details

This creature is marine living at the time of bonding. Its habitat is the euphotic zone of warm tropical waters. It is almost microscopic, allowing it to bond with passing mammals where it attaches and works its way into the hosts system where it attaches to the gut system. Here it develops into a mature being. The host and symbiont join providing benefit to both. Initially the host must make a save Vs poison to accept the host. If the host is trying to resist the symbiont they gain a +3 to their role. Once established the creature will develop over a 2d4 week period. In many occasions the host may know nothing of this bonding. They may feel sick but his will pass quickly once the bonding is complete.

After the maturing period the host gains the following benefits. Once the gut systems have joined, the host gains a +2 to saving throws relating to poisons, disease, foreign enzymes and paralytic effects due to the additional antiviral and resistance system. A save bonus of +1 for paralytic spells and body affecting spells is also gained from the organisms presence. Once the host and symbiont have been joined for 2 months there is a 10% chance that the hosts body becomes so at one with the joining that it can draw some chemicals from the symbiont. These may include hormones such as adrenaline, which energise and strengthening the host allowing a +1 to damage and strength checks. The symbiont also releases unique chemicals such as chemical B that increase biological activity and allows +1hp per day to be recovered in the healing process. Chemical C is a brain stimulant and allows spell casters to gain an additional spell equal to ½ their level. Many non-spell casters have developed near photographic memories if they spend 1 turn memorising an area, map etc. Only one of these additional benefits can be used in any 1 day as it weakens the symbiont.

The symbiont bond also can have drawbacks. If it is removed after the creature has bonded it will kill the host unless magical aid is given and even then there is still a 25% chance of the host dying due to its total reliance upon the symbiont. If narcotics or artificial stimulus's (class B or equivalent and above) are taken then the symbiont may die (DM's discretion). Once every year the symbiont will try to

Nut Bonsai

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Forest, Urban
Frequency	11% (rare)
Organisation	Any
Activity cycle	Daylight
Diet	Carnivorous, Photosynthetic
Intelligence	1 (animal)
Alignment	N/A
No. Appearing	1-6
Size	1.5' (tiny)
Moral	16 (champion)
XP value	650
% Chance in lair	N/A
Treasure Type	N/A

Combat Information

Armour Class	7
Movement	12
Hit Dice	5+3
THACO	14
No of attacks	2 (nut missiles)
Damage/Attack	3d8
Average HP	23
Special Attacks	None
Special Defences	None
Magic Resistance	Nil
Psionic Ability	Nil

Description

A nut bonsai appears much like a normal bonsai tree. Its form is that of a beautifully sculpted miniature tree. It can be one of many different species; Oak, Pine, Cedar, Birch and Aspen are popular varieties. The nut bonsai possesses small eyes that appear as knots in the bark. There is also a large suction funnel that leads to the mouth that is hidden within the tree roots. These trees are normally covered in small nuts, resembling hazelnuts in shape but about half the size. Nut bonsai are able to move quickly on land with their mass of roots although they may also anchor themselves as other trees. Each nut bonsai has 2 large branches that are hollow and have an exit hole at their terminal end. These are highly mobile and can be pointed towards the prey.

Details

Nut bonsai are vicious carnivorous creatures. Naturally they hunt the forest floors of their wild habitat, for small game. However these creatures are also popular as guardian beasts. If properly trained they will omit a small number of known individuals from their attack. These individuals will have to keep feeding the bonsai regular morsels of flesh to keep it from attacking them. The bonsai will attack any other source of fresh meat that comes into its sight. The tree will normally attack from some distance and use its missile attack to full advantage. The nut bonsai may pluck round spherical nuts from its branches and suck them into its hollow arms. These may then be fired upto 30ft at a target. The nuts explode on impact tearing away skin and flesh in a gory shower of meat. Once the prey has been killed the bonsai will crawl over the combat site sucking up the fragments of meat that were torn from its prey, often it will further pelt the corpse to release more food.

Bonsai require light, soil nutrients and flesh to remain healthy. They require regular feeding or they may become troublesome even to their keepers. Bonsai have male and female individuals that must mate for reproduction. It requires the input from both individuals to plant a fertile seed in the soil. The seed takes several months to gestate. While in this stage the seed releases an attraction chemical that acts on soil invertebrates such as worms, slugs and beetles. The chemical is also an insecticide. Once immobile the prey is penetrated by one of

the tree roots and its flesh fed upon. In this way the seed gains a regular supply of meat during early development.

Special Attacks

None

Special Defences

None

Items

Natural bonsai have no items. A trained bonsai may possess a pot in which it roots while it is inactive. Some of these may be magical.

Additional Notes

It is possible for larger nut bonsai trees to be made either through magic, biological manipulation or breeding.

Origami

by Jeremy Shottin, Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Spell book
Frequency	4% (rare)
Organisation	Solitary
Activity cycle	Any
Diet	Magical emanations
Intelligence	6 (low)
Alignment	N/A
No. Appearing	1
Size	1' (tiny)
Moral	20 (fearless)
XP value	175
% Chance in lair	100%
Treasure Type	Spell book

Combat Information

Armour Class	8
Movement	20
Hit Dice	2
THACO	19
No of attacks	3 (claw, claw, claw)
Damage/Attack	Claw 1pt
Average HP	8
Special Attacks	None
Special Defences	Sidestep
Magic Resistance	10%
Psionic Ability	Nil

Description

Origami are always encountered in the spell book of a mage. Initially they appear to be a pristine page foremost in the book (they may be composed of paper, papyrus, vellum, kelp or another such writing surface). However if any individual but the owner opens the book, the origami will transform into a 1ft tall humanoid. This humanoid will viciously attack an intruder and fight until death. The origami may grow wings, legs or fins to move through the environment that surrounds it. Often the folds in the origami's structure possess ridges and shading that approximate humanoid features.

Details

An origami is an entity that feeds from constant magical emanations. They have always been associated with the spell books of mages. A young origami, one that has lost his book or one that has outgrown their old book may approach a mage. Usually the origami will offer their services in defending the book in exchange for inhabiting the book and gaining sustenance on the latent magic. An origami's effects are small and in no way interfere with the normal functioning of the book. An origami lives for 80 years. If a spell book it inhabits falls into disuse it must relocate to another. For every 20 years of life the origami must inhabit a book with 1 spell level greater than the book it began in. All origami begin in a book of 1st level. If the book is not powerful enough for them then the origami will relocate to another.

Origami are especially quick and move and fight at high speed. They may even sidestep one physical attack per opponent per combat. Each attack with their sharp paper hands causes 1pt of damage. Their speed is no defence against magic. However, as they feed from it they have a small magic resistance that if successful, allows them to consume the spell rather than being harmed by it.

Water will not harm the origami if it is made of a water resistant material (e.g. kelp) but may do so if it is made of paper (functions to slow the origami from using it's sidestep and reduces its attacks per round by 1). Fire is dangerous to dry forms of origami and they take an additional point of damage per die of fire damage sustained.

The origins of the Origami are a mystery. Their reproduction has also never been documented. It is believed that the Origami may move from spell book to spell book via magical/energy pathways of which mortals are only dimly aware. It has been proposed that Origami's are a stage in the lifecycle of an entity that dwells within the media, the magical and energy source of the Canvas planet.

