

Arduin Eternal



Bestiary & Treasures



EMPERORS
—CHOICE—
GAMES & MINIATURES CORP.



© 2011 EMPERORS CHOICE GAMES & MINIATURES CORP.

All rights reserved.

All material in this book is created by Monty St John (with some text from David A. Hargrave). Arduin Eternal is an offshoot of and inspired by the works of David A. Hargrave. All Arduin, Arduin Eternal, and Swords & Dragons publications and miniatures are wholly owned by and are a copyright of Emperors Choice Games & Miniatures Corp.

ARDUIN® ETERNAL

Bestiary and Treasures

This is the first version / printing of Arduin Eternal Bestiary and Treasures. ISBN 978-0-9842812-2-0

Arduin® and Swords & Dragons® are Registered Trademarks of Emperors Choice Games & Miniatures Corp., All right reserved. All illustrations and material in this book are copyrights of Emperors Choice Games & Miniatures Corp. All rights reserved. Any reproductions or unauthorized use of this work by ANY means, without the written permission of Emperors Choice Games & Miniatures Corp. is strickly prohibited and is a violation of law and violators will be prosecuted.

PRINTED IN THE USA

WWW.EMPCHO.COM

WWW.ARDUIN.COM

WWW.ARDUINETERNAL.COM

WWW.WORLDOFKHAAS.COM

AUTHOR:

Monty St John

INSPIRATION:

David A Hargrave

ENCOURAGEMENT:

The ARDUIN FANS

UNDYING GRATITUDE:

Josephine St John, Joseph Owens, Daniel Slater, Richard Pugh, John Webb, Scott Clark, Rick Brown, and of course David A Hargrave

COVER LETTERING / ARDUIN ETERNAL LOGO:

Robert Wayt Smith, Mark Allen

INTERIOR ART:

Mark Allen, William Watt, Jon Usiak, Robert Wayt Smith

GRAPHIC ART:

Robert Wayt Smith, Josephine St John

COVER ILLUSTRATION:

Robert Wayt Smith

BACK COVER:

William Watt

LAYOUT:

Monty St John, David Bukata

EDITING:

Jessica Heidrick

Dedication: Reasonable circumstances during the design of this book would have had this book produced significantly sooner, but alas circumstances beyond reason crept into every ones life during this book creation, Emperors Choice would like to specially thank the following individuals as having gone above & beyond for this book you are now looking at: First and foremost is a special dedication to Monty St John for if it weren't for him, this book would not exist, he made this happen. Josie St John and Neala St John for their understanding of the insanity that Monty has endured and created! Three artists above all for helping to keep costs manageable - all are true professionals: Mark Allen for his working with our short notices and, Bob Wayt Smith for coming back on board for another round, and William Watt for getting what needs to be done - done! And of course the Arduin Eternal players, Emperors Choice customers, David A Hargrave for obvious reasons and the Arduin fans all!

THANK YOU and enjoy!

-Emperors Choice Games & Miniatures Corp.

TABLE of CONTENTS							
		Black Wind	27	Krag Spider	91	Snow Snakes	151
		Blood Beast	28	Kraken	92	Snow Spider	152
Introduction	6	Blue Bellower	29	Lash Lion	94	Snow Tiger	153
Reading the entries	6	Boomers	30	Lightning Bugs	95	Spiga	154
Name	6	Bore Bug	31	Lightning Spider	96	Spindizzy	155
Description	6	Brownie	32	Maggoth	99	Spinthaaak	156
Creature Data	6	Chaeronyx	35	Manticore	101	Spirits	158
Quick Rank	6	Chimera	39	Maul Wolf	102	Star Spider	162
Trainability	6	Cockatrice	41	Medusa	104	Storm Bird	164
Breed TD	6	Corpse Grinder	42	Moon Dog	106	Sun Bear	166
Skills	7	Death Fog	43	Moutharm	107	Sun Bug	167
Secrets	7	Death Ogre	44	Murkwurm	108	Sunderlegs	168
Tactics	7	Djinn	46	Nightmare	109	Tarakk	169
Main Body	8	Doomguard	49	Night Skulker	110	Teng	170
Creature Physiology	8	Doppelganger	51	Night Wings	112	Thermite	171
Alien	8	Droon	53	Ninthla	114	Thorg	172
Arachnid	8	Earth Elemental	54	Octorilla	117	Thunder Bug	173
Arthropod	9	Efreet	56	Oront	118	Thunder Tusk	174
Amorphous	9	Emerald Death	58	Pegasus	119	Trelves	175
Demon	9	Fang Wing	59	Phandelyon	120	Troll	176
Divine	9	Fire Frogs	60	Pheonix	121	Unicorn	177
Dragon	10	Fire Mane	61	Priest-Mage of Cthulious	123	Valpyr	178
Elemental	10	Fire Snake	62	Pybra	124	Vampusa	180
Faerie	10	Freeze Bees	63	Quarl	126	Vampire Bat	182
Golem	10	Fury	65	Quiverdoom	128	Vord	183
Insect	11	Grey Horror	67	Rakshasha	129	Vroat	184
Plant	11	Griffon	69	Razor Mouth Eel	131	Windego	185
Spirit	11	Gryfilisk	71	Razor Snake	132	Wobra	187
Undead	11	Gworm	72	Red Death	133	Yaanth	188
Lore	11	Haggorm	73	Red Fangs	134	Yellow Peril	189
		Hell Hopper	75	Roc	135		
Abbreviations	12	Hell Hound	77	Ryley	137	Treasures	191
Encounters	13	Hell Moth	79	Salamander	137	Treasure list	194
Creature Advancement	14	Hell Mouth	80	Screaming Scarlet Itchies	139	Magik	196
		Hell Tide	81	Serpent	140	Alchemy	216
Beasts	15	Hippogryf	82	Shambler	141	Fetish	221
Air Shark	17	Hydra	83	Silver Slyth	142	Techno	224
Arc Bat	18	Ibathene	85	Skeletons	144	Herbal	229
Bandroog	19	Jump Jump	86	Skorpoon	146	Psychic	233
Basilisk	21	Khorb	87	Sky Ray	147	Unique	237
Black Fisherman	22	Kill Flies	88	Sluggoth	148		
Black Lion	23	Kill Kittens	89	Snow Ghost	149	Basic Encounter Charts	243
Black Scorpion (Great)	25	Komainu	90	Snow Maggoth	150	Appendix's	246



INTRODUCTION

This book contains more than 100 creatures and hundreds of treasures for Arduin Eternal adventuring.

READING THE ENTRIES

NAME:

Name by which the creature is known. Other names may readily exist. Creatures can travel in numbers; this number can be found following the name in parentheses.

DESCRIPTION:

Typical description of the beast.

CREATURE DATA:

This section holds the creature's attributes and characteristic values, as well as derived data such as Move, Dodge, and so forth. Additionally, this section has the creature's Saves and Defenses/Resistances. The chart below typifies a sampling of the layout, this is for the Airshark entry. Depending on the amount of stats you choose to use with your Arduin Eternal game or the other system you choose to use will dictate which stats will be in play. The stat/data block sampling contains all the information needed for the full use of Arduin Eternal.. Stat/data information is also included deeper in this book for reference.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 40	COORD (Coordination): 49	FEAR: Immune
REF (Reflexes): 19	CF (Count Factor): 30	SHOCK: 150
STR (Strength): 25	MA (Mental Acuity): 21	DISEASE: 100
SIZE: 50	BODY: 100	P/V (Poison/Venom): 150
MASS: 25	APT (Aptitude): 71	
CON (Constitution): 100	LEAD (Leadership): 36	DEF (Defense) (DR - Damage Resistance): 110 (DR:20)
WITS: 18	PER (Perception): 98	MD (Magik DEF) (MR -Magik Resistance): 83 (MR:0)
REAS (Reason): 3	HP (Hit Points): 200	PD (Psychic DEF) (PR - Psychic Resistance): 34 (PR:0)
ESS (Essence): 50		
EGO: 27	DODGE: 74	Quick Rank: 25
CHAR (Charisma): 9	MOVE: 110	Trainability: 370
		Breed TD: 125

QUICK RANK:

When using any skill not defined with a specific skill rank, the creature uses this value. Thus, if the Combat skill is not given a particular score and the creature makes use of the Combat skill, then this value is applied. This figure is located in the lower right corner of the “creature data/stat block”.

TRAINABILITY:

Represents the Beast Ken TD required to train the beast in a task. A beast can learn 1 task for every 10 Trainability and 1 purpose for every 50 Trainability. Thus, the Airshark shown above with 370 Trainability could learn 37 tasks and seven (7) purposes. This figure is located in the lower right corner of the “creature data/stat block”.

BREED TD:

The Beast Ken check required to successfully breed, crossbreed, or hybrid the beast. This figure is located in the lower right corner of the “creature data/stat block”.



SKILLS:

Any defined skills, given in skill ranks, known by the creature.

SECRETS:

Any defined secrets known by the creature. Additional specific secrets may be noted next to actions in the main body of the creature write up as well. Some secrets are specific to the creatures listed in this bestiary and are not found in the Arduin Eternal rulebook. They are covered below.

- **Bestial Quickness** – Dodge and Move (including jumping, climbing, swimming, etc.) are not reduced by MASS.
- **Bowling Charge** – On a successful Charge attack, you also Knockdown foes if they are equal or smaller than 150% of your BODY. Foes that are knocked down can be immediately trampled if you have remaining movement, or sent flying/sliding a distance equal to your remaining movement.
- **Burst of Speed** – When making a Charge action, you triple your Move.
- **Cornered Beast:** Bump critical success chances for all attacks by a +2 bonus. Also, you can always take a quickened action, if one is available, even if outmaneuvered, bound or otherwise restrained.
- **Tastes Bad** – Like it says, you just taste bad! Other monsters/creatures do not see you as quality prey and will select other prey over you if present. They still react appropriately, however, if you threaten or endanger them. Creatures that swallow/devour will disgorge you immediately (after damage of course).

TACTICS:

General tactics of the creature. Most creatures have a typical response, which is noted. Additional information may also be given to clarify the creature's intentions or typical reactions.

- **Charge** – the creature tends to charge offensively when startled or when attacking.
- **Offense and Defense** – these creatures bluff, use tricks to attack or defend, and may give up resources or body parts to escape or to trap prey.
- **Ambush** – creatures of this type choose to attack from ambush or advantage, using concealment, cover, height, and other means to attack prey.
- **Cowardly** – creatures of this type tend to run or flee when confronted and only fight if cornered.
- **Destructive** – creatures of this type tend to kill or destroy anything (living or otherwise), it considers prey, without regard for whether they can or need to subsist off of the kill or not. Typically such creatures live to kill, maim and destroy and have no set habitat.
- **Guardian** – creatures of this type are defensive in nature, either of themselves, a group, or a location, even to the point of using sacrificial actions to ensure its protection.
- **Herd** – herds work in numbers and move in numbers. They provide a listed defensive bonus per creature in the herd and utilize Sacrifice actions to ensure survival.
- **Hit-and-Run** – creatures of this mentality will move, attack, and then move again, seeking to whittle down or weaken prey or groups while avoiding prey counterattacks.
- **Pack** – packs provide a listed offensive and defensive bonus to all members of the pack. They also move, use secrets and special abilities, and help one another. A pack may use Sacrifice actions like a herd to ensure survival or success if necessary.
- **Predator** – creatures with a predator mindset live off of other creatures. Usually the creatures are living, though devouring carrion might be done if survival depends on it. Predators typically do not prey on beings larger or more powerful; they seek prey weaker or smaller.
- **Stealth** – sometimes listed as Stealthy. Beasts with this listed mindset use concealment, subterfuge, distraction and other tactics when hunting prey.
- **Swarm** – swarms use their numbers to gain advantage against solitary prey or groups of prey, clustering to give offensive advantage but not defensive advantage. Swarms provide a listed offensive bonus per creature in the swarm. For example, if 10 were encountered with a listed Swarm +3, then each would have a +30 bonus to offensive actions.
- **Uncaring** – creatures with this mindset care little whether they are overpowered by or overwhelming to their selected prey and seek to kill or destroy it anyway.



MAIN BODY:

This section consists of actions the creature may take or capabilities the creature has and may use. Particular attacks, arcane or psychic capabilities and other such things will be noted here.

Action Combination – You can perform the listed actions or attacks as the equivalent to a normal action.

Chain Attack [+#] – Chain attacks always depend on another action, attack, or series of both to succeed before they can occur. The additional attack is listed in the entry and always occurs with the listed bonus to succeed. It does not have to be “called” and is a “free” action.

CREATURE PHYSIOLOGY:

Specific creature heritage will be noted here: immunities, senses (if beyond the normal), specific forms of movement, etc. Some common points of lore for the described beings exist. All the listed items apply to a being who has the listed physiology unless otherwise dictated by the individual write-up. A Djinn, for example, has an elemental physiology, but can be harmed by physical weapons, unlike a true elemental. A creature with a demon physiology but with a Fear Save value listed is not immune to fear. Creatures given more than one physiology have the benefits and penalties of both. Where physiology conflicts, the positive overrides the negative unless otherwise indicated in the creature's write-up. Additionally, some capabilities noted in the various physiology types are listed below.

Regenerate: beings that heal in this manner will reconstitute themselves out of the largest piece surviving unless destroyed in some manner or reduced to small bits by applying three times its HP in damage.

True Regenerate: This means a being will reconstitute itself from even the smallest piece unless permanently destroyed in some manner, such as salt on trolls or being consumed by another being.

True Sight/Seeing: The ability to see through illusions/phantasms, see shape changed, morphed or were-creatures as they truly are, see spirits, and see the ESS and APT of living things.

FORT: Resistance against BODY damage or destruction.

WARD: Resistance against REAS and EGO damage or destruction.

ALIEN: Beings of this type are non-native to the world or differ radically in one way or another from the general range of beings.

- Things that normally affect the mind, body, conscious or emotions of living creatures do not affect alien creatures. This includes hypnosis, mesmerism, or mind control.
- Aliens subsist on different nutrients and do not need to eat the same food and drink, or at the same frequency, as regular beings.
- Aliens are very resistant to local poisons, venoms, and toxins, adding +100 bonus to all Saves.
- Aliens are also very resistant to magik, rituals, and Eldarin power, adding a +100 bonus to all Saves, MD, or contested checks. Powers that may not ordinarily provide a Save or contested check do provide one, though the Alien does not gain the +100 bonus in these situations.

ARACHNID: Beings of this type are joint-legged invertebrate animals, usually with eight legs.

- They have keen senses and can see clearly in complete darkness, though in black and white. They also pick up ground vibrations within 120 ft.
- Arachnids have keen proprioceptive senses and gain a +10 bonus on attribute checks, Athletics and Acrobatics skill checks.
- Arachnids are immune to their own venom/toxin. They are resistant to powers and attacks that focus on the body, nerves, conditions, or statuses, gaining a +30 bonus to Saves or to make TDs versus these effects.
- Arachnids with silk production capability can move on any solid surface and ignore the sticking effect of web and most glue or glue-like substances. When traversing them, these Arachnids have a +20 bonus to Maneuver skills, DEF, MD, and Dodge; double Move in the web.



ARTHROPOD: An invertebrate creature, with an exoskeleton, a segmented body, and jointed appendages.

- Arthropods are resistant to powers and attacks that focus on the body, nerves, conditions or statuses, gaining a +20 bonus to Saves or to make TDs versus these effects.
- Arthropods are resistant to gases, as well as attacks or powers that affect the respiratory or circulatory systems, gaining a +30 bonus against such attacks.
- Arthropods use their antenna for sensory input and can see clearly in complete darkness, though in black and white. They also pick up ground vibrations within 60 ft.
- Arthropods are resistant to poisons, venoms and toxins, adding +25 bonus to all Saves.
- Arthropod structure provides good stability, so they have a +30 bonus in balance situations. They have a +10 bonus to Athletics skill checks.

AMORPHOUS: Beings that are loosely connected, gaseous, vaporous or insubstantial in nature.

- Things that normally affect the mind, body, conscious or emotions of living creatures do not affect amorphous creatures. This includes hypnosis, mesmerism, or mind control.
- Powers and attacks that focus on the body, nerves, conditions or statuses of the body do not affect amorphous creatures.
- Amorphous creatures are immune to attribute impairment, damage or destruction.
- Unless otherwise defined, an amorphous creature can slip or squeeze through the smallest of cracks or openings (pretty much into anything not hermetically sealed). Movement reduction occurs in equal percentages to the size of the opening.
- Amorphous beings are immune to critical successes from weapons that inflict damage, status effects and like effects to them.

DEMON: These creatures range from true demons to those partially descended from them.

- They are immune to the effects of being in a vacuum, even if they breath as a normal function. They are also immune to the effects of gases on their system (regardless of effect).
- Demons true regenerate 6 HP and 2 attribute/characteristic points every 5 CF Counts.
- They are impervious to hard radiation or damaging radiation effects.
- Demons are immune to fear, paralysis, confusion, hypnosis, attribute impairment, damage or destruction.
- Powers and attacks that focus on the body, nerves, conditions or statuses of the body do not affect demons.
- Demons have no need to breathe, eat or sleep (though they may choose to do so).
- Demons have keen senses and gain automatic PER 250 checks against anything within 500 ft, including invisible objects, creatures, incorporeal beings, or into the astral, ethereal, and spirit worlds. They can automatically sense nexus gates and portals within one mile.

DIVINE: These beings range from true divine beings to those partially descended from them.

- They are impervious to hard radiation or damaging radiation effects.
- Divine creatures are immune to fear, paralysis, confusion, hypnosis, and attribute impairment, damage or destruction.
- Powers and attacks that focus on the body, nerves, conditions or statuses of the body do not affect divine beings.
- Divine creatures have no need to breathe, eat or sleep (though they may choose to do so).
- Divine creatures are immune to Death effects (regardless of source).
- Divine creatures automatically succeed at any Save (Fear, Disease, Shock or P/V) that is equal to or less than their listed Save ranks.
- They true regenerate 4 HP and 1 attribute or characteristic point per 5 CF Counts.
- Divine creatures triple their CHAR and add it as a bonus to all Interpersonal skills and leadership situations.
- Divine creatures do not need faith. As long as their ESS is equivalent to the predetermined Faith cost they can perform the action, ritual, rite, etc.



DRAGON: These beasts range from true dragons to those partially descended from them.

- Dragon beings are totally immune to attacks from sources equivalent to their own breath. Thus, dragon beings that breathe lightning are immune to lightning.
- Dragon beings automatically succeed at any Save (Fear, Disease, Shock or P/V) that is equal to or less than their listed Save ranks.
- They true regenerate 4 HP and 1 attribute or characteristic point per 10 CF Counts.
- They have keen senses and can see clearly in complete darkness, though in black and white.
- Powers and attacks that focus on the body, nerves, conditions or statuses of the body do not affect dragon-beings.
- Dragon beings do not need to use Mana to cast spells or use APT for rituals; as long as their ESS is the equivalent of the predetermined cost, they can perform the action, ritual, rite, etc.



ELEMENTAL: These beings range from true elementals to those partially descended from them.

- Elementals are immune to their own element and regenerate APT, point for point, if exposed to it. Elementals in continuous contact with their element (such as an earth elemental in contact with the ground) regenerate continuously.
- Powers and attacks that focus on the body, nerves, conditions or statuses of the body do not affect Elementals.
- Only effects that can harm their element can harm them. Physical destruction by weapons is impossible to a fire elemental, but the same could be extinguished with water, cold or ice, hurt with wind or channeled.
- Elemental creatures are immune to Death effects (regardless of source).

FAERIE: These creatures range from true faerie to those partially descended from them.

- Ability to shift shape into any being no more than double their BODY. It takes $100 - \text{APT}$ of the Faerie in CF Counts to shift completely. Reason and mental capacity is retained but otherwise they take on the full capability of the new being. They can stay in this form indefinitely.
- Faerie have super senses and gain automatic PER 300 checks against anything within 300 ft, including invisible objects, creatures, incorporeal beings, or into the astral, ethereal, and spirit worlds. Faerie can see the gates that lead to the EverFae and sense the dominions of the Faerie Lords if within a mile.
- Faerie beings automatically succeed at any Save (Fear, Disease, Shock or P/V) that is equal to or less than their listed Save ranks.

GOLEM: These creatures range from true golems to automatons and machines. They all have the following items in common:

- They are immune to attacks by the same powers they use themselves. For example, a golem that breathes fire will always be immune to fire.
- Golems follow instructions and rules that are programmed into them upon construction. These rules are rigid and non-adaptable but very precise. Careful wording is required for a golem to function properly.
- Things that normally affect the mind, body, conscious or emotions of living creatures do not affect golems.
- Golems have an activation and deactivation command word that is set by their creator. Without them, stopping or starting a golem is nigh impossible.
- Unless specifically built in, golems do not self-repair.
- Unless specifically noted, golems sense only in a visual spectrum.



INSECT: A type of arthropod that has a chitinous exoskeleton, a three-part body (head, thorax, and abdomen), three pairs of jointed legs, compound eyes, and two antennae.

- They have keen senses and can see clearly in complete darkness, though in black and white.
- Insects are immune to their own venom/toxin. They are resistant to powers and attacks that focus on the body, nerves, conditions or statuses, gaining a +30 bonus to Saves or to make TDs versus these effects.
- Insects are resistant to gases and attacks or powers that affect the respiratory or circulatory system, gaining a +30 bonus against such.

PLANT: These beings include such organisms as trees, herbs, bushes, grasses, vines, ferns, mosses, and algae.

- Plants are immune to paralysis, sleep, stunning, polymorph, confusion, and hypnosis, as well as powers and attacks that focus on the body, nerves, conditions or statuses of the body.
- Plants eat and breath but do not sleep.

SPIRIT: Incorporeal or immaterial representation of a once living being; the essence of an element, idea, concept, or event given identity or awareness.

- Spirits typically have no physical presence and can be harmed only by other intangible creatures or the abilities of others to affect them. Anything with a spirit physiology, for instance, can affect a spirit, even if they are corporeal and the spirit is not.
- Intangible spirits can pass freely through or go into solid objects, liquids, semi-solids, etc. but not pure energy. While within, spirits have a reduced ability to perceive the world and quarter their PER.
- Nonvisual senses are either ineffective or only partly effective with regard to intangible spirits. Spirits, on the other hand, see the ESS of living creatures and the APT of things in the world. They use this as a road map to navigation, supplemented by any other form of sensory perception they may retain.
- Powers and attacks that focus on the body, nerves, conditions or statuses of the body do not affect spirits unless they have a tangible form.
- Spirits have to be channeled to be controlled, dismissed or banished and reflexively oppose such attempts unless constrained from doing so.

UNDEAD: All those creatures considered undead have several abilities in common.

- Undead can sense the ESS in people or things at a range equal to ten times their APT. This is without regard to any barrier unless it specifically blocks this form of detection. Otherwise, things without ESS are sensed dimly if within 10 ft.
- Undead can sense beings in the astral, ethereal and spirit planes if they possess ESS. Otherwise they only dimly sense things within 10 ft.
- Things that normally affect the mind, body, conscious or emotions of living creatures do not affect undead.
- Undead cannot heal damage on their own unless specifically noted.
- Undead are harmed by healing powers, including rituals, in an amount corresponding to the healing it would normally provide.
- Undead are not destroyed until the power that animated them is destroyed. Each undead defines an animate focus that was the cause of their undeath. For example, a dismembered zombie is still animate and active. If the zombie was animated via poison and this was its animation focus, then removing it from its body would destroy it, regardless of its material state.

LORE:

Defined habitats or knowledge widely known about the creature.

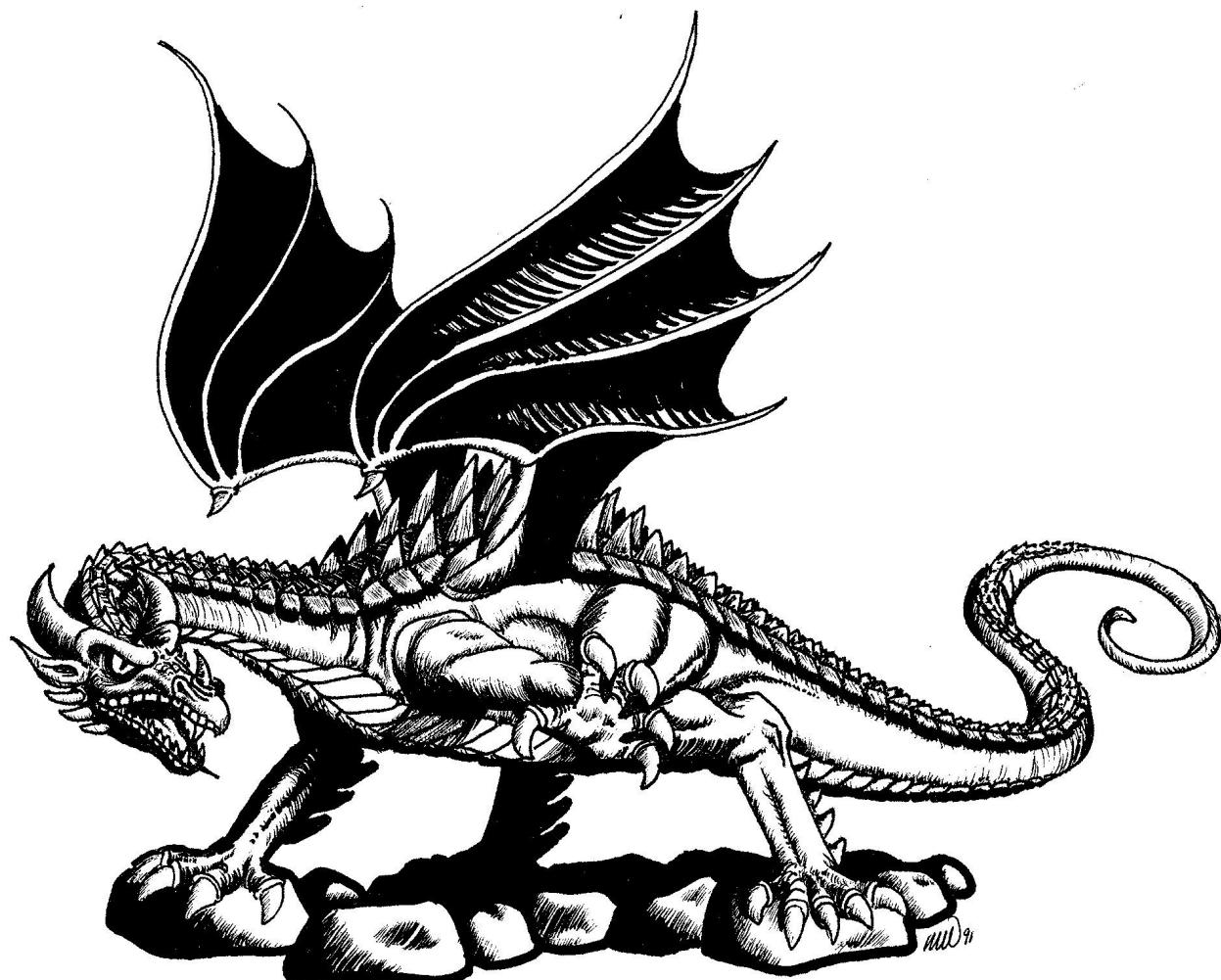


ABBREVIATIONS

Ac: Acrobatics
Arc: Arcanology
Ath: Athletics
B: Bash
BK: Beast Ken
Bus: Business
C: Critical
Ca: Cast
Ce: Ceremony
Ch: Channel
Cl: Clandestine
Co: Combat
Cr: Crime
Cu: Culture
D: damage
Di: Disease
Eng: Engineer

Ent: Entreaty
ER: Engagement Range
F: Fumble
Fe: Fear
Gn: Gnosis
Gu: Guard
Int: Intel
Kn: Knowledge
Lo: Lorica
Man: Manufacture
Md: Meditation
Mec: Mechanic
Med: Medical
Mil: Military
Mis: Missilery
Mnd: Mind
Mnu: Maneuver

No: Noetics
P: Pierce
Pe: Perform
Pi: Pilot
Pn: Pneuma
P/V: poison/venom
Re: Recon
Ri: Ride
S: Slash
Sav: Savage
Sc: Self Control
Sh: Shock
Sh: Shield
So: Social
St: Style
Ur: Urban
Uw: Underworld



ENCOUNTERS

Interactions between characters on adventures are close to the heart of fantasy role-playing games, and Arduin Eternal is no different. However, it could hardly be called an adventure if all that happened was confined to interactions between characters. This expansion is interaction with the environment, and what we are more focused on with this volume: interactions with potential adversaries or otherwise interesting entities. These encounters can be useful, can be a nuisance, or they can have a profound influence on the course of the adventure.

Encounters tend to fall into benign or malevolent classifications. Benign encounters are of the sort where information, pleasantries, or help is exchanged. For example, meeting local patrols and trading goods with merchants and the like are types of benign encounters. Malevolent encounters are those in which the characters are pitted against some type of foe or adverse circumstance. A creature (or group of creatures), a landslide, bad weather, adverse political situation, etc. are all examples of this.

Malevolent encounters involving creatures don't necessarily mean a slavering pack of rampaging monsters. The tactics listed in the bestiary writeup provide some guidance. Additionally, use the following ideas for encounters with monsters to provide a different dimension to the meeting.

Not every creature you meet out there is an adult male. Young, adolescents, and females are just as easily encountered. Figure that half the time adult males in prime fighting condition will be met. The rest of the time, females and young are encountered, or an adolescent, a mated pair, or an adult with a younger adult in training (which might just be hunting or scouting the characters).

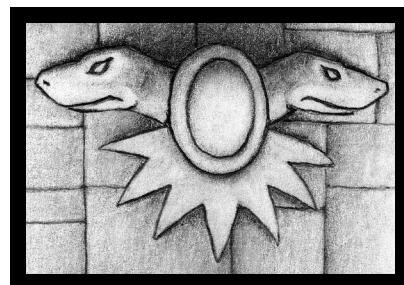
Also, consider that not all beings are healthy, hearty and ready to rip characters to small pieces. Figure that only 30% of beings encountered are healthy; a 10% chance exists for them to be wounded, poisoned, starving, diseased, distracted, upset/angry or playful.

Lastly, a common trait is to have the creatures encountered land on the characters like an avalanche--ripping, tearing, throwing magik and seeking to part them from their lives. Or, equally, they are stacked up or grouped like dominoes, and the characters are allowed to mow them down like grass. These beings are as varied in their outlook and desires as people, and engage in similar activities.

Hunting, fishing, traveling, spying, searching, and exploring are what most creatures encountered are engaged in. Still, expand the possibilities. Creatures with a shamanic or spiritual culture may be on a mystik quest. Creatures may be undergoing a rite of passage, purity, or enlightenment, or be traveling for a myriad of other reasons. Those searching might be chasing an escaped prisoner, or searching out a lair, trail, treasure or a cache of supplies.

Practicing, playing and fighting are other normal activities. Perhaps the players come upon the creatures battling among themselves or others, practicing at it or working on tactics, including setting up ambushes. Or they could be playing games (usually rites of strength or agility and so forth).

Not every creatures met is aware: some are sleeping, mating, grooming, talking or just eating. Sleeping beings could be sacked out, completely unaware; their sentry could be asleep or getting busy, or gorging on some plump human on a stick. Arguing beings could be making a ruckus among each other or other beings, fighting over some trinket, a slave or a nice hunk of meat.



CREATURE ADVANCEMENT

Growth

These beings grow physically as they age, gaining in bulk, strength and size while maturing rapidly mentally and emotionally and gaining intuitive levels. Growth advancement defines the following items:

- Number of age categories, given as a range.
- BODY, COORD, MA, CF, LEAD, or ESS changes for the age category. Additions or subtractions are spread evenly over attributes unless a bias exists in the writeup or is indicated in the advancement.
- Formula to determine skill rank growth for the time period, given as the number of skill ranks or as a number of skill ranks for a number of years. Skill ranks achieved can only be invested in existing skills, defenses or Saves. For example, it could be Skill: 10 (a flat number) or Skill: 10:15, meaning 10 skill ranks are gained for every 15 years.
- Formula to determine the time period each category covers in years. The first number given (even if only one is presented) is the base value and considered age category zero (0). The formula will be given as:
 - * A straight up number, indicating a flat growth progression, such as 15 or 20.
 - * A number plus a number (# + #), indicating the “plus” value is added to the base number and that sum becomes the new base for the next age category, such as 15 + 15.
 - * A number times a number (# x #), indicating the two values are multiplied together to derive the required years, and that this result becomes the new base value. For example, 6 x 2 would require 6 years for age category one, 12 years for age category two, 24 years for age category three, 48 years for age category four and so forth.

For example, a Black Scorpion has a Growth Advancement [**Range**: 1 – 12, **BODY**: +25, **COORD**: -1, **CF**: -1, **Skill**: 10:15, **Time**: 15+15]. This means it will gain 25 BODY but lose -1 CF and COORD, and gain 10 skill ranks up to 12 times, with each age category taking 15+15 years. A typical Black Scorpion is 60 years old, meaning it is age category three.

Ability

These beings may reach their typical physical growth quickly, but their listed abilities grow in power as they age. Ability advancement defines the following possible items (though not all may be listed depending on the type of ability advancement):

- Number of age categories, given as a range.
- Formula to determine Resistance (DR, MR, PR) changes.
- Formula to determine OP advancement in mental, magikal, alchemical, or technological powers. Eldarin and similar powers are always noted in the creature write up.
- Formula to determine skill rank growth for the time period, as outlined in Growth Advancement.
- Formula to determine secret growth for the time period, given as the number of secrets or as a number of secrets for a number of years. Secrets must be in known skills, professions, paths, or listed in the creature write up or physiology.
- Formula to determine the time period each category covers in years, as outlined in Growth Advancement.

For example, a Chaeronyx has a Ability Advancement [**Range**: 1 – 20, **Skill**: 38, **Secret**: 1, **Time**: 16+22]. This means it will gain 38 skill ranks and one secret every age increment.

Capability

These beings reach their typical physical growth quickly but continue to gain in capability, learning new powers, secrets and skills. Capability advancement is handled individually per eligible creature and outlines the capability and powers gained or lost through progression.



BEASTS





AIR SHARK (d20 appear normally; 10% chance for a frenzy of 8d10 to appear)

Description: By the type of shark. Any shark type is possible, though tiger shark versions are the most common.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	40	COORD (Coordination):	49	FEAR:	Immune
REF (Reflexes):	19	CF (Count Factor):	30	SHOCK:	150
STR (Strength):	25	MA (Mental Acuity):	21	DISEASE:	100
SIZE:	50	BODY:	100	P/V (Poison/Venom):	150
MASS:	25	APT (Aptitude):	71		
CON (Constitution):	100	LEAD (Leadership):	36	DEF (Defense) (DR - Damage Resistance):	110 (DR:20)
WITS:	18	PER (Perception):	98	MD (Magik DEF) (MR -Magik Resistance):	83 (MR:0)
REAS (Reason):	3	HP (Hit Points):	200	PD (Psychic DEF) (PR - Psychic Resistance):	34 (PR:0)
ESS (Essence):	50				
EGO:	27	DODGE:	74	Quick Rank:	25
CHAR (Charisma):	9	MOVE:	110	Trainability:	370
				Breed TD:	125

Skills: **Ac:** 114, **Ath:** 100, **Cl:** 58, **Co:** 78, **Gu:** 100, **SC:** 41, **Re:** 73, **Wpn:** 100

Secrets: Will to Live [SC], Track [Re], Elastic Mind [Co], Anticipation [Re], Interference [Gu], Guile [Cl], Circle of Eyes [Co]

Tactics: Swarm (+5) Predator. Utilizes charging bite attacks and fly-by attacks against multiple enemies. In groups it will bite and tear in teams, using brushby (see below) and grappling (they always “throw” opponents at another shark's bite). At the scent of blood they frenzy 85% of the time (check at the beginning of each melee round).

Action Combination: Air Sharks attack with their bite and by brushing by creatures, inflicting damage on anything within 10 ft around them as they traverse through an area.

- **Secrets:** Shock Attack [Co], Speed Attack [Wpn], Spread Attack [Wpn], Whirling Strikes [Co]
- **Bite:** +149 (D: 5d6+42, C: 89, F: 5, [S]). Air Sharks often use Speed Attack with their bite to launch a speedy bite attack or circle opponents, using Whirling Strikes to gain speed. They lose both of these abilities if in a frenzy.
- **Devour:** If their bite damage is greater than the BODY of their target, they devour them, inflicting an equivalent amount of BODY damage. Anything with half BODY or less is swallowed whole. Swallowed victims suffer d8 acid damage every 5 CF Counts until digested.
- **Brushby** (automatic): Air Sharks inflict d10+2 damage on any number of creatures as they move without expending an attack (the target of their bite takes brushby damage only if the shark misses).

Air Shark Physiology:

- Air sharks track beings by magnetism, heat, sound, scent and sight, providing a +200 bonus to PER and +100 to Recon checks if within 400 ft. In the air they can catch scents from nearly one-half a mile away.
- Air sharks breathe by swimming through the air. If immobilized they begin to asphyxiate, and can only survive for one melee round per CON.
- They have hydrogen gas bladders in their bodies and are susceptible to fire, exploding in a fireball equal to their HP and 5 ft in diameter for every 5 BODY if they take 1/10 of their HP from fire in a single CF Count.
- Air sharks range in size and can be as small as 25 BODY to as large as 350 BODY with corresponding changes in attributes and capability. Growth Advancement, **Range:** 1 – 14, **BODY:** +25, **COORD:** -1, **CF:** -1, **Skill:** 11:17, **Time:** 17+17. The one shown here is in the normal range met (age category three).

Lore: Air sharks swim through the air like normal sharks swim through water. Air sharks differ little from their water brethren in temperament and are often found in jungle climates or as guardians.



A RC BAT (2d10 appearing; 5% of 10d10 appearing)

Description: Resembles a large fruit bat with a 7 to 10 ft wingspan and three yellow eyes. Dark gray to black in hue.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 17		COORD (Coordination): 34		FEAR:	35
REF (Reflexes): 17		CF (Count Factor): 32		SHOCK:	27
STR (Strength): 7		MA (Mental Acuity): 18		DISEASE:	78
SIZE: 13		BODY: 26		P/V (Poison/Venom):	39
MASS: 6		APT (Aptitude): 54			
CON (Constitution): 27		LEAD (Leadership): 14		DEF (Defense) (DR - Damage Resistance):	81 (DR:1)
WITS: 15		PER (Perception): 151		MD (Magik DEF) (MR -Magik Resistance):	12 (MR:1)
REAS (Reason): 3		HP (Hit Points): 53		PD (Psychic DEF) (PR - Psychic Resistance):	111 (PR:9)
ESS (Essence): 9					
EGO: 8		DODGE: 118		Quick Rank:	10
CHAR (Charisma): 6		MOVE: 175		Trainability:	228
				Breed TD:	125

Skills: Ac: 90, Ath: 54, Ch: 90, Cl: 73, Co: 46, Re: 178, Wil: 74, Wpn (Bite): 43

Secrets: Inverted Ease [Ac], Tumbling [Ac], Proprioception [Ath], Untamed Step [Ac]

Tactics: Swarm (+2) Predator. Hit-and-run, usually swooping on prey, biting and then retreating to repeat again until the prey grows tired and collapses. Utilizes charging bite attacks and fly by attacks against multiple enemies.



Bite: +77, D: d8+8, ER: S, C: 93, F: 3, [P].

Arc Bolt (normal action): +118 (versus MD) **D:** up to HP max, **ER:** 50, **C:** 99, **F:** 2, [Channel]

- Has an internal biological electrical generator similar to an eel. Arc bats generate and store their HP in electrical charge every hour. In addition to the arc-like minibolt that they can fire from their forehead, Arc Bats can discharge 20% of their stored electricity through their skin (all over) for 7 CF Counts (that lasts the complete time at 20% strength) and shock whatever it touches.
- Rolled versus MD; if HP damage equals half or more of the victim's HP, then they are stunned for 3 CF Counts per HP over half.

Arc Bat Physiology:

- Arc Bats use Echolocation (+125 PER/Recon; +90 Dodge) to find prey, ignoring concealment completely.
- Penalties to the sight, hearing, and smell senses are ignored.
- Areas with extremely loud and/or ambient sound are blinding and individuals in those areas have concealment equivalent to the level of noise against Arc Bat attacks.
- Arc Bats are Move 1 on the ground.

Lore: Usually nocturnal, these creatures are moderately aggressive, carnivorous by choice but omnivorous, in fact, and normally encountered in hot, moist jungles where an abundance of fresh water exists. Otherwise handled like a normal bat in combat and other respects.



BANDROOG (6-17 appearing)

Description: Large baboon-like creature with extraordinarily long fangs and claws. It has long silky body fur, no tail and moves in a hop-gallop (somewhat like a cross between a kangaroo's bouncy leap and the loping run of most normal primates). It has a characteristic howling cry which not only carries for several miles, but sounds very much like a screaming human woman.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 13	COORD (Coordination): 29	FEAR: 64
REF (Reflexes): 16	CF (Count Factor): 28	SHOCK: 100
STR (Strength): 19	MA (Mental Acuity): 18	DISEASE: 67
SIZE: 11	BODY: 47	P/V (Poison/Venom): 54
MASS: 17	APT (Aptitude): 58	
CON (Constitution): 35	LEAD (Leadership): 20	DEF (Defense) (DR - Damage Resistance): 85 (DR:10)
WITS: 12	PER (Perception): 55	MD (Magik DEF) (MR - Magik Resistance): 50 (MR:5)
REAS (Reason): 3	HP (Hit Points): 82	PD (Psychic DEF) (PR - Psychic Resistance): 52 (PR:4)
ESS (Essence): 14		
EGO: 15	DODGE: 12	Quick Rank: 10
CHAR (Charisma): 5	MOVE: 33	Trainability: Impossible
		Breed TD: 100

Skills: Ath: 96, Ce: 33, Cl: 49, Co: 57, Cr: 45, Gu: 40, Mi: 35, Re: 63, SC: 47, Wil: 47, Wpn (Bite): 49, Wpn (Claw): 58

Secrets: Inverted Ease [Ac], Proprioception [Ath], Untamed Step [Ac], Tactical Coordination [Co], Fast Mover [Ath], Free Climb [Ath]

Tactics: Pack (+3) Ambush Predator. They typically launch very coordinated surprise attacks on unsuspecting prey, using their ample ambush/combat skills to their advantage. Very territorial and hostile, and aggressive towards interlopers.

Action Combination (normal action): Bandroog can attack with both claws and their bite as a single special attack. They can also do them individually as a normal action.

- **Bite:** +78, **D:** 2d8+5, **ER:** S, **C:** 93, **F:** 2, [S].
- **Claws:** +87, **D:** 2d6+11, **ER:** M, **C:** 87, **F:** 4, [S].

Bandroog Physiology:

- These creatures are immune to Stun, Stagger, Shaken, Flatten and like effects.
- When hurt for 10 or more HP, these creatures engage in a form of autophagy where they self-consume to rapid heal any cut, slash, bash, puncture or other physical wound or damage. They trade 14 HP for one 1 BODY impairment immediately when first damaged, and then every 7 CF Counts later until healed.
- If they exhaust all their BODY (for whatever reason) they die immediately.
- They must eat something substantial after engaging in autophagy (at least within the hour) or make a TD 200 Shock Save; those who fail die, self-consumed by their own metabolism.
- Ability Advancement, **Range:** 1 – 5, **Skill:** 11, **Secret:** 1, **Time:** 8+6. On a 15% chance a Bandroog has the Savage Profession and gains in skill and secrets accordingly.

Lore: These creatures are omnivorous but prefer red, bloody meat to anything else and will to go uncommon lengths to obtain it. They'll even go so far as to dig up fresh graves to get at the bodies!





BASILISK (10% chance of 1 appearing; 30% chance a mated pair; and 60% chance of d12) **Description:** Reptile with eight clawed legs and a long head. Similar to a gilla monster but with thick, cable like horns. The horns move like stiff hair that angles back from its head and the upper part of its neck, and it has a pair of large eyes set close together. The flexible horns cluster and move as it moves, going from flowing around its head like a crown to flat against its neck as necessary. It has a set of arrowhead shaped bone protrusions on each side of the length of its spine and exudes a yellowish slime from glands between them under the skin. Its mouth is full of small, close-set pointed teeth and it can unhinge its jaw (outside of combat) to swallow creatures whole.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 11	COORD (Coordination): 21	FEAR: 77
REF (Reflexes): 10	CF (Count Factor): 22	SHOCK: 102
STR (Strength): 10	MA (Mental Acuity): 18	DISEASE: 100
SIZE: 13	BODY: 46	P/V (Poison/Venom): Immune
MASS: 23	APT (Aptitude): 12	
CON (Constitution): 28	LEAD (Leadership): 20	DEF (Defense) (DR - Damage Resistance): 137 (DR:11)
WITS: 12	PER (Perception): 130	MD (Magik DEF) (MR -Magik Resistance): 112 (MR:17)
REAS (Reason): 6	HP (Hit Points): 77	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 5		
EGO: 11	DODGE: 18	Quick Rank: 10
CHAR (Charisma): 9	MOVE: 10	Trainability: Impossible
		Breed TD: 175

Skills: Ath: 78, Cl: 51, Co: 37, Wi: 49, Re: 44, Wil: 55, Wpn [bite] 53

Secrets: Proprioception [Ath], Long Breath [Ath]

Tactics: Ambush Predator. Tends to petrify and then flee, returning after ascertaining the situation is safe. Mated pairs act in concert, especially from ambush, and may sit on a kill instead of fleeing and then returning. Larger groups act as a pack and can dominate and terrorize a region.

Action Combination: Basilisks tend to bite & attempt to petrify the same being, but can easily split their attacks if desired.

- **Petrification Gaze:** +100 [versus MD] **ER:** 35, **D:** 3d10+10 BODY C: 100, F: 1, [Gen]. Petrified BODY is treated like BODY damage and adds 1:1 to MASS (reducing Move, etc.). If half or more BODY is petrified, the person will slowly die, losing d6 BODY per hour until death.
- **Bite:** +84, **ER:** C-S, **D:** d4+7 C: 100, F: 5, [P]

Defensive Slime: Exudes sticky yellowish slime on its back that is toxic to any living creature, TD 150 P/V Save or they suffer 2d20+20 HP damage on touch.

Basilisk Physiology:

- Basilisks have an alien physiology. They burrow at Move 22 in all materials but rock.
- They are immune to petrification, fire, paralysis, acid, and all mental/psychic power or attacks.
- Basilisks add a +30 bonus on grab or grapple (all) checks.
- They can swim in molten lava or similar substances without harm and can hold their breath for one hour per CON.
- Basilisks have multiple glands that control their saliva, and can naturally mix a substance that can break down the petrification process so they can ingest the beings they petrify. After death, the capability of their saliva to affect the petrification process quickly decreases to nothing, the natural potency of the saliva to break down petrification failing after 2d12 minutes.
- Basilisks use both Growth and Ability Advancement: **Range:** 1 – 7, **BODY:** +12, **ESS** +1, **DR:** +1, **Skill:** 14, **Secret:** 1, **Time:** 13+13. The common basilisk met is age category three.

Lore: Basilisks are the reptilian pests of the world and can be found in nearly any climate, infesting the food chain. While not normally territorial in small numbers, large packs of basilisks become so.

B

BLACK FISHERMAN

(95% chance of 1 appearing; 5% chance of 2 – 8 appearing).

Description: Looks like a giant black widow spider.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 17	COORD (Coordination): 34	FEAR: 71
REF (Reflexes): 17	CF (Count Factor): 34	SHOCK: 56
STR (Strength): 16	MA (Mental Acuity): 23	DISEASE: 25
SIZE: 11	BODY: 37	P/V (Poison/Venom): 95
MASS: 10	APT (Aptitude): 60	
CON (Constitution): 14	LEAD (Leadership): 17	DEF (Defense) (DR - Damage Resistance): 95 (DR:5)
WITS: 17	PER (Perception): 85	MD (Magik DEF) (MR -Magik Resistance): 41 (MR:9)
REAS (Reason): 6	HP (Hit Points): 51	PD (Psychic DEF) (PR - Psychic Resistance): 26 (PR:8)
ESS (Essence): 7		
EGO: 12	DODGE: 74	Quick Rank: 15
CHAR (Charisma): 10	MOVE: 67	Trainability: Impossible
		Breed TD: 175

Skills: Ac: 115, Ath: 48, Cl: 63, Cr: 80, Wi: 51, Re: 77, Wil: 84, Wpn (bite): 61

Secrets: Proprioception [Ath], Guile [Cl], Distract [Cl], Swipe [Cr], Land Mastery [Wil]



Tactics: Ambush from above, reeling down a line of silk to drip poison into a victim's body then pulling them up to devour afterward.

Bite: +95 (115 in web), **D:** d2+3, **ER:** C, **C:** 100, **F:** 1, [P]. This spider generates its own venom that it can inject via bite or release via silk strands. The venom inflicts d6+5 hidden BODY impairment (TD 189 P/V Save halves this damage). It also causes paralysis in living beings (insectoids & Khai Zirin are immune to the paralysis) in beings with 74 BODY or less, lasting d10+10 minutes (minus 1 minute for every 10 BODY of the victim).

Black Fisherman Physiology:

- Black Fisherman have an arachnid physiology.
- They double their DEF and gain a +20 bonus to Dodge when in their webs.

Lore: Black Fisherman spiders string their webs between trees, across deep ravines and other tall places off the ground. The light gray silken webs enclose debris, usually leaves and branches or forest/mountain debris. They can appear in any place that doesn't get too cold, though less traveled forests are preferred.



BLACK LION (d12)

Description: Looks like a large, black lion with emerald eyes.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 15	COORD (Coordination): 32	FEAR: 104
REF (Reflexes): 17	CF (Count Factor): 34	SHOCK: 92
STR (Strength): 18	MA (Mental Acuity): 22	DISEASE: 33
SIZE: 16	BODY: 52	P/V (Poison/Venom): 62
MASS: 16	APT (Aptitude): 33	
CON (Constitution): 29	LEAD (Leadership): 15	DEF (Defense) (DR - Damage Resistance): 107 (DR:5)
WITS: 17	PER (Perception): 75	MD (Magik DEF) (MR -Magik Resistance): 64 (MR:9)
REAS (Reason): 5	HP (Hit Points): 81	PD (Psychic DEF) (PR - Psychic Resistance): 33 (PR:8)
ESS (Essence): 11		
EGO: 10	DODGE: 46	Quick Rank: 20
CHAR (Charisma): 5	MOVE: 44	Trainability: 50
		Breed TD: 100

Skills: Ac: 75, Ath: 71, Cl: 63, Co: 61, Cr: 80, Re: 77, Wil: 84, Wpn (bite): 73, Wpn [Claw]: 81

Secrets: Bowling Charge, Bestial Quickness, Second Dodge [Ac], Leap Attack [Ac], Fast Mover [Ath], Kip [Ac]

Tactics: Offense and Defense Predator; usually only really active when searching for food. Very territorial and tends to warn and then attack if alone, or attack if defending a herd. Groups of them will use pack (+3) tactics (males & females).

Action Combination: Lions can employ a rear claw attack only if they are grappling with an opponent. When they do so, treat its attack as the same strength as its normal attack.

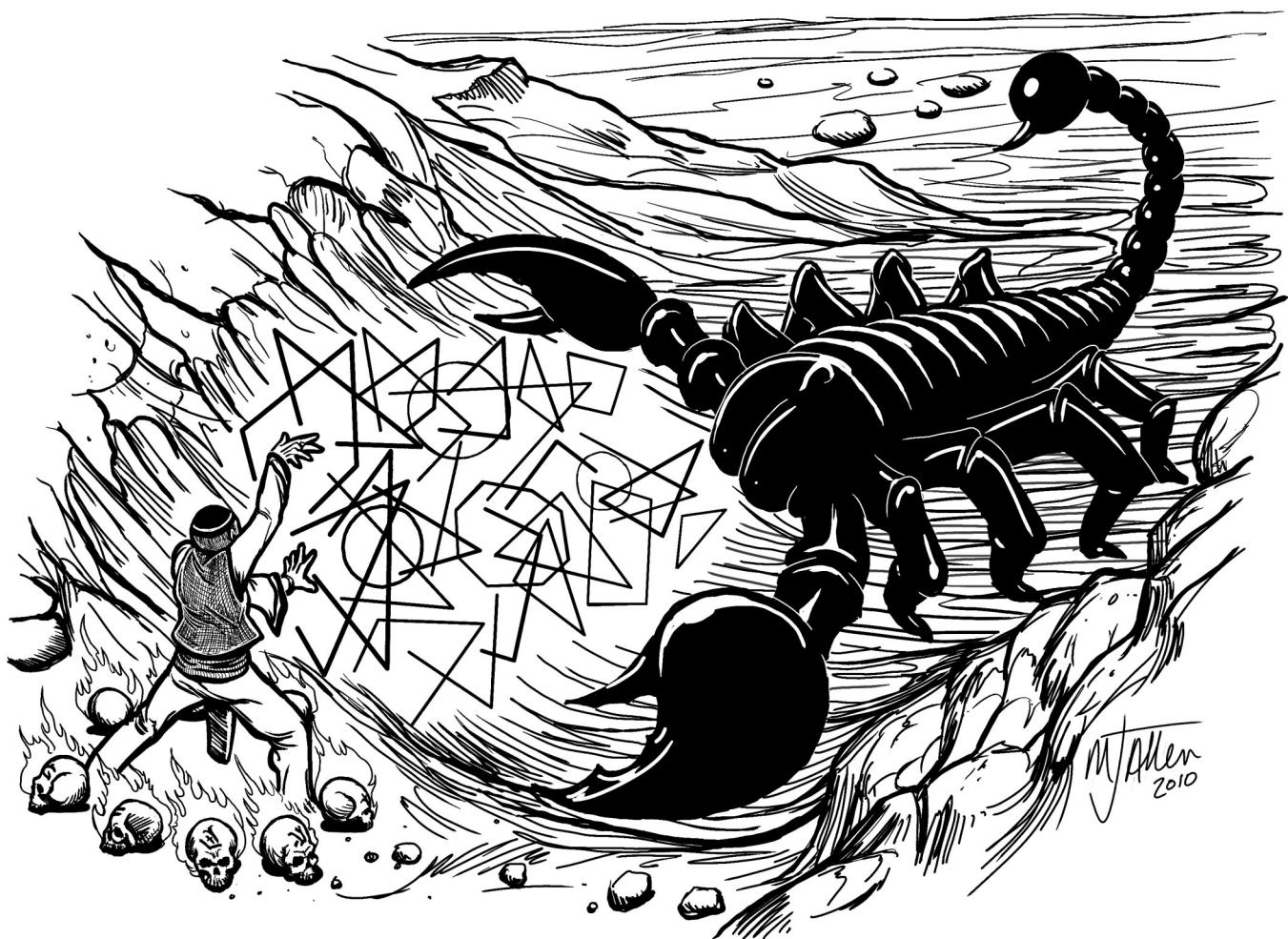
- **Secrets:** Riposte [Gu], Gash [Co], Flurry [Co]
- **Bite:** +95, **D:** 2d6+21, **ER:** C-M, **C:** 86, **F:** 2, [S].
- **Claw:** +103 **D:** d6+16, **ER:** C-M, **C:** 90, **F:** 2, [S].

Black Lion Physiology:

- Black Lions can make jumps of 22 ft horizontally and 8 ft vertically.
- Black Lions are invisible when they stealth, requiring a TD 300 PER check to notice them.
- They can see clearly in complete darkness, though in black and white.
- They are immune to all forms of petrification/stoning.
- Black Lions use Ability Advancement: **Range:** 1 – 8, **Skill:** 21, **Secret:** 1, **Time:** 12+12. The listed Black Lion is age category four.

Lore: Black Lions are at home in the Great Grass Plains and hunt Centaur for food. They can also be found in just about any grassy plain or veldt areas.





-Found scrawled across parchment in the Leather Oon Eatery in Validos, Viruelandia.

The World Snake has moved against Helio, visiting a plague of scorpions upon the whole town, polluting the waters and loosing Black Scorpions and Grey Horrors by the score. Helio, not a strong power outside of Viruelandia but present still has noted the problem and is irritated. Shackled by other events elsewhere, he has made a deal with Diora to work on the problem, since his avatar in the region was disemboweled and spread across the Brass Mountains by creatures that look like horses but have the fangs of lions, the tail of wyverns, wings like manticores and the skin of the salamander.



B LACK SCORPION (always 1)

Description: Large black scorpion the size of a modern day tank with bright red eyes. Out of water, these creatures have the faint smell of vinegar.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 40	COORD (Coordination): 67	FEAR: Immune
REF (Reflexes): 27	CF (Count Factor): 32	SHOCK: Immune
STR (Strength): 53	MA (Mental Acuity): 27	DISEASE: Immune
SIZE: 48	BODY: 200	P/V (Poison/Venom): Immune
MASS: 99	APT (Aptitude): 127	
CON (Constitution): 200	LEAD (Leadership): 15	DEF (Defense) (DR - Damage Resistance): 248 (DR:36)
WITS: 23	PER (Perception): 138	MD (Magik DEF) (MR -Magik Resistance): 170 (MR:14)
REAS (Reason): 4	HP (Hit Points): 200	PD (Psychic DEF) (PR - Psychic Resistance): 83 (PR:11)
ESS (Essence): 100		
EGO: 10	DODGE: 100	Quick Rank: 25
CHAR (Charisma): 5	MOVE: 100	Trainability: Impossible
		Breed TD: 275

Skills: **Ac:** 102, **Ath:** 200, **Cl:** 53, **Co:** 74, **Gu:** 103, **SC:** 56, **Re:** 79, **Wi:** 112, **Wpn** [Claw]: 100, **Wpn** [Stinger]: 109

Secrets: Will to Live [SC], Track [Re], Elastic Mind [Co], Anticipation [Re], Interference [Gu], Guile [Cl], Circle of Eyes [Co], Tastes Bad, Second Parry [Gu]

Tactics: Predator. It will hunt anything and devours everything it catches. Nocturnal, and their prey is anything smaller that can't get away!

Action Combination: Black Scorpions attack with a claw, other claw and stinger, employing them together or individually as needed.

- **Secrets:** Shock Attack [Co], Spread Attack [Wpn]
- **Claw:** +167, **D:** 10d6+20, **ER:** 100, **C:** 81, **F:** 2. If they get a successful hit with one or both claws, the victim is immediately attacked with their stinger as well if they expend a quickened action.
- **Stinger:** +233, **D:** 7d6+11, **ER:** 50, **C:** 77, **F:** 2. Black Scorpions employ a painful venom that causes 4d8 BODY impairment if a TD 200 P/V Save is failed, in addition to the Staggered status (even if you do Save) that lasts for 3d12 melee rounds.

Black Scorpion Physiology:

- Black Scorpions have an alien, arachnid physiology. They live to be 800 years old and grow steadily until around 300 years or so when they reach their maximum growth. Growth and Ability Advancement **Range:** 1 – 12, **BODY:** +25, **ESS** +12, **COORD:** -1, **CF:** -1, **Dodge:** -12, **DR:** +4, **Skill:** 10:15, **Time:** 15+15. The one shown here is in age category three and is the normal range met.
- Immune to acid (any potency), and lightning bolts (or similar electrical bolts/beams/etc.) bounce of its chitin (random direction).
- Black Scorpions grow in capability as well, gaining (randomly determined) an additional immunity (cold, petrification, slowing, confusion, etc.) every age category. Additionally, they have a 25% chance per age category to have access to a random psychic or arcane power of OP 1 – 8 that they employ at 4d10 skill ranks.
- Black Scorpions can breathe through the tail, allowing it to submerge in shallow pools of water.
- It has poor eyesight but senses via airborne vibrations, body heat, electromagnetic fields and smell to track prey, gaining automatic PER 350 against anything within 500 ft.
- Scorpions are viviparous, and carry their smaller young within until they are grown and can care for themselves. As the smallest seen is around 125 BODY, only 250 BODY or larger Black Scorpions will bear young. Smaller ones cannot/do not do so. Black Scorpions also molt to grow, and will progress in size every couple of months if sufficient food is available.

Lore: Most other creatures don't eat this thing. Even Ibathene go out of their way not to, as it tastes horrendous, but Uruk consider it a delicacy.



BLACK WIND (always 1)

D**Description:** A 20 ft diameter whirling fog of shadows, lit from within by small, constantly crackling blue lightning bolts, somewhat like a small thunderhead.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	5	COORD (Coordination):	67	FEAR:	Immune
REF (Reflexes):	34	CF (Count Factor):	40	SHOCK:	Immune
STR (Strength):	0	MA (Mental Acuity):	66	DISEASE:	Immune
SIZE:	30	BODY:	30	P/V (Poison/Venom):	Immune
MASS:	4	APT (Aptitude):	139		
CON (Constitution):	0	LEAD (Leadership):	34	DEF (Defense) (DR - Damage Resistance):	178 (DR:27)
WITS:	27	PER (Perception):	78	MD (Magik DEF) (MR -Magik Resistance):	153 (MR:41)
REAS (Reason):	39	HP (Hit Points):	94	PD (Psychic DEF) (PR - Psychic Resistance):	187 (PR:38)
ESS (Essence):	73				
EGO:	31	DODGE:	100	Quick Rank:	90
CHAR (Charisma):	3	MOVE:	240	Trainability:	Impossible
				Breed TD:	Impossible

Skills: Ce: 110, Ch: 163, Co: 99, Eng: 97, Gn: 89, SC: 176, Re: 129

Secrets: Power Ward [Ch], Energy Feast [Ch], Channel Dexterity [Ch], Unfettered [Ch]

Tactics: Destructive and Uncaring. It preys on all life.

Action Combination: It attacks by envelopment, striking psychically and with a numbing cold that damages and paralyzes. Those taken over psychically are slaves to its alien mind (see Special below).

- **Psychic Enslavement:** +178 {versus PD}, C: 100, F: 1, [Psychic]. If successful, the Black Wind invades the mind and takes over, forever making it an alien host, killing the previous sentience (instant death).
- **Cold:** hits anything enveloped, causing 2d6+26 HP damage.

Black Wind Physiology:

- Black Wind is an amorphous, alien being.
- Black Wind has Eldritch Dodge 23 and Mental Dodge 45.
- Black Wind is immune to all forms of attack except technological energy weapons, sonic attacks or arcane paralysis, which does $2d6+18$ HP damage, -4 CF and quarters its movement. The CF penalty & movement reduction apply only once and last d20 melee rounds (after the slow effect expires, it could be redone with another arcane paralysis).
- This being can maintain 20 mind-linked hosts simultaneously. It can kill a host instantly at any time (takes no action), and often does when it takes a new host beyond its limit. Any being taken over in this fashion has their previous sentience utterly destroyed.

Lore: These beings are quite unfathomable, though sentient and having a vast intellect; none recorded have been able to communicate or fathom their thought processes.



BLOOD BEAST (always 1)

Description: Vaguely humanoid shaped; lumpy and rock-like creature that resembles a large boulder or pile of rocks when motionless. It moves on two stumpy “feet” with a lurching, toppling motion. It has no visible features.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 5	COORD (Coordination): 13	FEAR: Immune
REF (Reflexes): 8	CF (Count Factor): 14	SHOCK: Immune
STR (Strength): 39	MA (Mental Acuity): 21	DISEASE: Immune
SIZE: 17	BODY: 135	P/V (Poison/Venom): Immune
MASS: 79	APT (Aptitude): 230	
CON (Constitution): 57	LEAD (Leadership): 23	DEF (Defense) (DR - Damage Resistance): 13 (DR:61)
WITS: 6	PER (Perception): 66	MD (Magik DEF) (MR -Magik Resistance): 11 (MR:58)
REAS (Reason): 15	HP (Hit Points): 192	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 94		
EGO: 22	DODGE: 0	Quick Rank: 50
CHAR (Charisma): 1	MOVE: 7	Trainability: Impossible
		Breed TD: Impossible

Skills: Ath: 137, Ch: 111, Co: 99, Eng: 97, Gn: 33, SC: 80, Re: 88, Wpn (Envelope): 106, Wpn (Appendage): 73, Wpn (Stomp): 54

Secrets: Power Ward [Ch]

Tactics: Stealth Ambush predator. As it resembles a large boulder or pile of rocks when motionless, it often attacks from this state.



Action Combination:

- **Secrets:** Spread Attack [Wpn]
- **Envelope** +119, **D:** d10+13, **ER:** S, **C:** 100, **F:** 1, [Mnu]. It can envelop its BODY in beings with its envelopment attack, and then leech out all the blood and other bodily fluids of any living, organic creature the next CF Action Count. The leeching process drains 5% or 10 HP worth of victim's body fluids per CF Action Count, whichever is greater. Creatures enveloped in this manner also take d10+5 crushing damage every CF Action Count. Beings killed in this manner become extremely hard and leathery, almost mummified in appearance, and cannot be resurrected by normal means.
- Stomp +67 (**D:** 5d6+27, **ER:** S-M, **C:** 97, **F:** 1, [B])
- Appendage +86 (**D:** 2d10+18, **ER:** S-L, **C:** 87, **F:** 3, [B])

Blood Beast Physiology:

- Blood Beasts have an alien physiology.
- Blood Beasts can walk underwater at any depth or clarity without issue.
- The dense, rocky flesh of this creature is resistant to damage, especially piercing weapons, and all such (including firearms) have a 25% chance of ricocheting harmlessly off. Immune to psychic/mental powers (any kind) and magik/techno that replicate them (like telepathy, ESP, etc.)
- The being has a bizarre metabolism that doesn't conform to normal living creatures and is immune to corporeal, sensory pain and like effects. It also has FORT 30 against all attribute or characteristic damage or impairment.

Lore: This rare creature has a mystikal ability to sense and home in on organic life which may have the fluids it needs to sustain its nearly immortal life span. This ability has no known range, but legends tell of these slow moving creatures apparently sensing a caravan from as far as 50 miles across a trackless desert! Beware the Blood Beast for, once upon its “hunt”, it is utterly relentless and untiring, and will track its prey to the ends of the very world and beyond!

BLUE BELLOWER (d12 appearing)

Description: Bright metallic blue giant rhinoceros beetle, with a horn on the thorax and another horn pointing forward from the center thorax. Their bodies are covered by a thick exoskeleton.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 11	COORD (Coordination): 23	FEAR: Immune
REF (Reflexes): 12	CF (Count Factor): 16	SHOCK: 217
STR (Strength): 48	MA (Mental Acuity): 6	DISEASE: Immune
SIZE: 21	BODY: 133	P/V (Poison/Venom): 129
MASS: 64	APT (Aptitude): 37	
CON (Constitution): 83	LEAD (Leadership): 18	DEF (Defense) (DR - Damage Resistance): 37 (DR:28)
WITS: 4	PER (Perception): 47	MD (Magik DEF) (MR -Magik Resistance): 53 (MR:7)
REAS (Reason): 2	HP (Hit Points): 216	PD (Psychic DEF) (PR - Psychic Resistance): 6 (PR:0)
ESS (Essence): 31		
EGO: 11	DODGE: 0	Quick Rank: 20
CHAR (Charisma): 7	MOVE: 38	Trainability: Impossible
		Breed TD: 175

Skills: Ath: 224, Co: 87, Gu: 38, Pe [Song]: 50, Re: 23, Wi: 72, Wpn (Ram): 108

Secrets: Free Climb [Ath]

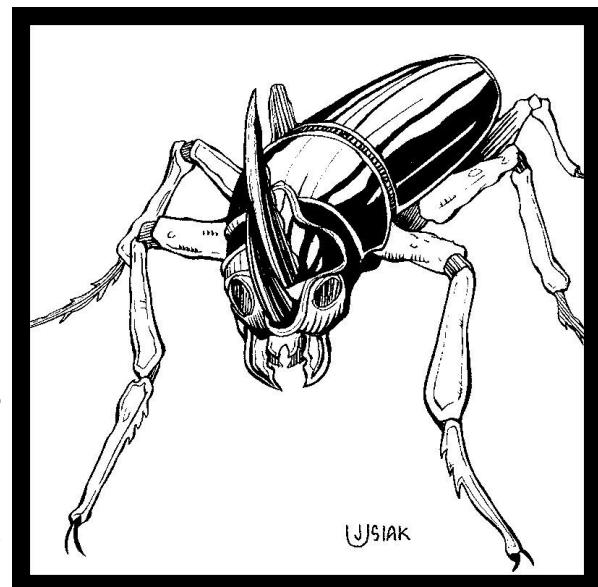
Tactics: Uncaring Omnivore. Bellows as a warning to drive off foes and when attacking. It only stops when/if it releases gas as a retreat mechanism.

Action Combination:

- **Bellow** (automatic when disturbed or attacking): It can bellow by drawing air through its thorax, and its bellow deafens unprotected ears for 1-2 minutes if within 30 ft. Those deafened are Staggered with a -50 penalty to PER checks. Beings with acute hearing within 30 ft are Flattened and -150 to PER and affected like normal if within 31 – 100 ft. It is nearly impossible to hear within 60 ft while this thing is bellowing.
- **Defensive Gas** (automatic if dropped below 20% HP): The gas floods a 30-ft diameter area with a cloud of yellow-white nauseating gas that causes all those of 55 BODY or less to pass out in d10 CF Counts and all others up to 75 BODY to flee, nauseated and Flattened for d10+10 melee rounds.
- **Chain Attack:** Blue Bellowers attack by ramming foes with their horns and then lifting them up and throwing them if they succeed.
- **Secrets:** Concussive Strike, Shock Attack
- **Ram:** +131, **D:** 4d6+45, **ER:** L, **C:** 74, **F:** 5, [P].
- **Slam:** +246, **D:** 5d6+68, **C:** 87, **F:** 9, [B]. Use +296 to resolve the grapple.

Blue Bellower Physiology:

- Blue Bellowers are immune to Stun, Stagger, Shaken, Flatten and like effects.
- They are also immune to their bellow and gas effects.
- Lightning and other piercing arcane or elemental bolts have a 50% ricochet chance. The same applies to mundane piercing missiles as well.
- Blue Bellowers use Growth Advancement, **Range:** 1 – 27, **BODY:** +15, **Skill:** 4:17, **Time:** 17+17. The one shown here is in the normal range met (age category three).



Lore: These creatures are omnivorous but will turn carnivore if necessary. They are pretty single-minded and are easily confused or fooled. Most often encountered in jungle areas or in rain forests.

BOOMER (d100 appearing)

Description: Large tree frogs with bulbous eyes and long, yellow tongues.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness): 12		COORD (Coordination): 25	FEAR: 42
REF (Reflexes): 13		CF (Count Factor): 25	SHOCK: 43
STR (Strength): 9		MA (Mental Acuity): 17	DISEASE: 24
SIZE: 8		BODY: 25	P/V (Poison/Venom): 85
MASS: 8		APT (Aptitude): 27	
CON (Constitution): 17		LEAD (Leadership): 20	DEF (Defense) (DR - Damage Resistance): 45 (DR:5)
WITS: 12		PER (Perception): 65	MD (Magik DEF) (MR -Magik Resistance): 36 (MR:9)
REAS (Reason): 5		HP (Hit Points): 42	PD (Psychic DEF) (PR - Psychic Resistance): 20 (PR:4)
ESS (Essence): 10			
EGO: 13		DODGE: 17	Quick Rank: 10
CHAR (Charisma): 7		MOVE: 34	Trainability: 190
			Breed TD: 125

Skills: Ac: 53, Ath: 32, Cl: 46, Co: 57, Cr: 42, Re: 51, Wi: 47, Wpn (tongue): 63, Wpn (spit): 47

Secrets: Swipe [Cr], Cosh [Cr], Track [Re]

Tactics: Predator. They attack by entangling prey with their sticky tongues and then reel them in, alive and kicking, to digest.

Tongue entangle: +88, ER: 20, C: 98, F: 3, [B]. The tongue can ensnare any being 50 BODY or less in size (include armor when determining size). It snares on a CF Action Count and reels in the next, inflicting d8+4 BODY damage from its bite, swallowing the part bitten off. Anything 25 BODY or less is instantly swallowed instead of biting, taking 18 HP acid and fire damage that ignores DR/MR, and loses sight, sound, touch and smell as their body is burned.



Saliva Spit: +72, D: d10+11, ER: 50, C: 99, F: 1, [B]. Saliva is acidic and thermal (see Other). This is used in place of the tongue entanglement, though it can spit on anything already caught in its tongue automatically.

Boomer Physiology:

- Boomers can make a 30 ft horizontal leap, 15 ft high.
- Boomers are vulnerable to fire, exploding (instant death) if 7 HP or more of fire damage is taken. If fire is applied, or they take enough damage to die, these things explode in a 20 HP, 25-ft diameter fireball. The damage inflicted by this explosion is both thermal and acidic and damages normally unless a victim is immune to both. Additionally, all in the area have a 25% chance of being blinded.

Lore: These creatures are aggressive and always hungry, and live in or around swampy, wet forests, fens and other wet places. They are very dominating and territorial, tending to take over an area and stay within it until the food supply diminishes, and then they move on.



BORE BUG (d100)

Description: Resembles a bright orange cockroach with a rotary, lamprey-like mouth, four barbed digging appendages, and two very strong pusher legs.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness): 9		COORD (Coordination): 28	FEAR: Immune
REF (Reflexes): 19		CF (Count Factor): 30	SHOCK: 49
STR (Strength): 5		MA (Mental Acuity): 12	DISEASE: Immune
SIZE: 4		BODY: 10	P/V (Poison/Venom): Immune
MASS: 1		APT (Aptitude): 15	
CON (Constitution): 16		LEAD (Leadership): 6	DEF (Defense) (DR - Damage Resistance): 43 (DR:3)
WITS: 11		PER (Perception): 42	MD (Magik DEF) (MR -Magik Resistance): 6 (MR:0)
REAS (Reason): 1		HP (Hit Points): 26	PD (Psychic DEF) (PR - Psychic Resistance): 111 (PR:19)
ESS (Essence): 3			
EGO: 4		DODGE: 49	Quick Rank: 5
CHAR (Charisma): 2		MOVE: 22	Trainability: Impossible
			Breed TD: 25

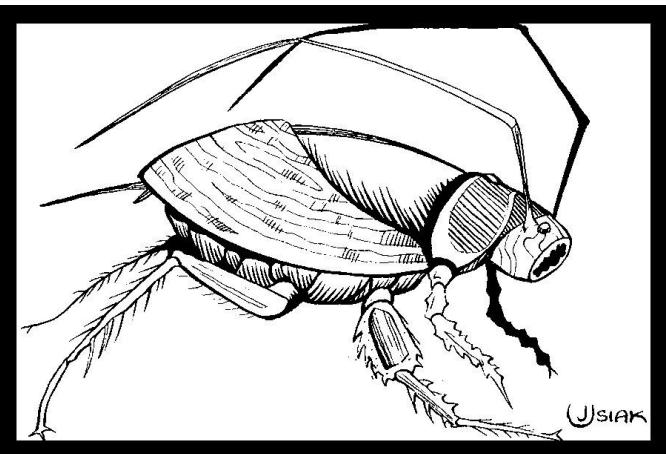
Skills: Ac: 73, Ath: 32, Cl: 31, Co: 48, Cr: 82, Re: 39, Wi: 43, Wpn (Ram): 59

Secrets: Additional Dodge [Ac], Stealth [Cl], Force Entry [Cr]

Tactics: Uncaring Predator.

Chain Attack: Bore Bugs attack by ramming their victims, which they can do by leaping (20 ft distance) or by proximity. Once they get on their victim, they immediately begin boring through their armor and skin, crawling inside and devouring from within.

- **Secrets:** Speed Attack
- **Ram:** +87, **ER:** L, **C:** 61, **F:** 1, [P]. Any critical roll is considered an automatic hit if not Dodged, ignoring Parry attempts and inflicting 47 DUR damage to any Blocking items. Once attached, it takes a TD 125 STR check to tear them free.
- **Bore:** automatically succeeds. It takes them 7 CF Counts to chew through DR 12 or less. Each additional DR takes 2 CF Counts to bore through. Once though DR, it inflicts d3+5 HP damage crawling in and then inflicts the same damage every 7 CF Counts, with a 15% chance of a critical success.



Bore Bug Physiology:

- Bore Bugs are insects, and as such have a very tenacious metabolism and powerful healing rate.
- They suffer 50% more damage from heat sources and sonics inflict double damage.
- They can heal from anything that doesn't completely kill them, regenerating completely.

Lore: These creatures are carnivorous but will turn omnivorous if necessary. They will attack any creature, living or dead, and will only retreat from extreme (nearly fatal to them) heat. They are luckily only encountered in tombs, crypts, or other places where the dead have been left.





BRWNIE (d20 appearing)

Description: One-and-a-half to two feet tall fuzzy, teddy bear-like beings. A faerie being, these seemingly “cuddly” creatures are dangerous, highly magikal beings that can range from the simple-minded to brutal, amoral thugs that make deodanths cringe.

Skills: Ath: 19, Bu: 100, Ca: 99, Ce: 110, Ch: 181, Cr: 147, Co: 99, Eng: 97, Gn: 89, Gu: 155, Re: 130

Secrets: Swipe [Cr], Unsighted Caster [Ca], Unfettered [Ch]
--

Tactics: Anything is possible.

Action Combination: It attacks by envelopment, striking psychically and with a numbing cold that damages and paralyzes. Those taken over psychically are slaves to its alien mind (see Special below).

- **Cold:** hits anything enveloped, causing 2d6+26 HP damage.

Magik: Brownies can use any spell or ritual up to OP 8, though they focus on illusionary magik above others.



Powers: Brownies can do all of the following, at will, without expending mana or APT.

- Brownies can use invisibility on themselves or any object 1 lb or less as a normal action.
- They can self-levitate (indefinitely if desired).
- They can cross the dimensions, including the spirit plane, and step into the EverFae from anywhere.
- They can open or close any nexus, regardless of its state, though only once per day. They cannot, however, for whatever reason, enter the Dreamlands (also called the Dreamworld) for any reason. Doing so is the one sure way to kill them instantly.

Special: All living beings who encounter a Brownie suffer a d100+99 Mind attack; those who succumb to this attack become so charmed with the cute little critters that they would never think of harming them (even if threatened with death by the little bastards) and will dole on them, giving them presents and other shiny baubles. Only other Brownies seem immune to this effect. The effect is worse if a Brownie is touched, and then the attack comes at a strength of d100+140. The Mind attack on the encounter roll occurs only once per meeting, but the Mind attack from physical touch occurs each and every time. Gauntlets, gloves and the like provide no immunity to this attack, and it doesn't matter if the Brownie notices the touch or not; only in death does the Mind attack disappear.

Brownie Physiology:

- Brownies are Faerie beings.
- Brownies have Eldritch Dodge 58 and Mental Dodge 41 and can use both twice in a CF Action Count. They can Dodge twice in a CF Action Count as well.
- Brownies have True Sight and are immune to sleep, hypnotics/suggestion, transformation/shape change and like polymorph powers. They ignore nerve, somatic and corporeal attacks/powers (regardless of origin or power). Brownies also regenerate at the rate of 3 HP/1 attribute/1 characteristic per melee round.

Lore: Brownies are Faerie, though no true-blooded Fae claims them and no Fae Lord/Lady keeps them under their domain. Legends say they were once greater than they are now, but they were ousted from an overlord position in the grand EverFae, made simple in form and power as revenge. Some say they are just the way they are from birth to death. Truest fact is no one knows and, if they know, they aren't telling! Regardless, these highly magickal beings are immortal kleptomaniacs with a high chance of stealing everything they consider pretty or interesting in sight (usually 75% of the time). If they aren't stealing it they are trying to trade for it (their version of help). Their high-pitched voices, giggles, laughter and cries for "Trade! Trade!" are feared by all and sundry, as their pranks are legendary in scope and execution. No one, and I repeat, no one, wants to get a Brownie mad at them.

Brownies love sweet foods and drinks, children, and Hobbits, but despise Dwarves, Khai Shang, Kobbitts, Goblins, Gnomes, and other stodgy, orderly types (did I say they despise gnomes...) However, Deodanths, Throon, Phraints and other let's-fight-kill-slay types make them ornery. Khai Zirin, Centaur, Wolfings and others with soft fur get patted, petted, and chased.

The Brownie Corsairs are coming! Truth in legend, a shipload or two of these creatures sails the seas and air, laying aside other ships and stealing everything valuable in sight. Those who come across them never forget that moment - the Brownies won't let them!

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 25	COORD (Coordination): 41	FEAR: Immune
REF (Reflexes): 9	CF (Count Factor): 27	SHOCK: 51
STR (Strength): 14	MA (Mental Acuity): 39	DISEASE: Immune
SIZE: 4	BODY: 21	P/V (Poison/Venom): Immune
MASS: 3	APT (Aptitude): 352	
CON (Constitution): 51	LEAD (Leadership): 50	DEF (Defense) (DR - Damage Resistance): 61 (DR:34)
WITS: 18	PER (Perception): 201	MD (Magik DEF) (MR -Magik Resistance): 177 (MR:47)
REAS (Reason): 21	HP (Hit Points): 72	PD (Psychic DEF) (PR - Psychic Resistance): 194 (PR:56)
ESS (Essence): 313		
EGO: 31	DODGE: 99	Quick Rank: 45
CHAR (Charisma): 19	MOVE: 9	Trainability: Impossible
		Breed TD: Impossible



-Archenahr Spires Mountains in Viruelandia

The spires are a strange, spiraling 'twisted' series of rising towers, fluted, and carved out of deep blue jade or like stones. Those who overcome the fear to venture within and survive the numbers of Chaeronyx there have spoken of strange glittering rooms, murmuring voices, and intricate metal devices. An occasional brave soul will return with some small token of the place. Some find their 'tokens' are more than just beautiful designs. During the Revolt of 71 Victrix, the wizard Ixixnotqo the Inquisitive, who began the short lived revolt, supposedly had journeyed to this strange place. He had in his possession a small device that winked and muttered. He listened to it avidly, and it provided astute military advice. While successfully guiding him to cause a revolt around the Bards Mountains, the device was the very thing that proved his undoing. When it was stolen from him, Ixixnotqo was paralyzed and the Viruelandian forces quickly shattered his short lived revolt and placed his head on the walls of Saffrés with the other traitors to Viruelandia.



CHAERONYX (d3 appearing)

Description: A horrific crossbreed of centaur and medusa. They resemble centaurs but with sharp, flat edges and planes to their body instead of the normal soft, rounded look of muscle. Their equine body, where the humanoid torso meets the equine, has a hard carbuncle-like protrusion that extends half way back toward the tail. On some it flares back and up almost like miniature, rocky wings. This same carbuncle-like protrusion exists in spots across their body, both equine and humanoid, especially at the joints and large planes of the body. Their face is sharp, hawk-like in feature, with lidless, glowing eyes with no discernible pupil. Their hair is long and thick, almost like dreadlocks, except it is a mass of emerald green serpents (d20+20), each with the same luminous eyes.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 10	COORD (Coordination): 23	FEAR: Immune
REF (Reflexes): 13	CF (Count Factor): 24	SHOCK: 147
STR (Strength): 27	MA (Mental Acuity): 18	DISEASE: 83
SIZE: 18	BODY: 83	P/V (Poison/Venom): 64
MASS: 38	APT (Aptitude): 57	
CON (Constitution): 46	LEAD (Leadership): 23	DEF (Defense) (DR - Damage Resistance): 89 (DR:26)
WITS: 8	PER (Perception): 77	MD (Magik DEF) (MR -Magik Resistance): 113 (MR:38)
REAS (Reason): 10	HP (Hit Points): 129	PD (Psychic DEF) (PR - Psychic Resistance): 41 (PR:6)
ESS (Essence): 16		
EGO: 14	DODGE: 99	Quick Rank: 15
CHAR (Charisma): 9	MOVE: 44	Trainability: Impossible
		Breed TD: 500

Skills: **Ac:** 39, **Ath:** 94, **Ch:** 31, **Co:** 81, **Cr:** 52, **Eng:** 37, **Gu:** 63, **Int:** 60, **Lo** [leather/chain/plate]: 45, **Md:** 43, **Med:** 48, **Mil:** 71, **Mis:** 50, **Pe** [Orate]: 21, **Re:** 92, **Ri:** 33, **Sc** 62, **Sh:** 89, **So:** 51, **Wpn** [Hooves]: 58, **Wpn** [Lance]: 77, **Wpn** [Bow]: 39, **Wpn** [Scimitar]: 53

Secrets: Fluid Motion [Ath], Fast Mover [Ath], MML [Eng], Baffling Moves [Co], Kinematics [Ath], Light Fighter [Lo], Additional Block [Sh]

Tactics: Pack (+5) Predator.

Action Combination: These beings wield the lance, scimitar and buckler, and a composite bow of horn for more distant targets. They can move fast on the charge, jump great distances, and are very nimble for all their rocky, dense appearance.

- **Secrets:** Flurry [Co], Ready For Battle [Gu], Hard Hit [Wpn], Concussive Strike [Co], Quick Draw [Wpn]
- **Hooves:** +108, **D:** 5d6+11, **ER:** M, **C:** 96, **F:** 1, [B.]
- **Lance:** +102, **CF:** 19 **D:** 3d6+51, **C:** 57C, **F:** 6, [P].
- **Scimitar:** +91, **CF:** 21, **D:** 6d6+9, **C:** 93, **F:** 2, [S].
- **Power Bow:** +73, **CF:** 18, **D:** 6d6+19, **ER:** 250, **C:** 81, **F:** 1, [P]. 25% chance the arrows are smeared with its blood.
- **Gaze** (TD: 175, always on). The gaze is a cone-shaped area attack and is made against all in the area. It's 5 ft right in front of him/her and extends 30 ft out, 15 ft wide at terminus. Those averting their eyes provide the Chaeronyx Substantial Concealment but the Shock Save is TD 125 instead. Those blind or who cannot see the Chaeronyx ignore the gaze.
- **Snake bite/blood** (TD: 100; inflicts 6d10+60 HP damage and d6+8 HP damage if you make the Save). If grappled, a percent chance equal to the difference in BODY exists that the d20 snakes can reach to bite, each inflicting the same venom damage (only once per day).

Chaeronyx Powers: They can generate a form of natural biological energy, psychic in nature, that they can wreath



around their scimitars, lances, or hooves if they spend a quickened action. This power resembles hungry black flames and burns in the mind and body, damaging the flesh and destroying the nervous system that controls bodily movement! This power inflicts d8+6 HP damage and destroys d3 STR permanently.

Chaeronyx Physiology:

- Chaeronyx have an alien physiology, Fort 12, Mental Dodge: 11 and Eldritch Dodge: 41.
- Immune to stone/petrification and cold or chill of any potency/strength/origin. They are immune to the effects of their own poison and blood and those of other Chaeronyx.
- They double their BODY score for BODY comparisons and when they make a Charge action, they add their full MASS to damage. They can make moving leaps of 20 ft with a quickened action.
- Chaeronyx have Ability Advancement [**Range**: 1 – 20, **Skill**: 38, **Secret**: 1, **Time**: 16+22]. They can learn the Warrior, Mage, Medicine Man, Savage Professions, and Forrester Path in their third age category or later. Chaeronyx are frequently Warriors or Savages, 23 to 80 ranks in skill, with 1 Warrior/Savage and Core secret for every 10 skill ranks and an average in Core skills to match. Equally met, some are Mage or Shaman types, with skills 5 – 22 in rank, with 1-2 appropriate secrets in Core skills or Mage/Shaman. Shaman types always bind spirits and will have d10 fetishes and d6 bound spirits, screaming in agony, and thralls for their dark plans.

Lore: These creatures are an arcane crossbreed between medusa and centaurs. Their disposition is deplorable to all not of their species, though not foolishly so. They are man-eaters, preferring the flesh of sentient beings (it's a delicacy), especially that of the still living. Their dark disposition leads them down paths and in actions considered vile by the majority of civilized people and embraced by few, even the steeped-in-darkness Marmachandians (who don't care for these bastards), or demons, who consider them potential competition.



Chaeronyx Character Creation

GM Note: The below racial choice is powerful, especially for Humans, Goblins and Centaur when they exercise the option to choose two of the possible bloodline traits below. While the racial selection was purposely limited you may elect to alter the potential variations and add in your own custom races. Chaeronyx Breed TD is 500, giving them a very poor chance to breed with other races (base 500 + 1/2 other race's Breed TD). However, it does occur on occasion. Consider this fact when integrating them into your campaign to determine the chance of them mating successfully with any custom or additional races you have present.

Tainted Chaeronyx Blood {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline or descendant racial choice.}

Occasionally a Chaeronyx mates successfully with another race and the resulting breed survives. Few, if any, can survive being raised among Chaeronyx so any breeds met are raised by other races. Humans, Goblins, and Centaurs most often survive this breeding successfully and among this miniature group is an even smaller pool of crossbreeds with Elves, Orcs, Hobbits, Dwarves, and even a reputed Khai-Zirin. This often horrific crossbreed bears the legacy of its Chaeronyx parent, visibly in their form, such as the rocky, dense appearance that typifies Chaeronyx, Centaur-like appearance, or a serpentine hair. Some 20% have multiple parental characteristics but this only crops up the most in Centaur, Goblin and Human breeds (65% chance). Those who bear this tainted blood, inherit one of the following, except those of Centaur, Goblin or Human descent, who may expend another Racial Choice (for a total of 3 Racial Choices overall) to inherit two the following options instead.

- **Biological Energy.** You can generate a form of natural biological energy, psychic in nature, that you can wreath around your hands, feet, paws, hooves (as appropriate) or items you hold in hand, if you spend a quickened action. This power resembles hungry black flames and burns in the mind and body, damaging the flesh and the nervous



system that controls bodily movement! This power inflicts d6+3 HP damage and impairs 1 STR as well if a TD 200 Shock Save is failed. Any being immune to psychic power is immune to the effect as well.

- **Carbuncle Stone Flesh.** You have sharp, flat edges and planes on your body instead of the normal soft, rounded look of muscle. Hard carbuncle-like protrusions are scattered over your body, clustered around the joints and vital zones. You cannot wear any covering harder than cloth on your form without major re-engineering to make it function, requiring +500% the cost in adjustments, and then you only gain half the normal values gained by the armor. Bio-armor or armor enhancements built into the carbuncle-flesh work like normal. Add a +10 bonus to MASS and then halve your resulting MASS to determine the bonus to DR the carbuncle armor adds. Add the normal bonus to DR gained from MASS as well.
- **Chaeronyx Physiology.** Those with this inheritance have the odd, quirky physiology of the Chaeronyx while displaying little of their outward traits. You gain a bonus equal to half your REAS in Mystik Dodge, half your EGO in Mental Dodge, and double REAS as a bonus to resist petrification/stoning and cold or chill. If you do not have Mystik or Mental Dodge, you gain these abilities at the value listed. You always get a save against cold or stoning effects that do not normally provide a save.
- **Corrupted Blood.** You have inherited the toxic blood of your sire. The touch of the warm blood flowing in your veins is caustic, burning and searing for 3d10 HP if placed on any flesh or soft material it comes into contact with, unless a TD 75 Shock Save is made. After the blood has left your body, it becomes inert and non-damaging after 5 CF Counts. You are immune to the effects of your own blood or the blood of other Chaeronyx or Chaeronyx breeds.
- **Crackling Aura.** Those with this bloodline trait emit a form of physical tension in a 15 ft radius that builds up a static charge in those who stay in this area for more than one minute. Those “charged” in this manner are Shaken (see Status ailment) for as long as they are in this radius and for one minute afterward. Additionally, crackling aura adds a bonus of d4+1 to ESS.
- **Powerful Frame.** Those with this bloodline inheritance double their BODY score for the purpose of BODY comparisons (grappling, determining BODY Damage, and the like) and when they make a Charge action (including jumping attacks), they add their full MASS to damage. They can make moving leaps of 20 ft with a quickened action, and can use the Athletics skill to push this amount even farther, if desired, but it takes a normal action to do so.
- **Snake Dreadlocks.** Those with this bloodline inheritance have hair that is long and thick, almost like dreadlocks, except it is a mass of emerald green serpents (d20+20), each with lidless, pupil-less luminous eyes. The snakes hiss and move when roused but otherwise act in manner similar to normal hair. Each has pearly fangs and the mass of serpents can bite at any grappling or Close ER being if you use a quickened action to command them to do so. The mass of snakes will attack at ATK 7, DEF 0, CF 0, with damage equal to the number of snakes, ER: C, and a starting skill rank of 3. The snakes are considered a natural weapon and breeds have Snake Dreadlocks, with d10+2 skill ranks as a weapon skill. Like other natural weapons, the snakes can employ weapon, combat, and other skill secrets to enhance damage, attack, defense, etc.
- **Stoning Gaze.** Those with this bloodline inheritance who do not show the lidless, pupil-less luminescent eyes of the Chaeronyx as a normal part of their appearance, will show the eyes for the normal action required to use this power. The gaze attack works only on a single being they lock eyes with, which is automatic unless the foe averts their eyes, and will petrify them if they fail a TD 100 Shock Save. Those averting their eyes provide the Substantial Concealment but are unaffected by the gaze. Those blind or who cannot see the eyes ignore the gaze as do spirits, demons, divine beings and non-living beings. Each use of the Stoning Gaze power requires a normal action and impairs you by 3-APT. You are immune to the effects of your own stoning gaze but not the gaze of other beings or from being petrified by spell or other means.





C HIMERA (always alone)

Description: It has a golden lion's forebody, snow-white, goat like hind-quarters, black dragon wings, and an emerald serpent tail. It has three matching heads of lion, dragon, and goat, as well as a serpent's on the tail.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 9		COORD (Coordination): 23		FEAR:	50
REF (Reflexes): 14		CF (Count Factor): 28		SHOCK:	91
STR (Strength): 21		MA (Mental Acuity): 19		DISEASE:	36
SIZE: 25		BODY: 72		P/V (Poison/Venom):	106
MASS: 26		APT (Aptitude): 65			
CON (Constitution): 38		LEAD (Leadership): 24		DEF (Defense) (DR - Damage Resistance):	103 (DR:14)
WITS: 14		PER (Perception): 101		MD (Magik DEF) (MR -Magik Resistance):	144 (MR:54)
REAS (Reason): 5		HP (Hit Points): 110		PD (Psychic DEF) (PR - Psychic Resistance):	89 (PR:33)
ESS (Essence): 46					
EGO: 21		DODGE: 67		Quick Rank:	20
CHAR (Charisma): 3		MOVE: 147		Trainability:	Impossible
				Breed TD:	350

Skills: **Ac:** 44, **Ath:** 117, **Ch:** 51, **Co:** 84, **Gu:** 59, **Re:** 111, **Sc:** 44, **Wi:** 91, **Wpn** (Horn Gore): 61, **Wpn** (Dragon Bite): 94, **Wpn** (Lion Bite): 72, **Wpn** (Claws): 100, **Wpn** (Wing Buffet): 24, **Wpn** (Flame): 99

Secrets: Wild Stealth [Wi]

Tactics: Roving Predator. As it moves frequently and has no set territory or hunting ground, it will give up a kill if overwhelmed and seek out a new one. If strongly hurt or outmatched, it will give ground and flee rapidly.

Action Combination: When using their Action Combination, they can only focus one bite or gore attack on a single target. Unless a target is within Short or Close range, they cannot employ their other bites/gore attacks. If they choose to Breathe Flame, they will do it as the only attack or as the end of the Action Combination (claw, wing and then breathe flame) and only on a single creature instead of biting them.

- **Horn Gore:** +74 (D: 6d4+11, ER: L, C: 99, F: 4, [B]).
- **Dragon Bite:** +117 (D: 4d10+11, ER: L, C: 77, F: 3, [S]).
- **Lion Bite:** + 95 (D: 4d6+13, ER: L, C: 88, F: 1, [S]).
- **Claws:** +123, D: 3d8+22, ER: L, C: 95, F: 1, [S].
- **Wing Buffet:** +47, D: d8+11, ER: M-L, C: 99, F: 5, [B].
- **Breathe Flame:** +99 {versus MD} D: 3d6+21, cone shaped, 30 ft long, C: 96, F: 4, [Maneuver].

Chimera Physiology:

- Chimeras have an alien physiology and are Move 21 on the ground. These creatures have a single intelligence split between all three heads (lion, dragon and goat).
- A Chimera doubles its DR, ignores CRITs and CRIT like effects caused by physical damage if not made by a weapon with silver or silver base in its construction. This includes attribute and characteristic impairment or damage inflicted by physical damage.
- Chimeras can Eldritch Dodge: 31 and Mental Dodge: 54.
- Chimeras have Growth Advancement, **Range:** 1 – 8, **BODY:** +18, **Skill:** 8:9, **Time:** 3 x 3. The one shown here is in the normal range met (age category two).

Lore: These creatures are not the most intelligent but are savage when roused. They do not occur naturally and are likely the result of experimentation, nexus, aliens, and other bizarre happenstance.