Special Attacks

None

Special Defences

Sidestep - being extremely quick origami may dodge 1 physical attack per individual per combat.

Items

Origami's possess no items, however they are always associated with spell books.

Additional Notes

No origami's stronger than those detailed here exist. All attempts to modify their properties have met with universal failure. These creatures may be in the possession of NPC's or if the DM allows a player, although the chance of this is small (1 in 100 chance).

Piste Beast

by Jeremy Shottin

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Origin - Relics of the Veil

General Information

Climate / terrain	Mountain, arctic/sub arctic
Frequency	11% (rare)
Organisation	Family
Activity cycle	Any
Diet	Omnivore
Intelligence	7 (low)
Alignment	Neutral
No. Appearing	1-4
Size	12' (huge)
Moral	11-12 (steady)
XP value	1,700
% Chance in lair	20%
Treasure Type	N/A

Combat Information

Armour Class	2
Movement	16, 6 when moving stealthily
Hit Dice	6+12
THACO	15
No of attacks	3 (claw, claw, bite)
Damage/Attack	1d8+4 Claw, 1d4 Bite
Average HP	36
Special Attacks	Bury ambush
Special Defences	Stealth
Magic Resistance	Nil
Psionic Ability	Nil

Description

This large mammal is in excess of 12ft high when raised on its hind legs and fights much like a bear would if it is not using its special attack. When moving on all fours it is about 4ft high with large broad shoulders that help it to move vast amounts of snow. Its front paws are hugely enlarged with giant retractable claws, used for cutting through ice or its prey. The white coat is very dense and over a foot deep in many cases. Its face is small and hidden by the huge shaggy coat. The mouth is proportionally small for the body size with a powerful jaw for tearing at flesh, or in harder times scraping lichens and mosses from the rocks.

Details

The beast's natural environment is the snowy mountainous region of East Isle and a few isolated populations elsewhere on Canvas. It is one of the top predators. The family lives in an area that can support the group (varies between 50-200sq miles). They maintain their territory and snowy passes with utmost dedication. The snow is carefully managed to allow there unimpeded progress, and for sufficient cover and snow for a bury ambush attack, tracks are covered and remains of prey will only be visible if it has been used for a lure.

Their lair is well chosen either from caves or specially made snow caves. Lairs are very difficult to find and can easily be sealed to prevent the entrance from being found. No waste or old food is kept in the lair as it is cleaned daily. Refuse is buried deep in the snow in allocated 'toilet' areas.

A beast will not attack obviously superior predators unless provoked by hunger or other reasons. If a prey numbers more than 2 then it is likely that 1d4 of the family members will be involved in a co-ordinated attack.

Special Attacks

Bury ambush - if the beast has managed to sneak up on, or ambush its prey it will try to bury it in ice using its powerful front clawed paws. It acts much like a snowplough, pushing a huge amount of snow in front at surprising speed to cover the prey. The beast will then compact the snow to suffocate the target. The beasts hunting area will have been prepared with sufficient snow to allow cover

for the beast while it waits or stalks the targets. Also large mounds of ambush snow will have been erected. The beast gains a +4att when using the bury ambush and targets gain a -2 on their reaction adjustments, failure indicates the victims are unable to act as the beast makes its attack roll. If victims are caught in the snow they take 1d12pts of damage, an additional 2d8pts are caused every round there after from cold and crushing damage. The beast compacts the snow within 1 round. This stops people or animals digging their way out unless specially equipped for that task.

Special Defences

Stealth - the beasts thick white hide makes it almost invisible in snow, prevents it from being detected by infravision and muffles any noise it may make. While travelling at a movement of 6 the beast is 80% undetectable to normal methods.

If an experienced scout or tracker is searching for this creature while it is stalking they receive a 15% chance of success others gain a 5% chance. Tracking such an animal causes all checks to be made with a -4 under perfect conditions. The DM may alter this as the terrain or weather decreases in quality.

Items

Piste Beasts may hoard food in ice capsules for later consumption. This may include adventurers and their personal gear. Other non-food items will have been disposed of at the 'toilet' site.

Additional Notes

This creature has been part domesticated by small groups near Shulz, where they are used to keep transport routes or recreational areas clear of snow. These animals have usually been captured as small juveniles and trained. They are well fed to prevent them from reverting to there instinctual ways.

Polychaete, Giant

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Snow, Sand, Mud, Salt, other unconsolidated material
Frequency	20% (uncommon)
Organisation	Solitary
Activity cycle	24 Hour
Diet	Carnivorous
Intelligence	1 (animal)
Alignment	N/A
No. Appearing	1
Size	30-60' (gargantuan)
Moral	15 (champion)
XP value	7,000 (2,000 juvenile)
% Chance in lair	70%
Treasure Type	U, P

Combat Information

Armour Class	0
Movement	16Br, 8
Hit Dice	10
THACO	11
No of attacks	1-9 (1 jaw, 8 tentacle)
Damage/Attack	Jaws 4d8+4, Tentacles 2d4
Average HP	40
Special Attacks	Swallow, Entwine
Special Defences	Environmental Resistance
Magic Resistance	Nil
Psionic Ability	Nil

Description

Giant Polychaetes are much like their smaller marine cousins. They are worms that possess a pair of shovel like appendages upon each of their many segments. These appendages are used to move through the loose substrate that the worms make their homes within. The worm possesses a developed head with eyes and other sensory appendages. Several tentacles (1d4 x 2) arranged in pairs are also present which may be used to grasp and manage food items. The mouth of the polychaete includes an eversible proboscis, a part of the mouth that is tipped in a pair of wicked jaws. The proboscis may be ejected from the mouth at high speed to attack prey items.

Details

Giant Polychaetes have adapted to various habitats in the world. They are able to exist anywhere there is unconsolidated material for burrowing. They are normally located in marine, estuarine, snow, salt and sand habitats. They may lay in wait for prey, dig complex tunnel traps or be active hunters. Their attacks are always motivated by hunger or defence and are especially swift and brutal. The polychaete may attack with its proboscis and each tentacle in a round, making its attack routine especially lethal. It may also swallow its target if an especially skilful or lucky strike was made. Polychaetes are normally encountered alone, however nests of juveniles have been known to cause devastation upon being encountered. Juveniles share the same attack routines as the adult. All juvenile damage is halved, as are their hit points, their thaco is also 3 worse than the adult and their AC is 4.

Special Attacks

Swallow - on a roll to hit which succeeds by more than 6 the Polychaete has grasped its target with its jaws and drawn them into the mouth. The target takes 1/2 jaw damage automatically each round they are within the maw. Escape is only possible with 20pts of damage caused by the captive or his allies on his entrapment area or upon the death of the worm. These hit points are not taken from the Polychaetes main total.

Entwine - upon the roll of a 20 with a tentacle then that tentacle has entwined its target. There is a 40% (rolled for each appendage) chance for each limb to be entangled and held immobile. The jaws can automatically hit an individual thus grappled. Each tentacle requires 15pts of damage to sever; these are not taken from the Polychaetes main total.

Special Defences

Environmental Resistance - Polychaetes are immune to certain effects dependant upon where they dwell. Desert varieties are immune to extremes of heat and take 1/2 damage from fire. Polar varieties are immune to cold damage. Marine varieties are immune to pressure and force/shock related spells. Salt varieties are immune to desiccation attacks.