COCKATRICE (95% alone; otherwise, 2d4 appearing)

Description: Swan-sized ground avians that look like prismatic roosters with metallic scales instead of feathers and a long, snake-like barbed tail.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 5		COORD (Coordination): 16		FEAR:	Immune
REF (Reflexes): 11		CF (Count Factor): 20		SHOCK:	37
STR (Strength): 6		MA (Mental Acuity): 11		DISEASE:	Immune
SIZE: 8		BODY: 22		P/V (Poison/Venom):	Immune
MASS: 8		APT (Aptitude): 22			
CON (Constitution): 17		LEAD (Leadership): 22		DEF (Defense) (DR - Damage Resistance): 17 (DR:12)	
WITS: 9		PER (Perception): 21		MD (Magik DEF) (MR -Magik Resistance): 36 (MR:78)	
REAS (Reason): 2		HP (Hit Points): 39		PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence): 11					
EGO: 13		DODGE: 8		Quick Rank:	5
CHAR (Charisma): 9		MOVE: 33		Trainability:	Impossible
				Breed TD:	350

Skills: **Ac:** 44, **Ath:** 14, **Wi:** 28, **Wpn** (Claw): 31, **Wpn** (Beak): 30, **Wpn** (Wings): 16

Secrets: Track [Wi]

Tactics: Uncaring Swarm (+4) Predator. They attack by buffeting with their heavy wings, tripping with their long tail and gouging and raking with their beaks and claws.

Action Combination:

- **Claws:** +47, **D:** d4+4, **ER:** M, **C:** 95, **F:** 31, [S].
- **Beak:** +46, **D:** d4+5, **ER:** M, **C:** 91, **F:** 2, [P].
- **Wing Buffet:** +32, **D:** d6, **ER:** M, **C:** 100, **F:** 5, [B].

Stoning Touch: The touch of these things turns living, organic matter to stone, converting 1 BODY per CF Count (cumulative exposure neither slows nor quickens this process). Since all they need is the bare touch, they add a +50 bonus to the roll to see if they even brushed their target and caused the stoning effect.

Cockatrice Physiology:

- Only magik structured into spells, prayers, rituals or Eldarin can harm them. They ignore damage from all other sources, from bullets to lasers. Cockatrices are immune to the effect of their own stoning attack.
- Cockatrice ignore spirits, and can't sense or interact with them. They are also immune to all direct spirit powers and can only be affected indirectly by a spirit's influence on the environment or other creatures.

Lore: These beasts are loners normally but sometimes run in packs; uniformly insane, they attack with abandon at creatures, even those they can't reach. Cockatrice do not occur naturally and in fact must be magikally created in a long, dangerous and expensive process. This makes them somewhat rare, and coupled with their insanity, makes this a good thing.



CORPSE GRINDER (80% alone; otherwise, 2d4 appear.)

Description: Large (21-40 ft long by 6-9 ft around) worms with gaping, lamprey-like mouths filled with concentric rings of hundreds of needle-like sharp teeth.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 2		COORD (Coordination): 13		FEAR:	138
REF (Reflexes): 11		CF (Count Factor): 16		SHOCK:	153
STR (Strength): 24		MA (Mental Acuity): 7		DISEASE:	Immune
SIZE: 44		BODY: 104		P/V (Poison/Venom):	66
MASS: 36		APT (Aptitude): 14			
CON (Constitution): 22		LEAD (Leadership): 8		DEF (Defense) (DR - Damage Resistance):	89 (DR:5)
WITS: 5		PER (Perception): 11		MD (Magik DEF) (MR -Magik Resistance):	41 (MR:4)
REAS (Reason): 2		HP (Hit Points): 126		PD (Psychic DEF) (PR - Psychic Resistance):	27 (PR:1)
ESS (Essence): 7					
EGO: 5		DODGE: 0		Quick Rank:	5
CHAR (Charisma): 3		MOVE: 55		Trainability:	Impossible
				Breed TD:	245

Skills: Ac: 49, Ath: 101, Co: 46, Wi: 98, Wpn (bite): 138

Secrets: Track [Wi], Invisible Threat [Wi] (applies underground as well)

Tactics: Uncaring. These worms love dead and decaying flesh and live on such carrion. They will only devour/attack living beings if attacked but otherwise will avoid or ignore the living.

Razor Maw: + 151, **D:** 7d10+40, **ER:** XL, **C:** 66, **F:** 1, [S]. Once they hit, they grapple anything they've bitten automatically.

Corpse Grinder Physiology:

- While not truly amorphous, Corpse Grinder physiology simulates the amorphous physiology. They cannot cross water (drowning if completely submerged in d3 CF Counts) and avoid it totally if possible.
- Corpse Grinders are Move 37 when tunneling through soft/loose earth and 7 through rock or hard substances
- Corpse Grinders sense the presence of putrefying flesh through a mile of solid ground and 100 ft beyond.
- Things that normally affect the mind, body, conscious or emotions of living creatures do not affect Corpse Grinders.
- Corpse Grinders are immune to attribute or characteristic impairment, damage, or destruction. The use Growth Advancement, **Range:** 1 – 10, **BODY:** +16, **Skill:** 10:10, **Time:** 10+10. The one shown here is in the normal range met (age category three).

Lore: These creatures are not very aggressive and do not attack the living unless provoked or attacked. They raid graveyards, burial sites and abodes of undead to eat corpses and animated flesh. Their cry is akin to the sound of a high speed dentist's drill and is readily identifiable.



D EATH FOG (always 1)

Description: Usually a roughly spherical, 99 ft diameter globe, pale grey in color and lit with faint golden “twinklings” throughout. However, it can condense down to a 3 inch diameter geometric shape (appearing solid) or spread thin across a 300 ft area like a fog or mist.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	0	COORD (Coordination):	0	FEAR:	Immune
REF (Reflexes):	0	CF (Count Factor):	23	SHOCK:	Immune
STR (Strength):	0	MA (Mental Acuity):	65	DISEASE:	Immune
SIZE:	0	BODY:	104	P/V (Poison/Venom):	Immune
MASS:	0	APT (Aptitude):	365		
CON (Constitution):	0	LEAD (Leadership):	57	DEF (Defense) (DR - Damage Resistance):	Immune
WITS:	23	PER (Perception):	300	MD (Magik DEF) (MR -Magik Resistance):	119 (MR:11)
REAS (Reason):	47	HP (Hit Points):	300	PD (Psychic DEF) (PR - Psychic Resistance):	213 (PR:90)
ESS (Essence):	300				
EGO:	38	DODGE:	0	Quick Rank:	75
CHAR (Charisma):	19	MOVE:	99	Trainability:	Impossible
				Breed TD:	245

Skills: Ch: 178, Eng: 74, Gn: 143, Re: 104

Secrets: Exfiltrate [Re], Mold Aether [Gn], Invincible Summons [Gn], Unfettered [Ch]

Tactics: Uncaring Predator. Very intelligent, immortal and extremely lustful after life force and the souls of living creatures. It will go anywhere and do anything to obtain such! It prefers the life force/souls of living sentient creatures the most but will settle for lesser life forces to survive. Seeping under door cracks, intermixing with real fog/mist (as camouflage) and holding shapes are all tricks of this death-dealing creature. How it tracks its victims is unknown but, in all the sparse literature about it, no known distance, magikal or physical barrier has ever seemed to impede it.

Envelopment: It can drain, simultaneously, from any number of living creatures within its own area of existence, their ESS, at a rate of d8 ESS each CF Action Count. Beings with only APT, like spirits, are drained 3d6 APT per CF Action Count. Those drained of ESS by its attack cannot be resurrected by any normal means, as their soul has been eaten by this horrid creature.

Death Fog Physiology:

- Death Fogs have an alien and amorphous physiology. It has no physical equivalent to BODY and ignores BODY attacks or comparisons.
- Immune to paralysis, stoning, mental powers or effects, and cold. Acids inflict only one-quarter normal damage and lightning/electricity inflicts half listed damage. However, fire or heat will do full listed damage for every 15 HP damage it normally would inflict and have a 2% chance of igniting the creature! If ignited, the fog will immediately explode into a fireball 180 ft in diameter and 400 HP potency.
- Death Fog have Eldritch Dodge: 23 and Mental Dodge: 78

Lore: They are so rare as to make, perhaps, one appearance a century (at least, where a survivor exists to tell about it!) Even the dead (spirits) are not safe from its reach!



DEATH OGRE (50% alone. 20% alone but leading 2-20 other beings; 30% d8 of them acting as a group.)

Description: Humanoid in form, dusky, dark gray in color, bald, and has pronounced canine teeth. They have a distinct squared body type, leathery skin and large peg-like teeth but otherwise resemble a Uruk, which pisses off Urukks usually...



ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 11		COORD (Coordination): 24		FEAR:	81
REF (Reflexes): 13		CF (Count Factor): 21		SHOCK:	108
STR (Strength): 27		MA (Mental Acuity): 23		DISEASE:	68
SIZE: 16		BODY: 62		P/V (Poison/Venom):	73
MASS: 19		APT (Aptitude): 37			
CON (Constitution): 81		LEAD (Leadership): 34		DEF (Defense) (DR - Damage Resistance):	79 (DR:13)
WITS: 15		PER (Perception): 39		MD (Magik DEF) (MR -Magik Resistance):	67 (MR:18)
REAS (Reason): 8		HP (Hit Points): 143		PD (Psychic DEF) (PR - Psychic Resistance):	34 (PR:15)
ESS (Essence): 12					
EGO: 21		DODGE: 5		Quick Rank:	18
CHAR (Charisma): 13		MOVE: 21		Trainability:	Impossible
				Breed TD:	245

Skills: Ac: 29, Ath: 109, Ch: 38, Cr: 35, Eng: 24, Gu: 50, Lo (Mail): 14, Lo (Plate): 37, Med: 42, Mil: 24, Re: 44, Sh: 40, So: 33, Wpn (Fist): 19, Wpn (Maul): 26, Wpn (Axe): 20

Secrets: Agile Shell [Lo], Brawn [Ath], Power Lift [Ath], Extra Block [Sh]

Tactics: Predator. They are ferocious in nature and have man-eating habits, and love to be in charge and bully others, which is pretty much anyone smaller or weaker than them.

Action Combination: Death Ogres can strike with a fist and a weapon as a normal action.

- **Secrets:** Hard Hit [Co], Spread Attack [Wpn]
- **Fist:** +63, **D:** 2d6+15, **ER:** S-M, **C:** 90, **F:** 1, [B].
- **Maul:** +70, **CF:** 22 **D:** 4d6+29, **ER:** S/M/L, **C:** 88B, **F:** 5A, [B].
- **Axe:** +64, **CF:** 25 **D:** 4d6+21, **ER:** S-M, **C:** 91A, **F:** 3, [S].

Equipment: Death Ogres normally bear equipment as well.

- **Armor:** Death Ogres wear half chain to plate armor, sometimes enchanted (30%). Add this value into their DR if worn.
- **Shield:** Roughly half the time a Death Ogre is using a Large Shield instead of an offhand weapon. If so, add its bonuses.
- **Weapon:** Death Ogres usually have at least 2 weapons on them and a backup of some kind.

Negative Animism: Death Ogres uniformly have a form of negative animism and faith. Spirits with less APT than the Death Ogre disorporate immediately to the Spirit Plane and are barred from return while the Death Ogre exists in the same area. When multiple Death Ogres congregate, their APT is combined when determining this effect on spirits. Their negative faith acts in a similar fashion, inhibiting the use of prayers of OP equal to or less than their ESS (this effect is not cumulative, however, when multiple Death Ogres congregate) to them or around them for their APT in feet. The same applies to rituals that allow or use Faith. Any use of Pneuma that uses Faith, or any use of Faith against or within their APT in feet, is reduced by the Death Ogre's ESS first before determining the effect.

Death Touch: A Death Ogre can touch any single living being and will its death. To survive, a creature must make a TD 125 ESS check or it dies instantly, drained completely of life force. This power is not exhausted until the Death Ogre slays another living being and can be attempted until this condition is met.

Death Ogre Physiology:

- Death Ogres have a natural +20 bonus to use weapons of any sort.
- Death Ogres have skill in a profession or path, usually (90%) Warrior with 8d10 skill ranks in the profession/path skill and an equivalent spread of skill in Core skills and half in Favored skills for the path/profession. Additionally, Death Ogres have one secret for every 10 skill ranks (round up) in their profession/path. Death Ogres use Ability Advancement **[Range: 1 – 20, Skill: 32, Secret: 1, Time: 5x2]**
- Death Ogres can eat just about anything physical that they can ingest and draw some sustenance from.

Lore: Death Ogres are fond of the darker side of sentient beings' natures and are sadists of the worst sort. They are not superstitious at all and disbelieve in spirits and gods, which considering their nature is not a far stretch.

D JINN (usually 1)

Description: Djinn are towering creatures of hardened fire, humanoid in shape, with bones of basalt and brass and smoke curling about them like flowing silk. Their flesh is smooth over their basalt and brass bones, but otherwise humanoid in form and seemingly made of solidified flame. From the waist down they are formless, resembling nothing less than a column of twisted, heated smoke that churns the ground like a tornado. From the waist up they are more defined in their human-like in their appearance. Their heads are bald except for a long topknot of flaming hair.



ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 15		COORD (Coordination): 39		FEAR:	Immune
REF (Reflexes): 24		CF (Count Factor): 40		SHOCK:	Immune
STR (Strength): 27		MA (Mental Acuity): 58		DISEASE:	Immune
SIZE: 16		BODY: 76		P/V (Poison/Venom):	Immune
MASS: 33		APT (Aptitude): 99			
CON (Constitution): 73		LEAD (Leadership): 36		DEF (Defense) (DR - Damage Resistance): 178 (DR:39)	
WITS: 20		PER (Perception): 75		MD (Magik DEF) (MR -Magik Resistance): 286 (MR:51)	
REAS (Reason): 38		HP (Hit Points): 149		PD (Psychic DEF) (PR - Psychic Resistance): 163 (PR:24)	
ESS (Essence): 41					
EGO: 17		DODGE: 73		Quick Rank: 75	
CHAR (Charisma): 19		MOVE: 49		Trainability: Impossible	
				Breed TD: 100	

Skills: see Vast Knowledge

Secrets: Dweomerick Imbuement [Ce]. See Vast Knowledge.

Tactics: Uncaring.

Fire, Metal, and Order Talents: Djinn are the masters of metals, stone and flame. They are considered to have the Eldarin Runes of Fire, Metal and Law that they can employ in combination with any number of other Eldarin Runes of Legendary status or lower, using their APT as equivalent Eldarin skill ranks.

- In their home realm use of this power is without cost; in other realms they incur an APT cost of 1 for the Fire, Metal, Law or Earth and a cost equal to the skill tier of the rune for the rest. Thus, as an example, a Djinn using Fire and Eternal in our realm to create an eternal flame would expend 1 for Fire and 7 for Eternal and a total of 8 APT is used, lowering their APT total by the same amount.

Vast Knowledge: They have mastery in two skills plus a number of skills equal to their APT divided by 10. Their skill ranks equal their APT for each skill. They have access to secrets corresponding to that skill rank. They have the same mastery in an equal amount of Knowledge skills, with corresponding skill ranks and secrets as well.

Djinn Physiology:

- These creatures have an alien and elemental physiology.
- Djinn are completely formed of hardened fire and metals, with channels of pure flame rushing through them like blood. They have an alien and elemental body structure and emit vast heat, enough to inflict 3d6 HP damage in a 20 ft radius, though they can control this completely, dimming it to a mere warmth if desired. While elemental in nature, they have a physical body that can be harmed with physical weapons.
- Djinn can fly in their native form as quickly as they can move.
- Djinn can polymorph their form to anything desired in a CF Count and frequently do when in combat. It costs them 3 APT to make a true shapeshift (any realm).

Lore: Djinn are orderly but alien in thought, prone to weaving machinations and plots instead of forthrightness. Every Djinn plots toward some usually undisclosed goal and is annoyed to vastly angered when interrupted. They are eternal foes of Efreeti, dislike demons, and regard the Faerie and Gods as annoyances.

- They make great use of their mastery of metals and stone, forming protections and weapons made of each. When they make war, they wear armor and weapons formed of inhuman alloys--ones formed to withstand the heat that flows from their bodies and take advantage of their unique powers.
- The Djinn listed here represents the younger ones that are typically summoned and met in other realms. In their own lands, their APT is 10 times what is listed.
- Djinn range in power and strength, with the potential to acquire any number of professions, paths, powers or skills in their immortal lives. As they gain in age they grow in power. Elder Djinn can be of any APT strength and grow in leaps and bounds, never evenly progressing.



Doomguard (d100 with 1, 3, 7 or 13 showing up the most often.)

Description: Silver-trimmed ebon plate armor with a plumed helm that has a large glittering jewel set in its middle, an emerald being the most common. They are usually 6 to 8 ft tall, but occasionally those as short as 3 ft or as tall as 12 ft will be encountered.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	17	COORD (Coordination):	34	FEAR:	Immune
REF (Reflexes):	17	CF (Count Factor):	See	SHOCK:	Immune
STR (Strength):	40	MA (Mental Acuity):	0	DISEASE:	Immune
SIZE:	12	BODY:	91	P/V (Poison/Venom):	Immune
MASS:	39	APT (Aptitude):	175		
CON (Constitution):	0	LEAD (Leadership):	0	DEF (Defense) (DR - Damage Resistance):	110 (DR:44)
WITS:	17	PER (Perception):	25	MD (Magik DEF) (MR -Magik Resistance):	164 (MR:75)
REAS (Reason):	0	HP (Hit Points):	220	PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence):	0				
EGO:	0	DODGE:	0	Quick Rank:	25
CHAR (Charisma):	0	MOVE:	60	Trainability:	Impossible
				Breed TD:	Impossible

Skills: Wpn (two-handed sword): 153, Co: 168

Secrets: Circle of Eyes [Co], Retort Dodge [Co], Mirror Move [Co]

Tactics: Uncaring, Ambush, Destructive, Guardian. Most often teleports to ambush (automatic success) and then destroys all invaders in the area it protects until they are dead or it cannot reach them.

Action Combination: Typical configuration has a Doomguard with a pair of two-handed swords that are employed simultaneously with a scissor-like attack.

- **Secrets:** Spread Attack [Wpn], Spin Attack [Wpn], Second Attack [Wpn], Joined Blades [Wpn], Balance of Steel [Wpn], Concussive Strike [Co]
- +187 (D: 3d6+51, ER: L, C: 88B, F: 1, [P])
- A small percentage (10%) of Doomguards have power crystals embedded in their upper front helms, which are capable of 3 shots of some magical types, usually an OP 5 – 10 spell. Those who have one can use it with their sword attack.

Doomguard Physiology:

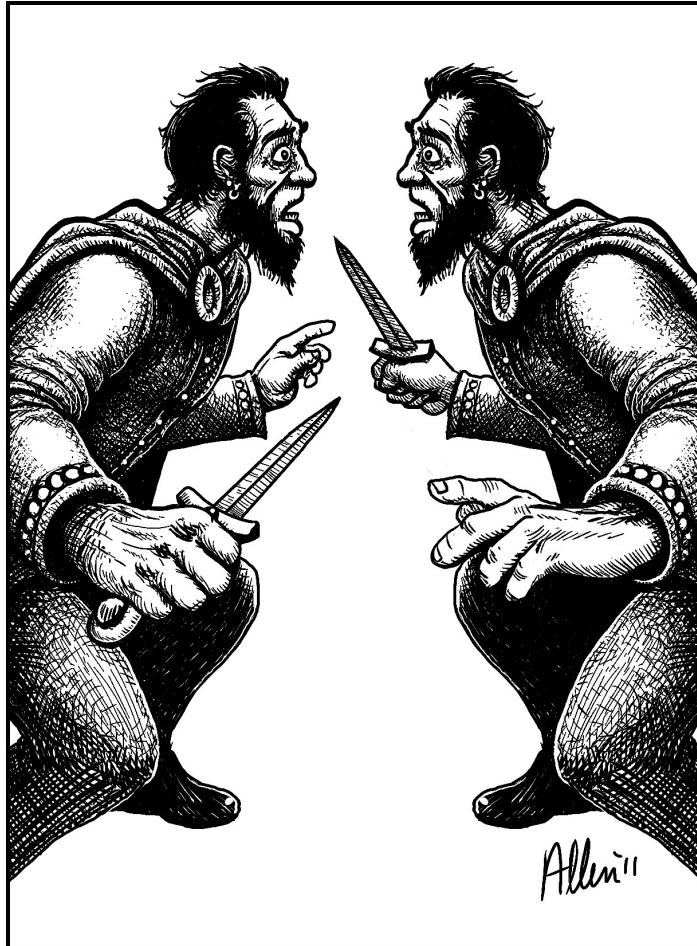
- Doomguards are an alien, golem entity.
- As a non-living, mobile being made of metals and powered by magic, a golem is immune to anything that targets a normal person's physiology, nervous system, or life force, to include status effects and conditions based off of physical or mental effects.
- Doomguards are immune to internal critical hits and effects. They maintain structural integrity against strikes and magic but can suffer the loss of extremities.
- Doomguards are mindless and nothing focused on attacking or invading the mind functions against them.

Doomguard Speed:

- Doomguards are as fast as their fastest opponent but always with a minimum of CF 20.
- They can move 60 ft on any surface, without regard to gravity or environment.
- They can safely teleport (even around nexus) 1 – 1000 ft at will, once per melee round.

Lore: Doomguards are a very expensive type of golem, usually found as the guardian of some mage's laboratory, treasure house, or other important place or person.





GM Note: Doppelganger tend to integrate into society without society knowing they are there. These breeds tend to spring up on occasion, when a mating doesn't breed true, and are hated by their Doppelganger sires, as they are seen as corruptions of the true race.

Doppelganger Blood {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline or descendant racial choice.}

Occasionally a Doppelganger mates with another race and the resulting union creates something in-between their true form and that of the race they have copied. No sign of the crossed legacy of its Doppelganger parent is visible in their form, but inside they are not the same. Those who bear this bizarre blood, inherit the following characteristics:

- You gain a +30 bonus against things that normally affect the mind, body, conscious or emotion, such as hypnosis, mesmerism, or mind control. You also have a +30 bonus to P/V Saves, to MD and PD and triple this bonus (+90) against charms, domination, shape change or polymorf.
- You can polymorf into another living being in the same manner as a doppelganger, but it impairs your ESS by 2, and it's not a true shape change. The change only lasts for 1 minute per (your) APT.
- You also start with the OP 3 mental Power ESP, ignoring its normal prerequisites, with 3d10+10 skill ranks in Mind [ESP] and a PSI Pool equal to your APT.



DOPPELGANGER (1-20 are most often encountered).

Description: Can resemble anything, living or dead. In their true form (assumed on death) they resemble amorphous blobs

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): *	COORD (Coordination): *	FEAR: Immune
REF (Reflexes): *	CF (Count Factor): *	SHOCK: *
STR (Strength): *	MA (Mental Acuity): 34	DISEASE: *
SIZE: *	BODY: *	P/V (Poison/Venom): *
MASS: *	APT (Aptitude): 60	
CON (Constitution): *	LEAD (Leadership): *	DEF (Defense) (DR - Damage Resistance): * (DR:*)
WITS: 20	PER (Perception): 83	MD (Magik DEF) (MR -Magik Resistance): * (MR:*)
REAS (Reason): 11	HP (Hit Points): *	PD (Psychic DEF) (PR - Psychic Resistance): 152 (PR:18)
ESS (Essence): 13		
EGO: 23	DODGE: *	Quick Rank: 25
CHAR (Charisma): *	MOVE: *	Trainability: Impossible
		Breed TD: 350

* they use the attributes and characteristics of the form they assume.

Skills: Doppelganger use the skills of the being they copy. Additionally, they have **Ch:** 88, **Gn:** 73, **Mnd:** 103, **No:** 77.

Secrets: Doppelganger use the secrets of the being they copy. Additionally, they have Medium [Ch] and Shock Channel [Ch].

Tactics: Pack (+2) Ambush Predator. They will always attack from ambush, copying a sleeping or incapacitated being if possible. Doppelgangers make use of their duplicate powers to set ambushes or seem innocuous, like copying a horse and acting as a mount or animal people would ordinarily allow around them. They are never met in their native form unless dead.

Duplication: Doppelgangers can take on the physical form, skills, magik, etc. of a living being and in all ways be a copy of that being with slightly changed genetic data. They must take a series of genetic samples from the target and the target must be alive when the sample was taken. The process inflicts 1 HP of damage and takes one minute. It then takes then 1 CF Count per attribute point of their target to change. While changing they can do nothing else as they physically morph and adapt their previous form to their new one. When done they are a complete physical copy of the target when the sample was taken and have 31-50% of their memories.

Empathy/ESP: Doppelgangers can use ESP or empathy on up to 23 beings simultaneously around them in a 100 ft sphere if desired. They frequently do so to measure up situations and use them to their advantage. They get a +50 bonus to Interpersonal skills against beings they are reading with ESP and Empathy.

Doppelganger Physiology:

- Doppelgangers have an alien physiology and are immune to polymorf, shapechange, charms, domination or hypnosis. They ignore EGO impairment, damage or destruction and cannot be possessed by spirits.
- Doppelganger are (90%) Psychics, with 20 +3d10 skill ranks in their Profession and d8+8 mental powers of OP 1-6 (PSI Pool is 85 + Profession skill ranks).
- In their amoeba-like true form, they are considered alien amorphous beings.

Lore: Doppelgangers are odd beings with agendas that make sense only to them. Their society is a loose one and groupings are rarely large. They can and do breed with other races but only a minuscule percentage become true doppelgangers; they must take on their true forms and mate (like amoeba) to produce a true doppelganger. Since they despise their true forms, this happens very rarely. They gain prestige and power within their own loose society by taking on and emulating the power of other beings



DROON (A gang of 6-48 is always encountered).

Description: Hairless, yellow-skinned baboon-like creatures. They employ crude weapons and collect trophies of enemies they face, often adorning their bodies with the teeth, claws, heads and other body portions. Some will even wear weapons or bits of armor/equipment for trophies as well.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	12	COORD (Coordination):	26	FEAR:	58
REF (Reflexes):	14	CF (Count Factor):	22	SHOCK:	83
STR (Strength):	17	MA (Mental Acuity):	14	DISEASE:	16
SIZE:	9	BODY:	41	P/V (Poison/Venom):	52
MASS:	15	APT (Aptitude):	35		
CON (Constitution):	29	LEAD (Leadership):	24	DEF (Defense) (DR - Damage Resistance):	71 (DR:7)
WITS:	8	PER (Perception):	71	MD (Magik DEF) (MR - Magik Resistance):	14 (MR:2)
REAS (Reason):	2	HP (Hit Points):	70	PD (Psychic DEF) (PR - Psychic Resistance):	9 (PR:2)
ESS (Essence):	25				
EGO:	12	DODGE:	48	Quick Rank:	10
CHAR (Charisma):	12	MOVE:	80	Trainability:	Impossible
				Breed TD:	50

Skills: Ac: 84, Co: 47, Re: 68, Wpn (bite): 37, Wpn (claw): 62

Secrets: Retort Dodge [Co], Second Dodge [Ac], Hazard Awareness [Re]

Tactics: Swarm (+5) Predator. Utilizes charging attacks either with or without weapons. In groups, Droon will bite and tear in teams, grappling and ripping opponents apart.

Action Combination: Droon can use their bite, claws or any weapon they pick up. Weapons picked up gain a d4+2 HP damage from BODY damage.

- **Claws:** +88, D: 2d6+14, ER: L, C: 87, F: 1, [S].
- **Bite:** +63, D: 2d4+9, ER: M, C: 97, F: 4, [S]. Their saliva is poisonous to humanoids and inflicts d20+8 HP damage if a TD 75 P/V Save is failed.

Lore: Droon are encountered in rocky areas near deserts. They are xenophobic and become berserk in battle on a 40% chance, which is rolled each melee round. Droon are fast moving, use stone age weapons and raid caravans and other travelers of the regions they roam. They both fear and respect fire, often raiding just to steal it as they haven't figured out how to make it themselves.



ELEMENTAL (usually 1; 10% chance 2d4 are encountered.)

Description: Elemental type in any shape or size desired or commanded by the summoner. Commonly met Elementals are Fire, Wood, Wind, Storm, Earth, Metal, Magnetism, Gravity, Time, and Water.

APT: 30 – 3000

Tactics: Uncaring.

Elemental: Elementals are the ultimate masters of their element. They are considered to have the Eldarin Rune for their element, which they can employ in combination with any number of other Eldarin Runes of Legendary status or lower, using their APT as equivalent Eldarin skill ranks.

- Elementals have an elemental physiology and are only harmed by those things that can affect their element. Otherwise they have no HP, BODY, or tangible form that can be demolished.
- Elementals are masses of the element that define them and have a finite amount. Each use of their power drains this pool as outlined below. When exposed to their true element they regenerate APT from it. For example, if an elemental expends 30 APT out of 300 APT, its APT drops to 270. Should its APT reach zero, it dissipates back into its primal state.
- In their home realm, use of this power is without cost; in other realms, they incur an APT cost of 3 and a cost equal to twice the skill tier of the rune for the rest. Thus, as an example, an Elemental using Fire and Eternal in our realm to create an eternal flame would expend 1 for Fire and Sculpt and a total of 5 APT used, lowering their APT total by the same amount.
- When in a fight for control or dominance over their element, they triple their equivalent skill ranks or APT to determine who has final control.
- Elementals can control things of their own type within a foot range equal to their APT.

Lore: Elementals are capricious and will fight a summoner's will constantly and forcibly. They act like their element and embody its characteristics.



Elementals and the Elements

Elementals are representations of the material (and sometimes immaterial) forces. In some ways they are incarnations of the fundamental particles of multiverse and in others representations of a particular blend of base elements, synchronizing into something altogether fundamental by their fusion. Elementals, as we think of them, are formed from the original particles that stem from the origin of the multiverse, drawn from the greatest concentrations of such elemental particles in the oldest portions of the multiverse.

Elementals, however, are not easily classified. Aside from their composition they differ from other beings in many ways, not the least of which is in intelligence and in motivation. Elementals view the world in a different manner, both in their senses and capacity to understand it. They are sapient and reasoning but what they pay attention to and care about is vastly different. They have little to use as a common reference with most beings. Elementals do not eat, sleep, breath, reproduce or perceive the world in the same manner. They are unconcerned with politics, care little for belongings, people or just about anything. They are not evolutionary creations but beings formed from the fabric of reality: their behavior and motivations are just as different as their origin. Instead of an ingrained set of survival mechanisms, Elementals, well, act in a way that is characteristic of their element. A Mist Elemental, for instance, forms mist, a Storm Elemental creates storms, and an Earth Elemental forms earth or dwells within it. In short, Elementals care about the particles that form their substance. Fire Elementals care about fire, and in a smaller amount about material to burn. They'll happily incinerate their way through the whole of creation unless stopped or balanced by some other force. Wood Elementals are the provenance of green and growing things and care about them, their cycle of life and death; Water Elementals care about water, its movement, dissolution and return to water, and so on. All Elementals care about their sentience, and to a greater or lesser extent, their freedom. Until something injects itself into the realm of things an Elemental cares about it doesn't even notice its existence.

When something does gain their attention, they react accordingly to their nature. While completely unemotional, Elementals react in a speed and manner according to their natures. Fire is hot, Earth is ponderous, Water is Agile, Storms are mercurial, etc. A Fire Elemental, summoned forth from the cradle of the multiverse via a ritual to serve the bidding of a master may react in manner ways but will always respond quickly. They will rage, burn and strive against the bonds that hold them. When released or if they break free, they'll seek out and attempt to destroy those that held it in bondage. Fire Elementals, however, are notoriously short in attention span and poor in separating one being from another. They are likely to rage and destroy until they move on or are forced away, back to the fundamental ocean of particles that gave them form. An Earth Elemental would respond slowly, ponderously but with impossible force, crushing its master when possible. Earth and stone are enduring and time would slowly reveal the proper moment to take action. Water push and pull, generate currents, working with a master one day and striving against them the next. Characterize the elemental type and you have the way on how it will respond.

The strength of an Elemental is based on the amount of fundamental particles that make up its being. It may temporarily gain in particles, such as a Fire Elemental joining with a forest fire, but such additions do not long last. They same applies for losses; any APT losses are recoverable when exposed to its element. It has to go back to the well of creation, those original particles to truly gain greater more. The danger in doing so is the sentience that embodies the elemental can be overcome and it merges back into the original crucible of instead of taking from it. Elementals with large APT values are often called Elemental Princes, Elder Elementals and like names though such labels are purely a fiction slapped on them by those who summon them from the primal state they dwell in.



EFREEET (usually 1)

Description: Towering, winged creatures of hardened fire, humanoid in shape, with bones of basalt and brass and smoke curling about them like flowing silk. Efreet are always surrounded by a sea of flame when they appear and attack with streams, cones, towers, tongues, walls and so forth of flame. Their features and body structures adapt and change with their mood and may range from humanoid to alien. They rarely take a complete shape and some or most of them will be their native fiery form. Their basalt and brass bones shift and move accordingly to the form they take. When they die, bones and a whirling storm of ash is all that remains.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 18	COORD (Coordination): 42	FEAR: Immune
REF (Reflexes): 24	CF (Count Factor): 40	SHOCK: Immune
STR (Strength): 27	MA (Mental Acuity): 58	DISEASE: Immune
SIZE: 22	BODY: 82	P/V (Poison/Venom): Immune
MASS: 33	APT (Aptitude): 109	
CON (Constitution): 65	LEAD (Leadership): 42	DEF (Defense) (DR - Damage Resistance): 149 (DR:42)
WITS: 20	PER (Perception): 72	MD (Magik DEF) (MR -Magik Resistance): 234 (MR:59)
REAS (Reason): 38	HP (Hit Points): 141	PD (Psychic DEF) (PR - Psychic Resistance): 141 (PR:14)
ESS (Essence): 37		
EGO: 21	DODGE: 54	Quick Rank: 75
CHAR (Charisma): 21	MOVE: 56	Trainability: Impossible
		Breed TD: 100

Skills: see Vast Knowledge

Secrets: Dweomeric Imbuement [Ce]. See Vast Knowledge.

Tactics: Uncaring, domineering, with a hatred of servitude, desire for revenge, and the ability to mislead.

Fire and Chaos Talents: Efreet are the masters of fire and chaos.

- They are considered to have the Eldarin Runes of Fire and Chaos that they can employ in combination with any number of other Eldarin Runes of Legendary status or lower, using their APT as equivalent Eldarin skill ranks. In their home realm, use of this power is without cost; in other realms, they incur an APT cost of 1 for the Fire or Chaos and a cost equal to the skill tier of the rune for the rest.
- Efreet can use their powerful influence with the chaos of their realm to change the warp and weft of the fabric of the world and create any effect or craft any item. Such things last only a short time, however, unless an Efreet suffers APT damage to make it real. It still suffers APT impairment to fashion the item. Treat the cost exactly like what would be expended in Faith for a similar effect. In realms outside their own, this effect costs double APT impairment.

Vast Knowledge: They have mastery in a number of skills equal to their APT divided by 10. Their skill ranks equal their APT for each skill. They have access to secrets corresponding to that skill rank. They have the same mastery in an equal amount of Knowledge skills, with corresponding skill ranks and secrets as well.

Efreet Physiology:

- Efreet have an alien and elemental physiology.
- Efreet are completely formed of hardened fire and metals, with channels of pure flame rushing through them like blood. Every HP of damage inflicted sprays d4+5 fire damage worth of ichor per HP damage inflicted. Those within 15 ft must dodge/block the ichor or get burned. While elemental in nature, they have a physical body that can be harmed with physical weapons.
- They have an alien and elemental body structure and emit vast heat, enough to inflict 2d6+10 HP damage in a 30 ft radius, though they can control this completely, dimming it to a mere warmth if desired.
- Efreet can shift their form to anything desired in a CF Count, and frequently do so to suit their mood. The change is in form only, however; they still retain the attributes of original form regardless of the shape they take on.

Lore: Efreet have a great love of hunting and matching wits with other beings. This outlook has caused them trouble on more than one occasion and has led them to servitude on more than one occasion. They are also seen as cruel, harsh and domineering, especially to each other and other beings, whom they generally regard as useless.

- In this world of fire, called Aifiriel, Efreet exist in a world that is in conflict. Their world is closer to the paradox of chaos than Khaas, and they bring some of that chaotic power with them when Efreet are called/transported to Khaas. This chaos factor is what allows them to grant “wishes,” since they can use this chaos ability to warp the order that enfolds the fabric of the multiverse in Khaas and make things happen that ordinarily wouldn’t. The longer they stay in Khaas and acclimate to its more ordered dimensions, and the more chaos power they use, the less they have. This can happen up to the point where they become fixed, losing their ability to change and to effect changes, or grant wishes.
- The Efreet listed here represents the younger ones that are typically summoned and met in other realms. In their own lands, their APT is 10 times what is listed.
- Efreet range in power and strength, with the potential to acquire any number of professions, paths, powers or skills in their immortal lives. As they gain in age, they grow in power. Elder Efreet can be of any APT strength.



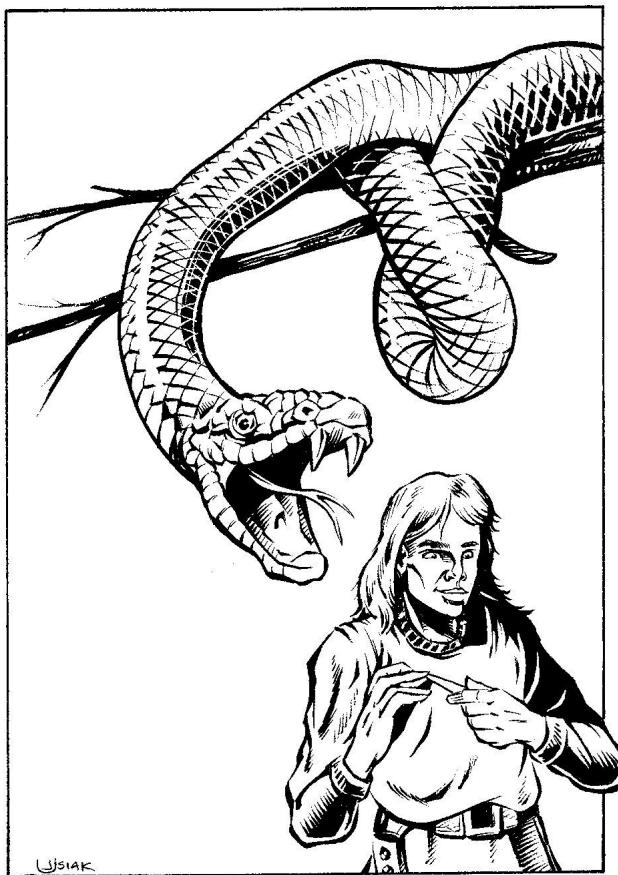
EMERALD DEATH (usually 1)

Description: Brilliant emerald green, semi-translucent serpent 6 – 10 ft in length.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 18	COORD (Coordination): 44	FEAR: 42
REF (Reflexes): 26	CF (Count Factor): 38	SHOCK: 55
STR (Strength): 7	MA (Mental Acuity): 12	DISEASE: 18
SIZE: 18	BODY: 36	P/V (Poison/Venom): Immune
MASS: 11	APT (Aptitude): 21	
CON (Constitution): 31	LEAD (Leadership): 14	DEF (Defense) (DR - Damage Resistance): 59 (DR:6)
WITS: 12	PER (Perception): 51	MD (Magik DEF) (MR -Magik Resistance): 43 (MR:2)
REAS (Reason): 3	HP (Hit Points): 67	PD (Psychic DEF) (PR - Psychic Resistance): 41 (PR:4)
ESS (Essence): 8	DODGE: 63	Quick Rank: 10
EGO: 9	MOVE: 26	Trainability: Impossible
CHAR (Charisma): 5		Breed TD: 180

Skills: Ac: 99, Ath: 37, Co: 48, Cl: 68, Wpn [Bite]: 48

Secrets: Bestial Quickness, Sleight of Eye [Cl], Stealth [Cl], Second Dodge [Ac]



Tactics: Uncaring Predator.

Action Combination: Emerald Death uses its venom to get through a victim's DR and then pierces the flesh to kill.

- **Secrets:** Flurry [Co], Speed Attack [Wpn], Riposte [Co]
- **Venom:** Emerald Death can release two types of venom. The first burns through protective coatings and is corrosive, burning away $2d4+2$ DR every 5 CF Counts. The second venom type requires a TD 150 P/V Save or it kills instantly any creature of 300 BODY or less.
- +92, ER: L, C: 91, F: 1, [P]. An emerald death has the uncanny ability to strike the same area it struck previously, coating its venom over the area until all DR has been removed and then it will actually bite and pierce its victim. It does d4 HP damage when it bites.

Lore: It is an exceedingly rare and seldom encountered creature that inhabits only hot, moist jungle areas of the world. They are not aggressive and will simply lie coiled in an attempt to blend with the surrounding vegetation rather than strike (in most cases). However, if stepped on or otherwise provoked, they will react with utter disregard for their safety and carry out a series of relentless attacks, ceasing only after the victim has stopped moving entirely.



FANG WING (85% chance of 6 – 36 appearing; 15% chance of 5 times this number.)

Description: Large, pony-sized wolves with sweeping bat wings. It has a long and muscular tail that acts as a stabilizer by counteracting its body weight on the ground or in flight, and preventing it from rolling when it makes a fast turn at speed. Its paws have hard pads and short, blunt claws that cannot completely retract. They range in color to adapt to the region they dwell in and can be albino white (arctic) to coal black (swamps/woods).

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 14	COORD (Coordination): 27	FEAR: 61
REF (Reflexes): 13	CF (Count Factor): 32	SHOCK: 78
STR (Strength): 14	MA (Mental Acuity): 25	DISEASE: 29
SIZE: 11	BODY: 39	P/V (Poison/Venom): 92
MASS: 14	APT (Aptitude): 43	
CON (Constitution): 27	LEAD (Leadership): 13	DEF (Defense) (DR - Damage Resistance): 135 (DR:8)
WITS: 19	PER (Perception): 79	MD (Magik DEF) (MR -Magik Resistance): 39 (MR:5)
REAS (Reason): 6	HP (Hit Points): 66	PD (Psychic DEF) (PR - Psychic Resistance): 11 (PR:2)
ESS (Essence): 18		
EGO: 4	DODGE: 73	Quick Rank: 15
CHAR (Charisma): 9	MOVE: 31	Trainability: Impossible
		Breed TD: 190

Skills: Ac: 103, Ath: 58, Co: 54, Cl: 73, Wi: 49, Wpn [Claw]: 57, Wpn [Bite]: 59

Secrets: Bestial Quickness, Sleight of Eye [Cl], Guile [Cl], Stealth [Cl], Second Dodge [Ac], Dodging Strike [Ac]

Tactics: Hit-and-Run, Ambush Pack (+3) Predator. Fang Wings tend to strike in unison, using tactical advantage to assist one another and strip foes of armor, shields, weapons and so forth while using hit and run maneuvers to wear them down. They enjoy herding and slowing killing prey but will adjust rapidly to situations.

Action Combination: Fang Wing can either bite and employ two claws as one action or employ all four clawed feet. They can also use any singly.

- **Secrets:** Hamstring [Co], Gash [Co]
- **Bite:** +86, **D:** 2d6+14, **ER:** M, **C:** 86, **F:** 2, [S].
- **Claw:** +84, **D:** d6+9, **ER:** M, **C:** 90, **F:** 3, [S].

Lore: A worldwide pest, these things are wolf-like in temperament but more intelligent and orderly in their affairs. They hate Elves with a passion and will mercilessly hunt and slay them, defiling the body and leaving it to rot, even if starving to death.



FIRE FROGS (5-50 appearing)

Description: Small, 3-inch frogs that glow a bright red, smell like sulfur and are continually wrapped in pale violet flames. They look like little fiery meteors at night as they hop around.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 15	COORD (Coordination): 26	FEAR: 14
REF (Reflexes): 11	CF (Count Factor): 16	SHOCK: 13
STR (Strength): 2	MA (Mental Acuity): 6	DISEASE: Immune
SIZE: 1	BODY: 4	P/V (Poison/Venom): Immune
MASS: 1	APT (Aptitude): 33	
CON (Constitution): 10	LEAD (Leadership): 5	DEF (Defense) (DR - Damage Resistance): 31 (DR:2)
WITS: 5	PER (Perception): 26	MD (Magik DEF) (MR - Magik Resistance): 161 (MR:21)
REAS (Reason): 1	HP (Hit Points): 14	PD (Psychic DEF) (PR - Psychic Resistance): 218 (PR:37)
ESS (Essence): 27		
EGO: 3	DODGE: 32	Quick Rank: 10
CHAR (Charisma): 2	MOVE: 94	Trainability: 15
		Breed TD: 160

Skills: Ac: 35, Ath: 16, Cl: 61

Secrets: Stealth [Cl]

Tactics: Cowardly Omnivore. They tend to run or jump away when confronted with threats.

Jump Response: Fire Frogs can make hops of 18 ft when on land or when coming out of water. When confronted or scared they jump en masse towards whatever disturbed them. Approximately d10 of them will try to land in the same square of whatever scared them. ATK +41, C: 89, F: 5. Those who successfully hit an target inflict touch damage (see below). If a critical success occurs the frog dies and explodes as noted below.



Fire Frog Physiology:

- Fire Frogs are elemental in nature, and can live, breath and ignore fire, flame or its liquid counterparts (like lava), in addition to its vapor ones (like steam or smoke). They are fragile, however, and rapidly die if outside a superheated environment for more than one hour.
- While elemental in nature, they have a physical body that can be harmed with physical weapons.
- They emit great heat, inflicting $d4+2$ HP damage on touch with a 50% chance of continually burning at this rate for $d4$ melee rounds.
- They inflict $5d4+10$ in a 4 ft area if struck hard enough to kill them in one blow.

Lore: Rarely encountered out of their choice habitats, which include boiling hot springs or lava pools. Here, they swim happily about trying to munch on their favorite food: flame shrimp! These creatures are not aggressive, but do jump and move in swarms when disturbed, leading them to bump into or die on whatever disturbed them.



FIRE MANE (99% of 1 appearing; otherwise a herd of d100 is met).

Description: Huge horses with fiery red manes and tails but otherwise ranging in color like normal horses.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 16		COORD (Coordination): 39		FEAR:	Immune
REF (Reflexes): 21		CF (Count Factor): 39		SHOCK:	162
STR (Strength): 32		MA (Mental Acuity): 22		DISEASE:	134
SIZE: 19		BODY: 75		P/V (Poison/Venom):	96
MASS: 24		APT (Aptitude): 97			
CON (Constitution): 50		LEAD (Leadership): 30		DEF (Defense) (DR - Damage Resistance):	212 (DR:16)
WITS: 18		PER (Perception): 128		MD (Magik DEF) (MR - Magik Resistance):	184 (MR:41)
REAS (Reason): 8		HP (Hit Points): 125		PD (Psychic DEF) (PR - Psychic Resistance):	149 (PR:21)
ESS (Essence): 71					
EGO: 14		DODGE: 65		Quick Rank:	50
CHAR (Charisma): 16		MOVE: 94		Trainability:	Impossible
				Breed TD:	350

Skills: Ac: 75, Ath: 96, Cl: 92, Ch: 55, Co: 101, Gn: 72, Pn: 72, Wi: 159, Wpn [Hoof]: 79

Secrets: Second Dodge [Ac], Circle of Eyes [Co], Power Ward [Ch], Shadow Slide [Cl], Without A Trace [Cl], Native Son [Wi]

Tactics: Herd (+10) Omnivore though a vegetarian diet is preferred. They will avoid others, especially if alone. Otherwise they will act intelligently to hurt, wound or kill attackers.

Hoof: Fire Manes attack with their hooves or as outlined under Fiery Run.

- +126, D: 3d6+28, ER: L, C: 76, F: 2, [B], plus heat damage if charging or running.

Fiery Run: When they run at speed across the ground, sparks fly from their hooves and stream from their manes and tails, and a sound not unlike thunder begins to build.

- At charging speed, their hooves smolder and burn, flickering with sparks and streamers of flame. Anything that contacts their hooves suffers 2d6+2 heat damage. The ground sears and burns, leaving scorched imprints of its hooves.
- At full speed a thunderous sound trails behind them and their hooves are completely wreathed in fire; an area 5 ft around them burns with flame while fire streams 10 ft behind them. Anything caught in this flame takes 2d6+12 HP damage on contact. Prolonged contact inflicts this damage every 10 CF Counts. The fire ignites the ground if flammable; otherwise, it scorches the surface. If they strike with their hooves at this speed, a foe takes 3d6+21 HP damage and is ignited on fire if flammable, taking another d6+6 HP damage every 10 CF Counts until put out.
- If they suddenly halt or make a wheeling action around a foe, they strike an area 20 ft cubed with a thunderous sonic boom, not unlike thunder. Those in this area must make a TD 125 Shock Save or they are Stunned for 2d6 melee rounds. Those who succeed are still Staggered by the impact and deafened for d3 minutes.

Fire Mane Physiology:

- These horses are a crossbreed of godly mounts and normal horses and have a divine physiology.
- Fire Manes regenerate 1 HP every 5 minutes and 1 attribute damage/impairment every 10 minutes.
- They only suffer half damage from fire, cold or wind sources.
- Fire Manes are capable of running full out for 10 hours, covering up to 1000 miles on the ground. Alternately they can take to the air for up to 3 hours and cover 900 miles.
- They can form bonds, not unlike a beast master, with one person per ESS and communicate with them through telepathy if within 10 miles. It takes 3d6 months to form the bond.

Lore: They live up to 300 years, and never abide saddles (though they can be broken to bareback riding). They have a racial loathing of all giant kind and hate them passionately. Otherwise they are shy, wary of others and tend to stay in deserts, mountains or other remote places in order to avoid others.

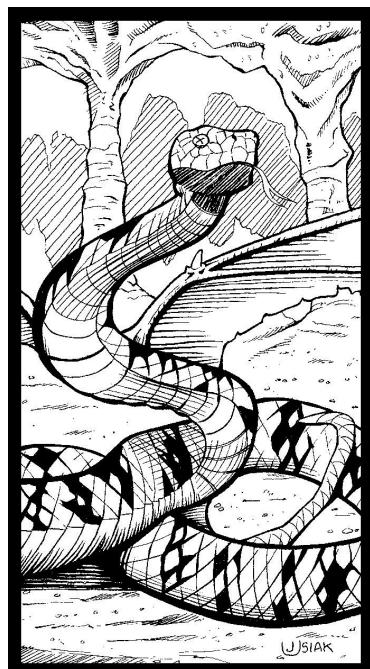
FIRE SNAKE (d10 appearing).

Description: Bat-winged, cherry-red serpent. It glows a dull red from the heat it emits internally and has deep sapphire blue eyes with silver "X" shaped pupils.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	19	COORD (Coordination):	39	FEAR:	Immune
REF (Reflexes):	20	CF (Count Factor):	32	SHOCK:	105
STR (Strength):	26	MA (Mental Acuity):	22	DISEASE:	65
SIZE:	26	BODY:	73	P/V (Poison/Venom):	Immune
MASS:	21	APT (Aptitude):	107		
CON (Constitution):	22	LEAD (Leadership):	27	DEF (Defense) (DR - Damage Resistance):	129 (DR:11)
WITS:	12	PER (Perception):	95	MD (Magik DEF) (MR -Magik Resistance):	154 (MR:28)
REAS (Reason):	8	HP (Hit Points):	95	PD (Psychic DEF) (PR - Psychic Resistance):	209 (PR:44)
ESS (Essence):	49				
EGO:	25	DODGE:	31	Quick Rank:	35
CHAR (Charisma):	2	MOVE:	80	Trainability:	Impossible
				Breed TD:	275

Skills: Ac: 89, Ath: 116, Cl: 67, Ch: 53, Co: 51, Re: 71, Wi: 49, Wpn [Bite]: 67, Wpn [Tail]: 55

Secrets: Power Ward [Ch], Combat Maneuvering [Ath]



Tactics: Uncaring Predator.

Attack Combination: Fire Snakes use their bite followed by their tail in combination against tough or numerous opponents.

- **Secrets:** Spread Attack [Wpn]
- **Bite** +118, D: 2d8+18, ER: L, C: 76, F: 2, [P].
- **Tail Lash/Constrict:** +92, D: 2d6+7, ER: L, C: 86, F: 3, [S] or +, ER: L, C: 100, F: 2, [B]. On a hit it inflicts no damage, but its attack +20 sets the TD to escape its clutches. Every 7 CF Counts afterward it inflicts 2d4+5 HP damage that completely bypasses DR and burns for d4+1 HP damage.
- **Breath Fire:** +121 {versus MD}. The flame tongue is 30 ft x 5 ft x 10 ft in size and inflicts 3d10+30 HP damage. It can only employ this breath weapon every 4 melee rounds, as it takes time to build up the fire within.

Fire Snake Physiology:

- These flying serpents originated on the Third Plane of Hell, but have since adapted to Khaas.
- Fire Snakes maintain a demon and fire elemental physiology, but only regenerate if in a fiery element, and they cannot be banished. While elemental in nature, they have a physical body that can be harmed with physical weapons.
- Fire Snakes emit heat, burning anything by touch for d4+1 HP damage.

Lore: These beings are effectively immortal and enjoy frolicking in molten lava and dancing in the heated vapors of sultry hot springs and volcanoes. They tend to be simpleminded, but have long memories where enemies are concerned.



FREEZE BEES (d100 appearing).

Description: Cat-sized bees of ice-like composition with diamond, compound eyes and translucent wings that glitter like millions of stars.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	13	COORD (Coordination):	26	FEAR:	Immune
REF (Reflexes):	13	CF (Count Factor):	25	SHOCK:	47
STR (Strength):	26	MA (Mental Acuity):	14	DISEASE:	Immune
SIZE:	5	BODY:	31	P/V (Poison/Venom):	Immune
MASS:	10	APT (Aptitude):	40		
CON (Constitution):	16	LEAD (Leadership):	9	DEF (Defense) (DR - Damage Resistance):	63 (DR:11)
WITS:	12	PER (Perception):	68	MD (Magik DEF) (MR - Magik Resistance):	51 (MR:3)
REAS (Reason):	2	HP (Hit Points):	47	PD (Psychic DEF) (PR - Psychic Resistance):	94 (PR:13)
ESS (Essence):	26				
EGO:	5	DODGE:	99	Quick Rank:	5
CHAR (Charisma):	4	MOVE:	160	Trainability:	90
				Breed TD:	275

Skills: Ac: 58, Ath: 26, Cl: 17, Co: 21, Re: 42, Wi: 36, Wpn [Tail]: 27

Secrets: Second Dodge [Ac], Bestial Quickness

Tactics: Swarm (+7) Predator. Typically overwhelm and freeze prey and then consume them slowly. When the swarm attacks, they mass on targets, attempting to handle one foe before taking on another.

Aerial Mobility: Freeze Bees are great fliers, able to make 360 degrees in place with complete control and no loss of power. While in flight they have a +30 bonus to Maneuver skill checks.

- They can make dives at triple their normal movement to attack (480 ft). If they miss or their attack is Parried/ Blocked, there is a 50% chance of ramming into their target, inflicting 2d4+8 HP damage. However, this stuns the bees for d4 melee rounds.

Tail Sting-Poison Chain Attack: Freeze Bees inject poison into anything they strike with their icicle-like stinger.

- **Stinger** +51, D: d8+3, ER: S, C: 96, F: 2, [P]. If their stinger doesn't pierce the DR of their prey, the poison is sprayed topically instead, inflicting half damage.
- **Poison:** Freeze bees inject a poison that freezes solid those that reach zero HP. It inflicts d10+16 HP of intense cold damage.

Free Bee Physiology: These insects have adapted to the arctic climates.

- Freeze Bees have an insect physiology and are immune to cold (any potency) and paralysis or petrification.
- Freeze Bees take double damage from fire or heat sources and die within minutes outside arctic temperatures.

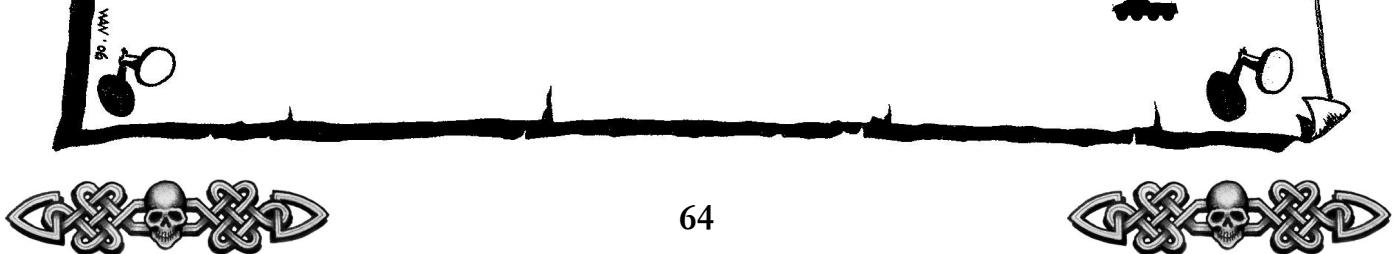
Lore: Freeze Bees hoard, like pack rats, anything shiny or glittery. They are found only in the arctic or in areas of perpetual snow and ice. Their igloo-like hives of ice and snow are sometimes 40 ft high and 60 – 80 ft across.





Fury Tears

Rarely, very rarely in fact, a Fury can be moved to tears, weeping drops of blood from their eyes, uncharacteristic from their bloodthirsty, sick appetites and even worse temperament. Only with music or song does it occur, and it requires the performer to succeed at least a TD 400 skill check when performing. Then and only then will they sing like their progenitors, joining the music with perfect pitch albeit with throaty, slightly hoarse voices. They will weep one tear for every 10 minutes they are moved and never more than 12 true tears per year. The tears crystallize rapidly after leaving the heated flesh of the Fury and usually get caught up in their matted, disgusting feathers and hair. If gathered somehow and then injected into the body of a living being (in any fashion as long as it gets into the bloodstream), and they survive TD 200 Shock and TD 150 Disease Saves (made once taken), the person gains the regenerative capability of the Fury for 1 week per CON point. Those who fail, however, take 1 BODY impairment per point of Shock they missed the TD 200; if it's more than their BODY they die immediately. Those who survive the BODY impairment take 1 CON impairment per point of Disease they missed the TD 150; if it's more than their CON they die immediately.



FURY (d100 appearing).

Description: Human in general shape with reptilian skin akin to an alligator. It has clawed, avian feet followed by legs transitioning into a human torso and arms, with scruffy, feathered wings haloing around heavily built shoulders. Its head and face is human-like (though hatchet-faced) with a long, aquiline nose, sharp features and a mouth of shark-like teeth. Their hair tends to be long, ratted, matted and tangled, and fouled with filth. Furies can unhinge their jaw similar to a snake and do so to swallow prey.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 11	COORD (Coordination): 23	FEAR: Immune
REF (Reflexes): 12	CF (Count Factor): 30	SHOCK: 58
STR (Strength): 15	MA (Mental Acuity): 9	DISEASE: 11
SIZE: 9	BODY: 35	P/V (Poison/Venom): Immune
MASS: 12	APT (Aptitude): 22	
CON (Constitution): 36	LEAD (Leadership): 22	DEF (Defense) (DR - Damage Resistance): 63 (DR:11)
WITS: 18	PER (Perception): 94	MD (Magik DEF) (MR - Magik Resistance): 51 (MR:3)
REAS (Reason): 3	HP (Hit Points): 71	PD (Psychic DEF) (PR - Psychic Resistance): 94 (PR:13)
ESS (Essence): 6		
EGO: 13	DODGE: 56	Quick Rank: 15
CHAR (Charisma): 9	MOVE: 280	Trainability: Impossible
		Breed TD: 25

Skills: Ac: 43, Ath: 56, Co: 51, Gu: 54, Re: 42, Wi: 56, Wpn [Claw]: 74, Wpn [Bite]: 52, Wpn [Wings]: 46

Secrets: Second Parry [Gu], Crisis [Gu], Steal Weapon [Co], Wild Stealth [Wi]

Tactics: Uncaring, Destructive, Ambush, Swarm (+1) Predator. They are cunning, vicious as a Deodanth on a bad day, and coupled with their regenerative ability are horrible opponents to cross. They love to kill, maim and torture almost as much as they like to mate and tend to cross the line on both given a victim unable to flee fast enough.

Action Combination: Furies will overwhelm one target, striking them with claws and their fanged mouths, while buffeting foes with their wings. If they succeed at all three strikes, their opponent is Staggered for the melee round.

- **Claws:** +97, D: 2d6+8, ER: M, C: 95, F: 3, [S].
- **Bite:** +75, D: d4+4, ER: M, C: 91, F: 1, [P].
- **Wing Buffet:** +69, D: d8+2, ER: M, C: 91, F: 3, [B].

Fury Physiology: Furies are born of a polyglot of vile heritage.

- Furies have an alien physiology. They use Ability advancement, Range: 1 – 11, Skill +21, MR: +1, Secret: +1, Time: 10 + 8. They have a 30% chance to pick up a fighting style profession/path each age category.
- Furies are immune to paralysis and petrification/stoning.
- Furies true regenerate 2 HP per melee round and 1 attribute or characteristic point (impairment, damage or destruction) unless the damage was done by magic.
- Any part of them not damaged or destroyed by magic will regenerate the whole.
- Furies are fair fliers, able to make 90 degrees in place with good control and only half the loss of movement. While in flight they have a +10 bonus to Maneuver skill checks and Saves.

Lore: Furies are gargoyle and harpy crossbreeds and legendary for their foul nature, bad attitude and horrible temperament. Vile of habit, these creatures are filthy and stinking, even less redeeming than harpies.





G REY HORROR (2d12 appearing).

Description: A cross between a spiga and a giant scorpion, gun metal grey in hue. It has eight legs and a body more akin to a spider, but with a scorpion's grasping claws and narrow, segmented tail in a forward curve over the back, ending with a venomous stinger.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	10	COORD (Coordination):	18	FEAR:	87
REF (Reflexes):	8	CF (Count Factor):	15	SHOCK:	213
STR (Strength):	33	MA (Mental Acuity):	8	DISEASE:	191
SIZE:	31	BODY:	154	P/V (Poison/Venom):	Immune
MASS:	59	APT (Aptitude):	90		
CON (Constitution):	64	LEAD (Leadership):	13	DEF (Defense) (DR - Damage Resistance):	138 (DR:21)
WITS:	7	PER (Perception):	42	MD (Magik DEF) (MR -Magik Resistance):	101 (MR:27)
REAS (Reason):	1	HP (Hit Points):	218	PD (Psychic DEF) (PR - Psychic Resistance):	57 (PR:11)
ESS (Essence):	82				
EGO:	10	DODGE:	17	Quick Rank:	40
CHAR (Charisma):	3	MOVE:	126	Trainability:	10
				Breed TD:	225

Skills: **Ac:** 23, **Ath:** 136, **Cl:** 33, **Co:** 88, **Gu:** 61, **Re:** 82, **Wi:** 76, **Wpn** [Claw]: 132, **Wpn** [Bite]: 106, **Wpn** [Stinger]: 111

Secrets: Advanced Parry [Gu], Native Son [Wi] Observation [Re], Intuitive Combatant [Co], Combat Maneuvering [Ath], Retort Dodge [Co]

Tactics: Uncaring, Destructive Predator. Grey Horrors usually infest an area until all prey is eaten and then move into another, challenging the main predator for dominance of the area. Grey Horrors are dumb but wily enough to use parry actions and their native talents to kill prey.

Action Combination: Grey Horrors strike with both claws, a bite, and a stinging attack using a normal action.

- **Secrets:** Concussive Strike [Co] {Claws only}
- **Claws:** +152, **D:** 4d6+52, **ER:** XL, **C:** 99, **F:** 4, [B].
- **Bite:** +122, **D:** 2d8+34, **ER:** M, **C:** 93, **F:** 3, [S]. All damage that passes through is considered critical damage, as the Grey Horror bites off and immediately consumes it.
- **Stinger:** +129, **D:** 4d8+34, **ER:** XL, **C:** 85, **F:** 5, [P]. If it pierces the DR of its victim, it injects TD 250 – victim's BODY in paralytic venom. Those who fail the Save are paralyzed for 100 – BODY in minutes, with a minimum of 1 minute.

Grey Horror Physiology:

- Grey Horrors are born of a cross between the amoral, intelligent Spiga (spiders) and giant scorpions. They have an alien and arachnid physiology.
- Grey Horrors double their DR/MR/PR versus fire, cold or acid, suffering only half the damage that would pass their resistances.
- Grey Horrors double their defenses, resistances, and Saves versus effects that target the mind, body, conscious or emotions of living creatures.
- Growth and Ability Advancement **Range:** 1 – 18, **BODY:** +20, **ESS:** +8, **Dodge:** -5, **DR:** +3, **Skill:** 14:10, **Time:** 22+20. The one shown here is in age category two and is the normal range met.
- Occasionally (5%) Grey Horrors are born with two functional tails, employing them simultaneously as paired weapons.

Lore: Grey Horrors can be found in any terrain except the arctic.



G RIFFON (d4 appearing).

Description: The size and body of a large lion, with eagle wings, fore claws and head to the same scale as the body.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	21	COORD (Coordination):	40	FEAR:	112
REF (Reflexes):	19	CF (Count Factor):	37	SHOCK:	147
STR (Strength):	23	MA (Mental Acuity):	22	DISEASE:	58
SIZE:	17	BODY:	65	P/V (Poison/Venom):	163
MASS:	25	APT (Aptitude):	48		
CON (Constitution):	39	LEAD (Leadership):	43	DEF (Defense) (DR - Damage Resistance):	151 (DR:12)
WITS:	18	PER (Perception):	164	MD (Magik DEF) (MR -Magik Resistance):	44 (MR:10)
REAS (Reason):	4	HP (Hit Points):	104	PD (Psychic DEF) (PR - Psychic Resistance):	85 (PR:16)
ESS (Essence):	25				
EGO:	27	DODGE:	90	Quick Rank:	50
CHAR (Charisma):	16	MOVE:	270	Trainability:	520
				Breed TD:	175

Skills: **Ac:** 103, **Ath:** 109, **Cl:** 53, **Co:** 78, **Gu:** 81, **Re:** 102, **Wi:** 76, **Wpn** [Eagle Claw]: 111, **Wpn** [Bite]: 95, **Wpn** [Lion Claw]: 83

Secrets: Native Son [Wi], Advanced Parry [Gu], Dodging Strike [Ac], Kinematics [Ath], Bestial Quickness

Tactics: Uncaring, Hit-and-Run, Predator. Griffons hunt a large region, taking prey from the air and then returning to their nests.

Action Combination: Griffons can employ their Claws and Bite together against a single foe.

- **Eagle Claw – Lion Claw Chain Attack:**
- **Secrets:** Gouge [Co]
- **Eagle Claws:** +151, **D:** 3d6+18, **ER:** L, **C:** 83, **F:** 1, [S].
- **Lion Claws:** +123, **D:** 3d6+12, **C:** 95, **F:** 4, [S].
- **Bite:** +135, **D:** 2d8+34, **ER:** M, **C:** 93, **F:** 3, [S].

Griffon Physiology: Griffons are born from a mixed heritage, once born in laboratories harkening back to the Great Night Wars, now adapted to the wildness of the world.

- Griffons use a base 50 to determine movement for flight and base 20 on the ground.
- When in motion Griffons double their Dodge, gaining a +40 bonus to Maneuver skills and adding +10 Move per CF Count, until they reach double their flying movement.
- Growth and Ability Advancement **Range:** 1 – 18, **BODY:** +11, **ESS:** +6, **COORD:** +2, **Skill:** 10:10, **Time:** 30+10. The one shown here is in age category four and is the normal range met.

Lore: Griffons will happily eat most any humanoid except for Dwarves and Gnomes. Griffons require about 50 pounds of raw meat a day.





G RYFILISK (d12 appearing).

Description: A crossbreed of a griffon and a basilisk, these creatures resemble their griffon side more than basilisk, but have a cluster of thick scales on their eagle-like necks like a ring where their wings meld into their leonine bodies. The main is stiffer, almost wire-like, but almost as flexible as hair with occasional long braid-like strands that extend down the back. The eyes are huge and deeply inset, with scales clustered around the eyes towards the beak.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 9	COORD (Coordination): 24	FEAR: 121
REF (Reflexes): 15	CF (Count Factor): 24	SHOCK: 167
STR (Strength): 23	MA (Mental Acuity): 12	DISEASE: 13
SIZE: 18	BODY: 82	P/V (Poison/Venom): Immune
MASS: 41	APT (Aptitude): 35	
CON (Constitution): 49	LEAD (Leadership): 22	DEF (Defense) (DR - Damage Resistance): 89 (DR:22)
WITS: 9	PER (Perception): 75	MD (Magik DEF) (MR -Magik Resistance): 153 (MR:38)
REAS (Reason): 3	HP (Hit Points): 131	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 23		
EGO: 16	DODGE: 23	Quick Rank: 35
CHAR (Charisma): 6	MOVE: 180	Trainability: Impossible
		Breed TD: 200
Skills: Ac: 29, Ath: 116, Cl: 43, Co: 54, Re: 52, Wi: 69, Wpn [Eagle Claw]: 67, Wpn [Bite]: 89, Wpn [Lion Claw]: 48		
Secrets: Pursue [Cl], Observation [Re]		

Tactics: Uncaring, Hit-and-Run, Predator. Gryfilisk hunt a large region, taking prey from the air or petrifying them. Their fresh saliva can turn petrified prey into a slurry they can digest.

Action Combination: Gryfilisk employ their lion claws or eagles claws, but not both simultaneously.

- **Eagle Claws** +91, **D**: 3d6+14, **ER**: L, **C**: 95, **F**: 3, [S] or **Lion Claws**: +72, **D**: 3d6+6, **C**: 95, **F**: 4, [S].
- **Bite**: +119, **D**: 2d8+326, **ER**: M, **C**: 96, **F**: 3, [S].
- **Stoning Gaze**: Petrify +88 [versus MD] (**ER**: 35, **D**: 2d10+10 BODY **C**: 100, **F**: 1, [Gen]). Petrified BODY is treated like BODY damage and adds 1:1 to MASS (reducing Move, etc.). If half or more BODY is petrified, the person will slowly die, losing d6 BODY per hour until death.

Gryfilisk Physiology: Gryfilisks are born from a mix between griffons and basilisks.

- Immune to petrification, fire, paralysis, and all mental/psychic powers or attacks. Acid only inflicts one-quarter normal damage.
- Gryfilisks move 60 ft on the ground.

Lore: Generally takes after griffons, though some take after their basilisk parent. Gryfilisks are notoriously of bad disposition and see other living beings as fodder.



G WORM (d4 appearing).

Description: Giant 300 ft long black earthworm with a red nose and tail.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	5	COORD (Coordination):	13	FEAR:	Immune
REF (Reflexes):	8	CF (Count Factor):	11	SHOCK:	Immune
STR (Strength):	285	MA (Mental Acuity):	4	DISEASE:	Immune
SIZE:	500	BODY:	1005	P/V (Poison/Venom):	Immune
MASS:	320	APT (Aptitude):	274		
CON (Constitution):	778	LEAD (Leadership):	3	DEF (Defense) (DR - Damage Resistance):	23 (DR:137)
WITS:	3	PER (Perception):	12	MD (Magik DEF) (MR - Magik Resistance):	28 (MR:56)
REAS (Reason):	1	HP (Hit Points):	1783	PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence):	268				
EGO:	2	DODGE:	0	Quick Rank:	15
CHAR (Charisma):	1	MOVE:	60	Trainability:	Impossible
				Breed TD:	100

Skills: Wpn [Bite]: 212

Secrets: None.

Tactics: Uncaring, Destructive Omnivore. Not aggressive, but they will eat anything in their path: houses, people, etc. They feel no pain, and are unthinking and direct.



Action Combination: Gworms snap things up and then ingest them.

- **Bite:** +233, **D:** 4d8, **ER:** L, **C:** 100, **F:** 1, [B]. Once bitten, any creature of 77 BODY or less is eaten and then suffers d10 acid damage while being swallowed whole.
- **Digestion:** Once swallowed, individuals are slowly pulled down the body of the creature, suffering 3d20+10 HP of acid damage.

Gworm Physiology:

- While not truly amorphous, Gworms simulate all the abilities of an amorphous creature.
- Immune to pain, petrification, confusion, acid, paralysis, and all mental/psychic powers or attacks.
- Gworms move 90 ft when moving through the ground.

Lore: An underground omnivore that lives to consume.



HAGGORYM (d100 appearing).

Description: Very blocky and muscular goblin-featured humanoid creatures with nearly no foreheads and stubby little ears. They range in height from four ft to five ft, and are massive. They reek horribly.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 9	COORD (Coordination): 18	FEAR: Immune
REF (Reflexes): 9	CF (Count Factor): 18	SHOCK: 71
STR (Strength): 27	MA (Mental Acuity): 15	DISEASE: 9
SIZE: 10	BODY: 62	P/V (Poison/Venom): Immune
MASS: 25	APT (Aptitude): 26	
CON (Constitution): 50	LEAD (Leadership): 13	DEF (Defense) (DR - Damage Resistance): 112 (DR:10)
WITS: 9	PER (Perception): 39	MD (Magik DEF) (MR -Magik Resistance): 19 (MR:3)
REAS (Reason): 2	HP (Hit Points): 112	PD (Psychic DEF) (PR - Psychic Resistance): 49 (PR:12)
ESS (Essence): 13		
EGO: 11	DODGE: 37	Quick Rank: 15
CHAR (Charisma): 2	MOVE: 31	Trainability: Impossible
		Breed TD: 50

Skills: Ac: 19, Ath: 58, BK: 24, Cl: 24, Co: 22, Gn: 22, Gu: 38, Lo: 24, Mi: 41, Re: 33, Wi: 47

Secrets: Sentry [Gu], Power Life [Ath], Power Throw [Ath], Long Carry [Ath], Bestiary [BK], Savagery [BK], Brawn [Ath]

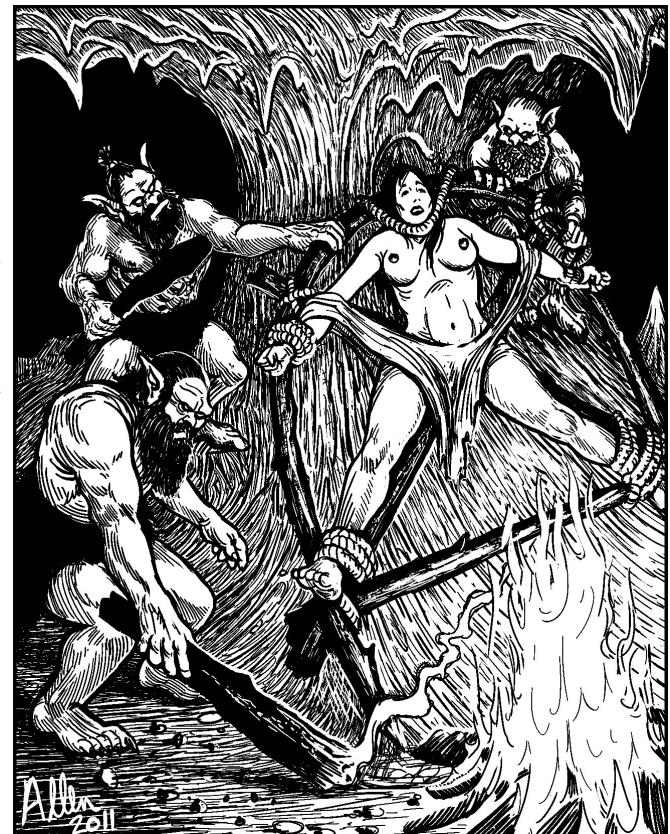
Tactics: Swarm [+2] Predator. They are foul tempered and stupid. They always go berserk in battle and will attack anything their own size and even larger if they feel they have sufficient numbers. They greatly fear dragons and other large reptiles.

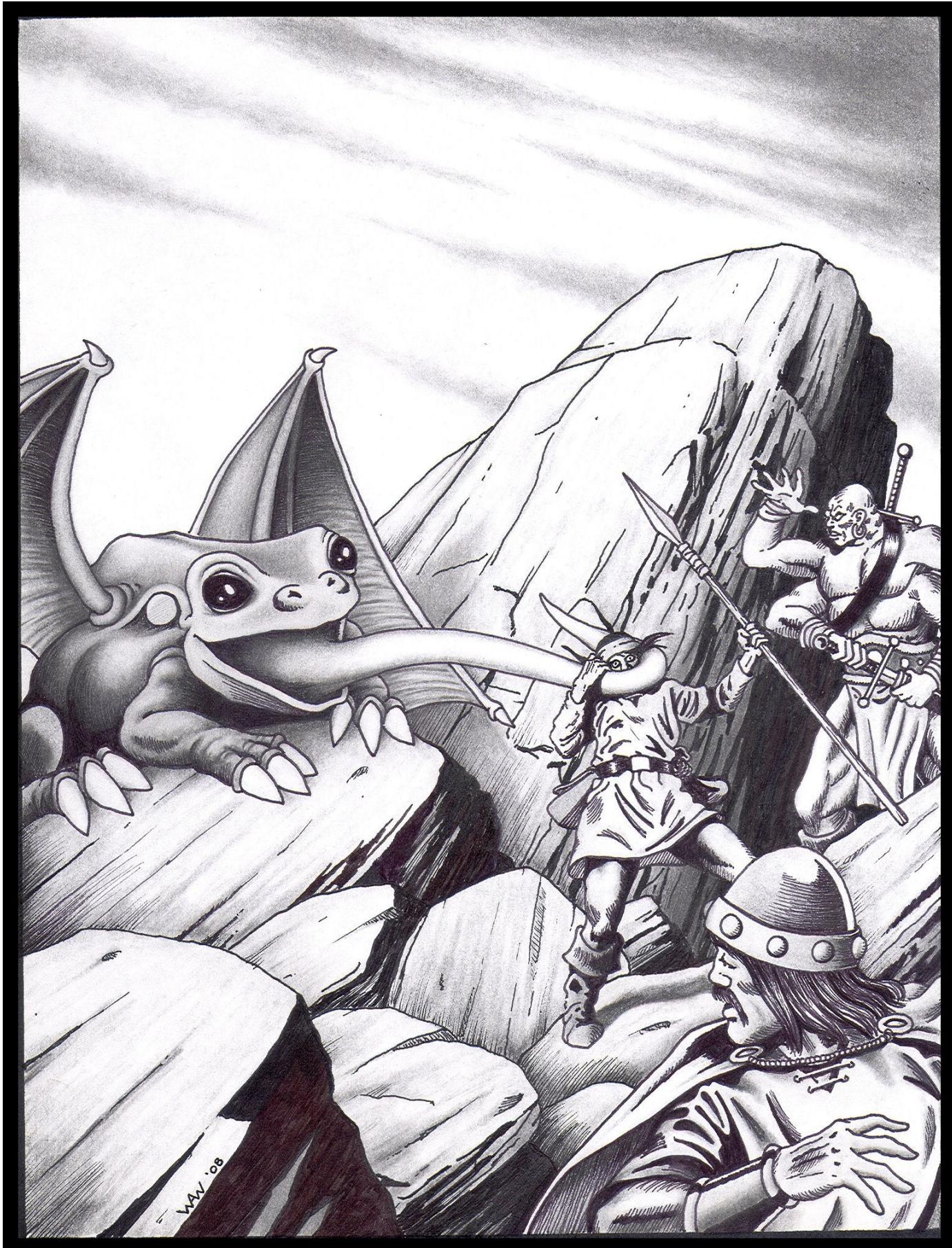
Attacks: By weapon type--usually flint-tipped spears, stone axes, cudgels, and like weapons.

Haggorym Physiology: Haggorym are goblin and neanderthal crossbreeds.

- Haggorym can see in poor illumination or complete darkness like normal vision, though without any sense of color.
- Powerfully built and strong, Haggorym gain double the normal benefits from secrets that provide a bonus to STR or damage based on STR.
- Haggorym are intensely resilient and recover from anything that doesn't kill them, even attribute and characteristic damage. Normally RR 18, they also recover 2 attribute/characteristic points per day.
- Haggorym use Ability advancement, range: 1 – 6, Skill: 49, Secret: 2, Time: 10+8.
-

Lore: Usually encountered in mountain caves, rocky desert areas, and other desolate places.





Hell Hopper (d8 appearing).

Description: Frogs the size of a small horse with bat wings, tan in color, and with the limited ability to change their coloration to conform to the environment. Their fangs and blood are phosphorescent red. Its tongue is a thick ribbon it fires in and out of its mouth as it moves.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 14	COORD (Coordination): 28	FEAR: 163
REF (Reflexes): 14	CF (Count Factor): 25	SHOCK: 189
STR (Strength): 29	MA (Mental Acuity): 19	DISEASE: 82
SIZE: 16	BODY: 74	P/V (Poison/Venom): Immune
MASS: 29	APT (Aptitude): 116	
CON (Constitution): 71	LEAD (Leadership): 29	DEF (Defense) (DR - Damage Resistance): 215 (DR:21)
WITS: 11	PER (Perception): 122	MD (Magik DEF) (MR -Magik Resistance): 319 (MR:87)
REAS (Reason): 8	HP (Hit Points): 145	PD (Psychic DEF) (PR - Psychic Resistance): 77 (PR:2)
ESS (Essence): 58		
EGO: 18	DODGE: 53	Quick Rank: 30
CHAR (Charisma): 11	MOVE: 93	Trainability: 1090
		Breed TD: 225

Skills: **Ac:** 79, **Ath:** 92, **BK:** 33, **Ce:** 34, **Cl:** 52, **Ch:** 19, **Co:** 42, **Gn:** 51, **Gu:** 38, **Lo:** 34, **Mi:** 61, **Re:** 53, **SC:** 66, **So:** 26, **Wi:** 47, **Wpn** [Tongue]: 109, **Wpn** [Bite]: 89, **Wpn** [Wings]: 43

Secrets: Inverted Ease [Ac], Combat Maneuvering [Ath], Bestiary [BK], Stealth [Cl], Additional Parry [Gu], , Catch Missile [Gu], Counter [Gu], Battle Cry [Mi], My Eye to Yours [Re]

Tactics: Uncaring Predator. Hell Hoppers love to jump on prey and devour them. They can and do fight from the air, but they prefer to fight from the ground if possible.

Action Combination: Hell Hoppers attack by tongue lasso, biting, and injecting venom. In the air, Hell Hoppers can buffet opponents with their wings as well.

- **Secrets:** Spread Attack [Wpn]
- **Tongue Lasso:** +137, can shoot out 90 ft. Those successfully attacked are snared (grappled). It can draw back and fit into its mouth up to 50 BODY. With larger targets, it drags the victim back to its mouth and regurgitates acid on them. The acid inflicts 2d6 BODY damage. These frogs will hold prey until they reduce them to a size small enough to bite and swallow. They get a +50 additional bonus to bite held opponents (who cannot dodge or parry). They never attack with their tongue from the air; instead, they fly within biting range.
- **Bite:** +103, **D:** 4d8+33, **ER:** L, **C:** 85, **F:** 3, [B]. Inject venom with every successful bite unless they are airborne. They can't use their venom when in the air. The venom is TD 225 and those who fail suffer 4d8+10 HP damage. If they bite something too big, they'll regurgitate acid on their prey until it becomes small enough to swallow. Once swallowed, a victim will suffer 2d6 BODY damage every 7 CF Counts until reduced to zero and dissolved by the acid.
- **Wing Buffet:** +72, **D:** d8+8, **ER:** M, **C:** 100, **F:** 1, [B]. Hell Hoppers only buffet foes with their wings when in the air.

Hell Hopper Physiology:

- Hell Hoppers still have an alien physiology though they have adapted to Khaas.
- They are immune to acids and fire, and their flesh is acidic and toxic to other Khaasian beasts. However, they can digest anything, even things normally foul or “bad tasting”.
- Hell Hoppers see clearly in zero illumination at a 300-degree range of vision.
- They can hop 15 ft any direction and fly 280 ft in the air.

Lore: These interstellar imports are the sky-mounts of the Gatwani, one of the many space-traveling races in the far reaches of the multiverse. Hell hoppers imprint upon their owner at the time they emerge from their breeding ponds after changing into adults from tadpole form. After emergence, their wings take another three months to develop. They take off by jumping into the air, simultaneously flapping their wings.



Zagros and the Hounds of Hell

In 118 CY, the Uruk wizard Zagros Enmerkar culminated a 39-year journey to locate and discover the Fallen Stones of the Aphro-Thiali. Immersed in deep muck and covered with tepid, stagnant water, it took Zagros' redstone golems three months to build a dam and clear the swamp away enough to begin. To begin what you may ask? Ah, to start the grand summons he had sworn to do over the bodies of his ravaged tribe. In their spilled entrails and blood, he swore an oath so strong and foul that it burned both his mind and body, etching trials of incandescent power on his skin. Marked with its curse, his feverish quest came to an end on that fateful day, when he strode in the midst of the stones. He pierced the ground with the Spear of Adijon and the dark corruption poured from its tip into the ground, turning it black with despair. Onto the darkness he spilled the dried tears of maidens and the dust from wraiths and ended with blood from his very own blood, incandescent red in the air, falling like mist to be sucked up by the ground. Fulfilled at last, he spoke and moved to Ujulaunt's Rite, bringing open a gate to the 10th Hell and the endless packs that roamed that hell!



Hell Hound (50% chance of 3 appearing, 30% of 7 appearing or 20% of 13 appearing).

Description: Huge black canines that stand about 5 ft at the shoulder and one foot lower at the hind-quarters. Their eyes look like red lanterns glowing like the very gates of hell, and small red flames continually lick from their nostrils. A flaming, tarry saliva drips from their steaming mouths, and even their bodies burn from within with a reddish glow.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	19	COORD (Coordination):	39	FEAR:	Immune
REF (Reflexes):	20	CF (Count Factor):	35	SHOCK:	Immune
STR (Strength):	28	MA (Mental Acuity):	21	DISEASE:	Immune
SIZE:	17	BODY:	62	P/V (Poison/Venom):	Immune
MASS:	17	APT (Aptitude):	159		
CON (Constitution):	52	LEAD (Leadership):	45	DEF (Defense) (DR - Damage Resistance):	188 (DR:22)
WITS:	16	PER (Perception):	110	MD (Magik DEF) (MR -Magik Resistance):	239 (MR:50)
REAS (Reason):	5	HP (Hit Points):	114	PD (Psychic DEF) (PR - Psychic Resistance):	121 (PR:34)
ESS (Essence):	43				
EGO:	31	DODGE:	71	Quick Rank:	65
CHAR (Charisma):	14	MOVE:	220	Trainability:	Impossible
				Breed TD:	325

Skills: **Ac:** 79, **Ath:** 136, **Cl:** 62, **Ch:** 73, **Co:** 54, **Gu:** 58, **Mi:** 63, **Re:** 91, **SC:** 44, **Wpn** [Bite]: 74

Secrets: Combat Maneuvering [Ath], Battle Cry [Mi], Second Parry [Gu], Second Dodge [Ac]

Tactics: Uncaring, Destructive, Pack (+5) Predator. Hell Hounds run in packs and act accordingly to take down opponents. They tend to route and bite opponents, and spew saliva on those who are hard to hit.

Attack Combination: Hell Hounds have a powerful bite and tarry saliva that sticks like napalm.

- **Secrets:** Lunge [Co], Hamstring [Co], Running Jump Attack [Ac]
- **Bite** +101, **D:** 4d6+23, **ER:** M, **C:** 74, **F:** 2, [P]. On a successful bite, a Hell Hound coats the wound with saliva as well (see below), but only inflicts 2d6 damage.
- **Tarry Saliva:** +77, **D:** 5d6. When used as a breath weapon, Hell Hounds can coat a 10 ft by 10 ft area with tarry saliva. It can only employ this breath weapon every 4 melee rounds, as it takes time to build up more saliva. The sticky burning saliva takes d4+2 minutes to scrape off. Otherwise it burns for 10 minutes.

Hell Hound Physiology:

- Hell Hounds have a demon and fire elemental physiology, and regenerate double the normal rate if in a fiery element. While elemental in nature, they have a physical body that can be harmed with physical weapons.
- Hell Hounds emit heat, burning anything by touch for d4+1 HP damage.
- Hell Hounds, if half submerged or more in cold water, suffer 1 HP per BODY while submerged every 10 CF Counts. While submerged this damage cannot be regenerated. They suffer 1 HP for every pint of water if just drenched. However, they begin regenerating this damage once it dries, usually within 1 melee round (unless they've been re-drenched).
- Hell Hounds have a +20 bonus to BODY for the purpose of BODY comparisons.

Lore: These beings normally reside on the 10th plane of Hell and are usually only encountered there or when summoned forth into other realms. They hate water and dampness and enough of such, like a river or lake, would literally chill them to death by dampening their internal heat.





Hell Moth (d100 appearing).

Description: Black moths about the size of a man's head with red, skull-like markings.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	14	COORD (Coordination):	29	FEAR:	74
REF (Reflexes):	15	CF (Count Factor):	30	SHOCK:	62
STR (Strength):	6	MA (Mental Acuity):	16	DISEASE:	16
SIZE:	5	BODY:	15	P/V (Poison/Venom):	108
MASS:	4	APT (Aptitude):	23		
CON (Constitution):	15	LEAD (Leadership):	15	DEF (Defense) (DR - Damage Resistance):	91 (DR:8)
WITS:	15	PER (Perception):	156	MD (Magik DEF) (MR -Magik Resistance):	59 (MR:4)
REAS (Reason):	1	HP (Hit Points):	30	PD (Psychic DEF) (PR - Psychic Resistance):	23 (PR:1)
ESS (Essence):	7				
EGO:	11	DODGE:	88	Quick Rank:	25
CHAR (Charisma):	4	MOVE:	60	Trainability:	120
				Breed TD:	225

Skills: Ac: 79, Ath: 84, Cl: 42, Wpn [Bite]: 35

Secrets: Combat Maneuvering [Ath]

Tactics: Swarm (+5) Predator. Hell Moths converge on victims, draining them of life, then gorge on their flesh.

Action Combination:

- **Bite:** +57, D: d6+3, ER: C, C: 99, F: 1, [P]. In addition to the damage, Hell Moths drain 1 STR point; victims count it as impairment.
- **Venom:** If killed while attached to a victim, Hell Moths squirt a venom through their proboscis into those they have bitten, which does 2d4+2 HP damage and causes a narcoleptic sleep for d100 days duration, no Save. Only supernatural intervention will wake the victim, e.g. woken up through arcane means, psychic means, etc.

Hell Moth Physiology:

- Hell Moths have an insect physiology and only crawl when on the ground at Move 10.
- Hell Moths feed on living or decayed flesh. They use their keen sense of smell to track and find prey; they also use the heat from the bodies of living creatures. These senses extend over 1000 ft.

Lore: Hell Moths are typically encountered in graveyards, crypts and other places where the dead rot and decay.



Hell Mouth (d4 appearing).

Description: Resembles a huge hyena, but with a bulldog-like head and a pair of short, down-curved horns over its ears. It has a black tongue, silver teeth and claws, and glowing ruby red eyes.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 17	COORD (Coordination): 38	FEAR: Immune
REF (Reflexes): 21	CF (Count Factor): 40	SHOCK: Immune
STR (Strength): 39	MA (Mental Acuity): 37	DISEASE: Immune
SIZE: 18	BODY: 102	P/V (Poison/Venom): Immune
MASS: 45	APT (Aptitude): 130	
CON (Constitution): 66	LEAD (Leadership): 44	DEF (Defense) (DR - Damage Resistance): 191 (DR:28)
WITS: 22	PER (Perception): 189	MD (Magik DEF) (MR -Magik Resistance): 177(MR:54)
REAS (Reason): 15	HP (Hit Points): 168	PD (Psychic DEF) (PR - Psychic Resistance): 133 (PR:31)
ESS (Essence): 87		
EGO: 28	DODGE: 26	Quick Rank: 75
CHAR (Charisma): 16	MOVE: 240	Trainability: Impossible
		Breed TD: 400

Skills: Ac: 79, Ath: 152, Cl: 62, Ch: 73, Co: 54, Gn: 50, Gu: 77, Lo: 70, Mi: 98, Re: 91, SC: 44, Wpn [Bite]: 136, Wpn [Claws]: 99

Secrets: Combat Maneuvering [Ath], Suspicious Eye [Re], Interference [Gu], Energy Depletion [Ch]

Tactics: Uncaring, Destructive Predator. Hell Mouths hunt prey viciously, hating all other creatures.

Attack Combination: Hell Mouths have a powerful bite, claws, and a hellfire breath weapon. They generally use bite or breath, but not both.

- **Secrets:** Lunge [Co], Running Jump Attack [Ac], Spread Attack [Wpn], Steal Weapon [Co]
- **Bite:** +161, **D:** 5d6+48, **ER:** M, **C:** 79, **F:** 2, [P].
- **Claws:** +144, **D:** d6+33, **ER:** L, **C:** 85, **F:** 2, [P].
- **Breath Weapon:** +193 {versus MD}, **D:** 40, [Channel]. Fiery breath weapon inflicts a flat 40 HP damage and is an ellipsoid 5 ft long by 5 ft wide. Aside from the fiery damage, the hellfire also causes all organic material hit by it to wither and age d100 years. Inorganic material ages d10 years, but all the undead kind suffer d100 HP disorporation damage.

Hell Mouth Physiology:

- Hell Mouths have a demon and fire elemental physiology. While elemental in nature, they have a physical body that can be harmed with physical weapons.
- They are also immune to time attacks, aging or time effects.
- Hell Mouths have the ability to leap 40 ft horizontally and 25 ft vertically.
- Hell Mouths have the ability to walk along any solid surface regardless of orientation (for itself only).

Lore: Hell Mouths are generally found only on the 21st plane of Hell or in the care of someone who has summoned one forth.



Hell Tide (1,000-10,000 appearing).

Description: A veritable living wave, usually in the thousands, of bright green 3-inch to 9-inch long army ants.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness): 12		COORD (Coordination): 18	FEAR: Immune
REF (Reflexes): 16		CF (Count Factor): 22	SHOCK: 55
STR (Strength): 1		MA (Mental Acuity): 2	DISEASE: 13
SIZE: 1		BODY: 3	P/V (Poison/Venom): 34
MASS: 1		APT (Aptitude): 7	
CON (Constitution): 5		LEAD (Leadership): 4	DEF (Defense) (DR - Damage Resistance): 41 (DR:3)
WITS: 10		PER (Perception): 69	MD (Magik DEF) (MR - Magik Resistance): 27 (MR:2)
REAS (Reason): 1		HP (Hit Points): 8	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 3			
EGO: 2		DODGE: 0	Quick Rank: 15
CHAR (Charisma): 2		MOVE: 60	Trainability: Impossible
			Breed TD: 15

Skills: Ath: 52, Wpn [Bite]: 36, Wpn [Stinger]: 32

Secrets: Combat Maneuvering [Ath]

Tactics: Uncaring, Destructive Swarm (+5) Predator. Their Swarm bonus applies to all Saves as well. They swarm over victims, going for the soft parts. The tide sounds like a gentle whispering, but it leaves nothing in its wake.

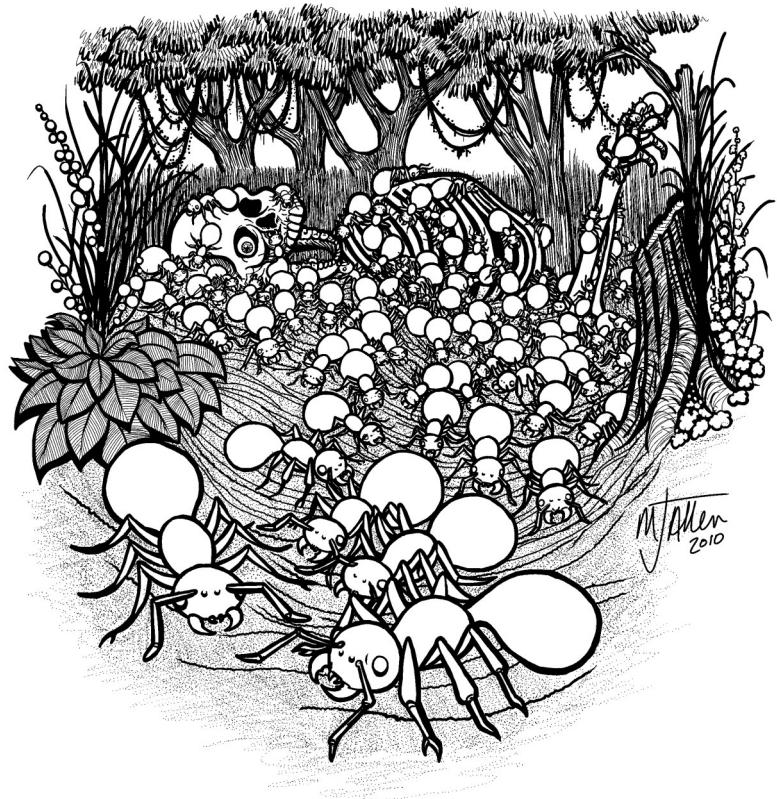
Attack Combination: Hell Tide can bite and sting and devour 10lbs of a non-moving organic matter every melee round for each 1,000 present. In a 5-ft square covered by the Hell Tide, d100 of them will attack.

- **Bite:** +54, ER: M, C: 87, F: 2, [S]. Devour 1 BODY on a successful bite. This BODY that has been eaten is gone, forever digested by the ants.
- **Sting:** +52, D: d6+3, ER: L, C: 100, F: 2, [P].

Insectoid Physiology:

- Hell Tide are a swarm of insects and have insect physiology.

Lore: Hell Tide are most often encountered in jungles and other hot climate areas, and they are the most feared things in their environment. Everything flees the Hell Tide.



Hippogryf (Usually 1 or a mated pair appearing).