Items

If the polychaete is basically sedentary in nature (lay in wait or trap builder) then items from its past victims may be present.

Additional Notes

A few Tarabinese individuals have had success in controlling Polychaetes with magic. These are often used as guards or implements of destruction.

Revolver AP (Anti-personnel)

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Any
Frequency	<4% (extremely rare)
Organisation	None
Activity cycle	24 hour
Diet	Refined media energy
Intelligence	None
Alignment	N/A
No. Appearing	1-4
Size	5.5' (man sized)
Moral	20 (fearless)
XP value	19,000
% Chance in lair	N/A
Treasure Type	N/A

Combat Information

Armour Class	-7
Movement	24Fl
Hit Dice	12+24
THACO	4
No of attacks	1
Damage/Attack	5d10+10
Average HP	72
Special Attacks	Counter spin, Aura drain, Soft contact
Special Defences	Immunities, Regeneration
Magic Resistance	Nil
Psionic Ability	Nil

Description

A revolver AP is made of doughnut shaped, brown coloured metal rings linked together. Its general appearance is of two medieval beehives stuck together at their bases. From the largest ring in the middle, which has a diameter of 3ft the revolver tapers above and below with ever reducing diameter rings until, the smallest ring is reached. The smallest ring is 1ft in diameter and gives a flat top and bottom to the construction. Each ring is encircled in one razor sharp blade, which is angled outwards, the middle ring however possesses three blades. When non-offensive a revolver flies silently, using its antigravity drive. However when its offensive systems are engaged the revolver begins to spin, making a sound similar to a chainsaw. The rings revolve in pairs at high speed alternating clockwise and anti clockwise. This gives a blurring to the revolver outline where the blades produce a zone of motion and disturbed air. Anything caught by the blades is in serious trouble as the sharp metal travelling at 1000rpm cuts in.

Details

The revolver AP's are of dwarvish design and date to the final years before The Shattering. They are autonomous combat units designed for anti-personnel operations. Thousands were built for the War of Possession and were a powerful weapon in The Brothers arsenal. They were most effective in attacking close packed troop formations, a handful of revolvers could decimate an enemies lines in minutes, cutting through armour and bone in an inextricable line of death.

Revolver AP's are composed entirely of a brown coloured metallic alloy. Their complex gearing and anti-gravitational mechanisms are located safely behind the armoured rings. A central processor is also present which receives and interprets information gained by the revolver senses. These senses monitor disturbed air currents and produce an extremely detailed echo of the surrounding area. The central processor has been programmed to respond to certain stimulus of an offensive manner, if it encounters these stimuli the revolver will spin up and attack. Usually a revolver AP would have an operator whom would monitor the revolvers behaviour. The revolver is powered on modified medic energy, namely energy that has been consolidated from the media and bound in a package. The revolver must absorb this energy otherwise it will be unable to run its systems. In

the early years a charging bank delivered this. However the dwarves soon learned to modify the revolvers so that they could also absorb energy from a spell casters aura. This added a particularly nasty facet to the revolvers combat potential, as they were now able to drain spells from a spell caster upon contact. This 'feeding' facet of their being has thus meant that revolvers are essentially immortal for as long as their metallic systems last (approximately 10,000 years by estimates).

There are few original revolver AP's existing today, thousands were destroyed in the Godstrike. However some lie forgotten across the planet and a few lie silent in museums or with private collectors, long burned out. A few have retained enough energy to continue their existence. Most of these are those that have had their programming damaged and attack spell casters merely for the energy. Due to the fact that Tor-K-Van was only moderately unaffected by The Shattering several functional revolvers are still present in dwarvish hands. These are used as guardians of Tor-k-Van. Indeed the dwarves are recovering much of the technology required to build revolver AP's and new prototypes are under construction. The Pardashian Technomancers have also been studying revolver AP technology and are close to their own prototype systems. It is possible for old revolvers to be reactivated if they come into contact with consolidated media or even the aura of a spell caster.

Special Attacks

Counter spin - If the revolver rolls a 19 or 20 on its attack dice the target has been struck at the appropriate angle to spin them full circle back into the revolvers blades. Thus the target takes a second set of attack damage automatically.

Aura drain - a revolver may drain spells from a spell caster aura with each successful strike which contacts the caster. The spell that is absorbed is decided upon randomly. A suitable dice should be rolled for the level absorbed.

Soft contact - A revolver that is programmed to use this move or being controlled may angle itself to present its flat top to a target. A strike with the flat top causes no damage if the revolver is not in its spin mode.

Special Defences

Immunities -

Revolvers are immune to all metal affecting spells.

Revolvers are immune to all gravity or transport spells unless they have been programmed to accept the movement.

If a heat metal is cast upon a revolver its skin temperature will raise, the revolver will be unharmed however it will cause a bonus 2d10+2pts of damage each strike for the spells duration.

Normal weapons will shatter if used against a revolver and cause no damage. +1 weapons have a 25% chance to shatter per strike and cause half damage. +2 weapons will not shatter but only cause half damage. +3 or better weapons will affect the revolver normally. Artillery weapons will affect the revolver normally causing their standard damage against structures.

Regeneration - revolvers have self-repair systems, these work up until the central processor is destroyed. A revolver regenerates 1hpt per turn.

Items

Revolver AP's possess no items although they themselves are worth between 20,000 and 100,000gp dependant on their state of repair.

Additional Notes

Described above are the anti personnel revolvers. The dwarves were master builders before The Shattering and their technological genius led them to make enormous anti vessel/anti entity revolvers (Revolver AVE's). These were capable of attacking naval and spell jamming warships and were enlisted on the battlefield to attack entities of power such as the Godchildren and other powerful servitors of Soubar.

Revolver AVE (Anti-vessel / Anti-entity)

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Any
Frequency	<4% (extremely rare)
Organisation	None
Activity cycle	24 hour
Diet	Refined media energy
Intelligence	None
Alignment	N/A
No. Appearing	1
Size	30' (gargantuan)
Moral	20 (fearless)
XP value	40,000
% Chance in lair	N/A
Treasure Type	N/A

Combat Information

Armour Class	-10
Movement	40Fl (speed 10 in vessel combat)
Hit Dice	20+40
THACO	8 (-2)
No of attacks	1 (impact)
Damage/Attack	5d10+10 (15d10+30)
Average HP	120
Special Attacks	Counter spin, Aura drain, Soft contact
Special Defences	Immunities, Regeneration
Magic Resistance	Nil
Psionic Ability	Nil

Description

A revolver AVE is exactly the same as its smaller counterpart in appearance only larger. It is made of doughnut shaped, brown coloured metal rings linked together. Its general appearance is of two medieval beehives stuck together at their bases. From the largest ring in the middle, which has a diameter of 15ft the revolver tapers above and below with ever reducing diameter rings until, the smallest ring is reached. The smallest ring is 6ft in diameter and gives a flat top and bottom to the construction. Each ring is encircled in one razor sharp blade, which is angled outwards, the middle ring however possesses three blades. When non-offensive a revolver flies silently, using its antigravity drive. However when its offensive systems are engaged the revolver begins to spin, making a sound similar to a chainsaw. The rings revolve in pairs at high speed alternating clockwise and anti clockwise. This gives a blurring to the revolver outline where the blades produce a zone of motion and disturbed air. Anything caught by the blades is in serious trouble as the sharp metal travelling at 1000rpm cuts in.