Description: These beings have the body and hindquarters of a horse, usually white and palomino in coloration, with the front legs of a golden feathered bird of prey, and the head and beak of an eagle.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 15	COORD (Coordination): 34	FEAR: 142
REF (Reflexes): 16	CF (Count Factor): 31	SHOCK: 184
STR (Strength): 27	MA (Mental Acuity): 27	DISEASE: 59
SIZE: 20	BODY: 76	P/V (Poison/Venom): 131
MASS: 29	APT (Aptitude): 56	
CON (Constitution): 46	LEAD (Leadership): 27	DEF (Defense) (DR - Damage Resistance): 188 (DR:14)
WITS: 18	PER (Perception): 155	MD (Magik DEF) (MR -Magik Resistance): 127 (MR:25)
REAS (Reason): 5	HP (Hit Points): 122	PD (Psychic DEF) (PR - Psychic Resistance): 22 (PR:8)
ESS (Essence): 36		
EGO: 15	DODGE: 82	Quick Rank: 35
CHAR (Charisma): 12	MOVE: 420	Trainability: 550
		Breed TD: 250

Skills: **Ac:** 93, **Ath:** 112, **BK:** 44, **Cl:** 98, **Co:** 101, **Gu:** 76, **Lo:** 49, **Mi:** 33, **Re:** 97, **Wpn** [Beak]: 85, **Wpn** [Claw]: 92, **Wpn** [Hoof]: 81

Secrets: Combat Maneuvering [Ath], Kinematics [Ath], Second Parry [Gu], Soothe Beast [BK], Pursue [Cl], Stealth [Cl], Elastic Mind [Co], Battle Cry [Mi], Track [Re]

Tactics: Hit and Run Predator. Hippogryf hunt and tend to dominate an area.

Attack Combination: Hippogryf can rake and rend their foes with their front claws, strike with their beak, and rear and kick with their rear hooves in one complete action.

- Secrets:** Hamstring [Co], Shock Attack [Co], Spread Attack [Wpn], Counter [Gu]
- Beak:** +129, **D:** 4d10+54 **ER:** M, **C:** 87, **F:** 2, [S].
- Claw:** +126, **D:** 4d6+23, **ER:** L, **C:** 100, **F:** 2, [S].
- Hoof:** +125, **D:** 3d6+31, **ER:** L, **C:** 100, **F:** 2, [B].

Hippogryf Physiology: Hippogryf are born from a mixed heritage, once born in laboratories harkening back to the Great Night Wars, now adapted to the wildness of the world.

- Hippogryf use a base 20 on the ground.
- When in motion Hippogryf double their Dodge, gaining a +30 bonus to Maneuver skills and adding +10 Move per CF Count, until they reach double their flying movement.
- Growth and Ability Advancement Range:** 1 – 18, **BODY:** +11, **ESS:** +6, **COORD:** +2, **Skill:** 10:10, **Time:** 30+10. The one shown here is in age category four and is the normal range met.



Lore: Hippogryf are much rarer than griffons and are slightly less intelligent. They detest having riders and love the taste of human flesh. However, broken to a rider, they will remain a fierce and loyal, lifelong companion and then actually will themselves to die within 25 hours of the death of their friend.



H ydra (Usually 1, though 10% chance of d6 appearing).

Description: A large serpentine creature with multiple heads, each of which has two small back-swept horns over its eyes and a small nasal horn, all three an ebony color. Their necks take up about the upper third of their serpentine bodies. They have a double forked tail that's as long as their body. Hydras are dark green to mud colored, with a yellow to white belly and brilliant orange eyes with no pupils.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 6	COORD (Coordination): 22	FEAR: Immune
REF (Reflexes): 16	CF (Count Factor): 24	SHOCK: 414
STR (Strength): 305	MA (Mental Acuity): 10	DISEASE: 199
SIZE: 76	BODY: 677*	P/V (Poison/Venom): 255
MASS: 296	APT (Aptitude): 247	
CON (Constitution): 180	LEAD (Leadership): 25	DEF (Defense) (DR - Damage Resistance): 188 (DR:14)
WITS: 8	PER (Perception): 155	MD (Magik DEF) (MR -Magik Resistance): 127 (MR:25)
REAS (Reason): 2	HP (Hit Points): 857*	PD (Psychic DEF) (PR - Psychic Resistance): 22 (PR:8)
ESS (Essence): 237		
EGO: 11	DODGE: 82	Quick Rank: 40
CHAR (Charisma): 14	MOVE: 50	Trainability: Impossible
		Breed TD: 200

* Each hydra head has 70 BODY and 90 HP in addition to the listed values for the main body.

Skills: Ath: 352, Co: 170, Gu: 53, Mi: 41, Re: 155, Wi: 88, Wpn [Bite]: 113, Wpn [Tail]: 78

Secrets: Combat Maneuvering [Ath], Elastic Mind [Co], Battle Cry [Mi], Track [Re]

Tactics: Uncaring, Destructive Predator. They are very aggressive, never retreating until they or their adversaries are dead.

Attack Combination: The Hydra attacks with half its heads on its CF Action Count, and then one head every CF Count afterward. Thus, a 13-headed hydra will attack with 7 heads and then 1 head afterward until the next CF Action Count.

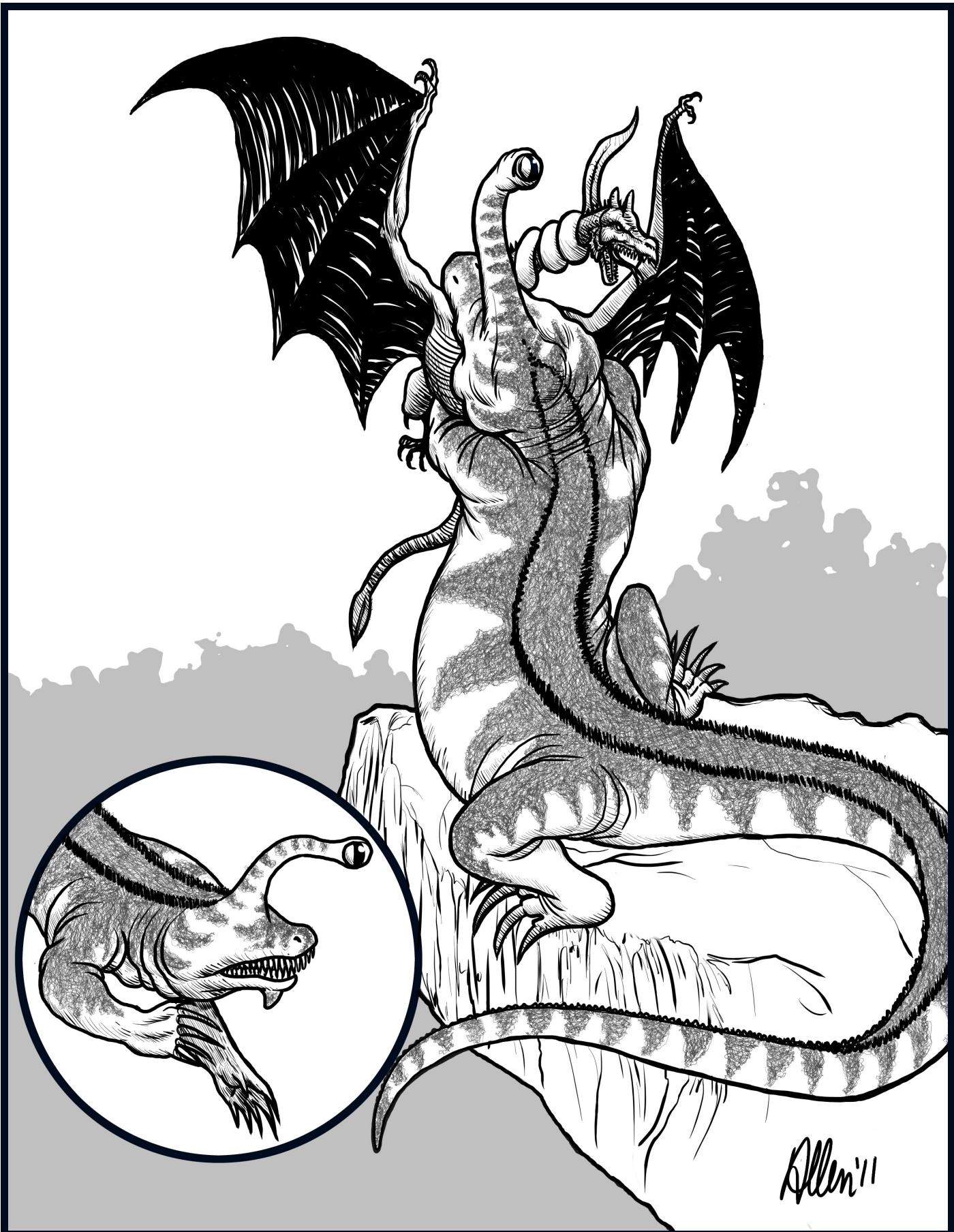
- **Secrets:** Spread Attack [Wpn], Counter [Gu]
- **Bite** +135, **D:** 6d8+33, **ER:** XL, **C:** 72, **F:** 2, [S].
- **Tail:** +100, **D:** 4d6+21, **ER:** XL, **C:** 94, **F:** 2, [B].

Hydra Heritage: Hydra have a strange genetic background.

- Hydras true regenerate 3 HP per CF Count and 1 attribute/characteristic point per melee round.
- They have a bizarre nervous system that allows them to use all their heads when defending against psychic attack or intrusion. Each head adds +25 PD and +5 PR to its listed base.
- Hydras are immune to BODY impairment or damage.
- Only inflicting 200% of the Hydra's HP will shut down its regeneration and kill it.

Lore: They can live any place it doesn't snow and where there's a plentiful water supply.





Ibathene (d6 appearing).

Description: 60 to 120 ft long bright green reptile, with one huge red eye on an 8 ft long yellow eye stalk. It has heavy, thick claws and a double row of dorsal spines, both coal black.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 20		COORD (Coordination): 39		FEAR:	Immune
REF (Reflexes): 19		CF (Count Factor): 34		SHOCK:	414
STR (Strength): 358		MA (Mental Acuity): 20		DISEASE:	199
SIZE: 211		BODY: 978		P/V (Poison/Venom):	255
MASS: 409		APT (Aptitude): 353			
CON (Constitution): 282		LEAD (Leadership): 62		DEF (Defense) (DR - Damage Resistance):	230 (DR:34)
WITS: 15		PER (Perception): 101		MD (Magik DEF) (MR -Magik Resistance):	111 (MR:12)
REAS (Reason): 5		HP (Hit Points): 1160		PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence): 333					
EGO: 44		DODGE: 0		Quick Rank:	75
CHAR (Charisma): 18		MOVE: 120		Trainability:	Impossible
				Breed TD:	175

Skills: Ath: 409, Cl: 54, Co: 90, Gu: 77, Mi: 51, Re: 122, SC: 86, Wi: 125, Wpn [Bite]: 124, Wpn [Claw]: 93, Wpn [Tail]: 77, Wpn [Tongue]: 143

Secrets: Second Parry [Gu], Combat Maneuvering [Ath], Battle Cry [Mi], Track [Re]

Tactics: Uncaring, Destructive Predator. They are a roving predator that follows prey, devouring everything in an area and then moving on.

Attack Combination: It attacks primarily with its tongue, which is half its length. It grabs and constricts with the tongue and then bites and swallows its prey.

- **Secrets:** Spread Attack [Wpn], Steal Weapon (tongue) [Co]
- **Bite:** +175, **D:** 5d8+84, **ER:** L, **C:** 69, **F:** 1, [S]. After biting once, it will swallow its prey on the next CF Action Count, living or dead. Those swallowed suffer 2d4+5 BODY damage from stomach acid until dissolved.
- **Tongue:** +182, **C:** 100, **F:** 5, [B]. Its tongue can reach 100 ft and wraps around its victim, inflicting 4d6+18 HP damage. The next CF Action Count it draws prey in and bites them (see Bite). It can lift 270 BODY worth of creatures with its tongue.

Attack Combination: It can fight with its claws (all four) and often does against large prey, as well as use its tail (one-third its size in length) for smashing attacks.

- **Secrets:** Spread Attack [Wpn], Concussive Strike [Co]
- **Claws:** +153, **D:** 5d12+53, **ER:** XL, **C:** 83, **F:** 2, [S].
- **Tail:** +103, **D:** 6d10+68, **ER:** XL, **C:** 84, **F:** 5, [B].

Ibathene Physiology: Ibathene have a strange physiology.

- Ibathene have such a retarded nervous system that they don't realize they are dead when reduced to zero HP until d4 minutes afterward.
- Ibathene have FORT 20 and WARD 50.
- Ibathene have keen senses and can see clearly in complete darkness, though in black and white. They also pick up ground vibrations within 120 ft.

Lore: They are found in or near large forests where water is plentiful and game dumber than them is abundant. These things actually hunt down wyverns, hydras, and small dragons.

Jump Jump (50% chance of d10+10 appearing or d100 appearing).

Description: Resembles nothing more than a wolf-headed and bear-clawed kangaroo, dark brown with black claws and brilliant, sky blue eyes.

ATTRIBUTES		CHARACTERISTICS	SAVES	
ADROIT (Adroitness): 29		COORD (Coordination): 45	FEAR:	72
REF (Reflexes): 16		CF (Count Factor): 37	SHOCK:	154
STR (Strength): 25		MA (Mental Acuity): 27	DISEASE:	16
SIZE: 16		BODY: 63	P/V (Poison/Venom):	58
MASS: 22		APT (Aptitude): 85		
CON (Constitution): 50		LEAD (Leadership): 26	DEF (Defense) (DR - Damage Resistance):	279 (DR:12)
WITS: 21		PER (Perception): 141	MD (Magik DEF) (MR - Magik Resistance):	235 (MR:21)
REAS (Reason): 6		HP (Hit Points): 113	PD (Psychic DEF) (PR - Psychic Resistance):	154 (PR:26)
ESS (Essence): 58				
EGO: 11		DODGE: 83	Quick Rank:	45
CHAR (Charisma): 15		MOVE: 220	Trainability:	712
			Breed TD:	225

Skills: Ac: 166, Ath: 144, BK: 64, Cl: 99, Co: 101, Gu: 63, Me: 33, Mi: 38, Re: 122, SC: 50, Wi: 107, Wpn [Kick]: 124, Wpn [Bite]: 94, Wpn [Claw]: 43, Wpn [Tail]: 78

Secrets: Bestial Quickness, Bowling Charge, Burst of Speed, Combat Maneuvering [Ath], Track [Re], Landmastery [Wi], Vigilance [Re], Kinematics [Ath], Second Dodge [Ac], Stealth [Cl], Dodging Strike [Ac]

Tactics: Pack (+3) Predator. They move in packs, and when hungry, will come at their intended meals in a thundering, leaping, jumping attack. They fear fire greatly, and they have a 70% chance of avoiding a target in the presence of flame.

Action Combination: It attacks primarily with its large hind feet and claws in a “leap up and claw” style of attack. If it uses the Jump Attack, it cannot Tail Swipe but employ a bite and claw in addition to the jump.

- **Secrets:** Running Jump Attack [Ac], Concussive Strike [Co]
- **Jump Attack:** +169, D: 5d6+54, C: 70, F: 5, [B]. Each strike can knock a creature of 100 BODY or smaller, 10 ft + 100 – BODY in distance away (inflicting additional damage equal to the falling damage).
- **Bite Attack:** +137, D: 2d10+18, C: 87, F: 6, [S].
- **Claw Attack:** +88, D: d6+14, C: 90, F: 7, [S].
- **Tail Swipe:** +123, D: d6+14, C: 90, F: 7, [S]. While mainly used for balance, the tail can be used offensively, with the ability to knock down 45 BODY creatures, sending them 5 ft + 50 – BODY in distance.

Jump Jump Physiology: Jump Jumps are an odd mix between kangaroos and a Wolfling saturated by radiation.

- Jump Jumps double their MOVE once they start moving, add +50 to Dodge, and +80 DEF and MD. They can also make jumps of 70 ft horizontally and 45 ft vertically.
- Jump Jumps can see clearly in complete darkness, though in black and white. They always know what direction is what, even in limbo, deep space or other environments without sensory clues. Jump Jumps ignore 50% Concealment or less.

Lore: These plains creatures prefer warm to hot climates that are dry but which have a major source of water, like a river, nearby.



Khorb (d8 appearing).

Description: 10 to 15 ft tall headless humanoid, Throon-like in size and shape (but with only two arms), with a single large eye in the middle of its chest. Usually dressed in ragged fur or skins. Its mouth is where its head would normally be and it ingests prey by lifting them up and in. They typically wield huge mauls single-handed or huge clubs (pretty much any bashing weapon).

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 16	COORD (Coordination): 29	FEAR: Immune
REF (Reflexes): 13	CF (Count Factor): 29	SHOCK: 289
STR (Strength): 27	MA (Mental Acuity): 21	DISEASE: 4
SIZE: 15	BODY: 66	P/V (Poison/Venom): 127
MASS: 24	APT (Aptitude): 30	
CON (Constitution): 41	LEAD (Leadership): 32	DEF (Defense) (DR - Damage Resistance): 158 (DR:19)
WITS: 16	PER (Perception): 63	MD (Magik DEF) (MR -Magik Resistance): 94 (MR:5)
REAS (Reason): 5	HP (Hit Points): 107	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 9		
EGO: 23	DODGE: 21	Quick Rank: 25
CHAR (Charisma): 9	MOVE: 55	Trainability: Immune
		Breed TD: 550

Skills: Ac: 46, Ath: 109, BK: 21, Bu: 19, Cl: 59, Co: 101, Cr: 67, Eng: 43, Gn: 22, Gu: 63, Lo: 59, Me: 33, Med: 33, Mi: 78, Re: 74, SC: 30, So: 38, Ur: 33, Wi: 107, Wpn [any]: 59, Wpn [Impact Arms]: 96

Secrets: Kinematics [Ath], Second Parry [Gu]

Tactics: Uncaring, Destructive Predator. It thrusts victims, dead or alive, into its mouth, to chew up for d10+19 HP each melee round until digested.

Action Combination:

- **Two-Handed Maul:** +125, D: 4d6+35, C: 83B, F: 3, [B].
- **Kick:** +125, D: 4d6+35, C: 83B, F: 3, [B].
- **Eye Ray:** +147 (versus MD). It's 60 ft long by 2 ft and inflicts Fear (paralysis) and Confusion (d10 melee rounds) in all living beings it strikes.



Khorb Physiology: Khorb are mutant beings formed from hard radiation and past genetic manipulation.

- Khorb are a genetic mishmash, immune to genetic manipulation, alteration or change.
- They can see clearly in complete darkness, though in black and white.
- Khorb are uniquely immune to Eldarin and the direct effect of Eldarin or runeweaving. They are also immune to confusion, disorientation, and sensory destruction.
- They can use anything single-handed that is equal to their BODY or less.

Lore: Khorb are very cruel and can be found most anywhere in wilderness areas, though only in small numbers.



Kill Flies (100 – 10,0000 appearing).

Description: Six-inch green to midnight blue flies with ruby red eyes and bright saffron yellow wings, always met in swarms of hundreds to thousands.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	21	COORD (Coordination):	45	FEAR:	Immune
REF (Reflexes):	24	CF (Count Factor):	33	SHOCK:	Immune
STR (Strength):	3	MA (Mental Acuity):	14	DISEASE:	Immune
SIZE:	1	BODY:	5	P/V (Poison/Venom):	Immune
MASS:	1	APT (Aptitude):	17		
CON (Constitution):	11	LEAD (Leadership):	5	DEF (Defense) (DR - Damage Resistance):	28 (DR:0)
WITS:	9	PER (Perception):	111	MD (Magik DEF) (MR -Magik Resistance):	14 (MR:0)
REAS (Reason):	5	HP (Hit Points):	16*	PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence):	9				
EGO:	3	DODGE:	84	Quick Rank:	10
CHAR (Charisma):	2	MOVE:	160	Trainability:	Impossible
				Breed TD:	400

*per 10 ft diameter swarm.

Skills: Ac: 140, Ath: 26, Cl: 99, Re: 54, Wi: 58

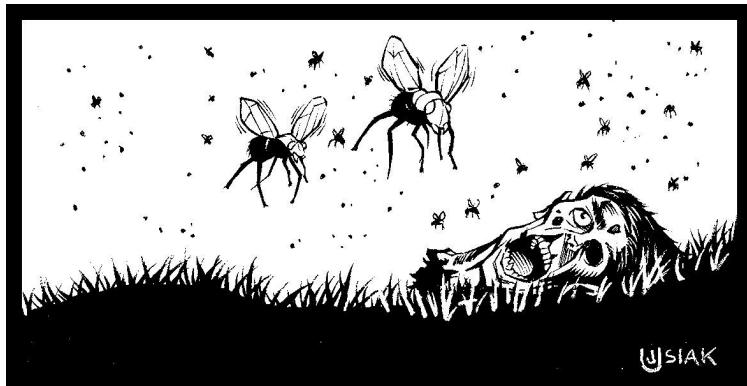
Secrets: Bestial Quickness

Tactics: Uncaring, Destructive Swarm (+5) Predator. Kill Flies are meat-eating flies that travel in swarms, crawling over victims, each taking numerous small bites until all flesh has been consumed and only bones remain.

Swarm Attack: They strip away 2d6 BODY damage to anything within a 10 ft section of the swarm, literally eating away the flesh. They ignore external DR from armor or like items and ignore the first 5 DR. Beings with greater DR lose 5 DR per melee round until it is eaten away, and then BODY is consumed. Any area consumed is infected with typhus, anthrax or some other infection until TD 250 Medical check is made. Arcane or other restoratives that are able to heal critical damage will work as well.

Kill Fly Physiology: Kill Flies have insect physiology.

- Normal physical damage inflicts no damage, though fire or dense smoke and other area affect attacks will damage them.
- They can sense clearly, but are strictly daytime fliers and never move about at night.



Lore: These horrid swarms of carnivorous insects are most often found in warm to hot geographical areas, but never in moist places (like a jungle).



Kill Kittens (5d10 appearing).

Description: These little cats can resemble any type of cat. Their claws are hard enough to gouge steel.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 16	COORD (Coordination): 39	FEAR: 55
REF (Reflexes): 23	CF (Count Factor): 28	SHOCK: 40
STR (Strength): 3	MA (Mental Acuity): 9	DISEASE: Immune
SIZE: 3	BODY: 10	P/V (Poison/Venom): Immune
MASS: 4	APT (Aptitude): 19	
CON (Constitution): 14	LEAD (Leadership): 28	DEF (Defense) (DR - Damage Resistance): 46 (DR:10)
WITS: 5	PER (Perception): 127	MD (Magik DEF) (MR -Magik Resistance): 61 (MR:2)
REAS (Reason): 4	HP (Hit Points): 24	PD (Psychic DEF) (PR - Psychic Resistance): 13 (PR:19)
ESS (Essence): 10		
EGO: 9	DODGE: 61	Quick Rank: 11
CHAR (Charisma): 19	MOVE: 80	Trainability: 320
		Breed TD: 125

Skills: **Ac:** 66, **Ath:** 44, **BK:** 16, **Cl:** 42, **Co:** 78, **Cr:** 24, **Gu:** 33, **Pe:** 101, **Re:** 63, **Wi:** 84, **Wpn** [Claw]: 31

Secrets: Bestial Quickness, Second Dodge [Ac], Leap Attack [Ac], Performing Seduction [Pe], Incite [Pe], Track [Re]

Tactics: Uncaring, Destructive Pack (+15) Predator. These lovable, cuddly, purring little cats are sure to melt even the hardest heart. They pretend to have a broken leg or some other hurt, and limp whimpering toward a victim, with their big soulful eyes pleading for aid and succor. When the tender-hearted soul picks them up to comfort and help them, they dig their needle-sharp claws into them, pumping in a fatal poison. Kill Kittens travel in packs but often hide to allow a single one to act as a decoy.

Claw Attack: +70, **D:** d6+2, **C:** 76, **F:** 3, [S]. Kill Kittens inflict poison with their claws, digging through and ignoring native DR 11 or less. Artificial DR from armor is ignored if the target cuddles them. The poison is TD 175 and if failed is fatal for all humanoids (insects, alien, demon, golem, and undead are immune). If Saved against, inflicts d6 days of paralysis.

Kill Kitten Physiology:

- They can sense clearly in complete darkness with full color.
- They can use their PER to smell for food, water, other creatures and potential danger. They can use this sense to locate people, follow the movements of creatures, and other functions of sight. Once held by any being, they can hunt that same being--regardless of how old the scent--using a PER -30 TD check to follow the trail (see Track secret).

Lore: Kill Kittens can exist anywhere except in the coldest polar regions or the hottest, waterless deserts. Faerie of all stripes hate Kill Kittens and eradicate them on sight.



Komainu (1 appearing).

Description: Bull-sized, lion-bodied beasts with moderate-sized manes and saber-toothed, bulldog-like heads. Usually tan or golden brown color, with reddish-gold manes and large, black-pupil eyes and shiny ebony fangs and claws.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 18	COORD (Coordination): 46	FEAR: Immune
REF (Reflexes): 28	CF (Count Factor): 40	SHOCK: Immune
STR (Strength): 46	MA (Mental Acuity): 40	DISEASE: Immune
SIZE: 21	BODY: 126	P/V (Poison/Venom): Immune
MASS: 59	APT (Aptitude): 188	
CON (Constitution): 90	LEAD (Leadership): 56	DEF (Defense) (DR - Damage Resistance): 46 (DR:10)
WITS: 23	PER (Perception): 245	MD (Magik DEF) (MR -Magik Resistance): 61 (MR:2)
REAS (Reason): 17	HP (Hit Points): 216	PD (Psychic DEF) (PR - Psychic Resistance): 13 (PR:19)
ESS (Essence): 147		
EGO: 31	DODGE: 88	Quick Rank: 75
CHAR (Charisma): 25	MOVE: 120	Trainability: 320
		Breed TD: 125

Skills: Ac: 129, Ath: 144, BK: 56, Ce: 101, Ch: 173, Cl: 142, Co: 128, Cr: 84, En: 88, Gn: 111, Gu: 93, Int: 67, Me: 75, Pe: 101, Re: 63, So: 80, Wi: 134, Wpn [Bite]: 144

Secrets: Bestial Quickness, Second Dodge [Ac], Track [Re], Second Parry [Gu], Kinematics [Ath], Seal Source [Ch], Power Web [Ch], Surveillance [Cl], Without A Trace [Cl], Retort Dodge [Co], Reflexive Attack [Co], Social Empathy [So]

Tactics: Guardian. Komainu are generally pretty temperate, but can become aggressive if something they have been set to guard is being threatened, or if they are being attacked. Komainu never desert what they are set to guard and never surrender. Once after a foe, they are relentless until one or the other is dead.

Bite: +173, **D:** 2d20+49, **C:** 62, **F:** 1, [S]. Komainu have a 40% chance that when they bite, they will lock their jaws, thus automatically inflicting bite damage as they shake their heads rapidly from side to side (which takes a normal action).



Komainu Physiology: Komainu are divinely descended and have a Divine physiology.

- Komainu have natural true sight and can sense clearly in complete darkness with full color. They can also use their PER to follow anyone they smell, regardless of where, when, and how the trail twists--including across worlds, different times, or planar boundaries.
- They are immune to confusion, fear, hypnoses, status effects and conditions, and petrification/stoning.

Lore: They are normally summoned from the astral plane, which is their home.



Krag Spider (d100 appearing).

Description: Krag Spiders resemble anything from pebbles to rocks when in their passive form. When active, they unwrap into something that resembles an Alaskan king crab.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness):	14	COORD (Coordination):	30
REF (Reflexes):	16	CF (Count Factor):	30
STR (Strength):	41	MA (Mental Acuity):	20
SIZE:	9	BODY:	91
MASS:	41	APT (Aptitude):	68
CON (Constitution):	50	LEAD (Leadership):	26
WITS:	16	PER (Perception):	55
REAS (Reason):	4	HP (Hit Points):	141
ESS (Essence):	48		
EGO:	21	DODGE:	53
CHAR (Charisma):	5	MOVE:	80

Skills: Ac: 85, Ath: 70, Cl: 102, Co: 63, Re: 87, Wi: 74, Wpn [Bite]: 62

Secrets: Bestial Quickness, Second Dodge [Ac], Track [Re]

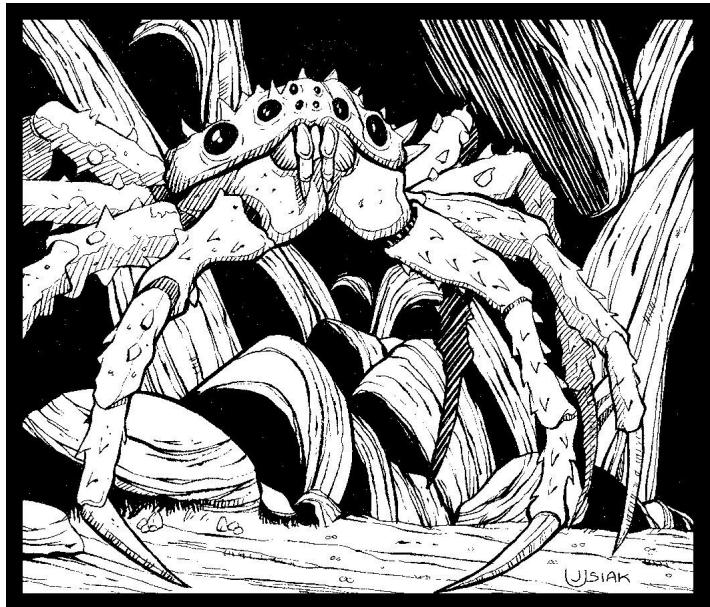
Tactics: Pack (+7) Hit-and-Run Predator. They are very patient and will wait hours until they move, waiting until a party beds down among them and goes to sleep before pouncing.

Bite: +103, D: d6+11 C: 100, F: 1, [B]. Krag Spiders inject poison when they bite that turns all those who are bitten to stone if they fail a TD 150 Shock Save. Those who do Save suffer -12 CF for d20 melee rounds.

Krag Spider Physiology: Krag Spiders have an arachnid physiology.

- Krag Spiders have FORT 30. Weapons and items striking a Krag Spider lose an amount of DUR equal to the damage inflicted.
- They have keen senses and can see clearly in complete darkness, though in black and white. They also pick up ground vibrations within 180 ft.
- Krag Spiders have such a low metabolic rate that Detect Life magic, rituals, or prayers fail completely, as do attempts to detect the ESS of other creatures.
- They are immune to confusion, fear, hypnoses, status effects and conditions, and petrification/stoning. Krag Spiders are immune to things that normally affect the mind, body, conscious or emotions of living creatures.

Lore: They eat stoned victims by secreting a saliva that unstones a mouthful at a time so it can be bitten off and swallowed. They are encountered only in rocky or mountainous areas, from the Arctic to the equator.



Kraken (d3 appearing).

Description: An enormous squid-like creature with horns and humps on its back, and a horned beak.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	26	COORD (Coordination):	43	FEAR:	Immune
REF (Reflexes):	17	CF (Count Factor):	31	SHOCK:	581
STR (Strength):	205	MA (Mental Acuity):	20	DISEASE:	431
SIZE:	112	BODY:	524	P/V (Poison/Venom):	Immune
MASS:	207	APT (Aptitude):	244		
CON (Constitution):	312	LEAD (Leadership):	71	DEF (Defense) (DR - Damage Resistance):	152 (DR:46)
WITS:	14	PER (Perception):	191	MD (Magik DEF) (MR -Magik Resistance):	82 (MR:28)
REAS (Reason):	6	HP (Hit Points):	836	PD (Psychic DEF) (PR - Psychic Resistance):	53 (PR:3)
ESS (Essence):	214				
EGO:	58	DODGE:	33	Quick Rank:	45
CHAR (Charisma):	13	MOVE:	310	Trainability:	Impossible
				Breed TD:	300

Skills: Ac: 125, Ath: 150, Cl: 142, Co: 97, Re: 137, SC: 88, Wi: 184, Wpn [Maw]: 176, Wpn [Tentacle]: 227

Secrets: Track [Re], Suspicious Eye [Re], Invisibility [Cl], Without a Shadow [Cl], Native Son [Wi]

Tactics: Uncaring, Destructive, Ambush, Hit-and-Run Predator. They strike their opponents with their tentacles, then grab and crush victims while drawing them into their beaked maw.

Action Combination: Kraken attack with their tentacles, constrict victims, and then draw them into their maw.

- **Secrets:** Concussive Attack [Co], Shock Attack [Co]
- **Tentacles:** +289, D: 4d6+76 C: 86, F: 1, [B]. After a successful hit, the tentacles either draw a victim to its maw or constrict for automatic tentacle damage. Those drawn to its maw are either eaten and consumed or bitten. The grip of the tentacle is equal to the Kraken's BODY.
- **Maw:** +251, C: 51, F: 1, [S]. Kraken can bite and swallow any creature of 32 BODY or less. They take a 32 BODY bite out of anything larger. Anything bitten off is shredded and digested instantly in a bath of acid and heat (takes 1 CF Count).
- **Ink:** Instead of moving, the Kraken can expel ink forward once per melee round in a 600 ft cloud that provides complete concealment.
- **Jet Movement:** Kraken can expel fluid via an organ in their bodies. They use this jet stream for movement and as a defensive or offensive action.
- Used defensively, the jet stream can stir up an area of frothy water 160 ft in diameter.
- Offensively, the Kraken can direct the jet stream out in a cone, churning an area 160 ft long and 40 ft wide at the end of the cone, throwing any beings of at least 30 BODY. This knocks them back 160 minus their BODY in distance.

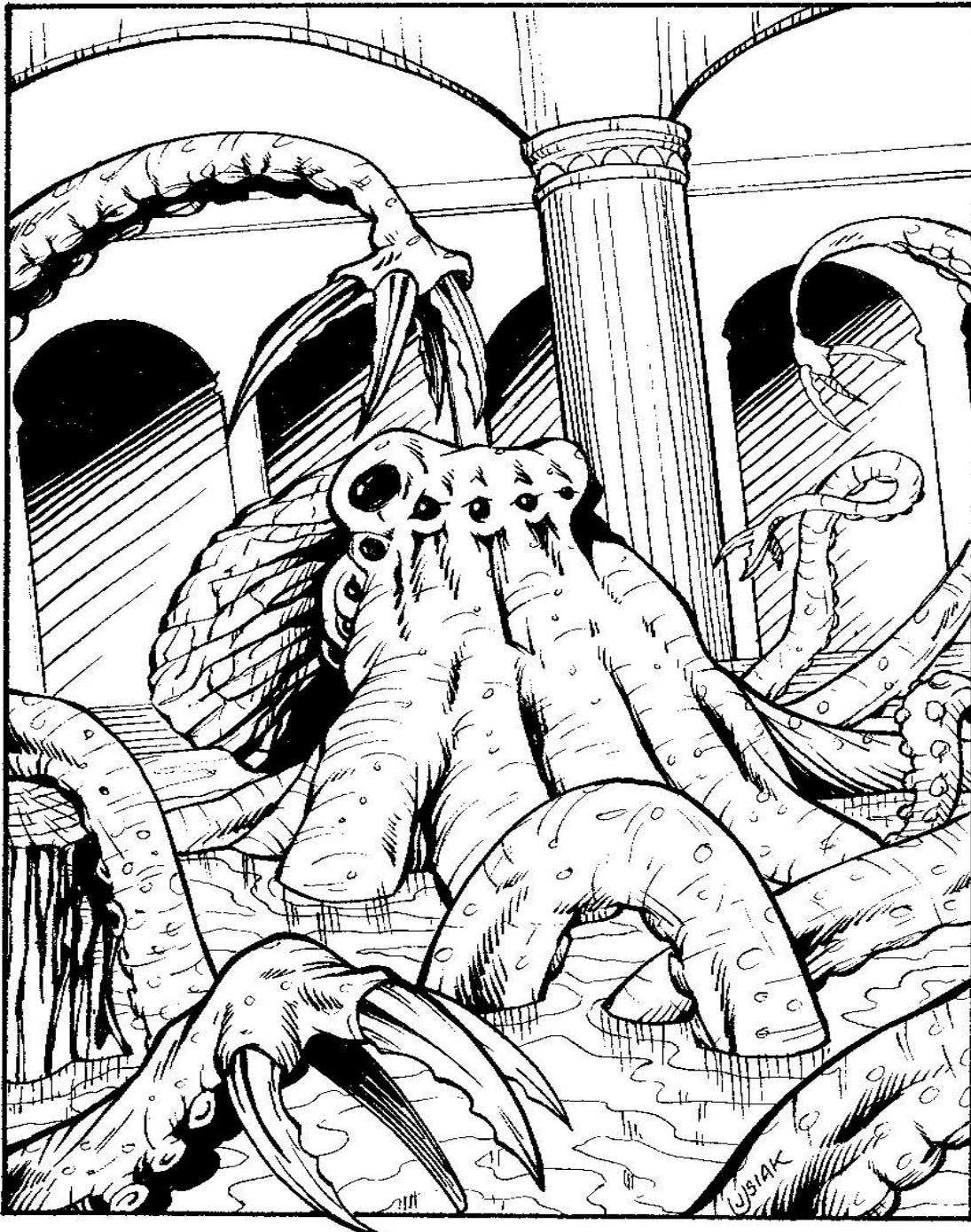
Kraken Physiology: Krakens have an aquatic physiology.

- They have keen senses and can see clearly in complete darkness or 100% obscurement or concealment, though in black and white. They also pick up water vibrations within 1800 ft.
- Kraken true regenerate at a rate of 10 HP per 5 CF Counts and regenerate 1 attribute or characteristic every melee round.
- Kraken are amphibious and can breathe both air and water equally. They can also move and act in water of any depth like they can in air.



- Kraken skeletal structure is more cartilage than bone, making them much more pliable and resistant. They do not subtract their MASS from their Dodge chances and have a +30 bonus to escape bonds, wriggle out of holds and small spaces, and similar situations.
- Kraken have strong tolerance to high gravity and can operate at atmospheres equal to 50 times their MASS in strength.
- They are also very tolerant of cold, chill and freezing temperatures and can double their natural DR (or MR if applicable) against such effects; they can also last three times longer than a human without feeling such effects.

Lore: Kraken dwell in the depths of the oceans, though some smaller, shallow water ones are also encountered. Kraken usually dwell on the ocean bottom, using their tentacles to trap prey and their ability to jet to move around. Kraken define a hunting territory and range in it, then move on when prey disappears.



Lash Lion (50% chance of d4+2 appearing or d10+6 appearing).

Description: Looks like a large, slate-gray hued lion, except for the mane, which is golden-yellow in color.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness): 15		COORD (Coordination): 32	FEAR: 102
REF (Reflexes): 17		CF (Count Factor): 34	SHOCK: 84
STR (Strength): 18		MA (Mental Acuity): 22	DISEASE: 35
SIZE: 16		BODY: 52	P/V (Poison/Venom): 72
MASS: 18		APT (Aptitude): 71	
CON (Constitution): 31		LEAD (Leadership): 16	DEF (Defense) (DR - Damage Resistance): 109 (DR:6)
WITS: 17		PER (Perception): 78	MD (Magik DEF) (MR -Magik Resistance): 65 (MR:9)
REAS (Reason): 5		HP (Hit Points): 83	PD (Psychic DEF) (PR - Psychic Resistance): 33 (PR:8)
ESS (Essence): 18			
EGO: 11		DODGE: 52	Quick Rank: 25
CHAR (Charisma): 5		MOVE: 52	Trainability: 75
			Breed TD: 125

Skills: Ac: 36, Ath: 71, Cl: 59, Co: 61, Gu: 63, Mi: 38, Re: 59, Wi: 107, Wpn [bite] 73, Wpn [claw] 81, Wpn [Tongue]: 97

Secrets: Bestial Quickness, Bowling Charge, Burst of Speed, Combat Maneuvering [Ath], Track [Re], Landmastery [Wi], Vigilance [Re], Kinematics [Ath], Second Dodge [Ac], Stealth [Cl], Dodging Strike [Ac]

Tactics: Herd (+3) Predator. Usually lashes out with its tongue, which it can use like a bullwhip. Usually only really active when searching for food. Very territorial and tends to warn and then attack if alone, or attack if defending a herd. Groups of them will use offensive and defensive tactics (males & females).

Action Combination: It attacks primarily with its large hind feet / claws in a “leap up and claw” style of attack after trapping an opponent with its tongue.

- **Secrets:** Running Jump Attack [Ac]
- **Jump Attack** +122, D: 4d6+34, C: 80, F: 5, [B]. Each strike can knock a creature of 78 BODY or smaller, 10 ft + 78 – BODY in distance away (inflicting additional damage equal to the falling damage).
- **Bite Attack:** +117, D: 2d10+18, C: 87, F: 6, [S].
- **Claw Attack:** +96, D: d6+14, C: 90, F: 7, [S].
- **Tongue Attack:** +138, C: 90, F: 1. The tongue has several means of attack and can only be employed in one way per CF Action Count.
 - A slicing or cutting attack that inflicts d6+13 HP slashing damage.
 - A flicking or stabbing attack that inflicts d6+11 HP piercing damage but has C: 78 instead.
 - A wrapping attack that grapples if it hits, immobilizing an opponent of 45 BODY or less. They can then draw in a creature of 35 BODY or less and gain an automatic bite attack; or, they will jump (see above).



Lash Lion Physiology: Lash Lions are mutated lions that have bred true.

- Lash Lions can make jumps of 30 ft horizontally and 15 ft vertically.
- They can see clearly in complete darkness, though in black and white.

Lore: These felines are no more aggressive or passive than normal lions. They prefer lightly wooded areas and, contrary to popular legends, do not (by choice) live in jungles.

L lightning Bugs (10 – 1000 appearing).

Description: Lightning bugs that flicker with a pale light.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness): 21		COORD (Coordination): 41	FEAR: 29
REF (Reflexes): 20		CF (Count Factor): 29	SHOCK: 22
STR (Strength): 2		MA (Mental Acuity): 14	DISEASE: 10
SIZE: 1		BODY: 5	P/V (Poison/Venom): 31
MASS: 2		APT (Aptitude): 17	
CON (Constitution): 8		LEAD (Leadership): 5	DEF (Defense) (DR - Damage Resistance): 61 (DR:0)
WITS: 9		PER (Perception): 68	MD (Magik DEF) (MR -Magik Resistance): 3 (MR:0)
REAS (Reason): 5		HP (Hit Points): 13*	PD (Psychic DEF) (PR - Psychic Resistance): 4 (PR:0)
ESS (Essence): 9			
EGO: 3		DODGE: 76	Quick Rank: 5
CHAR (Charisma): 2		MOVE: 140	Trainability: Impossible
			Breed TD: 150

*per 10 ft diameter swarm.

Skills: Ac: 90, Ath: 11, Cl: 19, Re: 73, Wi: 27

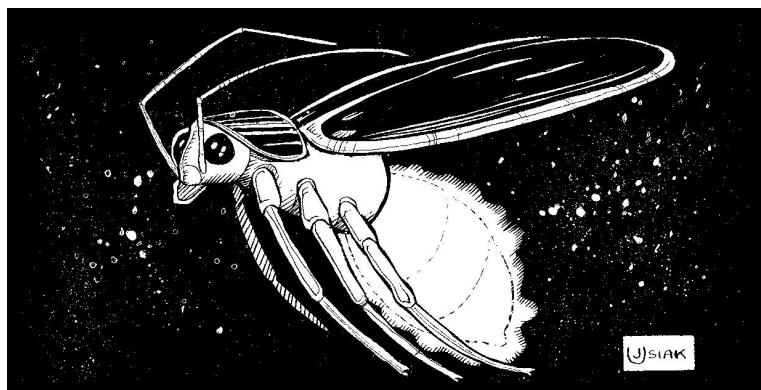
Secrets: Bestial Quickness

Tactics: Uncaring Swarm (+1). Lightning bugs flock to body heat, settling by the dozens (4d12) on anything warm to get warm themselves.

Swarm Attack: They flock to body heat and cause itching in beings with less than 5 native DR. The acute itching is painful, causing an Unsettled Status and 1 HP damage per dozen bugs (or part thereof) landing on those affected. They ignore external DR from armor or like items that do not produce an aura effect.

Lightning Bug Physiology: Lightning Bugs have insect physiology.

- Lightning bugs naturally generate bio-electricity and generate a d20+10 HP discharge when killed.
- They can sense clearly, but are strictly nighttime fliers and never move about during the day.



L lightning Spider (d12 appearing).

Description: A large bright blue spider with a yellow flash down its abdomen. Lightning spiders smell like ozone, hum, and softly glow in the dark when pulsing electricity through their webs.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 14	COORD (Coordination): 30	FEAR: 113
REF (Reflexes): 16	CF (Count Factor): 31	SHOCK: 51
STR (Strength): 22	MA (Mental Acuity): 20	DISEASE: 97
SIZE: 11	BODY: 58	P/V (Poison/Venom): 79
MASS: 25	APT (Aptitude): 65	
CON (Constitution): 29	LEAD (Leadership): 26	DEF (Defense) (DR - Damage Resistance): 152 (DR:46)
WITS: 15	PER (Perception): 55	MD (Magik DEF) (MR -Magik Resistance): 82 (MR:28)
REAS (Reason): 5	HP (Hit Points): 87	PD (Psychic DEF) (PR - Psychic Resistance): 53 (PR:3)
ESS (Essence): 35		
EGO: 25	DODGE: 66	Quick Rank: 25
CHAR (Charisma): 5	MOVE: 45	Trainability: 360
		Breed TD: 255

Skills: Ac: 85, Ath: 77, Cl: 115, Co: 99, Mis: 112, Re: 67, Wi: 84, Wpn [Bite]: 52, Wpn [Silk]: 91

Secrets: Bestial Quickness, Second Dodge [Ac], Track [Re], Close Combat Missilery [Mis], Snipe [Mis], Ranged Maneuver [Mis], Shadow Slide [Cl]

Tactics: Ambush, Hit-and-Run Predator. Lightning spiders are roving, hunting spiders who do not make a web from their silk, but instead use it to maneuver, cast lines, and make nets to capture prey. They stalk and capture prey from ambush. Once captured, they electrocute their prey with bio-electricity and then devour them.

Action Combination:

- **Silk:** + 121, C: 87, F: 1, [B].
 - ◊ The primary attack method is by net, though they are just as proficient with the silk line. The silk net hits a 10 ft square area (200 totally BODY of creatures) out to 30 ft away. The electrical pulse through the silk comes 1 CF Count after contact and inflicts $3d10+66$ HP damage.
 - ◊ Secondary attack is via the silk line. The line has a 100 ft range but targets a single creature. Electrical pulse through the silk line is weaker, comes 1 CF Count after contact, and inflicts $d10+42$ HP damage.
- **Bite:** +82, D: d6+6 C: 100, F: 1, [B].

Lightning Spider Physiology:

Lightning Spiders have an arachnid physiology.

- They have keen senses and can see clearly in complete darkness, though in black and white. They also pick up ground vibrations within 120 ft.
- They are immune to electricity.
- Lightning spiders are a +30 bonus in Knockdown and Grapple situations. This bonus rises to +70 when their foes are in or attached to their silk.

Lore: They are encountered only in forests and other woodland areas. Their favorite prey consists of anything smaller than them and vulnerable to their electrical attack.



"I found them. Not that I enjoyed the experience," Martuth said as he slurped down a gulp of ale and let out a great belch to follow it. "Sixteen of the bastards, crackling like ninpin bugs larking across the swamp. Captured them, I did. Used a sixteen: didn't want to touch them now, or their webs; damned silk shock you as readily as sticking one in your mouth!" Martuth laughed. "Still, at 900 coins a piece it seemed like a good act. I mean, how hard could harvesting a few spiders be? I've braved the mountains for spider silk and the deep willow worm forests: a few crackling spiders? Bah! Little did I know they were canny; hunting in packs, laying lines out to sense footsteps and to pick up magik! Hah! Didn't know that did you? Fancied I was smart, I did. Used some of Luchern's clockwork walkers to distract them and then ran grounding wires into the ground. Snarled up in them all the time but it kept me alive when the little buggers start pulsing into the silk. In the end," he said with some satisfaction, "I nabbed them. Sold 'em for good coin and worth the trouble." He guffawed and slapped his leg, sloshing his ale not noticing the hand the slowly crept from his pouch, that had relieved him of the final coin that once filled it.

Red Lightning Spider

A rare breed of the lightning spider, seen in the upper atmosphere by airship and skyship pilots more often than note. They are a deep copper red in the upper regions, with bluish, nearly invisible webs that are only given away by the reddish halo they cast when the sun hits them at dawn and dusk. These spiders have a metabolism that generates hot plasma that they pulse through their webs instead of electricity (so it strikes like a laser burn for game purposes). They are feared by sky sailors and pilots everywhere.





Maggoth (d6 appearing).

Description: Huge, greyish, mottled slugs with quivering black-tipped eye stalks and palps. The insides of their gaping maws is orange and they smell of formaldehyde. They make a horrid slobbering sound as they move, leaving a steaming slime trail behind.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 5	COORD (Coordination): 12	FEAR: Immune
REF (Reflexes): 7	CF (Count Factor): 17	SHOCK: Immune
STR (Strength): 79	MA (Mental Acuity): 14	DISEASE: Immune
SIZE: 81	BODY: 265	P/V (Poison/Venom): Immune
MASS: 85	APT (Aptitude): 24	
CON (Constitution): 201	LEAD (Leadership): 27	DEF (Defense) (DR - Damage Resistance): 28 (DR:78)
WITS: 10	PER (Perception): 34	MD (Magik DEF) (MR -Magik Resistance): 82 (MR:12)
REAS (Reason): 4	HP (Hit Points): 466	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 10		
EGO: 24	DODGE: 0	Quick Rank: 10
CHAR (Charisma): 3	MOVE: 12	Trainability: Impossible
		Breed TD: 375

Skills: **Ath:** 145, **Co:** 16, **Re:** 171, **Wi:** 44, **Wpn** [Bite]: 101, Wpn [Spit]: 87

Secrets: Track [Re]

Tactics: Uncaring, Destructive Predator.

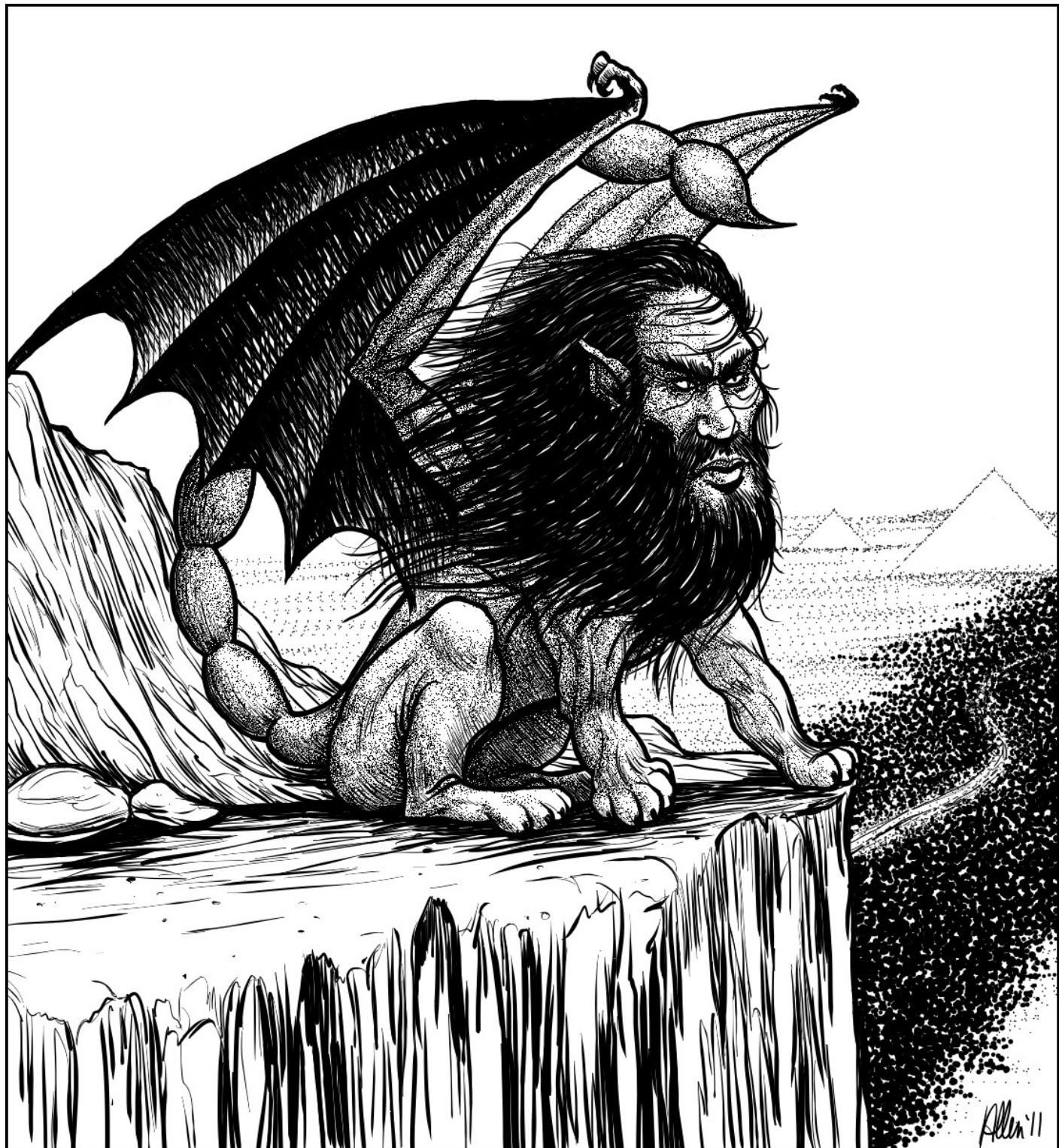
Gulping Maw: +124, C: 75, F: 1, [B]. Maggoth can bite and swallow any creature of 120 BODY or less. They inflict 2d20+55 HP damage to anything larger. Those swallowed take bite damage and are digested in a bath of acid that destroys d6+1 BODY damage every CF Count until destroyed.

Spit: Instead of biting or moving, Maggoth can spew out a stream of acidic saliva a 90 ft distance, drenching a 10 ft diameter area with acid that inflicts 3d4+3 BODY damage upon contact and then d4 more BODY damage d6 CF Counts later. This damage is applied to everything worn as well, but tripled to determine the amount of DUR/BODY destruction of items.

Maggoth Physiology: Maggoth have an alien physiology.

- They have keen senses and can see clearly in complete darkness or 100% obscurement or concealment, though in black and white.
- Maggoth have no skeletal structure, but a very flexible internal shell. They do not subtract their MASS from their Dodge chances and have a +100 bonus to escape bonds, wriggle out of holds, and escape small spaces and similar situations. They can also compress their SIZE/BODY down to 50% its norm (though they still weigh/MASS the same).
- Maggoth are immune to BODY, STR, MASS, and SIZE attribute impairment and have FORT 10 versus any damage to these attributes.
- Maggoth have strong tolerance to high gravity and can operate at atmospheres equal to 100 times their MASS in strength.
- Maggoth are immune to acid, venom, poison, radiation and effects that target the body, nerves, or mind.
- Maggoth have such an atavistic nervous system that they will continue to act, fight, and stalk prey d20 melee rounds after death (unless physically destroyed).
- Maggoth have no resistance to fire or heat (no DR, MR, PR). Any fire of 22 HP potency or more has a 25% chance of igniting them internally, suffering additional damage equal to one-quarter of the initial damage every melee round for d10 melee rounds afterward.

Lore: These horrible things are misbegotten progeny of some dead civilization or madness of the gods. They are found in subterranean caverns, and in swamps and jungles.



Manticore

Description: Bat-winged, lion-bodied creatures with humanoid faces and long scorpion tails arched high above their backs. They are tan to rust colored, with a few rare ones that are vermillion in hue. All have brilliant, volcanic blue eyes.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	15	COORD (Coordination):	32	FEAR:	156
REF (Reflexes):	17	CF (Count Factor):	34	SHOCK:	154
STR (Strength):	18	MA (Mental Acuity):	22	DISEASE:	70
SIZE:	16	BODY:	52	P/V (Poison/Venom):	271
MASS:	18	APT (Aptitude):	71		
CON (Constitution):	31	LEAD (Leadership):	16	DEF (Defense) (DR - Damage Resistance):	139 (DR:14)
WITS:	17	PER (Perception):	155	MD (Magik DEF) (MR -Magik Resistance):	365 (MR:61)
REAS (Reason):	5	HP (Hit Points):	83	PD (Psychic DEF) (PR - Psychic Resistance):	188 (PR:14)
ESS (Essence):	18				
EGO:	11	DODGE:	59	Quick Rank:	25
CHAR (Charisma):	5	MOVE:	41	Trainability:	Impossible
				Breed TD:	350

Skills: **Ac:** 50, **Ath:** 99, **Cl:** 59, **Co:** 74, **Gu:** 63, **Mi:** 45, **Re:** 82, **Wi:** 93, **Wpn** [bite] 73, **Wpn** [Wing]: 73, **Wpn** [claw] 81, **Wpn** [Tail]: 97

Secrets: Bestial Quickness, Burst of Speed, Combat Maneuvering [Ath], Track [Re], Landmastery [Wi], Vigilance [Re], Stealth [Cl], Dodging Strike [Ac]

Tactics: Herd (+3) Ambush, Hit-and-Run Predator. Manticore are irascible, vicious, and cunning, but have an inordinate fondness for complex riddles.

Jump Action Combination: When the Manticore is not striking with its scorpion tail, it will leap on an opponent, clawing, biting, and beating them with its wings. It can use these attacks individually or in concert.

- **Secrets:** Running Jump Attack [Ac], Gash [Co], Hamstring [Co]
- **Claw Attack:** +96, **D:** d6+15, **C:** 88, **F:** 1, [S].
- **Bite Attack:** +117, **D:** 2d10+16, **C:** 87, **F:** 2, [S].
- **Wing Attack:** +117, **D:** d10+5, **C:** 97, **F:** 6, [B].
- **Tail Attack:** +138, **C:** 90, **F:** 1. The tail has an XL range and can strike in any direction around the Manticore with ease. The toxic venom is very potent and is injected into every victim struck by the tail, whether it pierces their DR or not. The venom, if left on the skin, does one-third damage 2d10 CF Counts later and every 5 CF Counts after that until removed (takes 1 CF Action Count to scrape off).

Manticore Physiology: Manticores are highly arcane creatures born out of the great wars that wracked the world in the distant past.

- Manticores are Move 80 in the air, and add +50 DEF & MD, +25 Dodge, and gain an additional Dodge quickened action when airborne.
- Manticores can make jumps of 30 ft horizontally and 15 ft vertically and can triple this distance if they use their wings to glide.
- They can see clearly in complete darkness, though in black and white.
- Manticores are immune to petrification, paralysis, or their own venom.

Lore: Manticores can be found anyplace, so long as it is generally uninhabited. They prefer dry, warm areas like deserts over any other. Some Manticores use magik, psychic powers, rituals, and even items of power.

Maul Wolf (85% chance of 1 - 2 appearing; 15% chance of d6+2 appearing).

Description: Slightly larger than a normal wolf and almost identical except for a cluster of 6-8 ft tentacles above the front shoulders. These tentacles are smooth and seamless and curl back like ram's horns when not in use.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	14	COORD (Coordination):	27	FEAR:	54
REF (Reflexes):	13	CF (Count Factor):	32	SHOCK:	51
STR (Strength):	14	MA (Mental Acuity):	25	DISEASE:	58
SIZE:	11	BODY:	39	P/V (Poison/Venom):	92
MASS:	14	APT (Aptitude):	43		
CON (Constitution):	27	LEAD (Leadership):	13	DEF (Defense) (DR - Damage Resistance):	135 (DR:8)
WITS:	19	PER (Perception):	79	MD (Magik DEF) (MR -Magik Resistance):	39 (MR:5)
REAS (Reason):	6	HP (Hit Points):	66	PD (Psychic DEF) (PR - Psychic Resistance):	11 (PR:2)
ESS (Essence):	18				
EGO:	4	DODGE:	51	Quick Rank:	16
CHAR (Charisma):	9	MOVE:	31	Trainability:	180
				Breed TD:	190

Skills: Ac: 43, Ath: 78, Co: 54, Cl: 73, Mi: 32, Wi: 58, Wpn [Tentacle]: 47, Wpn [Bite]: 31

Secrets: Bestial Quickness, Cornered Beast, Sleight of Eye [Cl], Guile [Cl], Stealth [Cl], Dodging Strike [Ac], Retort Dodge [Ac]

Tactics: Hit-and-Run, Ambush Pack (+3) Predator. Maul wolves tend to strike in unison, using tactical advantage to assist one another, knock down foes, and strip foes of armor, shields, weapons, and so forth while using hit and run maneuvers to wear them down. They enjoy herding and slowly killing prey, but will adjust rapidly to situations.

Action Combination: Maul wolves tend to either attack with their tentacles and shock prey, or bite and constrict/strike with their tentacles.

- **Secrets:** Hamstring [Co], Gash [Co]
- **Bite:** +52, D: 2d6+14, ER: M, C: 86, F: 2, [S].
- **Tentacles:** +71, D: d6+4, ER: XL, C: 90, F: 3, [B]. Every third melee round, maul wolves can generate a bio-electrical charge through their tentacles that they can release on touch for 4d10+15 HP damage.

Maul Wolf Physiology:

- Maul wolves can triple their move when they charge.
- They are immune to electricity.

Lore: These creatures normally are loners and will leave other beings alone if not bothered. They frequently are found laired in old ruins or deserted areas. They can be found in any climate or geographical area (except for jungles, which they loathe.)



Black-Eyed Maurych and the Pack of Ardwy (Maul Wolf)

Ardwy the beautiful, Ardwy the fragrant, the flower of Arduin; Ardwy the sunken and river-eaten: despoiled in one night of crushing cataclysm. The seat of learning, of history and the arts once, now its ruins bare stony fangs towards the sky while the ghosts of the past haunt its moss carpeted landscape. If the screaming spirits and wild magik were not enough, Black-Eyed Maurych and its pack haunt the river, from the Silver Bells Tower, where the nineteen silver bells once rang in the frost-rimed winds pulled from the heights of the Heavenwall Mountains to the rain drenched expanse of the Black Bog, where it sucks at the bones of the old roads that once cut the marshy land like jewels against black velvet.

A maul wolf of giant size with a pelt scored with Eldarin and eyes of the darkest night, Maurych rules a giant pack of like kin, leading them with guile, cunning and an exquisite sense of tactics. In fact, Maurych can organize them so well that some have wondered if the pack and Maurych do not share some form of enhanced communication, such as telepathy or a previously unnoticed language that they use to communicate. If this were not efficient enough, the Eldarin scoring on its pelt marks some gifted protective power, providing it vast regenerative power and enhanced electrical output. Those who study Maurych also learn that it can channel and absorb the electrical output of his pack as one giant burst or inject it into the moss covered ruins in Ardwy and electrify the ground.

The pack sees anything material as their prey and they take great sport in hunting would-be explorers and the normal denizens of the sunken city. The pack takes especial joy in hunting the occasional living being that is snatched by the twisted winds and portals that open and close above Ardwy. Once the heart of Ardwy, the windows and portals that took fragrances and winds from all over Khaas to amaze Ardwy's citizens now runs awry, snatching beings suddenly and dropping them into the city. Maurych and his pack live for the hunt and chase down anything they see as prey, leading them in a merry chase across the danger filled landscape of the ruin city, taking as much joy in driving prey to its death as they do slaying prey themselves.

Their den is well known to be in the sunken part of the Great Theatrical Pavilion that once sprawled majestically in the shadow of the Silver Bells Tower and the glimmering waters of the river that cut the city. Maurych's personal abode supposedly lies in the sunken remains of the Tecumyoyn Museum that lay in same area. A few fools have braved the den in quest of the darkness-bound Scrolls of Oos or the time shorn fragments of JuinJulai Chronicles that were said to be housed in the museum. Since none have ever produced them, its sure they have yet to succeed.

The Colleges of Magik in Khurahaen, Talismonde and Melkalund have joined to put a bounty equaling 67,000 GS on Maurych's destruction and proof of its irrevocable death. They have lost almost a dozen expeditions in the land cycle of years alone and proof of dozens more in the years past. Another 20,000 GS is offered if the pack is also broken up and/or destroyed as well and proof brought of the act.

Lord Cordelius of House Aktenanon has offered up his ancestor's golden-hued sword that clove the skull of the Triwyvern Quisquatych in CY 113 after it terrorized the south of Arduin should anyone bring Maurych's pelt to him. He has backed two expeditions into the sunken city over the last 9 years and is said to be planning a third, all with the goal of slaying Maurych and skinning him for his pelt.



Medusa

Description: An incredibly voluptuous woman with glowing, emerald green eyes that have golden vertically slit-pupils and writhing snakes instead of hair.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness): 9		COORD (Coordination): 24	FEAR: 121
REF (Reflexes): 11		CF (Count Factor): 24	SHOCK: 267
STR (Strength): 23		MA (Mental Acuity): 38	DISEASE: Immune
SIZE: 9		BODY: 82	P/V (Poison/Venom): Immune
MASS: 50		APT (Aptitude): 65	
CON (Constitution): 29		LEAD (Leadership): 42	DEF (Defense) (DR - Damage Resistance): 189 (DR:21)
WITS: 13		PER (Perception): 188	MD (Magik DEF) (MR -Magik Resistance): 253 (MR:75)
REAS (Reason): 12		HP (Hit Points): 111	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 23			
EGO: 26		DODGE: 23	Quick Rank: 45
CHAR (Charisma): 16		MOVE: 42	Trainability: Impossible
			Breed TD: 275

Skills: Ac: 29, Ath: 56, Ch: 59, Cl: 93, Co: 34, Int: 50, Me: 48, Med: 61, Mis: 101, Pe [Sing]: 171, Re: 152, So: 81, Un: 70, Ur: 56, Wi: 69, Wpn [Bow]: 67

Secrets: Pursue [Cl], Eavesdrop [Re], Eye for the Hidden [Re], Anticipation [Re], Suspicious Eye [Re], Observation [Re], Forensics [Med], Personality Profile [Int], Performing Seduction [Pe], Manipulate [So], Seduction [So], Cool Headed [So], Resources [Ur]

Tactics: Any. Medusa vary depending on their personality and are as varied as humanity is in outlook, though they tend to the uncaring and amoral more than anything else. Their fresh saliva can turn petrified prey into a slurry they can digest.

Action Combination: Medusa usually use their gaze or magik if they know it, but can employ a weapon, usually a short bow, in combination.

- Secrets:** Dancing Weapon [Wpn], Hard Hit [Wpn], Spread Attack [Wpn], Phantom Bead [Mis], Crack Shot [Mis], Ranged Maneuver [Mis], Aimless Draw [Mis]
- Short Bow** +91, **D:** 3d6+14, **ER:** 50, **C:** 95, **F:** 3, **[P]:** 80% chance covered with Medusa blood.
- Stoning Gaze:** Petrify +95 [versus MD] (**ER:** 70, **D:** 2d10+18 BODY **C:** 91, **F:** 1, [Gen]). Petrified BODY is treated like BODY damage and adds 1:1 to MASS (reducing Move, etc.). If half or more BODY is petrified, the person will slowly die, losing d6 BODY per hour until death.

Medusa Heritage:

- Immune to acid, poison, venom, paralysis, confusion, hard radiation, hypnosis, and powers and attacks that focus on the body, nerves, conditions, or statuses of the body or mind.
- Medusa can be stoned by their own gaze but only if it is shone in a reflective surface and only during a solstice or equinox and during the hours dusk to dawn.
- Medusa have natural regeneration that heals 1 HP per 5 CF Counts and 1 attribute/characteristic point per melee



round. However, if beheaded or if their body destroyed by fire, they cannot regenerate and will die within 2-3 minutes.

- The blood of a Medusa is incredibly toxic, inflicting $4d20+60$ BODY damage per ounce. The creature will frequently coat its weapons with its blood to envenom them (inflicts half the listed damage). Any Slashing attack has a 50% chance and a Piercing attack has a 80% chance to spray a 1-3 square area with blood.
- Medusa can mimic any voice they have heard and sing like an angel, and use this talent to lure the unwary to their doom. They have a +75 bonus and 50 Crit chance on all Perform [Sing] checks.
- Medusa are immortal and are immune to aging, withering, and time based effects or attacks.
- Approximately 50% of Medusa have some form of psychic (40%) or arcane (60%) powers. Those that do will have OP $2d4+2$ capability and 50+4d10 skill ranks in Mind and Noetics, or Cast and Arcanology and Ceremony.

Medusa Equipment: Medusa are rarely without tools and employ them readily. Medusa will have d4+2 items, either techno, psychic, or arcane, that they use.

Lore: A Medusa may be encountered anywhere and are often involved in the affairs of nearby civilized beings. They love to dabble in politics and social matters, twisting things to match their desires or amusement. As an interesting note of lore, legends say that any being that can survive a Medusa's kiss will himself be immortal.



Moon Dog (85% chance of 13 appearing; 15% chance of 1-3 times this number.)

Description: Large canines that glow palely with a sickly, yellowish-white aura. Their eyes are like emerald-green lamps, and their tongue and teeth are a foul black that steams odorously into the air.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness): 14		COORD (Coordination): 27	FEAR: 61
REF (Reflexes): 13		CF (Count Factor): 32	SHOCK: 78
STR (Strength): 14		MA (Mental Acuity): 25	DISEASE: 29
SIZE: 11		BODY: 39	P/V (Poison/Venom): 92
MASS: 14		APT (Aptitude): 43	
CON (Constitution): 27		LEAD (Leadership): 13	DEF (Defense) (DR - Damage Resistance): 135 (DR:8)
WITS: 19		PER (Perception): 79	MD (Magik DEF) (MR -Magik Resistance): 39 (MR:5)
REAS (Reason): 6		HP (Hit Points): 66	PD (Psychic DEF) (PR - Psychic Resistance): 11 (PR:2)
ESS (Essence): 18			
EGO: 4		DODGE: 73	Quick Rank: 15
CHAR (Charisma): 9		MOVE: 31	Trainability: Impossible
			Breed TD: Impossible

Skills: Ac: 103, Ath: 58, Co: 54, Cl: 73, Re: 111, Wpn [Bite]: 59

Secrets: Guile [Cl], Stealth [Cl], Track [Re], My Eye to Yours [Re]

Tactics: Hit-and-Run, Ambush Pack (+3) Predator. Moon Dogs tend to strike in unison, using tactical advantage to assist one another and strip foes of armor, shields, weapons, and so forth while using hit and run maneuvers to wear them down. They enjoy herding and slowing killing prey, harrying them and driving them until they are exhausted, but will adjust rapidly to situations.



Action Combination: Moon Dogs wail and then bite, or bite then wail.

- **Secrets:** Hamstring [Co], Gash [Co]
- **Bite:** +86, D: 2d6+14, ER: M, C: 86, F: 2, [S]. If they pierce the DR of any being with their bite, they inject a venom that causes mindless, bestial insanity, 5% per REAS they have. The madness lasts for 1 week per REAS point with a 2% per REAS point of permanent insanity.
- **Wail:** All those with MA 40 or less flee mindlessly in terror from the moon dog, dropping everything and acting without regard to their safety.

Moon Dog Physiology:

- Moon Dogs are canines infested with one or more nameless and generally mindless spirits of hatred, chaos, beast, vitriol, anger, trickster or similar type of spirit, and imbued with undeath by an undead creature. The spirits are internalized, non-manifesting spirits, and die when the moon dog dies. They cannot be channeled out like normal spirits.
- Moon Dogs are immune to attribute and characteristic impairment, damage, or destruction from any source. They are also immune to sonics of any strength or source.

Lore: These beasts frequently accompany vampyrs on their nightly hunts, herding the victims to the vampyr and eating the bodies that it leaves. Most often encountered around crypts, graveyards and other such burial areas.

Moutharm (d6 appearing).

Description: Huge, mobile, anemone-like amphibious plants, generally dull red in color with d10+10 tentacles d12+12 ft in length.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	8	COORD (Coordination):	18	FEAR:	Immune
REF (Reflexes):	10	CF (Count Factor):	20	SHOCK:	78
STR (Strength):	21	MA (Mental Acuity):	26	DISEASE:	167
SIZE:	18	BODY:	67	P/V (Poison/Venom):	192
MASS:	24	APT (Aptitude):	46		
CON (Constitution):	27	LEAD (Leadership):	26	DEF (Defense) (DR - Damage Resistance):	123 (DR:11)
WITS:	10	PER (Perception):	178	MD (Magik DEF) (MR -Magik Resistance):	88 (MR:7)
REAS (Reason):	6	HP (Hit Points):	94	PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence):	20				
EGO:	12	DODGE:	0	Quick Rank:	18
CHAR (Charisma):	14	MOVE:	11	Trainability:	Impossible
				Breed TD:	Impossible

Skills: Ac: 23, Ath: 72, Co: 58, Cl: 43, Gu: 55, Re: 41, Wi: 111, Wpn [Tentacle]: 59

Secrets: Stealth [Cl], Track [Re]

Tactics: Uncaring Predator. Moutharms are carnivorous plants that attack living beings.

Action Combination: Moutharms attack with all their tentacles against living beings within an 2XL range.

- **Secrets:** Spread Attack [Wpn]
- **Multiple Tentacle:** +95 D: 2d4+7, ER: M, C: 86, F: 2, [S].
The tentacles are sticky and each can adhere and hold fast up to 30 BODY. They also paralyze on a successful hit if a TD 350 Shock Save is failed.

Moutharm Physiology: Moutharms have plant physiology.

- Moutharms can sense water or ground vibrations within 200 ft. They also pick up the heat and electrical pulses from living beings within 600 ft.
- Moutharms are immune to attribute and characteristic impairment from any source. They are also immune to sonics and acid of any strength or source. They are immune to paralysis.
- Moutharms are nocturnal and are dormant during daylight hours.
- Moutharms digest prey via the mouth on the top of their bodies, at a rate of D6+8 BODY per melee round, but only after the victims are paralyzed.

Lore: These creatures are only found in wet rain forests, hot jungles, and other such areas, and only very close to a large body of water such as a river or lake.



Murkwurm (1 appearing).

Description: A 90 ft long off-white giant maggot that resembles a quivering mound of tofu. It has a gaping maw surrounding by quivering palps.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 8	COORD (Coordination): 18	FEAR: Immune
REF (Reflexes): 10	CF (Count Factor): 20	SHOCK: Immune
STR (Strength): 46	MA (Mental Acuity): 26	DISEASE: 12
SIZE: 122	BODY: 202	P/V (Poison/Venom): Immune
MASS: 42	APT (Aptitude): 46	
CON (Constitution): 14	LEAD (Leadership): 26	DEF (Defense) (DR - Damage Resistance): 29 (DR:71)
WITS: 10	PER (Perception): 333	MD (Magik DEF) (MR -Magik Resistance): 0 (MR:17)
REAS (Reason): 6	HP (Hit Points): 216	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 20		
EGO: 12	DODGE: 0	Quick Rank: 18
CHAR (Charisma): 14	MOVE: 18	Trainability: Impossible
		Breed TD: Impossible

Skills: **Ac:** 23, **Ath:** 72, **Co:** 58, **Cl:** 43, **Gu:** 55, **Re:** 41, **Wi:** 111, **Wpn** [Palp]: 73

Secrets: Track [Re]

Tactics: Uncaring Predator.

Action Combination: Murkwurms strike with their (all four) palps towards any living creatures within range, hitting with their palps and immediately dragging victims into its maw.

- **Secrets:** Spread Attack [Wpn]
- **Palps:** +101 **D:** d10+5, **ER:** 3XL, **C:** 86, **F:** 2, [B]. On a successful hit, it immediately drags any being of 59 BODY or less to its maw, biting off 2d10+20 BODY. If the bite meets or exceeds the size of the being eaten, then it is swallowed. Those swallowed are dissolved at a rate of 2d6+6 BODY.
- **Breath Weapon:** Four times a day, it can spew out a cone-shaped acidic spit 75 ft out that hits a 20 ft square area, and dissolves a total of 10d10+80 BODY of creatures in the area.

Murkwurm Physiology: Murkwurms have an alien physiology.

- Murkwurms can scent the heat, scent, and electrical pulses from living beings up to a half mile away in the fog.
- They are immune to attribute and characteristic impairment, damage, or destruction from any source. They are also immune to sonics, acid, petrification, paralysis, and fire.
- Murkwurms self-generate a fog bank up to half a mile in diameter. The fog is licorice-scented and limits visibility to 10 ft. Those in the cloud have three-quarters concealment when within 10 ft and 100% concealment otherwise.
- Murkwurms are amphibious and have Move 22 in the water.

Lore: Murkwurms dwell in swamps, fens, and wet swampy areas.



Nightmare (1 appearing).

Description: A huge horse of shadowy black with baleful red eyes like small stars. Its hooves and cat-like fangs are silver, and a bluish-white fog flows continually from its mouth and nostrils.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 16	COORD (Coordination): 36	FEAR: Immune
REF (Reflexes): 20	CF (Count Factor): 40	SHOCK: Immune
STR (Strength): 37	MA (Mental Acuity): 41	DISEASE: Immune
SIZE: 31	BODY: 104	P/V (Poison/Venom): Immune
MASS: 14	APT (Aptitude): 129	
CON (Constitution): 59	LEAD (Leadership): 54	DEF (Defense) (DR - Damage Resistance): 215 (DR:27)
WITS: 29	PER (Perception): 126	MD (Magik DEF) (MR -Magik Resistance): 231 (MR:81)
REAS (Reason): 12	HP (Hit Points): 263	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 88		
EGO: 32	DODGE: 78	Quick Rank: 75
CHAR (Charisma): 22	MOVE: 160	Trainability: Impossible
		Breed TD: Impossible

Skills: **Ac:** 23, **Ar:** 60, **Ath:** 72, **Ce:** 83, **Co:** 58, **Ch:** 77, **Cl:** 43, **Cr:** 92, **Eng:** 44, **Gn:** 50, **Gu:** 55, **Mi:** 85, **Re:** 131, **Ri:** 83, **SC:** 50, **So:** 90, **Ur:** 50, **Uw:** 60, **Wpn** [Bite]: 81, **Wpn** [Hoof]: 93

Secrets: Medium [Ch], Wrack Channel [Ch], Supernatural Bond [Ce], Hardened Focus [Ar], Vault [Ac], Elastic Mind [Co], Additional Parry [Gu], Additional Dodge [Ac], Battle Cry [Mi], Concert Attack [Mi], Heraldic Awe [Mi], Observation [Re], Suspicious Eye [Re]

Tactics: Uncaring Predator. They are mean and vicious, and will kill any living thing that they can.

Action Combination: Nightmares attack with their hooves and bite toward a single opponent.

- **Secrets:** Flurry [Co], Steal Weapon [Co], Gash [Co], Counter [Gu], Speed Strike [Wpn]
- **Hooves:** +153 **D:** 2d6+16, **ER:** L, **C:** 76, **F:** 2, [B]. The damage the hooves inflict is cold damage that burns even those normally immune.
- **Bite:** +141 **D:** 2d6+23, **ER:** L, **C:** 90, **F:** 1, [S]. The damage the bite inflicts is cold damage that burns even those normally immune. Whether or not it pierces DR, it drains out d4+1 ESS on a successful bite.

Nightmare Physiology:

- Nightmares can move freely between the spirit, astral, ethereal, and the hells at will, but cannot cross over into other worlds or planes without being summoned. Nightmares can fly at a 240 ft Move.
- Nightmares can regenerate all wounds at 6 HP and 2 attribute/characteristic points per 5 CF Counts. Wounds caused by light (any type) cannot be regenerated except on the ethereal plane, and then only at 1 HP or attribute/characteristic point per hour.
- Nightmares have an undead and demon physiology.
- Nightmares can expel a sulfurous, burning fog from their nostrils and mouth that billow around them in clouds as a free action. The fog provides the Nightmare partial concealment.

Lore: Nightmares dwell on the ethereal plane and are a hybrid of something demonic and something undead.



Night Skulker (1 appearing).

Description: Dull black all over, save for blood red eyes. This creature looks like a man in that it's two-legged, stands upright, and has a pair of arms and two eyes. But it's utterly smooth and featureless beyond that, with no ears, nose, mouth, etc. The hands have but three fingers and a thumb.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	29	COORD (Coordination):	39	FEAR:	Immune
REF (Reflexes):	10	CF (Count Factor):	32	SHOCK:	Immune
STR (Strength):	42	MA (Mental Acuity):	33	DISEASE:	Immune
SIZE:	9	BODY:	18	P/V (Poison/Venom):	Immune
MASS:	1	APT (Aptitude):	107		
CON (Constitution):	1	LEAD (Leadership):	10	DEF (Defense) (DR - Damage Resistance):	73 (DR:5)
WITS:	22	PER (Perception):	228	MD (Magik DEF) (MR -Magik Resistance):	Immune
REAS (Reason):	11	HP (Hit Points):	70	PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence):	74				
EGO:	8	DODGE:	0	Quick Rank:	75
CHAR (Charisma):	2	MOVE:	***	Trainability:	Impossible
				Breed TD:	Impossible

*** see Night Skulker physiology.

Skills: Ac: 103, Ar: 77, Ath: 164, Ce: 83, Co: 98, Ch: 75, Cl: 213, Eng: 94, Gn: 48, Re: 114, SC: 73, Uw: 90

Secrets: Medium [Ch], Wrack Channel [Ch], Hardened Focus [Ar], Observation [Re], Suspicious Eye [Re]

Tactics: Uncaring, Destructive Predator. These alien things hate all living beings and seek their destruction.

- **Create Shadow:** Night Skulkers can create a 5-ft cube or sphere of shadow or darkness every CF Action Count as a free action. Powerful light, like sunlight or other strong luminescent, requires them to expend a quickened action to do so. They can counter up to OP 15 light (or its equivalent) with a normal action.
- **Shadow Grapple:** Night Skulkers can attack and grapple anything that lies in shadow (or partially so) as a normal action without rolling to hit. They can hold any being, regardless of size, that has less than their STR. Every CF Action Count they drain d6+3 ESS from anything they grapple. Whatever they drain of ESS leaves nothing but a shadowy stain, their spirit/soul eaten by this alien being.
- **Shadow Heal:** Night Skulkers can absorb shadow or darkness to heal, “eating” an area 5 ft square to instantly heal completely any damage not inflicted by light with a normal action.

Night Skulker Physiology:

- Night Skulkers are alien beings, with an alien physiology made of shadowy substance. Only light can truly harm them and they are immune to magik and runeweaving, except those that cause light.
- Night Skulkers are completely un-seeable by any forms of sensory perception while in shadows or darkness, including true seeing. Only other beings of “true” darkness, such as a Shadow Elemental or a Night Demon, can sense them--and even then, only dimly. Equally, they can sense anything that lies in shadow or darkness if within a half mile (still requires a PER check to notice).
- They have a form of “darkness” teleportation that allows them to move instantaneously from shadow to shadow without crossing any intervening space in between.
- Light harms them. Weak or dim light causes d6 HP damage every melee round of exposure. Strong light, such as sunlight or powerful luminescence, inflicts d10+2 HP damage every melee round. Divine or arcane light inflicts d6 HP for every OP in strength.



- Night Skulkers can regenerate all wounds at 15 HP and 3 attribute/characteristic points per 5 CF Counts. Wounds caused by light (any type) cannot be regenerated except at their home on the 17th Plane of Hell, and then only at 1 HP or attribute/characteristic point per hour.

Lore: Shadow Skulkers inhabit the dreaded 17th plane of Hell and can only be encountered there or if conjured forth by those foolish enough to want to do so. They are demonic in nature, but instead are aliens that prey on demons.



Night Wings (3d100 appearing).

Description: Light blue-grey to coal-black giant bats with red or green eyes.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	14	COORD (Coordination):	29	FEAR:	39
REF (Reflexes):	15	CF (Count Factor):	30	SHOCK:	34
STR (Strength):	5	MA (Mental Acuity):	16	DISEASE:	68
SIZE:	8 +	BODY:	17	P/V (Poison/Venom):	112
MASS:	4	APT (Aptitude):	16		
CON (Constitution):	15	LEAD (Leadership):	15	DEF (Defense) (DR - Damage Resistance):	109 (DR:1)
WITS:	15	PER (Perception):	222	MD (Magik DEF) (MR - Magik Resistance):	33 (MR:1)
REAS (Reason):	1	HP (Hit Points):	32	PD (Psychic DEF) (PR - Psychic Resistance):	59 (PR:1)
ESS (Essence):	4				
EGO:	11	DODGE:	88	Quick Rank:	10
CHAR (Charisma):	4	MOVE:	50	Trainability:	85
				Breed TD:	150

Skills: Ac: 101, Ath: 24, Cl: 51, Wi: 80, Wpn [Bite]: 29

Secrets: Combat Maneuvering [Ath]

Tactics: Swarm (+5) Predator. Night Wings converge on victims, draining them of life, then gorge on their flesh.

- **Bite:** +38, **D:** d6+3, **ER:** C, **C:** 99, **F:** 1, [P]. In addition to damage, those who fail a TD 75 Disease Save are infected with Night Wing Fever, which causes intense fever after a 2d6 hour incubation period. The fever lasts 5d10+50 hours and inflicts 1-HP damage each hour as internal damage (bypasses DR). Those affected are Flattened after the incubation period until cured.

Night Wing Physiology:

- Night Wings have an insect physiology and only crawl when on the ground at Move 3.
- Night Wings feed on living or decayed flesh. They use their keen sense of smell to track and find prey. They also use the heat from the bodies of living creatures. These senses extend over 500 ft.
- Night Wings are susceptible to all forms of sonic attack, taking double damage and becoming Flattened by it.

Lore: Night Wings are found mostly in caves, caverns, dark forests, and other such areas.

Other: Night Wings can generally be any size, the most common sizes being man sized and smaller. Just adjust their stats accordingly to suit your tastes and or needs for your game.





Ninthla (1 appearing).

Description: a tiny, pea-sized, mutated black widow spider with 12 legs, usually plum-colored with 7 orange eyes.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 27	COORD (Coordination): 41	FEAR: 15
REF (Reflexes): 24	CF (Count Factor): 40	SHOCK: 8
STR (Strength): 1	MA (Mental Acuity): 33	DISEASE: Immune
SIZE: 1	BODY: 3	P/V (Poison/Venom): Immune
MASS: 1	APT (Aptitude): 51	
CON (Constitution): 2	LEAD (Leadership): 29	DEF (Defense) (DR - Damage Resistance): 384 (DR:0)
WITS: 25	PER (Perception): 222	MD (Magik DEF) (MR -Magik Resistance): 299 (MR:52)
REAS (Reason): 15	HP (Hit Points): 5	PD (Psychic DEF) (PR - Psychic Resistance): 4 (PR:0)
ESS (Essence): 18		
EGO: 21	DODGE: 100	Quick Rank: 50
CHAR (Charisma): 8	MOVE: 1	Trainability: Impossible
		Breed TD: 500

Skills: Ac: 139, Ar: 30, Ath: 34, Ch: 50, Co: 81, Cl: 125, Ur: 57, Wi: 43, Wpn [Bite]: 106

Secrets: Medium [Ch], First Strike [Wpn]

Tactics: Ambush, Hit-and-Run, Cowardly Guardian. Ninthla are very timid unless cornered. They will shuffle and jump for cover if discovered, or teleport if need be. If it is put in a situation where retreat is impossible, it will teleport into the clothes or armor of an opponent, bite them, and then teleport away if they survive.

- **Bite:** +138, **ER:** C, **C:** 50, **F:** 1, [P]. Its bite inflicts no damage, but it coughs up a toxic venom that kills anything less than 30 BODY; those of 31 to 125 BODY must make a TD 400 – BODY P/V Save or die instantly. Those of greater BODY are unaffected. Those who do Save are catatonic for d20 days. Venom has no effect on alien, demonic, divine, elemental, or faerie creatures.

Ninthla Physiology:

- Ninthla have an arachnid physiology and can jump 5 ft in any direction.
- They use touch, vibration, and taste stimuli to navigate and find their prey—they also use the heat from the bodies of living creatures. These senses extend over 200 ft.

Lore: Ninthla are only found where some powerful mage has been laid to rest.



Rites are special rituals, outside the norm, that can only be completed or done in special circumstances, places, times, dimensions and so on. Outside of these respects they follow the rules of rituals, excepting as noted in each individual rite.

Marvaan Rite of Wisdom from the Past

Preq: 45+ APT, Spec Ceremony, Expert Channel, Ritual Relay [Ceremony], Knowledge of OP 4 Rituals

Special: Mealik Marvaan school graduate, completing all OP and testing requirements, 3 ninthla (must be swallowed)

APT: 250/30 **C:** 98 **F:** 11

Range: 0 **Time:** 18 days

TD: 150 **Duration:** permanent

Learn: see below **Influence:** Any/100

The rite uses the power released from the ninthla bodies to form channels of power that center on and twine through the recipient. The rite will not work on non-humanoids, insectoids, piscine, or creatures with alien physiology. The recipient of the rite must purify themselves and meditate for 2d4 days prior to beginning the rite. A TD 100 Meditation check must be made for each day or the rite level of concentration and readiness is not achieved. Additionally, during this period, foreign substances, such as potions, exilers and the like must be expelled from the body along with magik, psychic, or other like alterations. Failure to do so means the rite cannot be started. Once completed, the rite commences.

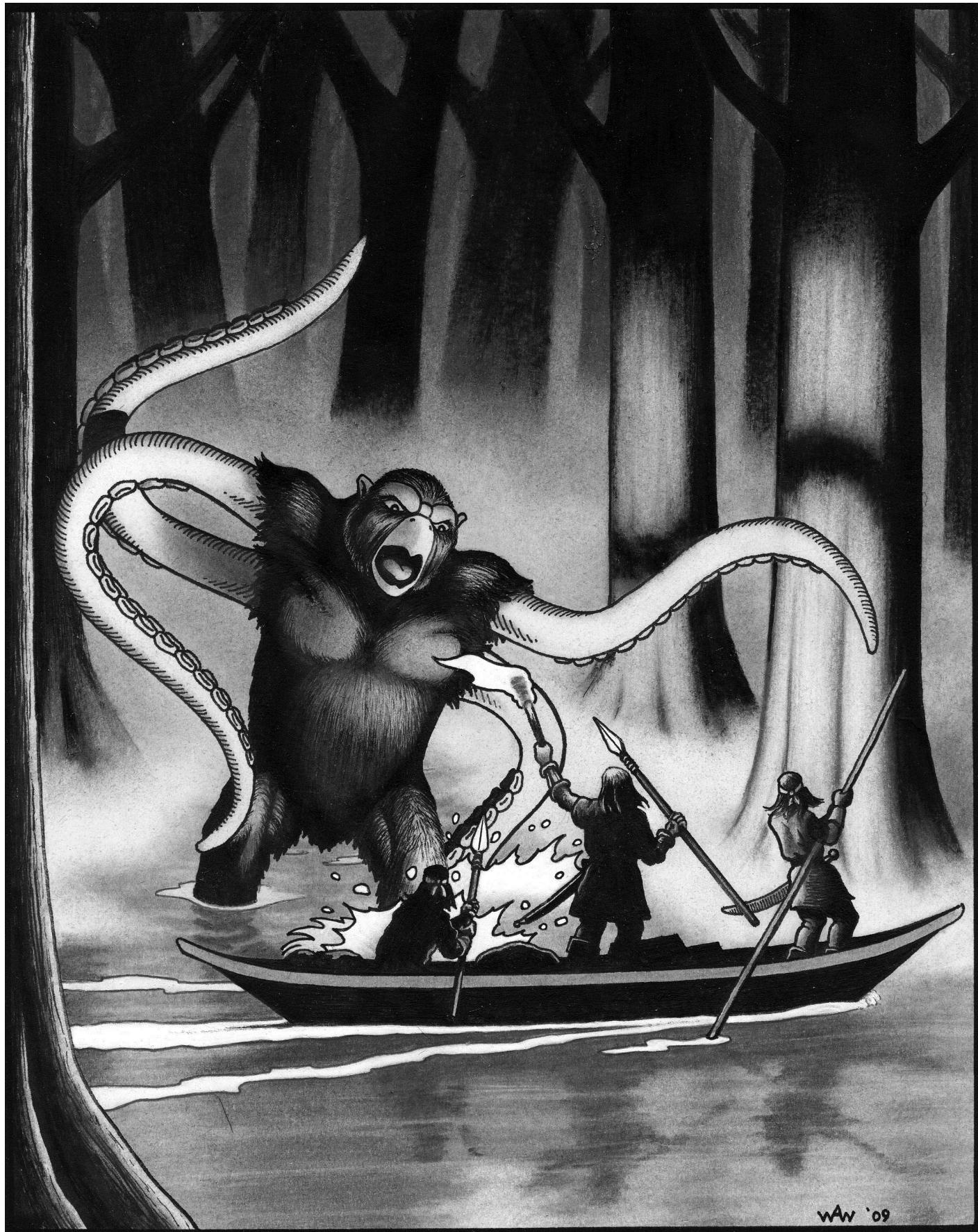
On the morning of the first day of the rite, the initial ninthla body is consumed whole, requiring a TD 50 Shock Save. If successful, each evening a TD 50 Channel check is required. If also successful, then the first day passes. On each succeeding day, the TD rises +10 for each until on the 6th day, a total of TD 110 is reached. Upon passing this first cycle, the second begins with the consumption of the second ninthla on day 7 with a TD 50 Shock and Channel check as before. This time, however, it rises +15 TD on each succeeding day until a total of TD 140 is reached on day 12. The third and final cycle starts on day 13. Here, like before the last ninthla body is consumed, requiring a TD 50 Shock and Channel check as before. This time, however, it rises +20 TD on each succeeding day until a total of TD 170 is reached on day 18.

Those who succeed through the last day find they are unable to use their Channel skill for 2d10 days afterward. However, when this time of Channel lost ends, the recipient will gain a permanent bonus of +2 MA, +1 CON, and +6 APT as well as get an immediate Channel skill check with a one-time +50 skill advancement bonus.

This rite can only be done once; additional uses of the rite or attempts to do so if the rite was previously failed provide no benefit.

This rite is only taught to a very select few Mealik Marvaan School of Magik masters. The person instructing the rite must have had the rite performed on them (successful or not). It takes 20 days to learn but the cost or effort required to get your hands on three ninthla bodies are the real hidden cost. A very rare purchase





Octorilla (d6 appearing).

Description: Hulking, gorilla-like creatures with strands of thick tentacles in place of their arms, clustered around the shoulder and sides.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	9	COORD (Coordination):	21	FEAR:	82
REF (Reflexes):	12	CF (Count Factor):	28	SHOCK:	145
STR (Strength):	33	MA (Mental Acuity):	20	DISEASE:	Immune
SIZE:	17	BODY:	88	P/V (Poison/Venom):	74
MASS:	38	APT (Aptitude):	25		
CON (Constitution):	42	LEAD (Leadership):	8	DEF (Defense) (DR - Damage Resistance):	151 (DR:16)
WITS:	16	PER (Perception):	224	MD (Magik DEF) (MR -Magik Resistance):	112 (MR:4)
REAS (Reason):	4	HP (Hit Points):	130	PD (Psychic DEF) (PR - Psychic Resistance):	49 (PR:9)
ESS (Essence):	5				
EGO:	6	DODGE:	0	Quick Rank:	20
CHAR (Charisma):	2	MOVE:	27	Trainability:	Impossible
				Breed TD:	265
Skills: Ac: 53, Ath: 122, Cl: 44, Co: 73, Cr: 39, Gu: 43, Re: 85, Wi: 100, Wpn [Tentacle]: 79					
Secrets: Track [Re], Landmastery [Wi], Suspicious Eye [Re], Free Climb [Ath], Guile [Cl], Swipe [Cl]					

Tactics: Uncaring Predator. Octorillas are predators that live to consume.

Action Combination: Octorillas attack with all of their tentacles against living beings within L range. Octorillas generally have four to eight tentacles, sometimes more! They attempt to constrict or smash prey until it dies so they can digest them.

- **Secrets:** Spread Attack [Wpn], Concussive Strike [Co], Whirling Attacks [Co]
- **Multiple Tentacle:** +110 D: d6+26, ER: L, C: 91, F: 2, [S]. The tentacles are sticky, and each can adhere and hold fast up to 25 BODY each. Those held for one CF Count are automatically constricted on its next CF Action Count for d6+15 HP damage per tentacle, with the damage counted as a single attack, regardless of the number of tentacles involved.

Octorilla Physiology:

- Octorillas are amphibious and can dwell freely in salt and freshwater.
- Octorillas can sense water or ground vibrations within 50 ft. They also pick up the heat and electrical pulses from living beings within 100 ft.
- Octorillas are immune to paralysis, radiation, and toxicity or damage from minerals (such as lead or uranium).
- Octorillas digest prey via their mouth, but secrete ooze on their tentacles that pre-digests their prey at a rate of d6+2 BODY per melee round. They only secrete this ooze after their prey is killed.
- Octorillas can make a Parry action with any tentacle not constricting prey each CF Action Count.

Lore: These creatures are only found in wet rain forests, hot jungles, and other such areas, and only very close to a large body of water (such as a river or lake).



O

Oront (d8 appearing).