Details

Note: A revolver AVE is not expected to have a game application against standard PC characters. Its damage is based upon that caused to structures or beings of great power and unusual substance e.g. giants, dragons and divine beings. If the revolver AVE is used to attack normal individuals then the THACO and damage in parenthesis should be used. This is based upon the Relics of the Veil ruling that artillery weapons striking a non-structure type target (e.g. a person) cause triple damage.

The revolver AVEs are of dwarvish design and date to the final years before The Shattering. They are autonomous combat units designed for anti-vessel and anti-entity operations. Dozens were built for the War of Possession and they were deployed to attack naval and spell jamming vessels. They were also used as heavily destructive siege weapons. Upon the battlefield revolver AVEs were used to combat powerful entities on the side of Soubar. These included independent entities, dragons and even the Godchildren themselves.

Revolvers are composed entirely of a brown coloured metallic alloy. Their complex gearing and anti-gravitational mechanisms are located safely behind the armoured rings. A central processor is also present which receives and interprets information gained by the revolver senses. These senses monitor disturbed air currents and produce an extremely detailed echo of the surrounding area. The central processor has been programmed to respond to certain stimulus of an offensive manner, if it encounters these stimuli the revolver will spin up and attack. Usually a revolver would have an operator whom would monitor the revolvers behaviour. The revolver is powered on modified medic energy, namely energy that has been consolidated from the media and bound in a package. The revolver must absorb this energy otherwise it will be unable to run its systems. In the early years a charging bank delivered this. However the dwarves soon learned to modify the revolvers so that they could also absorb energy from a spell casters aura. This added a particularly nasty facet to the revolvers combat potential, as they were now able to drain spells from a spell caster upon contact (even from godchildren and other spell using creatures and entities). This 'feeding' facet of their being has thus meant that revolvers are essentially immortal for as long as their metallic systems last (approximately 10,000 years by estimates).

There are few original revolver AVEs existing today, many were destroyed in the Godstrike or in previous engagements. A couple may lie forgotten across the planet or in ancient bases. A few have retained enough energy to continue their existence. Most of these are those that have had their programming damaged and attack spell casters merely for the energy. Due to the fact that Tor-K-Van was only moderately unaffected by The Shattering one functional revolver AVE is still present in dwarvish hands. This is kept off line as the dwarves attempt to decipher its secrets, with the objective of learning how to build more, currently however this auspicious technological effort is beyond them. It is possible for old revolvers to be reactivated if they come into contact with consolidated media of great power or even the aura of an arch mage or powerful spell using entity.

Special Attacks

Counter spin - If the revolver rolls a 19 or 20 on its attack dice the target has been struck at the appropriate angle to spin them full circle back into the revolvers blades. Thus the target takes a second set of attack damage automatically.

Aura drain - a revolver may drain spells from a spell caster aura with each successful strike which contacts the caster. The spell that is absorbed is decided upon randomly. A suitable dice should be rolled for the level absorbed.

Soft contact - A revolver that is programmed to use this move or being controlled may angle itself to present its flat top to a target. A strike with the flat top causes no damage if the revolver is not in its spin mode.

Special Defences

Immunities -

Revolvers are immune to all metal affecting spells.

Revolvers are immune to all gravity or transport spells unless they have been programmed to accept the movement.

If a heat metal is cast upon a revolver AVE its skin temperature will raise, the revolver will be unharmed however it will cause a bonus 2d10+2pts (6d10+6) of damage each strike for the spells duration.

When considering hand weapons

Normal and +1 weapons will shatter causing no damage if used against a revolver AVE, +2 and +3 weapons have a 25% chance per strike to shatter and cause half damage, +4 weapons will not shatter but cause half damage, +5 weapons act normally.

When considering artillery weapons

Normal artillery missiles will shatter causing no damage, +1 missiles will shatter 25% of the time, +2 weapons will not shatter but cause half damage, +3 and above weapons act normally. (the DM may like to give gunpowder weapons a base magical plus for terms of damaging the revolvers, a +2 is suggested)

Regeneration - revolvers have self-repair systems, these work up until the central processor is destroyed. A revolver regenerates 1hpt per turn.

Items

Revolver AVEs possess no items although they themselves are worth between 500,000 and 2,500,000gp dependent on their state of repair.

Additional Notes

Several of the later model revolver AVEs were equipped with docking stations, accessed from their top and bottom plates for revolver APs. In battle, docked APs could be released to lend their support. This was especially useful in distracting artillery crews of target warships.

Sap Bonsai

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Forest, Urban
Frequency	11% (rare)
Organisation	Any
Activity cycle	Daylight
Diet	Carnivorous, Photosynthetic
Intelligence	1 (animal)
Alignment	N/A
No. Appearing	1-6
Size	1.5' (tiny)
Moral	16 (champion)
XP value	270
% Chance in lair	N/A
Treasure Type	N/A

Combat Information

Armour Class	7
Movement	12
Hit Dice	5
THACO	15
No of attacks	2 (sap limb)
Damage/Attack	2d6+2
Average HP	20
Special Attacks	None
Special Defences	None
Magic Resistance	Nil
Psionic Ability	Nil

Description

A sap bonsai appears much like a normal bonsai tree. Its form is that of a beautifully sculpted miniature tree. It can be one of many different species; Oak, Pine, Cedar, Birch and Aspen are popular varieties. The sap bonsai possesses small eyes which appear as knots in the bark, there is also a large proboscis hidden in the trees root system. Sap bonsai are able to move quickly on land with their mass of roots although they may also anchor themselves as other trees. Each sap bonsai has 2 large branches covered in sap releasing buds. These are highly mobile and can be used to attack prey.

Details

Sap bonsai are vicious carnivorous creatures. Naturally they hunt the forest floors of their wild habitat, for small game. However these creatures are also popular as guardian beasts. If properly trained they will omit a small number of known individuals from their attack. These individuals will have to keep feeding the bonsai regular morsels of flesh to keep it from attacking them. The bonsai will attack any other source of fresh meat that comes into its sight. The tree will rush the target flailing with its two arms. The sap exuded from the bonsai's arm buds is a flesh-melting enzyme. Once the prey has been killed the bonsai will melt its flesh into thick soup and then suck this concoction up through its proboscis.

Bonsai require light, soil nutrients and flesh to remain healthy. They require regular feeding or they may become troublesome even to their keepers. Bonsai have male and female individuals that must mate for reproduction. It requires the input from both individuals to plant a fertile seed in the soil. The seed takes several months to gestate. While in this stage the seed releases an attraction chemical that acts on soil invertebrates such as worms, slugs and beetles. The chemical is also an insecticide. Once immobile the prey is penetrated by one of the tree roots and its flesh fed upon. In this way the seed gains a regular supply of meat during early development.

Special Attacks

None

Special Defences

None

Items

Natural bonsai have no items. A trained bonsai may possess a pot in which it roots while it is inactive. Some of these may be magical.

Additional Notes

It is possible for larger sap bonsai trees to be made either through magic, biological manipulation or breeding.