Description: A rhino-headed, coarse-skinned humanoid, pale tan to grey in color. They are around 8 ft to 10 ft in height, have beady, orange eyes, and a troika of curved scimitar horns.

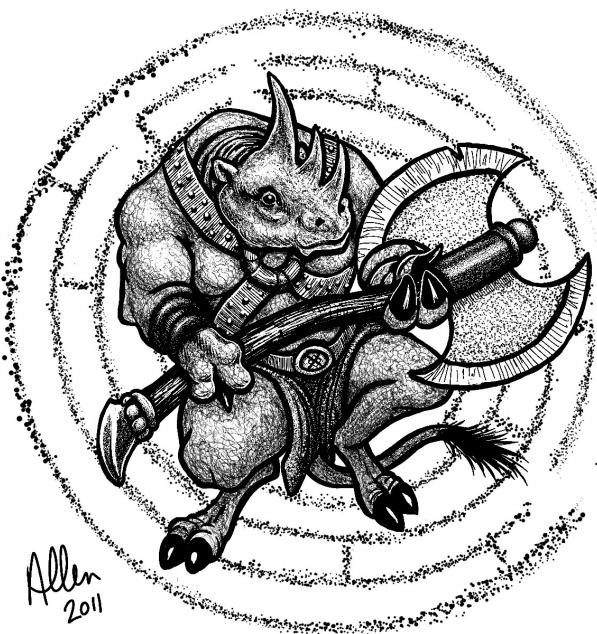
ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	10	COORD (Coordination):	29	FEAR:	Immune
REF (Reflexes):	12	CF (Count Factor):	25	SHOCK:	385
STR (Strength):	51	MA (Mental Acuity):	19	DISEASE:	16
SIZE:	23	BODY:	126	P/V (Poison/Venom):	229
MASS:	52	APT (Aptitude):	44		
CON (Constitution):	101	LEAD (Leadership):	32	DEF (Defense) (DR - Damage Resistance):	135 (DR:46)
WITS:	13	PER (Perception):	99	MD (Magik DEF) (MR -Magik Resistance):	25 (MR:20)
REAS (Reason):	4	HP (Hit Points):	227	PD (Psychic DEF) (PR - Psychic Resistance):	4 (PR:0)
ESS (Essence):	22				
EGO:	23	DODGE:	0	Quick Rank:	5
CHAR (Charisma):	9	MOVE:	34	Trainability:	Impossible
				Breed TD:	125

Skills: Ac: 16, Ath: 159, BK: 11, Co: 61, Cr: 67, Gu: 63, Mi: 28, Re: 76, SC: 30, Ur: 33, Wi: 107, Wpn [Horns]: 111, Wpn [Fists]: 86

Secrets: Native Son [Wi], Suspicious Eye [Re], Track [Re]

Tactics: Uncaring, Destructive Predator. It thrusts victims, dead or alive, into its mouth to chew up for d10+19 HP each melee round until digested.

- **Horns:** +143, D: 4d6+55, C: 73B, F: 7, [P].
- **Fists:** +127, D: 4d6+35, C: 86A, F: 3, [B].



Oront Physiology: Oront are mutant beings formed from hard radiation and past genetic manipulation.

- Oront are a genetic mishmash, immune to genetic manipulation, alteration, or change.
- They sense and track prey through acute hearing and sense of smell, though they have poor eyesight. They use this detection to track beings within 200 ft and can remember individual scents. They have a +75 bonus to Track checks with the Recon skill.
- Oront add their full MASS to damage and add +50% DR against attacks from opponents in front of them when they make a Charge action. They also triple their movement when making a Charge action.

Lore: Oront prefer lowland rain forest, tall grass, and reed beds of large floodplains and mud wallows. They are not averse to living below ground, and often dwell in caves and caverns in non-mountainous regions.



Pegasus (80% of 1 appearing; otherwise a mated pair is met).

Description: Usually snow white in color, though some other colors are seen. Otherwise, they resemble winged horses with a wingspan double their length.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 16	COORD (Coordination): 39	FEAR: Immune
REF (Reflexes): 21	CF (Count Factor): 39	SHOCK: 162
STR (Strength): 32	MA (Mental Acuity): 22	DISEASE: 134
SIZE: 19	BODY: 75	P/V (Poison/Venom): 96
MASS: 24	APT (Aptitude): 78	
CON (Constitution): 30	LEAD (Leadership): 30	DEF (Defense) (DR - Damage Resistance): 212 (DR:16)
WITS: 18	PER (Perception): 172	MD (Magik DEF) (MR -Magik Resistance): 184(MR:41)
REAS (Reason): 8	HP (Hit Points): 82	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 44		
EGO: 14	DODGE: 65	Quick Rank: 50
CHAR (Charisma): 16	MOVE: 150	Trainability: 700
		Breed TD: 275

Skills: Ac: 75, Ath: 96, Cl: 92, Ch: 55, Co: 101, Gn: 72, Pn: 72, Wi: 159, Wpn [Hoof]: 79

Secrets: Second Dodge [Ac], Circle of Eyes [Co], Shadow Slide [Cl], Without A Trace [Cl], Native Son [Wi]

Tactics: Herd (+10) Omnivore, though a vegetarian diet is preferred. They will avoid others, especially if alone. Otherwise, they will act intelligently to hurt, wound, or kill attackers.

- **Hoof:** +126, **D:** 2d6+18, **ER:** L, **C:** 89, **F:** 2, [B], plus their MASS if performing a charge or aerial charge.

Pegasus Physiology:

- Pegasus regenerate 1 HP and 1 attribute damage/ impairment/destruction every hour.
- They only suffer half damage from cold or wind sources, and can breathe freely in the upper atmosphere of the world where little air exists.
- Pegasus have a 200 Move on the ground.
- Things that normally affect the mind, body, conscious or emotions of living creatures do not affect Pegasus. Thus they cannot be controlled, mesmerized, or the like.

Lore: They live up to 100 years, and never abide saddles (though they can be broken to bareback riding). They have a racial loathing of Griffons and Gryfilisk and hate them passionately. Otherwise they are shy, wary of others, and tend to stay in high mountain pastures near lakes and streams or other remote places in order to avoid interaction.



Phandelyon (d20 appearing).

Description: Lion-like creatures with a bright blue mane and fur, emerald-green eyes with round, golden pupils, and silvery teeth and claws.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 18	COORD (Coordination): 35	FEAR: Immune
REF (Reflexes): 17	CF (Count Factor): 34	SHOCK: 129
STR (Strength): 18	MA (Mental Acuity): 25	DISEASE: 337
SIZE: 16	BODY: 52	P/V (Poison/Venom): 33
MASS: 18	APT (Aptitude): 79	
CON (Constitution): 31	LEAD (Leadership): 23	DEF (Defense) (DR - Damage Resistance): 189 (DR:7)
WITS: 17	PER (Perception): 158	MD (Magik DEF) (MR -Magik Resistance): 165 (MR:15)
REAS (Reason): 8	HP (Hit Points): 83	PD (Psychic DEF) (PR - Psychic Resistance): 246 (PR:17)
ESS (Essence): 26		
EGO: 11	DODGE: 82	Quick Rank: 25
CHAR (Charisma): 12	MOVE: 58	Trainability: 115
		Breed TD: 325

Skills: Ac: 96, Ath: 127, Cl: 100, Co: 105, Gu: 66, Mi: 38, Re: 189, Wi: 107, Wpn [bite] 98, Wpn [claw] 81

Secrets: Bestial Quickness, Burst of Speed, Combat Maneuvering [Ath], Track [Re], Vigilance [Re], Kinematics [Ath], Second Dodge [Ac], Stealth [Cl], Dodging Strike [Ac], Shadow Slide [Cl]

Tactics: Pack, Ambush, Hit-and-Run (+5) Predator. This creature is extremely curious, but not necessarily aggressive, unless provoked.

Phasing Charge Attack: Phandelyon can start a charge in the Astral plane and end it in ours, ambushing foes completely. Opponents who cannot detect their attack (PER versus TD 150+d100) are outmaneuvered for the ambush melee round against their attacks. Those who do make it suffer an additional -5 CF penalty for the melee round. They can start this charge in either plane, phasing to the astral and popping back into our world or vice versa. It takes 1 CF Action (normal and quickened actions) to complete.

- **Secrets:** Running Jump Attack [Ac], Shock Attack [Co]
- **Charge** +198, **D:** 4d6+34, **C:** 80, **F:** 5, [B]. If it hits with the charge attack, it adds full MASS (+18) to its damage.

Action Combination: Phandelyon can make claw and bite attacks as a single normal action. It typically will charge an opponent and then tear into them, clawing and biting next. It can also use any of these attacks individually.

- **Bite Attack:** +137, **D:** 2d10+18, **C:** 87, **F:** 6, [S].
- **Claw Attack:** +118, **D:** d6+14, **C:** 90, **F:** 7, [S].

Phandelyon Physiology: Once a true feline, Phandelyon have mutated far from their original stock genetically and retain little of their original feline traits beyond their appearance.

- Phandelyon have an alien physiology and are immortal.
- They can make jumps of 45 ft horizontally and 20 ft vertically.
- Phandelyon are native to the astral plane and can phase from this plane of existence to the astral plane at will, though it takes a normal action to phase in or phase out, and can only be done once every 3 CF Action Counts. After phasing 20 times it must rest for 5 minutes before it can do so again.
- They can see clearly in complete darkness, though in black and white.

Lore: Phandelyon can be encountered most anywhere, except for cities and other generally inhabited places. While native to the astral plane, many choose to live their lives in our plane of existence instead, as it fulfills their vast sense of curiosity.

Phoenix (always alone).

Description: Birds of brilliant, ruby-red, laser-intensity flame so bright that none can look at them directly. These creatures are roughly 9ft tall and have 33 ft wingspan.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	44	COORD (Coordination):	82	FEAR:	Immune
REF (Reflexes):	38	CF (Count Factor):	40	SHOCK:	Immune
STR (Strength):	31	MA (Mental Acuity):	52	DISEASE:	Immune
SIZE:	16	BODY:	57	P/V (Poison/Venom):	Immune
MASS:	10	APT (Aptitude):	2051		
CON (Constitution):	128	LEAD (Leadership):	84	DEF (Defense) (DR - Damage Resistance):	***
WITS:	33	PER (Perception):	268	MD (Magik DEF) (MR -Magik Resistance):	***
REAS (Reason):	19	HP (Hit Points):	185	PD (Psychic DEF) (PR - Psychic Resistance):	***
ESS (Essence):	1999				
EGO:	46	DODGE:	100	Quick Rank:	90
CHAR (Charisma):	38	MOVE:	800	Trainability:	Impossible
				Breed TD:	Impossible

*** See Phoenix Physiology.

Skills: Ac: 189, Ath: 116, BK: 177, Ce:198, Cl: 67, Ch: 193, Co: 251, Eng: 97, Gn: 101, Gu: 191, Int: 85, Med: 124, Pe: 164, Re: 271, SC: 138, So: 194, Wi: 49, Wpn [Claws-Beak-Wings]: 159

Secrets: Dizzying Dance [Ac], Dodging Strike [Ac], Additional Dodge [Ac], Shackle Channel [Ch], Reflexive Attack [Co] Combat Maneuvering [Ath], Unfettered [Ch], Invincible Summons [Gn], Counter [Gu], Doctor [Med], Suspicious Eye [Re], Exfiltrate [Re]

Tactics: Uncaring. The motivations and goals of Phoenix are a mystery. They have acted as everything from harbingers of death and doom, to life and peace.

Action Combination: Phoenix have little substance other than fire, but their claws, beak, and wings--like an avian--would be used to fight and attack foes.

- **Secrets:** Spread Attack [Wpn], Secret Attack [Co], Spin Attack [Wpn]
- **Claws-Beak-Wings:** +289, D: 4d8+20, ER: L, C: 56, F: 1, [Gen]. Its touch also ignites anything flammable, as outlined below. Beings that it has trouble hitting, it uses its Secret Attack against.
- **Flame Control:** Phoenix can control and use heat and fire like an elemental (see Elemental write up).

Phoenix Physiology: Something once thought elemental or spiritual in nature, but now since has adapted to Khaas.

- Phoenix are completely formed of flame and heat, and maintain a divine, spirit, and fire elemental physiology, but only regenerate if in a fiery element and cannot be banished. They are only affected by things that can harm fire and flame (see Elemental write up).
- Phoenix emit vast heat, burning anything within 10 ft for $d4+1$ HP damage per CF Count, causing spontaneous combustion of anything flammable. Just touching them inflicts a searing $3d8+10$ HP damage. The heat and fire of a phoenix burns anything, even things ordinarily immune or fire-resistant, such as demons, divine creatures, valpyr, elementals, efreet, djinn and other beings.
- When slain, Phoenix turn to ash immediately. 13 years later a diamond egg forms from the ash and 1000 years afterward the a new phoenix is born.
- Phoenix are Move 90 on the ground.

Lore: These beings are effectively immortal and walk an unfathomable path.





Priest Mage of Cthulious (always alone but will have d12 monstrous humanoids or zombie followers).

Description: Metamorphed humanoid. They can be of any race (though they are usually human), but are changed. They have become an anthropoid, amphibious being that is man-like but with a squid's skin, capable of shifting colors with its mood, with a bloated head and bulbous, swollen eyes above eight tentacles. Often cloaked or disguised with magik to resemble something else.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 12	COORD (Coordination): 27	FEAR: Immune
REF (Reflexes): 15	CF (Count Factor): 34	SHOCK: 99
STR (Strength): 20	MA (Mental Acuity): 55	DISEASE: Immune
SIZE: 10	BODY: 41	P/V (Poison/Venom):
MASS: 11	APT (Aptitude): 351	
CON (Constitution): 58	LEAD (Leadership): 42	DEF (Defense) (DR - Damage Resistance): 185 (DR:8)
WITS: 19	PER (Perception): 119	MD (Magik DEF) (MR -Magik Resistance): 268(MR:33)
REAS (Reason): 22	HP (Hit Points): 99	PD (Psychic DEF) (PR - Psychic Resistance): 311(PR:49)
ESS (Essence): 280	ELDRITCH DODGE 55	FAITH / MANA 48 / 524
EGO: 23	DODGE: 57	Quick Rank: 75
CHAR (Charisma): 19	MOVE: 32	Trainability: Impossible
		Breed TD: Impossible

Skills: Ac: 69, Ar: 127, Ath: 46, Bus: 70, Ca: 180, Ce: 128, Cl: 62, Ch: 178, Co: 51, Cr: 49, Eng: 77, Ent: 131, Gn: 31, Gu: 79, Int: 82, Med: 54, Mi: 36, Pe: 64, Pn: 129, Re: 71, SC: 98, So: 94, Un: 66, Ur: 54, Wi: 49,

Secrets: Magikal Temperance [Mage], Diffuse Energy [Mage], Spell Sheathe [Mage], Holy Vessel [Priest], Hardened Focus [Ar], Mana Cauldron [Ar], War Caster [Ca], Gestalt [Ce], Unfettered [Ch]

Tactics: Uncaring. These terrible beings practice human sacrifice, bestiality, and cannibalism and are feared throughout the world. They never take more than 13 servants or guardians, preferring those who are horrible to look at, but will use them mercilessly and without a thought to their lives.

Spell Action Combination: The dark gods have given these beings the power to use any two spells, prayers, or rituals (or combination thereof) as a single normal action.

- **Secrets:** Fist Full of Storms [Ca], Ritual Relay [Ce], Sanctuary of the Divine [Ent]
- These beings can use any spell, prayer, or ritual of OP 12 or less. They prefer spells like Morgorn's Spell of Red Death or Haraag's Hellfire to any others.
- **Psychic Mesmerism:** +189, ER: 30, C: 86, F: 1. Those successfully attacked become zombie-like servants of the dread priests while within 100 ft and for d20 melee rounds afterward if parted farther.

Priest Mage of Cthulious Physiology: These beings are altered by their communion with the dread and elder gods.

- These creatures have an alien physiology and are immune to paralysis, cold, chill and hard radiation or its effects.
- The holy water of other gods burns like acid, inflicting 2d6+8 HP per 8 ounces exposure.

Lore: These are evil beings that have sold their souls to the dark and elder gods of prehistory, and in return have been changed by the pact.



Pybra (d20 appearing).

Description: A large python-type serpent with a scorpion tail stinger and an over-sized arrowhead-shaped head. Usually has a beautiful bronze with silver and gold cross hatching or diamond patterns along their back. The eyes resemble star rubies (and are valued the same).

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 11		COORD (Coordination): 24		FEAR:	76
REF (Reflexes): 13		CF (Count Factor): 22		SHOCK:	57
STR (Strength): 8		MA (Mental Acuity): 12		DISEASE:	54
SIZE: 18		BODY: 36		P/V (Poison/Venom):	Immune
MASS: 10		APT (Aptitude): 23			
CON (Constitution): 30		LEAD (Leadership): 11		DEF (Defense) (DR - Damage Resistance):	85 (DR:5)
WITS: 9		PER (Perception): 57		MD (Magik DEF) (MR -Magik Resistance):	99 (MR:1)
REAS (Reason): 3		HP (Hit Points): 62		PD (Psychic DEF) (PR - Psychic Resistance):	27 (PR:3)
ESS (Essence): 11					
EGO: 6		DODGE: 43		Quick Rank:	10
CHAR (Charisma): 5		MOVE: 20		Trainability:	Impossible
				Breed TD:	175

Skills: Ac: 48, Ath: 81, Cl: 72, Co: 41, Wi: 60, Wpn [Bite]: 55, Wpn [Spit]: 63, Wpn [Stinger]: 61

Secrets: Fast Mover [Ath], Proprioception [Ath], Shadow Slide [Cl], Without A Trace [Cl], Native Son [Wi]

Tactics: Ambush Pack (+1) Predator. They will avoid others, especially if alone. Otherwise they will act intelligently to kill prey, acting in concert to spit, bite and constrict.

Action Combination:

- **Bite:** +79, D: 2d6+8, ER: M, C: 83, F: 1, [P] or **Spit:** +87, D: 2d6+18, ER: 2XL, C: 98, F: 4, [Man]. Either way the venom requires a TD 162 P/V Save or it inflicts 2d4 REF damage. If the Pybra uses its spit attack, it automatically inflicts blindness (affects all living creatures) on a critical success.
- **Sting:** +77, D: d6+7, ER: M, C: 74, F: 1, [P]. Same venom potency as above.
- **Constriction:** Requires a normal grappling attack, but they roll d100+106. If they succeed, they wrap around their opponent and gain partial concealment from attacks. The next CF Action Count, they can constrict as a quickened action for 2d10+18 HP damage.

Pybra Physiology: Pybra are amphibious and cannot be blinded by any means short of tearing their eyes out.

Lore: Pybra love to eat Hobbits, Kobbitts, Kobolds, and other small humanoids. They are most often encountered in hot and damp climes, like jungles, rain forests and the like, but can be found anywhere it's not too cold that has plenty of water.



Artuok's Illustrated Guide to Hunting Exotic Serpents

Artuok was a famous hunter, herbalist and master chef. He trained under the legendary hobbit chef Twink, who wooed the gods and the faerie with her cuisine, earning immortality and a seat among all their courts. He took the skills learned from her and applied them to the hunting and herbalism skills he gained while traversing the continents of Khaas. He penned 23 guides to the flora and fauna of Khaas while his close friend and sword companion Mnian Godhand provided the illustrations. In his own words about Pybra, Artuok begins by saying, " Pybra are magnificent and deadly creatures but their worth is ten times that of the trouble involved in hunting one and successfully harvesting from it the golden and jewel parts. The crude hunter goes solely for the obvious value attached to its eyes but the true delight for the epicure is in its flesh just as the practitioner knows its bile is equally a jewel."

Artuok used a simple methodology when describing the uses of flora and fauna. At the top was the "jewel" portions, which he considered the most valuable, either if monetary value or for their usage. Next was the "gold" portions which were lesser to the jeweled ones but still highly valued. The two together were called the "Greater Treasures". His other classifications (known as the "Little Treasures") were the Pillar, Ghost, Sea, Breath, and Fever portions.

Greater Treasures

"Jewel" portions

Bile Sac –The bile sac must be removed with steel implements only and then used within one day or it's bitterness becomes unusable. It can be suspended with Roegar's Distill (an alchemical substance that looks like thick, clear jell and can freeze the passage of time for anything suspended in it) to maintain its potency longer. Its use in virility rituals is prominent and it can be employed with certain other spells and rituals, especially those that target the body.

Flesh – The flesh of Pybra is among the most sumptuous when properly prepared, considered one of the best of the jewel meats.

Little Treasures

"Pillar" portions

Tongue – extracted last from the body, after the entrails, bones, flesh and blood otherwise it takes on a bitter taste and spoils meals. When added to rituals of conversation (howsoever described) it acts like a component of power, building a bonus of 10% to the effects.

Heart – the still beating heart must be extracted with silver implements and then pickled in ocean brine before the final beat ends to preserve the greatest taste.

"Ghost" Portions

Eggs – The eggs have a fine taste and have a strong value among connoisseurs. Easy to harvest, requiring no special implements but sufficient padding to keep them intact. They have some small use in rituals, especially those dealing with life and regeneration. The Rite of Aud Audee uses nine Pybra eggs but eggs must be kept warm and viable to be used in the rite.

Eyes – Often thought the most valuable but among the more trifling of Pybra's treasures. Easily harvested and useful only for their resale value and use in some of the minor rituals of seeing and perception.





Ithalosians see the Quarl as a majestic animal, one that frequently adorns their heraldry. The Quarl traditionally symbolizes strength, endurance, and prowess and it prowls in various states on the their crests, flags and charges, often seen in a triple or double formation. When not framing the sides or standing back to back in triplet, the Quarl are seen in rampant, passant, and salient positions. Lord Maruk Nivenhold is particularly known for his depiction of Quarl, each Quarl turned toward the viewer, claws rampant and teeth asnarl. Between them is triple spherical depiction of the nexus with a set of open jaws thick with fangs in the center. Lord Nivenhold's heraldry reflects the problems his land has faced, those of Quarl, nexus, and mindless rage spirits. More than heraldry, Ithalosian folklore is thick with tales of Quarl. In fact, a common tale of Ithalos tells of Andykn Aryn, the first of the Ithalosian kings, who was fathered by semi-divine Quarl child **Ailuros**, whose mother was the goddess Baast.



Quarl

(50% of a mated pair; otherwise, d20 appear).

Description: Leopard to tiger-sized ebony feline with six legs, two large, tusk-like saber teeth, and a single blazing red eye.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	20	COORD (Coordination):	39	FEAR:	Immune
REF (Reflexes):	22	CF (Count Factor):	36	SHOCK:	124
STR (Strength):	21	MA (Mental Acuity):	23	DISEASE:	59
SIZE:	16	BODY:	55	P/V (Poison/Venom):	87
MASS:	18	APT (Aptitude):	29		
CON (Constitution):	25	LEAD (Leadership):	24	DEF (Defense) (DR - Damage Resistance):	146 (DR:8)
WITS:	16	PER (Perception):	157	MD (Magik DEF) (MR -Magik Resistance):	91 (MR:2)
REAS (Reason):	7	HP (Hit Points):	80	PD (Psychic DEF) (PR - Psychic Resistance):	73 (PR:9)
ESS (Essence):	16				
EGO:	9	DODGE:	84	Quick Rank:	25
CHAR (Charisma):	15	MOVE:	50	Trainability:	300
				Breed TD:	175

Skills: **Ac:** 96, **Ath:** 85, **BK:** 36, **Cl:** 102, **Co:** 88, **Cr:** 54, **Gu:** 43, **Re:** 83, **Wi:** 84, **Wpn** [Claw]: 71

Secrets: Bestial Quickness, Bowling Charge, Burst of Speed, Second Dodge [Ac], Leap Attack [Ac], Track [Re], Proprioception [Ath], Untamed Step [Ac], Tactical Coordination [Co], Fast Mover [Ath], Free Climb [Ath], Circle of Eyes [Co], Retort Dodge [Co]

Tactics: Uncaring, Destructive Pack (+3) Predator. They use standard pack tactics to exhaust and then kill prey.

Action Combination: Quarл attack with all four of their fore claws.

- **Claw Attack:** +111, **D:** 3d6+14, **C:** 85, **F:** 1, [S].
- **Bite:** +124, **D:** 2d10+29, **C:** 78, **F:** 3, [S]. If it pierces the DR of an opponent, it also drains 1 STR, converting that into an instant hours' worth of healing.
- **Claw Chain Attack:** If a Quarл successfully hits with two of its fore claws, it rakes with its back set as well.
- **Claw Attack:** +120, **D:** 5d6+26, **C:** 94, **F:** 4, [S].

Quarл Physiology:

- They can sense using hearing, sight, and smell. They can see clearly in complete darkness with full color. They can hear the heartbeats of any living being within 60 ft (TD 200 PER check).
- They can use their PER to smell for food, water, other creatures and potential danger. They can use this sense to locate people, follow the movements of creatures, and other functions of sight. Once held by any being, they can hunt that same being, regardless of how old the scent, using a PER -30 TD check to follow the trail (see Track secret).
- Quarл regenerate 5 HP and 2 attribute/characteristic points per hour except damage from fire or acid. These regenerate at a rate of 1 HP and 1 attribute/characteristic point per day.
- Quarл can jump 60 ft horizontally and 35 ft vertically and swim at 60 Move in the water.

Lore: Quarл prefer arid to semi-arid places to live in.



Q uiverdoom (Solitary being).

Description: a perfectly clear/gel-like being, usually puddle shaped or shaped to the dimensions of whatever it's currently clinging onto. Also accompanied by the pungent scent of violets (within 60 ft).

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	2	COORD (Coordination):	6	FEAR:	Immune
REF (Reflexes):	4	CF (Count Factor):	14	SHOCK:	Immune
STR (Strength):	84	MA (Mental Acuity):	23	DISEASE:	Immune
SIZE:	87	BODY:	300	P/V (Poison/Venom):	Immune
MASS:	129	APT (Aptitude):	29		
CON (Constitution):	46	LEAD (Leadership):	24	DEF (Defense) (DR - Damage Resistance):	16 (DR:108)
WITS:	10	PER (Perception):	147	MD (Magik DEF) (MR -Magik Resistance):	121 (MR:49)
REAS (Reason):	7	HP (Hit Points):	346	PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence):	16				
EGO:	9	DODGE:	0	Quick Rank:	10
CHAR (Charisma):	15	MOVE:	12	Trainability:	Impossible
				Breed TD:	Impossible
Skills: Ath: 235, Wi: 84, Wpn [Slime]: 88					
Secrets: Landmastery [Wi]					

Tactics: Uncaring, Destructive Omnivore. While normally they lie motionless, in wait for prey, they begin quivering when within 10 ft of something they consider “edible”

Slime Envelopment: Their slime attack strikes on any of the two worlds it can reach into: ours, astral, ethereal, or spirit world. It also attacks living beings over dead/undead ones, but will eat anything edible.

- Counted as a grapple attack. It can attack any number of creatures within 15 ft, in any direction. It never attacks more BODY of total creatures than its own.
- If it succeeds, it immediately starts dissolving (via internal enzymes) any form of flesh and “soft” organic materials at a rate of 5 BODY every 7 CF Counts.
- It can dissolve inorganic or “hard” materials, but only at 1 BODY/DUR per melee round. It only dissolves either organic or inorganic materials (per attack against a creature) but not both. Such inorganic stuff becomes a sort of “slime” that is ejected as waste.



Quiverdoom Physiology: Quiverdooms have an amorphous physiology.

- They have some strange sense that allows them to sense beings within 90 ft with complete accuracy, not only in this world but in the astral, ethereal, and spirit worlds as well. Thus darkness, invisibility, concealment and such things are no obstacle to a Quiverdoom.
- Quiverdooms can use their PER to scent for food, water, other creatures, and potential danger. They can use this sense to locate people, follow the movements of creatures, and other functions of sight. Once locked on any being, they can hunt that same being regardless of how old the scent, using a PER TD check to follow the trail (see Track secret).
- They move without regard to gravity (no matter how strong) as long as they can touch a surface. They move through liquids at the same speed they do on land.
- Quiverdooms are immune to acid, stoning/petrification, or paralysis, but have no DR/MR/PR versus cold, electricity, or fire damage. They are also immune to psychic or men-



tal powers except those that create material effects (like creating fire or cold, for instance).

- If blown up, or if pieces and parts are lopped off, each part becomes a smaller quiverdoom of its own (it doesn't re-unite into a whole again).
- When they are motionless, they are invisible to sight, vibrations, or sonic detections.
- Quiverdooms are immune to hard radiation or its effects.

Lore: Thankfully, these creatures are not all that common and can only be found near areas of high radiation.



Rakshasha (1 appearing; may have d20 minions under its control).

Description: Its true form is that of an 8 ft fanged and clawed gibbon with blazing green eyes. However, its glamour ability allows it to appear as anything it desires, to as many people as it desires.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 22	COORD (Coordination): 47	FEAR: 123
REF (Reflexes): 25	CF (Count Factor): 37	SHOCK: 47
STR (Strength): 28	MA (Mental Acuity): 25	DISEASE: Immune
SIZE: 13	BODY: 59	P/V (Poison/Venom): Immune
MASS: 18	APT (Aptitude): 58	
CON (Constitution): 19	LEAD (Leadership): 35	DEF (Defense) (DR - Damage Resistance): 124 (DR:13)
WITS: 12	PER (Perception): 227	MD (Magik DEF) (MR -Magik Resistance): 153 (MR:22)
REAS (Reason): 14	HP (Hit Points): 78	PD (Psychic DEF) (PR - Psychic Resistance): 194 (PR:31)
ESS (Essence): 11		
EGO: 33	DODGE: 37	Quick Rank: 45
CHAR (Charisma): 2	MOVE: 20	Trainability: Impossible
		Breed TD: 500

Skills: Ac: 52, Ath: 67, Ch: 59, Cl: 102, Co: 81, Cr: 95, Gu: 47, Re: 78, Un: 108, Ur: 53, Wi: 44, Wpn [Claw]: 82, Wpn [Bite]: 61

Secrets: Bestial Quickness, Track [Re], Proprioception [Ath], Circle of Eyes [Co], Medium [Ch]

Tactics: Uncaring, Destructive Predator. Rakshasha like to attack solitary prey, but may take on greater numbers if sufficiently weak. They are sophisticated in their attacks and tend to plan and execute over acting impromptu, choosing to retreat and fight later over fighting without thought.

Action Combination: Rakshasha attack with both claws and fanged teeth; 3 attacks in total.

- **Secrets:** Gash [Co], Repulse [Co], Leap Attack [Ac]
- **Claw Attack:** +111, D: 3d6+14, C: 85, F: 1, [S]. If it pierces the DR of an opponent, it also drains 1 ESS, converting that an instant 5 HP regeneration.
- **Bite:** +124, D: 2d10+29, C: 78, F: 3, [S]. If it pierces the DR of an opponent, it also drains 1 ESS, converting that an instant 15 HP and 4 attribute and characteristic regeneration.

Glamour: Rakshasha use a combination of magik, psychic influence, and phantasm to make individuals that can sense them see someone they trust—for instance, either a friend or loved one. Only their gut-wrenching stench tends to give



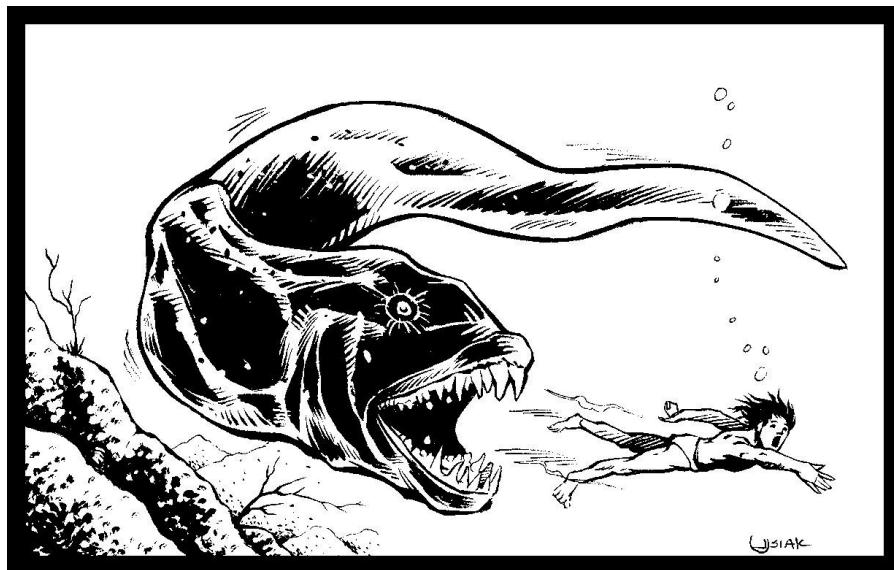
them away.

- Consider their glamour as a 400-strength attack versus the MD and PD of an individual. As long as it succeeds against one or the other, the glamour works. Beings immune to psychic or magik power halve the strength of the attack, e.g. 200-point attack instead. Beings immune to both are unaffected. Secondhand viewing, such as through the lens of binoculars, a camera or like means also halves its strength.
- True sight is useless against this glamour.
- Beings affected by the glamour are considered ambushed and outmaneuvered against the Rakshasha in the first melee round.

Rakshasha Physiology: Rakshasha are asura spirits clothed in flesh, but maintaining a spirit physiology. Unlike spirits, however, they cannot be channeled or dismissed and have a corporeal form.

- Rakshasha can sense using hearing, sight and smell. They see clearly in complete darkness with full color. They also detect the ESS of others within 200 ft (TD 125 PER check) and the “mind-glow” of sentient beings if they have at least 2 or more REAS.
- Rakshasha can only be killed by faith, whether directly or via faith imbued in a weapon.
- To slay one directly requires the being to touch the Rakshasha and use an amount of Faith equal to the Rakshasha’s APT. Rakshasha dealt with in this manner are destroyed utterly. Faith imbued weapons or items inflict APT damage equal to the amount of Faith within them (for each touch/strike done). Other forms of destruction or death, such as reducing it to zero HP or BODY, burning, dismembering or quartering, etc. only disorporate it until it can take over another dead corpse, morphing it into its gibbous form over a day-long period.

Lore: Rakshasha can be found anywhere, but prefer the dark and shadowy recesses of the undercities and the darkness of hidden places in the world.



Razor Mouth Eel (1-2 appearing; if frenzied, then d10 appear).

Description: One humongous eel with a mouth full of concentric rows of razor-sharp teeth. Brilliant purple overall, except for a yellow underside and two tiny magenta eyes.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	21	COORD (Coordination):	38	FEAR:	276
REF (Reflexes):	17	CF (Count Factor):	28	SHOCK:	557
STR (Strength):	53	MA (Mental Acuity):	13	DISEASE:	Immune
SIZE:	128	BODY:	389	P/V (Poison/Venom):	Immune
MASS:	208	APT (Aptitude):	122		
CON (Constitution):	74	LEAD (Leadership):	24	DEF (Defense) (DR - Damage Resistance):	185 (DR:135)
WITS:	11	PER (Perception):	254	MD (Magik DEF) (MR -Magik Resistance):	199 (MR:7)
REAS (Reason):	2	HP (Hit Points):	463	PD (Psychic DEF) (PR - Psychic Resistance):	67 (PR:11)
ESS (Essence):	50				
EGO:	20	DODGE:	111	Quick Rank:	45
CHAR (Charisma):	4	MOVE:	220	Trainability:	Impossible
				Breed TD:	325

Skills: Ac: 78, Ath: 281, Cl: 122, Co: 91, Wi: 160, Wpn [Bite]: 255

Secrets: Fast Mover [Ath], Proprioception [Ath], Kinematics [Ath], Boundless [Ath], Shadow Slide [Cl], Without A Trace [Cl], Native Son [Wi]

Tactics: Ambush, Hit-and-Run Predator.

Action Combination:

- Secrets:** Lunge [Co], Shock Attack [Co], Flurry [Co], Swallow Whole, Speed Strike [Wpn]
- Bite:** +349, ER: 4XL, C: 63, F: 1, [S]. Anything bitten off is swallowed immediately.
- Constriction:** Requires a normal grappling attack, but they roll d100+336. If they succeed, they wrap around their opponent, crushing anything of 74 BODY into pulp. Larger creatures take 6d8+68 BODY damage.

Razor Mouth Eel Physiology:

- Razor Mouth Eel have 13 concentric rings of 33 teeth each. Their digestive track is lined with cartilage and further tears and breaks down anything they devour. Anything swallowed takes 5d8+20 BODY Slash and Bash damage every melee round.
- Razor Mouth Eel are amphibious and can withstand any amount of gravity or pressure. They move at Move 110 on land and Move 440 in the deep waters.

Razor Mouth Eel have FORT 20. Weapons and items striking them lose an amount of DUR equal to half the damage inflicted.

Lore: These are deep sea creatures that seldom come up from the dark depths, where they live in caverns and crevasses on the ocean floor. However, once every seven years in their 500 year life spans, they go into a “spawning madness” and will rise to the surface to do battle with everything from passing ships to small islands! When in this mood, the eels are crazed and “kamakazi-like”.



Razor Snake (d6 appearing).

Description: Flat snake with razor-sharp edges. Unless moving it lies curled in a spiral, its edges turned out to cut anything that disturbs it.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	12	COORD (Coordination):	24	FEAR:	99
REF (Reflexes):	12	CF (Count Factor):	38	SHOCK:	155
STR (Strength):	11	MA (Mental Acuity):	13	DISEASE:	Immune
SIZE:	18	BODY:	47	P/V (Poison/Venom):	119
MASS:	18	APT (Aptitude):	25		
CON (Constitution):	22	LEAD (Leadership):	14	DEF (Defense) (DR - Damage Resistance):	Immune
WITS:	12	PER (Perception):	83	MD (Magik DEF) (MR -Magik Resistance):	43 (MR:2)
REAS (Reason):	4	HP (Hit Points):	69	PD (Psychic DEF) (PR - Psychic Resistance):	41 (PR:4)
ESS (Essence):	12				
EGO:	9	DODGE:	50	Quick Rank:	10
CHAR (Charisma):	5	MOVE:	22	Trainability:	Impossible
				Breed TD:	450

Skills: Ac: 29, Ath: 90, Co: 91, Cl: 23

Secrets: Bestial Quickness

Tactics: Uncaring Predator. Razor snakes are sluggish creatures unless disturbed or hungry. Then they wrap around prey and slice them into small pieces that they can devour.

- Constriction:** Razor snakes attack by grappling with their prey, wrapping around some or all of its victim and cutting them into pieces. On a successful grapple they inflict $d6+8$ BODY damage and $3d10+20$ HP damage. Failed opposed (i.e., not dodged) grapples inflict $d10+4$ HP damage or double the equivalent DUR damage to the item blocking or parrying the attack.

Razor Snake Physiology: Serpents from a mineral rich, heavy gravity world.

- Razor snakes are incredibly dense creatures, so compact that they are immune to physical damage and the effects of gravity. Missiles and piercing weapons have a 75% chance of ricocheting off harmlessly into an adjacent space.

Lore: Found most often in dense rain forests or jungles.



Red Death (1 appearing).

Description: Small, fog-like red cloud 45 ft to 60 ft in diameter that roils and shifts constantly.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	30	COORD (Coordination):	43	FEAR:	Immune
REF (Reflexes):	13	CF (Count Factor):	25	SHOCK:	Immune
STR (Strength):	5	MA (Mental Acuity):	22	DISEASE:	Immune
SIZE:	75	BODY:	85	P/V (Poison/Venom):	Immune
MASS:	5	APT (Aptitude):	95		
CON (Constitution):	10	LEAD (Leadership):	10	DEF (Defense) (DR - Damage Resistance):	Immune
WITS:	12	PER (Perception):	78	MD (Magik DEF) (MR -Magik Resistance):	61 (MR:11)
REAS (Reason):	10	HP (Hit Points):	95	PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence):	75				
EGO:	5	DODGE:	0	Quick Rank:	5
CHAR (Charisma):	5	MOVE:	90	Trainability:	Impossible
				Breed TD:	Impossible

Skills: None.

Secrets: None.

Tactics: Swarm Predator. The swarm envelops its prey and converts them to food.

- **Envoplant:** The cloud sticks to anything in it, and flesh and any organic material in the cloud is converted at a rate of $d20+22$ BODY into food. All that is converted is gone, leaving behind only traces of water and gas.

Red Death Physiology: A viral colony born in another world, now adapted to Khaas.

- Red Death have an alien physiology and are immune to physical damage and fire. They suffer half damage from electricity but double damage from cold.
- Red Death navigate and sense the world at such a micro-level that they can detect anything corporeal within 500 ft.

Lore: These bizarre things come from some strange world and could be found anywhere, though they are extremely rare.



R ed Fangs (d30 appearing).

Description: Red velvet-furred spiders with six blue, star sapphire-like eyes and yellowed fangs.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 14	COORD (Coordination): 30	FEAR: 73
REF (Reflexes): 16	CF (Count Factor): 32	SHOCK: 52
STR (Strength): 12	MA (Mental Acuity): 20	DISEASE: 23
SIZE: 9	BODY: 28	P/V (Poison/Venom): Immune
MASS: 7	APT (Aptitude): 28	
CON (Constitution): 18	LEAD (Leadership): 18	DEF (Defense) (DR - Damage Resistance): 86 (DR:6)
WITS: 16	PER (Perception): 142	MD (Magik DEF) (MR -Magik Resistance): 62 (MR:3)
REAS (Reason): 4	HP (Hit Points): 46	PD (Psychic DEF) (PR - Psychic Resistance): 98 (PR:14)
ESS (Essence): 8		
EGO: 11	DODGE: 66	Quick Rank: 25
CHAR (Charisma): 7	MOVE: 65	Trainability: 100
		Breed TD: 250

Skills: **Ac:** 85, **Ath:** 70, **Cl:** 102, **Co:** 51, **Re:** 89, **Wi:** 83, **Wpn** [Bite]: 62, Wpn [Legs]: 73

Secrets: Bestial Quickness, Track [Re]

Tactics: Pack (+8) Hit-and-Run Predator. They are very patient and will wait for prey, but are not averse to hunting for prey above ground. They use their silk to build thick webs to trap prey (stationary), or they spin a very thin signaling web over an area, which is too fine to adhere to anything, but enough to convey ground vibrations. They can also use silk for a guide or safety line. Only the stationary webs they build in caves or tunnels is adhesive.



Action Combination:

- **Bite:** +109, **D:** d6+21 **C:** 100, **F:** 1, [B]. Red Fangs inject a venom, TD 192, that inflicts 3d10+16 HP damage and paralyzes Elves for d100 minutes.
- **Leg Swipe:** +125, **D:** d6+15 **C:** 100, **F:** 1, [B].

Red Fang Physiology:

Red Fangs have an arachnid physiology.

- Red Fangs can jump 20 ft vertically or 40 ft horizontally.
- They have keen senses and can see clearly in complete darkness, though in black and white. They also pick up ground vibrations within 180 ft.
- Red Fangs are immune to confusion, hypnozes, status effects and conditions, and paralysis.

Lore: Red Fangs love Hobbitt meat, which they will always attack first. These spiders are trap door spiders and dwell in silk shrouded tunnels 30-60 ft deep. They prefer dry to semi-arid areas.



Roc (Usually 1 or a mated pair appearing).

Description: Giant, condor like birds, coal-black to dark brown in color, with saffron to tan colored legs and head.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	74	COORD (Coordination):	98	FEAR:	Immune
REF (Reflexes):	24	CF (Count Factor):	40	SHOCK:	684
STR (Strength):	588	MA (Mental Acuity):	227	DISEASE:	59
SIZE:	420	BODY:	1428	P/V (Poison/Venom):	531
MASS:	400	APT (Aptitude):	361		
CON (Constitution):	546	LEAD (Leadership):	33	DEF (Defense) (DR - Damage Resistance):	588 (DR:140)
WITS:	16	PER (Perception):	155	MD (Magik DEF) (MR -Magik Resistance):	227 (MR:55)
REAS (Reason):	11	HP (Hit Points):	1974	PD (Psychic DEF) (PR - Psychic Resistance):	92 (PR:12)
ESS (Essence):	252				
EGO:	12	DODGE:	150	Quick Rank:	100
CHAR (Charisma):	31	MOVE:	980	Trainability:	Impossible
				Breed TD:	315

Skills: **Ac:** 343, **Ath:** 752, **BK:** 74, **Cl:** 98, **Co:** 201, **Gu:** 146, **Mi:** 107, **Re:** 197, **Wi:** 146, **Wpn** [Beak]: 285, **Wpn** [Claw]: 242, **Wpn** [Wing]: 181

Secrets: Combat Maneuvering [Ath], Boundless [Ath], Second Parry [Gu], Pursue [Cl], Stealth [Cl], Elastic Mind [Co], Battle Cry [Mi], Track [Re], Dizzying Dance [Ac]

Tactics: Hit and Run Predator. Rocs are dangerous predators that hunt whales and other large sea and land creatures.

Attack Combination: Rocs rake with their claws, strike with their beak and smash down with their wings.

- **Secrets:** Shock Attack [Co], Spread Attack [Wpn], Counter [Gu], Secret Attack [Wpn]
- **Beak:** +429, **D:** 2d100+86 **ER:** 2XL, **C:** 47, **F:** 1, [S].
- **Claw:** +386, **D:** 2d100+43, **ER:** 4XL, **C:** 58, **F:** 1, [S].
- **Wing:** +325, **D:** 3d20+30, **ER:** 2XL, **C:** 90, **F:** 3, [B]. The blasts of air generated by a Roc bowls over beings with 500 BODY or less, knocking them prone, or sending them flying if airborne, and inflicting wing damage. Beings with 150 BODY or less suffer a Bash critical as well, and beings with BODY 60 or less are crushed instantly (dead). The blasts of air extend 580 ft outward.

Roc Physiology: None specified.

Lore: Rocs range the world and command the skies, fighting for dominion with dragons and other large aerial beasts. They dislike fire and love horse and elephant flesh. They nest in the highest mountains.





Rhypley (1 appearing).

Description: 18 ft tall alien being that is dark “gun metal” gray to ebony, with 50 ft long segmented tail and four arms ending in long, slicing claws.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 25	COORD (Coordination): 64	FEAR: Immune
REF (Reflexes): 39	CF (Count Factor): 40	SHOCK: Immune
STR (Strength): 105	MA (Mental Acuity): 36	DISEASE: Immune
SIZE: 38	BODY: 342	P/V (Poison/Venom): Immune
MASS: 199	APT (Aptitude): 569	
CON (Constitution): 140	LEAD (Leadership): 157	DEF (Defense) (DR - Damage Resistance): 278 (DR:88)
WITS: 25	PER (Perception): 275	MD (Magik DEF) (MR -Magik Resistance): 488 (MR:154)
REAS (Reason): 11	HP (Hit Points): 482	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 529		
EGO: 100	DODGE: 83	Quick Rank: 75
CHAR (Charisma): 57	MOVE: 108	Trainability: Impossible
		Breed TD: 400

Skills: **Ac:** 129, **Ath:** 352, **Cl:** 162, **Ch:** 83, **Co:** 254, **Gu:** 177, **Mi:** 127, **Re:** 291, **SC:** 142, **Wpn** [Bite]: 236, **Wpn** [Claws]: 199, **Wpn** [Tail]: 259

Secrets: Kinematics [Ath], Boundless [Ath], Combat Maneuvering [Ath], Suspicious Eye [Re], Interference [Gu]

Tactics: Uncaring, Destructive Predator. Rhypley hunt prey viciously, hating all other creatures.

Attack Combination: Rhypleys attack with all four claws, a bite, and their tail.

- **Secrets:** Lunge [Co], Spread Attack [Wpn], Steal Weapon [Co]
- **Bite:** +291, **D:** 5d6+88, **ER:** M, **C:** 49, **F:** 2, [P].
- **Claws:** +264, **D:** 3d12+53, **ER:** L, **C:** 65, **F:** 2, [P].
- **Tail:** +312, and it can be used in three ways, with a **ER:** 5XL, **C:** 50, **F:** 3. The blade-like tip can be made to slash with, inflicting 3d8+56; or it can be used to bludgeon, inflicting 6d6+70; or even used to constrict (d100+390), inflicting 3d8+30 on impact and each CF Action Count held.

Rhypley Physiology: Rhypley have an alien physiology,

- Rhypley are immortal, and true regenerate 12 HP and 6 attribute/characteristic points per 5 CF Counts.
- They can digest anything remotely organic and add 80% of the mass of whatever organic life it ingests to its own size/mass. This mass doubling only takes 31-60 minutes after it has eaten its victim.
- Rhypley are also immune to acid, fire, cold, time attacks, aging, or time effects. It can exist in a vacuum for up to four hours, and then it goes dormant for up to 1,000 years.
- They have highly acidic blood the color of quicksilver that can eat through 3 inches of steel in a melee round and inflict d4 critical bashing to anything living.
- Rhypley have the ability to walk along any solid surface regardless of orientation (for itself only).
- It has no eyes, ears, or olfactory organs, but has a form of radar to see its surroundings within 500 ft and to track prey once it has sensed them.