Sherag

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Mountain, subterranean
Frequency	20% (uncommon)
Organisation	Loose family group
Activity cycle	12 hour activity, 12 hour rest
Diet	Omnivore
Intelligence	2 (semi-intelligent)
Alignment	N/A
No. Appearing	1-6
Size	8' (larger than man sized)
Moral	15 (champion)
XP value	650
% Chance in lair	40%
Treasure Type	N/A

Combat Information

Armour Class	5
Movement	10, 5Br
Hit Dice	5+5
THACO	15
No of attacks	2 (claw) or 1 (rear spines)
Damage/Attack	2d4 Claw, 2d6 Rear Spines
Average HP	25
Special Attacks	Secondary claw, Rear spines
Special Defences	None
Magic Resistance	Nil
Psionic Ability	Nil

Description

A Sherag looks somewhat like an amalgam of a bear, sloth and anteater. A powerful body is supported on four stout and incredibly strong legs. The body is covered in long wiry hair and protected by thick hide and a layer of fat. The legs end in terminal claws that are long and sharp, the strong grip allows excellent climbing and negotiation of treacherous subterranean surfaces. They also allow the excavation of tunnels and the burrowing for food. Just above the wrist a special claw protrudes. This is normally kept angled backward nestled in a special groove. However should the Sherag need to improve its grip this claw flips forward, much like a mousetrap. The hardened end is capable of piercing rock, especially if directed toward a crevice or fissure. Every time the claw is retracted back into its housing groove it is sharpened by bone plates under muscle control, this keeps the fast growing claw at the peak of efficiency. The Sherag has no tail but possesses several backward pointing spines, usually held together in a bundle. These can be unfurled in a cone, this stops the Sherag from being attacked from behind. The Sherag's head is compact and protected by thick bone to prevent damage from falling rocks during tunnelling. There is a mouth full of grinding teeth and in front of this a long snout.

Details

Sherag's are well adapted to life underground. They rove the tunnel complex of the shallow subterranean searching for food that they excavate with their claws or suck from passages with their snouts. Sherag's are encountered outside in the warmer parts of the year to take advantage of plentiful food, during winter they spend most of their time underground. Sherag's often keep to loose family groups. Sherag's forage independently but return to a social cavern to sleep. This gives added protection and increased heat generation. Often when a Sherag has strayed into another Sherag's territory it will follow the individual back to the social lair, this increases the chance of encountering a mate. Sherag's are non-aggressive towards their own species and thus wandering Sherag's are always accepted.

The dwarves have domesticated Sherag's and they have many excellent uses. Sherag's can haul great weight, even up steep inclines. Sherag's are often used for mounts and for guard beasts in dwarven fortresses or in patrols. Therefore in

dwarven society a sherag is a relatively common sight. The beasts, because of their communal nature can be very affectionate and cubs are kept as pets, usually being trained in that time for a use as they mature and become too big for the home.

Special Attacks

Secondary claw - if a Sherag rolls a 19 or 20 on a claw attack then their secondary claw has flipped out and successfully caught the target. Damage from such a claw attack becomes 4d4.

Rear spines - a Sherag caught from behind in a narrow passage will use its rear spines to attack. These are normally kept in a bunch but can be unfurled into a cone. One attack can be made per round and causes 2d6pts.

Special Defences

None

Items

Sherags hoard no items, however they may carry equipment or riding harnesses if they are dwarven owned. Some of these may be magical at the DM's option.

Additional Notes

None

Spelcyst

by Jeremy Shottin

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Origin - Relics of the Veil

General Information

Climate / terrain	Battle fields
Frequency	<4% (extremely rare)
Organisation	Solitary
Activity cycle	24 hour
Diet	Spell energy
Intelligence	1 (animal)
Alignment	N/A
No. Appearing	1
Size	Special
Moral	N/A
XP value	9,000
% Chance in lair	N/A
Treasure Type	N/A

Special Defences

Immune to non magical weapons

Items

None

Additional Notes

If the group does not respond to an attack by the creature with spells or spell like effects it will move on within 2d4 rounds. Although if it knows that there is a spell caster it will persist in an attempt to gain the spell energy.

Combat Information

Armour Class	-4
Movement	26Fl
Hit Dice	14
THACO	N/A
No of attacks	Special
Damage/Attack	Special
Average HP	60
Special Attacks	Energy blast, Spell drain
Special Defences	Immune to non magical weapons
Magic Resistance	75% (consumption)
Psionic Ability	Nil

Description

This creature takes on a variety of appearances or forms depending on their circumstances. Commonly they will be semi corporeal beings often blending into the area as small clouds. But when created in mass battles, where there has been a large loss of life it may take on the form of some of those fallen as their essence becomes trapped in the temporary energy matrix

Details

This creation is very rare and has only been known to exist in the aftermath of huge battles between spell casters. Some have been formed during large-scale spell slinging battles between mages of different factions during times of war. The malfunction of powerful spells or the destruction of artefact level items has also been responsible for creating such creatures. The creature usually dissipates after 1d12x4 hours, but in this period they spend their entire time trying to survive. This is achieved by 'consuming' more spell energy. Only spell energy in the form of directed and energetic spells can be consumed. No energy may be drawn from the caster aura or from magical items. Their basic instincts can lead them to spell casters, where upon they will attack with their energy blast, trying to provoke the spell caster into attacking with spells. If spells are used the creature will drain these 75% of the time, the other 25% of the time the spells will have their normal effect on the creature. The creature prefers to drain spells as they are being cast, as here they are at their most energetic. If the creature has an initiative before a spell caster it will often wait and drain the spell, however only 1 spell can be thus drained per round. For every level of spell they successfully absorb their existence is prolonged by ½ hour. It will always stay out of reach of melee weapons, as its aim is only to gain more spell energy.

Special Attacks

Energy blast - To provoke the use of spells the creature may release a blast of raw energy causing 6d4 points of damage, a save is applicable for half damage.

Spell drain - If the creature's initiative is before a spell casters then it may draw the energy from a spell as it is being cast. The entity may accomplish this only once a round.

Spider Plant

by Steve Yates

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Origin - Author

General Information

Climate / terrain	Tropical or Temperate/Forest
Frequency	4% (rare)
Organisation	None
Activity cycle	24 hour
Diet	Carnivore
Intelligence	Non-intelligent
Alignment	N/A
No. Appearing	1
Size	10' (larger than man sized)
Moral	N/A
XP value	270
% Chance in lair	100%
Treasure Type	N/A

struck. The damage is then equally divided between plant and trapped prey. If the plant is killed or releases the prey then the prey will continue to take damage from the acids and enzymes for 1d4+2 rounds. This affect can be negated by a neutralise poison spell.

Special Attacks

Poison - a disorientating poison is administered on contact with the plant. A failed save causes a -4 to all rolls.

Special Defences

None

Items

None

Additional Notes

None

Combat Information

Armour Class	7
Movement	0
Hit Dice	3
THACO	15
No of attacks	2
Damage/Attack	Special
Average HP	14
Special Attacks	Poison
Special Defences	None
Magic Resistance	Nil
Psionic Ability	Nil

Description

This creature is a strange type of carnivorous plant, named after its rough resemblance to a spider. They attach themselves to the floor or the side of trees. They have a large number of long and delicate fronds and leaves, which can grow up to 10 feet in length.

Details

The fronds of a spider plant are covered in a disorientating poison. If this poison comes into contact with bare flesh the target must save versus poison for every round of contact or they become disoriented. This disorientation applies a -4 to all ability score rolls, furthermore the target must make a dexterity check every round or fall over.

If the target comes within 4 foot of the main body of the plant then the plant will lash out with its leaves and roots, wrapping up the target and drawing it into the heart of the plant. If the target is disoriented and falls over at such a distance then the capture by the plant is automatic, otherwise the plant must make an attack against AC10 and gets 2 attacks per round to capture the target. A target caught in such a manner must make 2 consecutive strength checks to prevent being dragged into the centre of the plant. While wrapped in the roots or fronds there is no space to wield a weapon or cast a spell, the target is held immobile.

It takes approximately 1 round for the target to be drawn into the heart of the plant. When this happens tiny roots start to burrow their way into the target and consume it. Armour does not prevent this as the roots are small enough to reach through the cracks and joints. The target takes 1D6 damage per round from the feeding as the plant releases acids and enzymes to digest the prey.

Attempts by those outside to free comrades are risky. The plant will release its prey if it takes more than 75% of its hit-points damage. This damage must be done to the heart of the plant, attacking the leaves and fronds will have no affect. Every successful hit on the plant has a chance to damage the prey inside. The chance of this is calculated by halving (round down) the armour class of the trapped person and multiplying this by 10%. For example, somebody with chain mail (AC5) would have a 20% chance of being hit if the plant was successfully

Sword Bonsai

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Forest, Urban
Frequency	11% (rare)
Organisation	Any
Activity cycle	Daylight
Diet	Carnivorous, Photosynthetic
Intelligence	1 (animal)
Alignment	N/A
No. Appearing	1-6
Size	1.5' (tiny)
Moral	16 (champion)
XP value	420
% Chance in lair	N/A
Treasure Type	N/A

Combat Information

Armour Class	6
Movement	12
Hit Dice	5
THACO	15
No of attacks	4 (sword leaf)
Damage/Attack	1d4+1
Average HP	20
Special Attacks	None
Special Defences	None
Magic Resistance	Nil
Psionic Ability	Nil

Description

A sword bonsai appears much like a normal bonsai tree. Its form is that of a beautifully sculpted miniature tree. It can be one of many different species; Oak, Pine, Cedar, Birch and Aspen are popular varieties. The sword bonsai possesses small eyes which appear as knots in the bark, there is also a large, engulfing mouth, hidden in the trees root system. Sword bonsai are able to move quickly on land with their mass of roots although they may also anchor themselves as other trees do. Each sword bonsai has 4 branches. These are highly mobile and can be used to attack prey. The arms are equipped with special leaves that are razor sharp. It is from these that this bonsai tree takes its name.

Details

Sword bonsai are vicious carnivorous creatures. Naturally they hunt the forest floors of their wild habitat, butchering and consuming small game. However these creatures are also popular as guardian beasts. If properly trained they will omit a small number of known individuals from their attack. These individuals will have to keep feeding the bonsai regular morsels of flesh to keep it from attacking them. The bonsai will attack any other source of fresh meat that comes into its sight. The tree will rush the target, cutting and chopping with its 4 arms. When the prey has been killed the tree will butcher the kill and use its blades to shovel meat towards its mouth.

Bonsai require light, soil nutrients and flesh to remain healthy. They require regular feeding or they may become troublesome even to their keepers. Bonsai have male and female individuals that must mate for reproduction. It requires the input from both individuals to plant a fertile seed in the soil. The seed takes several months to gestate. While in this stage the seed releases an attraction chemical that acts on soil invertebrates such as worms, slugs and beetles. The chemical is also an insecticide. Once immobile the prey is penetrated by one of the tree roots and its flesh fed upon. In this way the seed gains a regular supply of meat during early development.

Special Attacks

None

Special Defences

None

Items

Natural bonsai have no items. A trained bonsai may possess a pot in which it roots while it is inactive. Some of these may be magical.

Additional Notes

It is possible for larger sword bonsai trees to be made either through magic, biological manipulation or breeding.

Surf Fisher

by Jeremy Shottin

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Origin - Relics of the Veil

General Information

Climate / terrain	Coastal
Frequency	4% (very rare)
Organisation	Family
Activity cycle	Any
Diet	Photosynthesis, and nutrient synthesis of sea water/spray
Intelligence	17-18 (genius)
Alignment	Neutral
No. Appearing	1
Size	5-6' (man sized)
Moral	13-14 (elite)
XP value	3,000
% Chance in lair	N/A
Treasure Type	Wisdom

Combat Information

Armour Class	4
Movement	12, 36Sw
Hit Dice	6+6
THACO	18
No of attacks	0
Damage/Attack	0
Average HP	30
Special Attacks	Sea manipulation
Special Defences	Reformation
Magic Resistance	Nil
Psionic Ability	Nil

Description

Fishers appear humanoid and appear clothed in dark brown capes at a distance. On a closer viewing the creatures wear garments made from the seas natural resources, fashioned into a variety of styles, usually to avoid drawing too much attention to themselves. Their eyes are usually formed from living organisms. With their main form being constructed from kelps, driftwood and layers of bryozoans.

Details

Fishers never move more than a few meters from the water edge, and spend their existence observing the oceans and the events occurring in their territorial area (which can stretch upto 150 miles along a coastline). They are most commonly found on relatively sparsely populated coasts but some have been known to move close to civilisation. Here they have often been highly valued by the local fishermen for their knowledge of important catches throughout the year. They are friendly when approached and are always keen to find out about occurrences in their area. They will readily swap knowledge of the local area for new and interesting information. Fishers are managers of their territorial area, taking it upon themselves to maintain a balance between exploitation by humans and the maintenance of a diverse and balanced coastline. Their powers are very effective in enforcing or warding off most over exploitation effects.

Fishers are believed to have been created by Daval and Miritz to help maintain the balance in the sea's, and while they were absent, to gather information of the worlds development in that part of the world.

Special Attacks

Sea manipulation - a Surf Fisher can summon the forces of the sea or manipulate elements of the shoreline. Storm surges can be summoned to crash against the shoreline, freak waves, whirl pools, wind, rain and rock falls are also within the manipulation repertoire. These are not used to kill, but to scare away interlopers or to prevent a disturbance or use of an area that they do not agree with. The forces used can destroy shoreline properties or structures. Sailing vessels can be

crippled or sunk but the life on board is saved and landed ashore. The surf fisher can continue to use these abilities for many weeks if nessary before resting. The DM should plan the actual effect of the Fishers manipulation.

Special Defences

Reformation - if attacked the creature will attempt to return to the sea as close to their home territory as possible. If the fisher is slain it reforms again out of drifting kelp, and other debris found in the sea. This process usually takes 1d4 weeks before the creature is fully reformed. If the fishers remains do not fall near the sea then they may be destroyed permanently, as fishers do not range far this is unlikely to occur. Although they have been technically killed their knowledge is reformed in a new shell with an 85% retainment of previous knowledge, habits and personality.

Items

Fishers possess no items of value, however they are storehouses of information, which can be invaluable to those that require knowledge of the local area.

Additional Notes

Surf Fishers will usually be encountered fishing as per the name but will become preoccupied in anything that allows them to spend time watching the oceans. This includes painting, ornithology, mammal watching, and of course just relaxing on the beaches. They are friendly, and once approached amenable to most people, unless previous meetings have been fraught.

Scour

by Ryan Coombes
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Origin - Relics of the Veil

General Information

Climate / terrain	Coastal, Sea
Frequency	11% (rare)
Organisation	Pack
Activity cycle	Crepuscular
Diet	Carnivorous
Intelligence	7 (low)
Alignment	N/A
No. Appearing	2d4+1
Size	35-45' (gargantuan)
Moral	17-18 (fanatical)
XP value	8,000
% Chance in lair	60%
Treasure Type	DM's choice

Combat Information

Armour Class	2
Movement	8, 40C Fl, 35C if mounted
Hit Dice	10+5
THACO	9
No of attacks	2 (bite, tail)
Damage/Attack	See special attack description
Average HP	45
Special Attacks	Electric tail, Biovoltage bite, Biovoltage saliva
Special Defences	Invisibility and electricity immunity
Magic Resistance	Nil
Psionic Ability	Nil

Description

The Scour's are great flying eels, they are black, dark green or dark blue in colour, invariably their ventral surface is lighter in colour to promote counter shading camouflage. The body is usually between 35 and 45 feet in length. The head is much like a standard eel in basic appearance. The mouth possesses large re-curved fangs and smaller cutting teeth. Tiny pits are the hearing organs of the Scour, they are more acute in the air than under water but in neither environment are they very sensitive. A small yet sensitive pit on the snout allows a sense of smell and chemical detection both above and below water. Slanted black/yellow eyes are present on the head. These are extremely acute both above and below the water. The Scour also possesses a lateral line, which senses vibrations and disturbances in the water and to a lesser extent air. The last of the Scour's sense organs is located above the eyes and senses bioelectrical movement caused by muscle activity. Many gill slits are positioned after the head and before the wings, they are protected by thick hide and are closed when the scour is out of the water. The wings are positioned after the first quarter of the body, they are large and triangular in shape. The sides of the wings are crenate, this is produced where the wing material stretches between the cartilage suspension rays. The wings themselves are a thick muscular membrane that stretches between the rays, the membrane is covered in cartilage teeth so that they are tough and difficult to pierce. The wings are used in both aerial and marine movement, acting as wings or fins respectively. The wings are easily folded flat against the body allowing the Scour to negotiate narrow passages. The tail begins about half way down the body, like an eel a continuous membranous fin stretches to the tail. The tail is extremely muscular and manoeuvrable, it may act with great flexibility and is prehensile in nature.

Details

Scour can be found scattered across the planet of Canvas on unpopulated seacoasts and islands. Scours usually lair in sea cliffs or submarine caves. They used to be more common before the coastal cities of the reclamation developed, however their culling has reduced their numbers in civilised lands. Naturally scour live in small herds led by a pack leader. This male is of great size, takes the best

food and the best mates. To succeed him an opponent must beat him in combat, this often leads to the death of the loosing male.

Of late the Scour life form has received a much higher profile as aerial cavalry mounts. The warrior/mage known as Strife possesses some kind of control over the normally poorly trainable animals. Strife has survived since the time of the fall of Corgral and Mirron. His revenge driven reign of terror over the Mirnese descendants of Riza has been his motivating factor for those hundreds of years. After a time in a temporal stasis spell Strife re-emerged. With his aid the Combined Armies conquered the city of Riza. As reward they gave Strife the throne. However the Mirnese descendants escaped and founded the city of New Mirron. Strife still strives for their destruction. His elite Scour mounted cavalry are possibly the most effective aerial unit on Canvas today. The Scours are fast, strong and resilient mounts. The elite Honour Guard knights that ride them are equally as capable. Most of the mounts and guards also possess magical items to further increase their lethal effectiveness.

Special Attacks

Electric tail - a Scour may channel electricity via the posterior fifth of the tail. This electricity is usually used to bring down large prey. However if under human control this makes an extremely effective cavalry attack. If the target is wearing plate armour of any description then the scour receives a +4 to attack. The tail attack causes 2d6+2 pts of conventional damage and 2d6+2 pts of electrical damage (this value to be removed if target is resistant). Thus 4d6+4 pts is the total tail damage.

Biovoltage Bite - the saliva of a Scour is also electrically active thanks to enzyme action and the presence of a symbiotic microbial colony. The scours bite always imparts an electric shock of 2d8pts (this value to be removed if target is resistant). The conventional damage is 3d8pts. This thus makes a total damage of 5d8pts.

Biovoltage Saliva - a ball of saliva spat from the mouth is often used to bring down surface or terrestrial prey but is not often employed underwater. Due to microbial and enzyme replenishment rates this attack may be used only 4 times a day. The viscous green/red saliva can be spat 80ft and covers a 10ft diameter circle. 3d12+3pts of damage are inflicted to all those in the area of effect. The saliva attack is used instead of a bite attack.

Special Defences

Invisibility immunity - due to the Scours highly sensitive lateral line (which senses disturbances in air and water) no solid object is undetected. Thus invisibility is ineffective unless the target is also gaseous. The highly developed olfactory, bioelectrical sensory and chemosensory ability of the Scour may also alert it to invisible or disguised interlopers.

Immunity to electricity

Items

Normal Scours do not possess any items, they hunt away from their lairs and food for the young is given in the form of pre-digested pellets. Thus no foreign materials will be found at a Scours lair. Scours in Strife's elite cavalry may possess items of magic. Saddles, weapons and miscellaneous mount aiding items are all commonly employed.

Additional Notes

The statistics above are for normal scour. However pack leaders are stronger and receive the following modifications

Combat, pack leaders receive a +2 to THACO and cause +5 pts of damage on each attack (physical and electrical)
Armour class, Pack leader armour class is -1
Hit Points, Pack leader hit dice are 14+7 (average 63)

It is believed Strife rides a scour in advance even of these natural statistics. It is of course additionally augmented by powerful magic.

Tanaid, Giant

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Deep Sea / Sea
Frequency	20% (uncommon)
Organisation	Pack or as required in Nautel'da domestication
Activity cycle	Any (12 hour)
Diet	Scavenger
Intelligence	1 (animal)
Alignment	N/A
No. Appearing	1d6 or as required
Size	24' (huge)
Moral	18 (fanatic)
XP value	2,000
% Chance in lair	50%
Treasure Type	N/A

Tanaid. There is the opportunity for items to be carried in saddlebags however, this is upto the DM.

Additional Notes

None

Combat Information

Armour Class	2
Movement	8, 20 Sw
Hit Dice	8+4
THACO	11
No of attacks	3 (chaela, chaela, rostrum)
Damage/Attack	Chaela 4d4+4, Rostrum 4d6
Average HP	36
Special Attacks	None
Special Defences	Burst Swim
Magic Resistance	Nil
Psionic Ability	Nil

Description

Tanaids are crustaceans. They possess a flattened body shape with both ambulatory and swimming appendages beneath the body. The first appendage is modified as a large claw (chaela). The head and chaela segment is covered in a thick carapace for protection. A horn like rostrum usually extends forward from this between the eyes. Antennas are used for both tactile and chemosensory information gathering. The rest of the body is armoured to a lesser extent to allow flexibility when swimming. Often the body is ornamented with outgrowths of the body armour. This not only gives the Tanaid aesthetic value but also helps snag incoming attacks before they hit the main body. A rear extension of the body known as the pleotelson acts as a tail fan for swimming and as a rear shield, it usually bears long flagella.

Details

These crustacean have been grown to enormous proportions by the Nautel'da, they are similar to the tiny crustaceans found on coastal shores. They are most usually used as mounts for riding and in combat. Over the years a few Tanaids have escaped and established populations in the wild, however they are more commonly encountered with the Nautel'da.

Special Attacks

None

Special Defences

Burst swim - this is the Tanaids escape or pursuit response. It allows the Tanaid to swim for 5 minutes at MV 30

Items

Tanaids do not hoard items, however those in the company of the Nautel'da may possess items such as barding, harnesses and tack. There is a possibility of these being magical or organically significant, however such equipment will only fit a

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Vora Centipede

by Ryan Coombes

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Origin - Relics of the Veil

General Information

Climate / terrain	Subterranean
Frequency	11% (rare)
Organisation	Colony
Activity cycle	24 Hour
Diet	Omnivore
Intelligence	1 (animal)
Alignment	N/A
No. Appearing	N/A
Size	100-800
Moral	Tiny (15-20cm)
XP value	16 (champion)
% Chance in lair	120
Treasure Type	N/A

Combat Information

Armour Class	8
Movement	16, 8Br
Hit Dice	2
THACO	19
No of attacks	2 (bite)
Damage/Attack	1d3+1 Bite
Average HP	8
Special Attacks	Enzyme spit
Special Defences	None
Magic Resistance	Nil
Psionic Ability	Nil

Description

Vora centipedes resemble short and fat conventional centipedes. They possess many pairs of legs each terminally hooked, which thus enable the centipedes to climb most surfaces. The backs of the centipedes are armoured in thick chitin plates. Eyes and antenna are present at the front of the animal and are the main sensory apparatus. In addition the centipedes body picks up vibrations from the air, they are particularly attuned to the flying vibrations caused by their favourite prey, the Chromad flies. The centipede's physical weaponry consists of mandibles and an enzyme spitting system. The enzyme is manufactured in a gland below the head and may be expelled by muscular contraction of the third and fourth body segment. The mandibles and legs of the 2nd to 4th segment are all modified to allow burrowing; working collectively the Vora's can burrow through all but the densest rock. Most Vora's grow between 15 and 20 centimetres, those above this size normally turn cannibal to achieve enough food and this in turn prompts the colony to rip it to pieces. It is thought that this maintains the colony lifestyle and ensures a small body size for negotiating Chromad chambers is maintained.

Details

Vora Centipedes live in large colonies in the shallow subterranean reaches of the world. They are vicious and voracious predators, able to strip prey to the bone in a matter of minutes. The Vora's cannot consume flesh in its solid form and thus rely on their enzyme system to reduce it to a liquid form. Their favourite prey is the Chromad Fly whose hives they regularly raid for food. The centipedes silica-dissolving enzyme reduces Chromad flies to organic soup. Huge battles between the two species have been known. Chromad soldiers defend with their deadly venom and the centipedes spit their corrosive enzyme. An infestation of these creatures on a commercial Chromad farm is controlled by their immediate extermination.

Vora Centipedes are nomadic by nature, stripping one area of food before moving rapidly onto the next. They are extremely territorial of their current location and attack any interlopers, including other colonies of Vora. Subterranean races fear them, although their low natural population makes attacks quite rare. The centipedes reproduce continuously to maintain their colony numbers. Here young are laid as eggs on the female's back and later hatch. Females carrying eggs do

not engage in direct combat but are brought food by the rest of the colony. Occasionally Vora's undergo mass mating events. Here all mature colony members reproduce at once. In this scenario the small leathery eggs (about 4cms in length) are left to develop in the area of the mating, normally a suitable cave or especially excavated burrow. After a gestation period of 4 months the eggs may lay dormant for many years. However they hatch collectively in response to vibrations caused by living beings, this can occur in a matter of minutes. The hundreds of young centipedes then use the unfortunate creature as their first meal, the survivors then setting off on their migration as a new colony. The mortality of the colony is normally high during dormancy due to predation and in the first feeding due to their underdeveloped physical armour and weaponry. Here the mandibles cause only 1pt of damage and the AC of the Vora's soft chitin plates is 10. After 5 days however the centipedes have taken on the combat characteristics of adults. A standard Vora will live for 10-14 months, colonies however last for much longer. Many last several centuries before the colony is unlucky enough to be eradicated by disease, disaster or a powerful opponent.

Special Attacks

Enzyme spit - Vora centipedes may spit an enzyme pellet upto 3ft. The centipede may use this attack three times per day. The enzyme is specifically catered for organo-silica life forms. Upon such creatures it causes 2d4+4pts. Upon conventional life forms the enzyme is a mild irritant and causes 1d3pts.

Special Defences

None

Items

Vora centipedes, due to their migratory nature, never possess treasure. Their chitin plates however are valuable in the armoury trade. In mature centipedes the middle 20 segments can normally be used in the construction of lightweight scale mail armor, which is resistant to enzymes and natural acids.

Additional Notes

Details of the Vora Centipedes place in the Chromad ecosystem can be seen in the 'Chromad Ecosystem' document in the DM's resources of Dragonsfoot.Org.

Werebadger

by Steve Yates

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Origin - Mark O'Reilly

General Information

Climate / terrain	Any, except arctic
Frequency	4% (very rare)
Organisation	None
Activity cycle	Nocturnal (in were-form)
Diet	Carnivore
Intelligence	10 (average)
Alignment	Neutral Evil
No. Appearing	1
Size	7' (larger than man-sized)
Moral	17 (fanatic)
XP value	2,000
% Chance in lair	N/A
Treasure Type	N/A

Items

None

Additional Notes

None

Combat Information

Armour Class	3
Movement	12, 4Br
Hit Dice	8+2
THACO	10
No of attacks	3 (claw, claw, bite)
Damage/Attack	1d8 claw, 1d10 bite
Average HP	38
Special Attacks	Gnaw
Special Defences	Immunities, Regeneration
Magic Resistance	Nil
Psionic Ability	Nil

Description

A were-badger like all lycanthropes has two forms. The first is its humanoid form. This cannot be distinguished from a normal human. The second is the hybrid were-badger, a mixture between human and badger. The hybrid has a humanoid bearing, walking upright if somewhat stooped. Its face is more akin to the badger, with a snout and long sharp teeth. The hands and feet end in powerful claws, which are excellent for both combat and digging.

Details

The Were-badger is a particularly vicious and malign lycanthrope. They are complete loners, and never make lairs. They only 'reproduce' through lycanthropic infection, and even this is rare, as a were-badger tends to ensure its victims are dead by eating them totally.

Special Attacks

Gnaw - If a were-badger successfully hits a target with all 3 of its attacks in a round then it has grabbed the victim for a gnaw attack. For each round the victim is thus grabbed it automatically takes 2D10pts of damage. This damage begins the round after the successful gnaw attack. While the were-badger has a victim in its 'gnaw attack' it does not get its usual claw/claw/bite attack just the 2d10pts gnaw damage.

To break free the victim must make a successful strength check against an effective strength of 16. The victim is allowed a strength check on their initiative. The were-badger always causes damage on its own initiative.

Special Defences

Immunities - the were-badger is immune to normal weapons being affected only by magical or silver weapons.

Regeneration - the were-badger regenerates 1hpt per round. This regeneration does not continue past 0hpts.