Lore: Rhypley are only found on the Great Wurm Road and in the Green Hell, and even then only very rarely.



Salamander (usually 1).

Description: This 12 ft tall creature is bronze hued and scaled, with a vaguely humanoid upper body but a snake-like lower body. Its eyes are flat metallic discs and its teeth and claws resemble black iron nails. Flames lick and curl off its skin and the air 15 ft around it ripples from the immense heat it produces. When it flies, fiery radiant wings appear from its back, 30 ft long from tip to tip.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 22	COORD (Coordination): 64	FEAR: Immune
REF (Reflexes): 42	CF (Count Factor): 40	SHOCK: Immune
STR (Strength): 88	MA (Mental Acuity): 53	DISEASE: Immune
SIZE: 41	BODY: 169	P/V (Poison/Venom): Immune
MASS: 40	APT (Aptitude): 352	
CON (Constitution): 134	LEAD (Leadership): 77	DEF (Defense) (DR - Damage Resistance): 178 (DR:89)
WITS: 28	PER (Perception): 55	MD (Magik DEF) (MR -Magik Resistance): 466 (MR:111)
REAS (Reason): 25	HP (Hit Points): 303	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 241		
EGO: 51	DODGE: 28	Quick Rank: 110
CHAR (Charisma): 26	MOVE: 140	Trainability: Impossible
		Breed TD: 550

Skills: **Ac:** 122, **Ar:** 127, **Ath:** 267, **Ch:** 159, **Co:** 181, **Gu:** 147, **Kn** [Fire]: 225, **Kn** [Metal]: 225, **Re:** 98, **Ur:** 53, **Wi:** 144, **Wpn** [Claw]: 282, **Wpn** [Tail]: 261

Secrets: Kinematics [Ath], Boundless [Ath], Unfettered [Ch], Wrack Channel [Ch], Hardened Focus [Ar], Elastic Mind [Co], Additional Parry [Gu], Additional Dodge [Ac], Observation [Re], Suspicious Eye [Re]

Tactics: Uncaring.

Action Combination: Salamanders use both claws (two attacks) and tail to attack and defend--when not employing their mastery over fire and metal, or in conjunction with some cases.

- **Claw:** +342, **D:** 2d10+59, **ER:** M, **C:** 83, **F:** 1, [S]. Inflicts 4d6 Fire damage as well.
- **Tail Bash:** +375, **D:** 2d20+77, **ER:** M, **C:** 74, **F:** 1, [B]. Inflicts 4d6 Fire damage as well.
- **Fire and Metal Talents:** Salamanders are the masters of flame and metal. They are considered to have the Eldarin Runes of Fire and Metal that they can employ in combination with any other number of other Eldarin Runes of Expert status or lower, using their APT as the equivalent for Eldarin skill ranks. They incur an APT cost of 1 for the Fire or Metal runes, and a cost equal to the skill tier of the rune for the rest.



Salamander Physiology:

- Salamanders have an alien and elemental physiology and emit vast heat, enough to inflict 2d6 HP damage in a 20 ft radius, though they can control this completely, dimming it to a mere warmth if desired. Touching them directly for any length of time doubles this amount (4d6).
- They can fly at Move 160 and slip through earth, rock, stone, metals, etc. at Move 90.
- Salamanders are immune to fire and heat, the effects of being in a vacuum, and to the effects of gases on their system. They maintain their immunity to heat and flame against any source or potency, even those that ordinarily would burn creatures who are immune.

Lore: Salamanders are inhuman and alien in thought and their motivations are unknown. Once thought of as a form of lesser demon or elemental, they are neither. These ancient beings are immortal and lived to see the rise and fall of the Kthoi. They dwell in the molten rock of the world and care little for the affairs of men, faerie, or gods.

Screaming Scarlet Itchies (d20 swarms appearing).

Description: A swarming cloud of bright scarlet, gnat-sized little insects ranging from 20 ft to 120 ft in diameter.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 21	COORD (Coordination): 45	FEAR: Immune
REF (Reflexes): 24	CF (Count Factor): 33	SHOCK: Immune
STR (Strength): 3	MA (Mental Acuity): 14	DISEASE: Immune
SIZE: 1	BODY: 5	P/V (Poison/Venom): Immune
MASS: 1	APT (Aptitude): 17	
CON (Constitution): 9	LEAD (Leadership): 5	DEF (Defense) (DR - Damage Resistance): 28 (DR:0)
WITS: 9	PER (Perception): 54	MD (Magik DEF) (MR -Magik Resistance): 35 (MR:5)
REAS (Reason): 5	HP (Hit Points): 14*	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 9		
EGO: 3	DODGE: 71	Quick Rank: 10
CHAR (Charisma): 2	MOVE: 100	Trainability: Impossible
		Breed TD: 50

* per 10 ft diameter swarm.

Skills: Ac: 132, Ath: 37, Cl: 99, Re: 54, Wi: 43

Secrets: Bestial Quickness

Tactics: Uncaring, Destructive, Swarm (+1) Predator. They are attracted to anything warm, especially body heat, and will settle all over a person just to feel that warmth.

- **Swarm Attack:** No ATK necessary. If you are in the cloud they affect you. These insects secrete a liquid that causes all living beings without native hard DR coating (at least DR 3 or greater) to burn, itch and commence to scratch (TD 250 Self Control to resist). Those afflicted are Flattened until the liquid is neutralized (just getting out of the swarm won't do it), which takes a pint of holy water and neutralize poison ritual per square foot of affected skin. It will seep through any form of covering in d30 CF Counts and will be active for d10 days before wearing off. Each individual affected that fails a TD 50 Shock Save has a reaction to the liquid, which becomes a fatal poison that blinds in d10 minutes and then causes death d100 minutes later.

Screaming Scarlet Itchies Physiology:

- Screaming Scarlet Itchies have an insect physiology.
- Normal physical damage inflicts no damage, though fire or dense smoke and other area affect attacks will damage them.
- They can sense clearly in day or nighttime out to 300 ft.

Lore: These horrid little bugs may be encountered in any temperate climate from woodlands to plains to sea shores. They have even been encountered underground.



Serpent Gigantic (usually 1).

Description: Large python-like serpent. Most have yellow-gold eyes, black fangs and light to dark emerald green bodies.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 14	COORD (Coordination): 30	FEAR: Immune
REF (Reflexes): 16	CF (Count Factor): 28	SHOCK: 134
STR (Strength): 28	MA (Mental Acuity): 14	DISEASE: 88
SIZE: 30	BODY: 109	P/V (Poison/Venom): Immune
MASS: 51	APT (Aptitude): 22	
CON (Constitution): 31	LEAD (Leadership): 14	DEF (Defense) (DR - Damage Resistance): 97 (DR:6)
WITS: 12	PER (Perception): 171	MD (Magik DEF) (MR -Magik Resistance): 83 (MR:5)
REAS (Reason): 2	HP (Hit Points): 152	PD (Psychic DEF) (PR - Psychic Resistance): 31 (PR:2)
ESS (Essence): 8		
EGO: 9	DODGE: 53	Quick Rank: 20
CHAR (Charisma): 5	MOVE: 56	Trainability: 220
		Breed TD: 240

Skills: Ac: 59, Ath: 157, Co: 78, Cl: 98, Wpn [Bite]:85, Wpn [Head Butt]: 118, Wpn [Constrict]: 108

Secrets: Bestial Quickness, Bowling Charge, Sleight of Eye [Cl], Stealth [Cl]

Tactics: Uncaring, Stealth Predator. It will typically bite or head butt opponents and then constrict.

Action Combination:

- **Bite:** +115 , **D:** 2d8+22, **ER:** XL, **C:** 91, **F:** 1, [P].
- **Head butt:** +148, **D:** 7d6+36, **ER:** XL, **C:** 91, **F:** 1, [B]). It knocks down anything equal to its BODY or less on the normal head butt. If it charges, then it knocks down 200% its BODY and automatically Constricts (see below) instead of trampling over them. It can opt to trample instead. Those trampled take 5d6+25 damage.
- **Constrict:** +138, **D:** 5d6+28 **ER:** M, **C:** 91, **F:** 1, [Man]. It can hold down and restrain double its BODY.

Serpent Physiology: These creatures are amphibious and have a Move 90 in the water.

Lore: These creatures prefer to live near lakes or large rivers but can be found anywhere adequate water exists.



Shambler

Description: Piles of what resemble trash, twigs, earth, etc. ranging from 3 ft to 9 ft tall and 9 ft to 18 ft diameter.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness):	3	COORD (Coordination):	5
REF (Reflexes):	2	CF (Count Factor):	14
STR (Strength):	51	MA (Mental Acuity):	13
SIZE:	34	BODY:	112
MASS:	31	APT (Aptitude):	15
CON (Constitution):	21	LEAD (Leadership):	2
WITS:	12	PER (Perception):	31
REAS (Reason):	1	HP (Hit Points):	133
ESS (Essence):	14		
EGO:	1	DODGE:	0
CHAR (Charisma):	1	MOVE:	2

Skills: Ath: 157, Cl: 98, Wi: 37

Secrets: Mask [Cl], Tastes Bad

Tactics: Uncaring, Stealth Predator. It's a destination feeder that waits for prey to touch it and then exudes digestive enzymes that dissolve prey.

- **Touch:** Anything touching it is stuck up to 50 BODY, no check or Save allowed. Larger sizes make an opposed Athletics check to break free. The next CF Count after something 5 BODY or larger adheres to it, the Shambler secretes digestive enzymes that break apart molecular bonds. This means it dissolves anything, no matter how hard or durable, at a rate of $d6+10$ BODY/DUR per 10 CF Counts.

Shambler Physiology:

- These creatures have an alien physiology and do not sleep or breathe.
- Shamblers have FORT 100; the exception is versus fire, which will kill them instantly with the application of 1 HP arcane, psychic, alchemical, etc. fire.
- Things that normally affect the mind, body, conscious or emotions of living creatures do not affect Shamblers.

Lore: This creature is usually found in or near swamps, marshes, and other like areas.



Silver Slyth (always 1).

Description: 300 ft long quivering, pulsing tube of shimmering silver that is 52 ft in diameter. The entire front end is a giant mouth surrounding by tentacle-like cilia, 100 ft in length. Between the cilia are boulder-sized black, recessed eyes.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 1		COORD (Coordination): 5		FEAR:	Immune
REF (Reflexes): 4		CF (Count Factor): 12		SHOCK:	Immune
STR (Strength): 412		MA (Mental Acuity): 9		DISEASE:	248
SIZE: 211		BODY: 1432		P/V (Poison/Venom):	Immune
MASS: 809		APT (Aptitude): 2529			
CON (Constitution): 452		LEAD (Leadership): 113		DEF (Defense) (DR - Damage Resistance): 342 (DR:125)	
WITS: 8		PER (Perception): 101		MD (Magik DEF) (MR -Magik Resistance): 221 (MR:18)	
REAS (Reason): 1		HP (Hit Points): 1884		PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence): 2520		DODGE: 0		Quick Rank:	75
EGO: 112		MOVE: 110		Trainability:	Impossible
CHAR (Charisma): 1				Breed TD:	Impossible

Skills: Ath: 616, Mi: 59, Re: 322, SC: 86, Wi: 125, Wpn [Cilia]: 143

Secrets: Second Parry [Gu], Combat Maneuvering [Ath], Battle Cry [Mi], Track [Re]

Tactics: Uncaring, Destructive Omnivore. Silver Slyth must feed continuously to survive and are totally omnivorous. They eat all living things right down to the bedrock if they can't get the warm-blooded food they really prefer.

Attack Combination: A Silver Slyth has hundreds of cilia around its maw and can target up to six cilia per being within its reach.

- **Secrets:** Spread Attack [Wpn]
- **Cilia:** +427, D: 4d8+44, ER: 5XL, C: 53, F: 4, [B]. First attack is to wrap and crush, and the next CF Action Count it drops prey into its maw for digestion. No opposed Athletics check to push them into the maw.
- **Maw:** It makes no attack with its gaping maw, but prey put into its mouth slide down its length at a rate of 10 ft per 5 CF Counts, taking 2d20+30 BODY damage from an acid bath. Those swallowed must make a TD 350 Shock Save or they are Flattened; additionally, beings that must breathe (even aquatic/amphibious ones) either hold their breath or breathe in acid. Its inside has the same DEF, but only half the DR of its outside.

Silver Slyth Physiology:

- Silver Slyth have an alien physiology and feel no pain, sleep, or tiredness. They do not breathe in the typical sense and are immune to things targeting the respiratory or circulation system.
- Things that normally affect the mind, body, conscious or emotions of living creatures do not affect Silver Slyth. They are immune to attribute and characteristic damage, impairment, or destruction, and ignore status ailments and conditions.
- Silver Slyth can track warm blooded creatures with a form of radar 10 miles away. They also pick up ground vibrations within 1200 ft. Otherwise they have no other senses and are immune to sensory disorientation, confusion, paralysis or any form of psychic power.
- They are immune to poison/venom, paralysis or acids. They ignore critical hits from physical attacks, without regard to type.
- Silver Slyth burrow at 60 Move and undulate through liquid at 200 Move.



- The cilia of Silver Slyth are one-third their overall length.
- Silver Slyth have no maximum size and continue growing their entire immortal life. Every time they consume their BODY in creatures they add +1 BODY to their total. The statistics provided here are for a small to average Silver Slyth. Legends account of truly enormous ones.

Lore: Silver Slyth are extremely rare and may be encountered anywhere except the arctic; it dislikes the cold! This thing will even hunt down and eat an Ibathene!



Skeleton (d20 appearing).

Description: Animate humanoid skeletons, eyes lit with burning fires of their past lives.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	12	COORD (Coordination):	24	FEAR:	Immune
REF (Reflexes):	12	CF (Count Factor):	18	SHOCK:	Immune
STR (Strength):	16	MA (Mental Acuity):	0	DISEASE:	Immune
SIZE:	11	BODY:	45	P/V (Poison/Venom):	Immune
MASS:	8	APT (Aptitude):	0		
CON (Constitution):	0	LEAD (Leadership):	0	DEF (Defense) (DR - Damage Resistance):	47 (DR:7)
WITS:	0	PER (Perception):	39	MD (Magik DEF) (MR - Magik Resistance):	19 (MR:3)
REAS (Reason):	0	HP (Hit Points):	45	PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence):	0				
EGO:	0	DODGE:	27	Quick Rank:	10
CHAR (Charisma):	0	MOVE:	31	Trainability:	Impossible
				Breed TD:	Impossible

Skills: Ac: 19, Ath: 58, BK: 24, Ch: 11, Cl: 24, Co: 22, Gn: 22, Gu: 27, Lo: 25, Mi: 31, Re: 33, Wi: 47, Wpn [any]: 25

Secrets: Hard Hit [Wpn] (+5 DME), Armor Piercing [Wpn] (+5 DME), Quick Draw [Wpn]

Tactics: Uncaring Guardian. Skeletons act under the orders of those who command them.

Attacks: By weapon type, +28 ATK, +12 DEF, +2 CRIT and -4 Fumble.

Undead Physiology:

- Skeletons have an undead physiology and are either animated by bound spirits, and must physically be destroyed and channeled free, or they are charged by magik rituals, and must be physically destroyed (double HP damage) to be stopped.
- Skeletons have no flesh or internal organs and they are immune to powers or abilities that affect them.

Lore: Usually encountered in mountain caves, rocky desert areas, and other desolate places.

Other: From dinosaurs to hobbits, skeletons can be of any creature type, just a skeletal version of said creature, all you have to do is simply adjust some stats to get the type of skeleton you want. ➔





S korpoon (d100 appearing).

Description: Scorpion tailed baboons with bright green fur, tan bellies, blood red fangs, claws and eyes, and bright purple cheeks.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness): 13		COORD (Coordination): 27	FEAR: Immune
REF (Reflexes): 14		CF (Count Factor): 22	SHOCK: 155
STR (Strength): 17		MA (Mental Acuity): 14	DISEASE: 56
SIZE: 19		BODY: 57	P/V (Poison/Venom): 252
MASS: 21		APT (Aptitude): 35	
CON (Constitution): 48		LEAD (Leadership): 24	DEF (Defense) (DR - Damage Resistance): 171 (DR:11)
WITS: 8		PER (Perception): 89	MD (Magik DEF) (MR -Magik Resistance): 114 (MR:12)
REAS (Reason): 2		HP (Hit Points): 105	PD (Psychic DEF) (PR - Psychic Resistance): 99 (PR:3)
ESS (Essence): 25			
EGO: 12		DODGE: 61	Quick Rank: 10
CHAR (Charisma): 12		MOVE: 30	Trainability: Impossible
			Breed TD: 225

Skills: Ac: 84, Cl: 101, Co: 47, Lo: 28, Mi: 55, Wi: 42, Ur: 16, Un: 21, Re: 78, Wpn (bite): 67, Wpn (claw): 72, Wpn [Tail]: 89

Secrets: Retort Dodge [Co], Second Dodge [Ac], Hazard Awareness [Re], Battle Cry [Mi], Tactical Assist [Co]

Tactics: Pack (+5) Predator. Skorpoon utilize charging attacks either with or without weapons. In groups, Skorpoon will bite and tear in teams, grappling and ripping opponents apart.

Action Combination: Skorpoon attack with two claws, followed by a bite and a tail attack; alternately, they may use any weapon they pick up. Weapons picked up gain a d24+2 HP damage from BODY damage and are used at 5d10 skill ranks.



- **Claws:** +128, D: 2d6+20, ER: L, C: 87, F: 1, [S].
- **Bite:** +105, D: 2d4+14, ER: M, C: 97, F: 4, [S].
- **Tail:** +105, D: 2d4+14, ER: M, C: 97, F: 4, [S]. They inject poison if they pierce a foe's DR: TD 125 P/V Save or suffer 2d6+8 HP damage.

Skorpoon Physiology:

- Skorpoon poison drops in potency by d6+4 after the first sting and doesn't return until the next day.
- Some Skorpoon (10%) remember their training and have 2d20+10 skill ranks in Savage and 1-3 secrets as well.

Lore: Skorpoons were genetically engineered warriors, now wild and running in packs. They are not arboreal and do not swim at all. They are found in the savannah and lightly wooded hills and rain forests.



Sky Ray (2d10 appearing).

Description: Gray-blue, manta ray-shaped beings with long, wickedly barbed tails and one golden, lidless eye.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 17	COORD (Coordination): 34	FEAR: Immune
REF (Reflexes): 17	CF (Count Factor): 32	SHOCK: Immune
STR (Strength): 7	MA (Mental Acuity): 18	DISEASE: Immune
SIZE: 20	BODY: 33	P/V (Poison/Venom): Immune
MASS: 6	APT (Aptitude): 54	
CON (Constitution): 27	LEAD (Leadership): 14	DEF (Defense) (DR - Damage Resistance): 103 (DR:9)
WITS: 15	PER (Perception): 51	MD (Magik DEF) (MR -Magik Resistance): 59 (MR:25)
REAS (Reason): 3	HP (Hit Points): 60	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 9		
EGO: 8	DODGE: 64	Quick Rank: 15
CHAR (Charisma): 6	MOVE: 160	Trainability: Impossible
		Breed TD: 400

Skills: **Ac:** 90, **Ath:** 54, **Cl:** 79, **Co:** 40, **Re:** 64, **Wil:** 74, **Wpn** [Tail]: 65

Secrets: Inverted Ease [Ac], Tumbling [Ac], Proprioception [Ath], Untamed Step [Ac], Fast Mover [Ath], Disarming Parry [Gu]

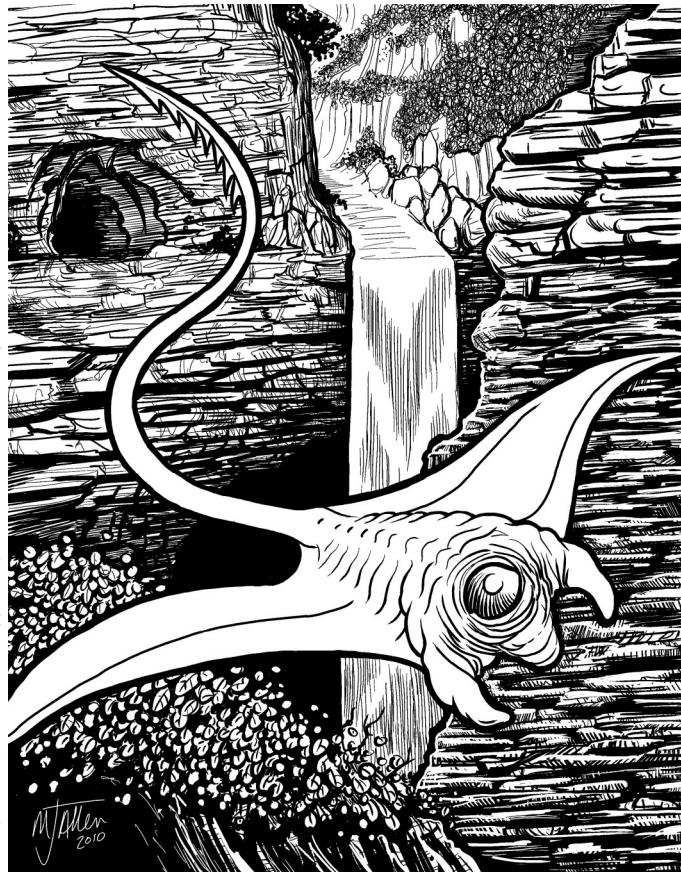
Tactics: Swarm (+2) Guardian. Hit-and-run, usually swooping on prey, slashing with their tail and then retreating to repeat again until the prey collapses. They attack only to protect or to acquire food, preferring warm-blooded creatures.

Tail Attack: +91 **D:** 2d8+6, **ER:** L, **C:** 93, **F:** 3, [P]. Whether or not it pierces the DR of its prey, it releases a paralyzing poison of TD 160. It lasts 60 – BODY of the prey in melee rounds.

Sky Ray Physiology:

- Sky ray have a plant physiology (they are actually fungi).
- Their eye is akin to a radar out to 600 ft range, providing +125 PER/Recon; +90 Dodge. They use this radar to find prey, ignoring concealment completely. Penalties to the sight, hearing, and smell senses are ignored.
- Sky ray are immune to hypnosis, sleep, paralysis, confusion, and stoning.
- Upon death, they send out a yellow-gold cloud spore in a 30 ft diameter. All breathing it become host to its seed that incubates for 3 months before killing the host as it spawns.

Lore: These creatures are moderately aggressive, carnivorous by choice but omnivorous in fact, and normally encountered in hot, moist areas where an abundance of fresh water exists. Their typical lair is in a cave of an escarpment overlooking a jungle and a river.



Sluggoth (d12+1 appearing).

Description: Resembles pasty-white maggot bodies from 7 ft long to 28 ft long, topped by extremely handsome human heads. They smell like rotten fish.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness): 17	COORD (Coordination): 38	FEAR:	Immune
REF (Reflexes): 21	CF (Count Factor): 40	SHOCK:	Immune
STR (Strength): 39	MA (Mental Acuity): 37	DISEASE:	Immune
SIZE: 18	BODY: 102	P/V (Poison/Venom):	Immune
MASS: 45	APT (Aptitude): 130		
CON (Constitution): 66	LEAD (Leadership): 44	DEF (Defense) (DR - Damage Resistance):	191 (DR:28)
WITS: 22	PER (Perception): 189	MD (Magik DEF) (MR -Magik Resistance):	245 (MR:54)
REAS (Reason): 15	HP (Hit Points): 168	PD (Psychic DEF) (PR - Psychic Resistance):	333 (PR:31)
ESS (Essence): 87			
EGO: 28	DODGE: 0	Quick Rank:	75
CHAR (Charisma): 16	MOVE: 35	Trainability:	Impossible
		Breed TD:	400

Skills: **Ac:** 79, **Ath:** 152, **Cl:** 62, **Ch:** 73, **Co:** 54, **Gn:** 50, **Gu:** 77, **Lo:** 70, **Mi:** 98, **Mnd:** 85, **Pe** [Sing]: 278, **Re:** 91, **SC:** 44, **So:** 127, **Wpn** [Bite]: 136, **Wpn** [Spit]: 99

Secrets: Combat Maneuvering [Ath], Suspicious Eye [Re], Interference [Gu], Energy Depletion [Ch], Sagacity [So], Incite [Pe]

Tactics: Uncaring, Destructive Predator. Sluggoths hunt prey viciously, hating all other creatures.

Attack Combination: Sluggoths have a powerful bite, a fuming spit, and a hypnotic gaze.

- **Secrets:** Spread Attack [Wpn]
- **Bite:** +201, **D:** 5d6+48, **ER:** M, **C:** 79, **F:** 2, [P].
- **Spit:** +161, **D:** 5d6+48, **ER:** 4XL, **C:** 79, **F:** 2, [Man]. They spit a fuming green acid of 10d6+20 HP over a 10 ft area, drenching all in the area that don't escape.
- **Hypnotic Gaze:** +124 {versus PD}. If it succeeds, it takes one melee round to stabilize control, in which the Sluggoth cannot use it again until it has established control.

Vermin Control:

- They can control all normal worms, centipedes, spiders, scorpions, and other similar arthropods within 60 ft. Monstrous ones with more than 2 REAS are immune to this control.

Song Bird:

- They sing like the most melodious of birds and can charm anything with less than an EGO of 12 with no Save or counter attempt via skill possible. Those charmed are enamored and will do whatever they are commanded to do by the sluggoth.

Sluggoth Physiology:

- Sluggoths have a demon and alien physiology. These obscenities are the age-old result of human and demon cross-breeding.
- Sluggoths have the ability to walk along any solid surface regardless of orientation (for itself only).
- They have keen senses and can see clearly in complete darkness or 100% obscurement or concealment, though in black and white.
- Sluggoths have no skeletal structure, but a very flexible internal shell. They do not subtract their MASS from their Dodge chances and have a +100 bonus to escape bonds, wriggle out of holds and small spaces, and similar situations. They can also compress their SIZE/BODY down to 50% its norm (though they still weigh/MASS the same).
- Sluggoths are immune to BODY, STR, MASS, and SIZE attribute impairment and have FORT 10 versus any damage



to these attributes.

- Sluggoths have strong tolerance to high gravity and can operate at atmospheres equal to 100 times their MASS in strength.
- Sluggoths are immune to acid, venom, poison, radiation, and effects that target the body, nerves or mind. They are also immune to time attacks, aging, or time effects.

Lore: They originate on the 18th plane of Hell and are usually only encountered if summoned into our world. They are frequently accompanied by writhing masses of leeches, maggots, centipedes, and other such horrors.



Snow Ghost (d8 appearing)

Description: Vaguely man-shaped, miniature tornado-like blizzards 9 ft in height.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 20	COORD (Coordination): 44	FEAR: Immune
REF (Reflexes): 24	CF (Count Factor): 16	SHOCK: Immune
STR (Strength): 25	MA (Mental Acuity): 24	DISEASE: Immune
SIZE: 18	BODY: 53	P/V (Poison/Venom): Immune
MASS: 10	APT (Aptitude): 648	
CON (Constitution): 0	LEAD (Leadership): 72	DEF (Defense) (DR - Damage Resistance): Immune
WITS: 5	PER (Perception): 226	MD (Magik DEF) (MR -Magik Resistance): 261 (MR:21)
REAS (Reason): 19	HP (Hit Points): 53	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 581		
EGO: 52	DODGE: 0	Quick Rank: 75
CHAR (Charisma): 20	MOVE: 330	Trainability: Impossible
		Breed TD: Impossible

Skills: Ch: 107, Re: 221

Secrets: Power Ward [Ch], Energy Feast [Ch], Energy Depletion [Ch], Suspicious Eye [Re]

Tactics: Uncaring and Destructive. These beings hate all things warm and will attack them mercilessly.

Snowy Powers:

- **Wind:** A whirling, intense cold wind that blows through an area 60 ft long by 20 ft wide and tall; freezes and damages 2d6+2 BODY for every 15 CF Counts. The wind blows through the area directed until otherwise redirected by the Snow Ghost (as a normal action to attack a different direction).
- **Freeze Air:** Once every three melee rounds they can freeze the droplets of moisture in the air of an area 40 ft cubed, turning them into razor sharp tiny blades, cutting everything within the area for 2d20+40 HP and 4d10 BODY damage.

Snow Ghost Physiology

- Snow Ghosts have an elemental physiology, and can live, breathe, and ignore cold, wind or water effects or vapor counterparts, healing at triple rate in such climates. They are fragile, however, and rapidly die if outside a chill arctic-style environment for more than one hour.
- While nearly pure elemental, they cannot be channeled and must be destroyed by the application of fire or heat.
- Nearly completely elemental in nature, they cannot be harmed with physical weapons or effects outside of fire or heat. They are also immune to stoning, paralysis, confusion, or control/dominance powers.
- Fire or heat harms them point for point, ignoring their MR or other resistances.

Lore: Rarely encountered and usually only after a raging snow storm has just passed through an area.



Snow Maggoth (d6 appearing).

Description: Huge, white-furred slugs that resemble snow banks or snow covered hillocks.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 2	COORD (Coordination): 5	FEAR: Immune
REF (Reflexes): 3	CF (Count Factor): 19	SHOCK: Immune
STR (Strength): 179	MA (Mental Acuity): 17	DISEASE: Immune
SIZE: 202	BODY: 674	P/V (Poison/Venom): Immune
MASS: 285	APT (Aptitude): 60	
CON (Constitution): 201	LEAD (Leadership): 11	DEF (Defense) (DR - Damage Resistance): (-54) (DR:78)
WITS: 16	PER (Perception): 34	MD (Magik DEF) (MR - Magik Resistance): 82 (MR:12)
REAS (Reason): 1	HP (Hit Points): 875	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 43	DODGE: 0	
EGO: 8	MOVE: 12	Quick Rank: 10
CHAR (Charisma): 3		Trainability: Impossible
		Breed TD: 375

Skills: Ath: 395, Re: 146, Wi: 23, Wpn [Bite]: 86, Wpn [Spit]: 79

Secrets: Endurance [Ath]

Tactics: Uncaring, Destructive Predator. They attempt to swallow all food in their path.

- **Gulping Maw:** +114, C: 71, F: 1, [B]. Snow Maggoth can bite and swallow any creature of 230 BODY or less. They inflict 2d20+55 HP damage to anything larger. Those swallowed take bite damage and are digested in a bath of acid that destroys 2d6+1 BODY damage every CF Count until destroyed.
- **Spit:** Instead of biting or moving, on every fifth melee round, a Snow Maggoth can spew out a stream of liquid nitrogen 160 ft distance, drenching a 10 ft diameter area that inflicts 3d8+40 BODY damage upon contact. This damage is applied to everything worn as well, but tripled to determine the amount of DUR/BODY destruction of items.



Snow Maggoth Physiology: Snow Maggoth have an alien physiology.

- They have keen senses and can see clearly in complete darkness or 100% obscurement or concealment, though in black and white.
- Snow Maggoth have no skeletal structure, but a very flexible internal shell. They do not subtract their MASS from their Dodge chances and have a +100 bonus to escape bonds, wriggle out of holds and small spaces, and similar situations. They can also compress their SIZE/BODY down to 50% is norm (though they still weigh/MASS the same).
- Snow Maggoth are immune to BODY, STR, MASS, and SIZE attribute impairment and have FORT 10 versus any damage to these attributes.
- Snow Maggoth have strong tolerance to high gravity and can operate at atmospheres equal to 100 times their MASS in strength.
- Snow Maggoth are immune to cold, acid, venom, poison, radiation and effects that target the body, nerves or mind.
- Snow Maggoth have such a atavistic nervous system that they will continue to act, fight and stalk prey d20 melee rounds after death (unless physically destroyed).
- Snow Maggoth have no resistance to fire or heat (no DR, MR, PR).
- In the snow, these beings are considered to be invisible.

Lore: An adaptation of the Maggoth, these things are encountered only in the coldest polar regions.



Snow Snakes (d20 appearing).

Description: They resemble translucent mobile icicles.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 14	COORD (Coordination): 30	FEAR: 251
REF (Reflexes): 16	CF (Count Factor): 30	SHOCK: 249
STR (Strength): 41	MA (Mental Acuity): 20	DISEASE: Immune
SIZE: 9	BODY: 91	P/V (Poison/Venom): Immune
MASS: 41	APT (Aptitude): 68	
CON (Constitution): 50	LEAD (Leadership): 26	DEF (Defense) (DR - Damage Resistance): 132 (DR:32)
WITS: 16	PER (Perception): 55	MD (Magik DEF) (MR -Magik Resistance): 122 (MR:20)
REAS (Reason): 4	HP (Hit Points): 141	PD (Psychic DEF) (PR - Psychic Resistance): 173 (PR:23)
ESS (Essence): 48		
EGO: 21	DODGE: 53	Quick Rank: 75
CHAR (Charisma): 5	MOVE: 80	Trainability: Impossible
		Breed TD: Impossible

Skills: Ac: 95, Ath: 74, Cl: 107, Co: 63, Re: 87, Wi: 74, Wpn [Bite]: 87, Wpn [Head Butt]: 83, Wpn [Constrict]: 92

Secrets: Bestial Quickness, Bowling Charge, Cornered Rat, Tastes Bad, Track [Re]

Tactics: Pack (+11) Hit-and-Run Predator. They actively seek out all warm creatures as food and suck out a victim's heat once they are dead.

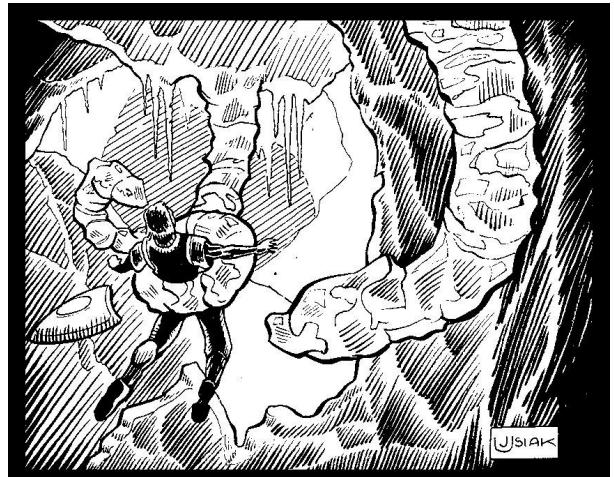
Action Combination: Snow Snakes head butt or bite, and then constrict an opponent.

- **Head Butt:** +127, D: d6+16 C: 80, F: 1, [B] OR **Bite:** +131, D: d6+17 C: 50, F: 1, [P]. Snow Snakes inject poison when they bite that freezes solid any being up to 100 BODY if a TD 240 P/V Save is failed. Those who do Save suffer -18 CF for d20 melee rounds.
- **Constriction:** +140, D: 2d6+12 C: 80, F: 1, [B].

Snow Snake Physiology:

- Snow Snakes have an alien physiology and inflict d6+1 HP of cold damage on touch.
- Snow Snakes have FORT 20. Weapons and items striking a Snow Snakes lose an amount of DUR equal to the damage inflicted.
- They have keen senses and can see clearly in complete darkness, though in black and white. They also pick up ground vibrations within 220 ft.
- Snow Snakes have such a low metabolic rate that Detect Life magic, rituals, or prayers fail completely as do attempts to detect the ESS of other creatures.
- They are immune to hard radiation or its effects, vacuum or space effects, confusion, status effects and conditions, paralysis, and petrification/stoning.

Lore: Aliens from the reaches of space that have adapted to Khaas. They are only found in the polar wastes.



Snow Spider (d100 appearing).

Description: Furry, snow-white, tarantula-like spider about the size of a pony.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 12		COORD (Coordination): 28		FEAR:	Immune
REF (Reflexes): 16		CF (Count Factor): 32		SHOCK:	299
STR (Strength): 41		MA (Mental Acuity): 20		DISEASE:	53
SIZE: 10		BODY: 87		P/V (Poison/Venom):	Immune
MASS: 14		APT (Aptitude): 56			
CON (Constitution): 63		LEAD (Leadership): 26		DEF (Defense) (DR - Damage Resistance):	152 (DR:46)
WITS: 16		PER (Perception): 185		MD (Magik DEF) (MR -Magik Resistance):	82 (MR:28)
REAS (Reason): 4		HP (Hit Points): 150		PD (Psychic DEF) (PR - Psychic Resistance):	53 (PR:3)
ESS (Essence): 31					
EGO: 21		DODGE: 77		Quick Rank:	25
CHAR (Charisma): 5		MOVE: 35		Trainability:	200
				Breed TD:	350

Skills: **Ac:** 55, **Ath:** 66, **Cl:** 42, **Co:** 81, **Re:** 187, **Wi:** 154, **Wpn** [Bite]: 53

Secrets: Bestial Quickness, Second Dodge [Ac], Native Son [Wi], Track [Re]

Tactics: Pack (+4) Hit-and-Run Predator. They rove and hunt across the snowy wastes, chasing down prey.

Action Combination:

- **Bite:** +93, **D:** 2d6+14 **C:** 91, **F:** 1, [B]. Snow spiders inject poison when they bite, regardless of whether or not they pierce DR, and it inflicts 5d6+40 HP damage and permanent blindness if you fail a TD 150 P/V Save. Those who do Save suffer temporary blindness for d10 minutes.

Snow Spider Physiology:

- Snow Spiders have an arachnid physiology but do not use silk, being of the roving variety of arachnid.
- They have keen senses and can see clearly in complete darkness, though in black and white. They also pick up ground vibrations within 320 ft.
- Snow Spiders have such a low metabolic rate that Detect Life magic, rituals, or prayers fail completely, as do attempts to detect the ESS of other creatures.
- They are immune to confusion, cold, petrification/stoning, and blindness.
- In the snow, these beings are considered to be invisible.

Lore: They live in snow burrows and ice caves anywhere year-round snow exists. Their eyes resemble true blue star sapphires, and are prized for their like value.



Snow Tiger (4d12 appearing).

Description: Snowy white tiger with translucent blue claws, fangs, and sapphire blue eyes.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness): 15		COORD (Coordination): 32	FEAR: Immune
REF (Reflexes): 17		CF (Count Factor): 34	SHOCK: 98
STR (Strength): 18		MA (Mental Acuity): 22	DISEASE: 16
SIZE: 16		BODY: 52	P/V (Poison/Venom): 132
MASS: 18		APT (Aptitude): 71	
CON (Constitution): 31		LEAD (Leadership): 16	DEF (Defense) (DR - Damage Resistance): 149 (DR:11)
WITS: 17		PER (Perception): 141	MD (Magik DEF) (MR -Magik Resistance): 95 (MR:19)
REAS (Reason): 5		HP (Hit Points): 83	PD (Psychic DEF) (PR - Psychic Resistance): 63 (PR:8)
ESS (Essence): 18			
EGO: 11		DODGE: 52	Quick Rank: 25
CHAR (Charisma): 5		MOVE: 52	Trainability: 75
			Breed TD: 300

Skills: Ac: 90, Ath: 91, Cl: 146, Co: 111, Gu: 87, Mi: 38, Re: 59, Wi: 127, Wpn [bite] 103, Wpn [claw] 83

Secrets: Bestial Quickness, Bowling Charge, Burst of Speed, Combat Maneuvering [Ath], Track [Re], Landmastery [Wi], Vigilance [Re], Kinematics [Ath], Second Dodge [Ac], Stealth [Cl], Dodging Strike [Ac], Retort Dodge [Co], Stealth [Cl]

Tactics: Ambush Predator. These predators dislike heat and attack warm-blooded beings, slaying them and devouring their flesh.

Action Combination:

- **Secrets:** Running Jump Attack [Ac]
- **Jump Attack:** +128, D: 4d6+34, C: 80, F: 5, [B].
Each strike can knock a creature of 66 BODY or smaller, 10 ft + 66 – BODY in distance away (inflicting additional damage equal to the falling damage).
- **Bite Attack:** +137, D: 2d10+18, C: 87, F: 6, [S].
- **Claw Attack:** +96, D: d6+14, C: 90, F: 7, [S].

Snow Tiger Physiology:

- Snow Tigers can make jumps of 50 ft horizontally and 20 ft vertically.
- Snow Tigers are invisible when they stealth, requiring a TD 400 PER check to notice them.
- They can see clearly in complete darkness, though in black and white.
- Snow Tigers are immune to cold and paralysis. They have no MR/PR/DR against fire or heat.

Lore: These things are encountered only in the coldest polar regions.



Spiga (d4 appearing).

Description: Huge spiders with shiny metallic silver, golden, or blue chitin-covered bodies with 13 ruby-colored eyes that glow.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 32	COORD (Coordination): 60	FEAR: Immune
REF (Reflexes): 28	CF (Count Factor): 40	SHOCK: 363
STR (Strength): 74	MA (Mental Acuity): 58	DISEASE: Immune
SIZE: 89	BODY: 307	P/V (Poison/Venom): Immune
MASS: 144	APT (Aptitude): 540	
CON (Constitution): 200	LEAD (Leadership): 103	DEF (Defense) (DR - Damage Resistance): 338 (DR:71)
WITS: 37	PER (Perception): 342	MD (Magik DEF) (MR -Magik Resistance): 431 (MR:87)
REAS (Reason): 21	HP (Hit Points): 507	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 482		
EGO: 70	DODGE: 87	Quick Rank: 100
CHAR (Charisma): 33	MOVE: 85	Trainability: Impossible
		Breed TD: 525

Skills: **Ac:** 123, **Ar:** 143, **Ath:** 236, **Ca:** 190, **Ce:** 186, **Ch:** 200, **Cl:** 133, **Co:** 188, **Cr:** 180, **Gu:** 161, **Re:** 182, **Wi:** 76, **Wpn** [Foreleg]: 192, **Wpn** [Bite]: 176, **Wpn** [Net]: 212

Secrets: Hardened Focus [Ar], Kinematics [Ath], Advanced Parry [Gu], Native Son [Wi] Observation [Re], Intuitive Combatant [Co], Combat Maneuvering [Ath], Retort Dodge [Co], Unfettered [Ch], Energy Feast [Ch], Shadow [Cl], Circle of Eyes [Co], Suspicious Eye [Re]

Tactics: Uncaring, Destructive Predator.

Action Combination: Strikes with two foreleg attacks, a bite, and a silk net. Typically, it will net, then strike and bite prey, though it can split attacks as needed.

- **Secrets:** Spread Attack [Wpn], Flurry [Co – Forelegs only]
- **Forelegs** +252, **D:** 5d6+42, **ER:** XL, **C:** 69, **F:** 1, [B].
- **Bite:** +272, **D:** 4d8+64, **ER:** M, **C:** 73, **F:** 1, [S]. All damage that passes through is considered critical damage, as the Spiga bites it off and immediately consumes it. If it pierces the DR of its victim, it injects TD 500 – BODY of the victim damaging poison. Those who fail the Save suffer 200 – BODY in BODY impairment.
- **Silk Net:** +229, **ER:** 7XL, **C:** 75, **F:** 1, [Man]. The Spiga can net an area 15 ft by 45 ft by 90 ft in size once every 7 melee rounds and drag 320 BODY of beings they catch into it with a normal action. Those captured in the net are considered completely grappled and held.

Magik Capability:

- **Secrets:** Unseen Caster [Ca], War Caster [Ca], On The Fly Ritual [Ce], Procession [Ce].
- Spiga use any OP 8 or less spell, prayer, or ritual. They can use any spell, prayer, or ritual that requires Faith or Mana as long as their APT is equal to any requirement.



Spiga Physiology:

- Spiga have an alien, demon, and arachnid physiology. They don't need to breathe, eat, drink or sleep, though they may do any or all of them.
- Spiga are immune to paralysis, fire, lightning, and stunning effects. Cold, however, inflicts 50% more damage.
- Spiga have a molecular coating on their chitin that keeps anything adhesive, from webs to glue, or even the strongest grip of any being, from holding onto their chitin.
- Spiga can walk on any true surface, regardless of gravity or inclination of angle.

Lore: Spiga originate on the 4th plane of Hell but are occasionally encountered in semi-arid desert areas. They are universally devout followers of Shagrath, the Red Moon Spyder.

Spindizzy (d4 appearing).

Description: It resembles nothing so much as a spider monkey's torso that has 8 leg-arms, with foot-hands spaced equally around it in a double row. These foot-hands have a hard, but flexible, horn covering. It has a fan-like, fleshy hub that acts like a stabilizer opposite its head (on its bottom) and is covered in a velvety, short, brilliant green fur everywhere-except for its palms/soles of its feet and molten gold eyes.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	33	COORD (Coordination):	59	FEAR:	23
REF (Reflexes):	24	CF (Count Factor):	40	SHOCK:	34
STR (Strength):	4	MA (Mental Acuity):	11	DISEASE:	31
SIZE:	13	BODY:	31	P/V (Poison/Venom):	47
MASS:	14	APT (Aptitude):	21		
CON (Constitution):	20	LEAD (Leadership):	14	DEF (Defense) (DR - Damage Resistance):	89 (DR:4)
WITS:	26	PER (Perception):	188	MD (Magik DEF) (MR -Magik Resistance):	62 (MR:1)
REAS (Reason):	3	HP (Hit Points):	51	PD (Psychic DEF) (PR - Psychic Resistance):	21 (PR:2)
ESS (Essence):	8				
EGO:	9	DODGE:	100	Quick Rank:	45
CHAR (Charisma):	5	MOVE:	450	Trainability:	Impossible
				Breed TD:	375

Skills: Ac: 99, Ath: 37, Co: 48, Cl: 68, Cr: 30, Lo: 28, Wi: 45, Wpn [Bite]: 57

Secrets: Sleight of Eye [Cl]

Tactics: Uncaring. Omnivorous, these creatures forage by day, hate Dwarves, and are aggressive only in the defense of their young.

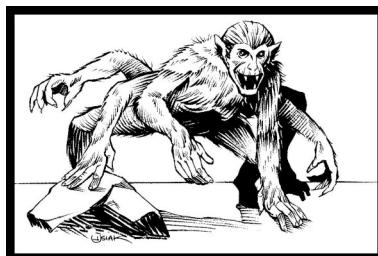
Action Combination: As it passes within 10 ft or less of an object or target, it strikes several hundred times per second. All these strikes count as one single strike for the purposes of DR.

- **Hand Strike:** +792, D: d100+10, C: 37, F: 1, [B].

Spindizzy Physiology:

- Spindizzy can rotate so fast they can only be seen as a blue green blur. It uses this gyroscopic motion to achieve great momentum, and is able to levitate into the air and fly at Move 1000. In flight, they give off a high-pitched electric whine. While spinning and not in motion, the hum is there but nearly inaudible. In motion or flight they can make abrupt right angle turns, move up and down without loss of momentum, or pause and generally make unorthodox moves to go any direction it desires, without having to turn around or fly like any other flyer.
- Spindizzy can sense completely (360 degrees) around themselves while spinning and cannot be ambushed or outmaneuvered during daylight conditions.
- While spinning it can dodge any number of times or attacks, and can dodge anything physical that attacks them. Anything physical that does penetrate still only does half damage.

Lore: It prefers warm (not hot) climates, heavily wooded areas (but not jungles) with abundant water.



S pinthaak (d4 appearing)

Description: 10 ft long giant, spiny land urchin. It changes its color like a chameleon so it reflects its surroundings.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness): 8		COORD (Coordination): 15	FEAR: 23
REF (Reflexes): 7		CF (Count Factor): 19	SHOCK: 34
STR (Strength): 4		MA (Mental Acuity): 11	DISEASE: 31
SIZE: 13		BODY: 31	P/V (Poison/Venom): 47
MASS: 14		APT (Aptitude): 21	
CON (Constitution): 20		LEAD (Leadership): 14	DEF (Defense) (DR - Damage Resistance): 89 (DR:4)
WITS: 12		PER (Perception): 88	MD (Magik DEF) (MR -Magik Resistance): 62 (MR:1)
REAS (Reason): 3		HP (Hit Points): 51	PD (Psychic DEF) (PR - Psychic Resistance): 21 (PR:2)
ESS (Essence): 8			
EGO: 9		DODGE: 9	Quick Rank: 10
CHAR (Charisma): 5		MOVE: 15	Trainability: Impossible
			Breed TD: 180

Skills: Ac: 99, Ath: 37, Co: 48, Cl: 68, Cr: 30, Lo: 28, Wi: 45, Wpn [Bite]: 57

Secrets: Sleight of Eye [Cl]

Tactics: Uncaring. They are herbivores, and they are gentle and placid in nature.

Action Combination: They fire d20 spines directionally (one direction) or at random about them.

- **Spines:** +92 ER: 80, C: 87, F: 1, [P]. Spinthaak have 120 spines total. They rebuild 10 spines or so per day.

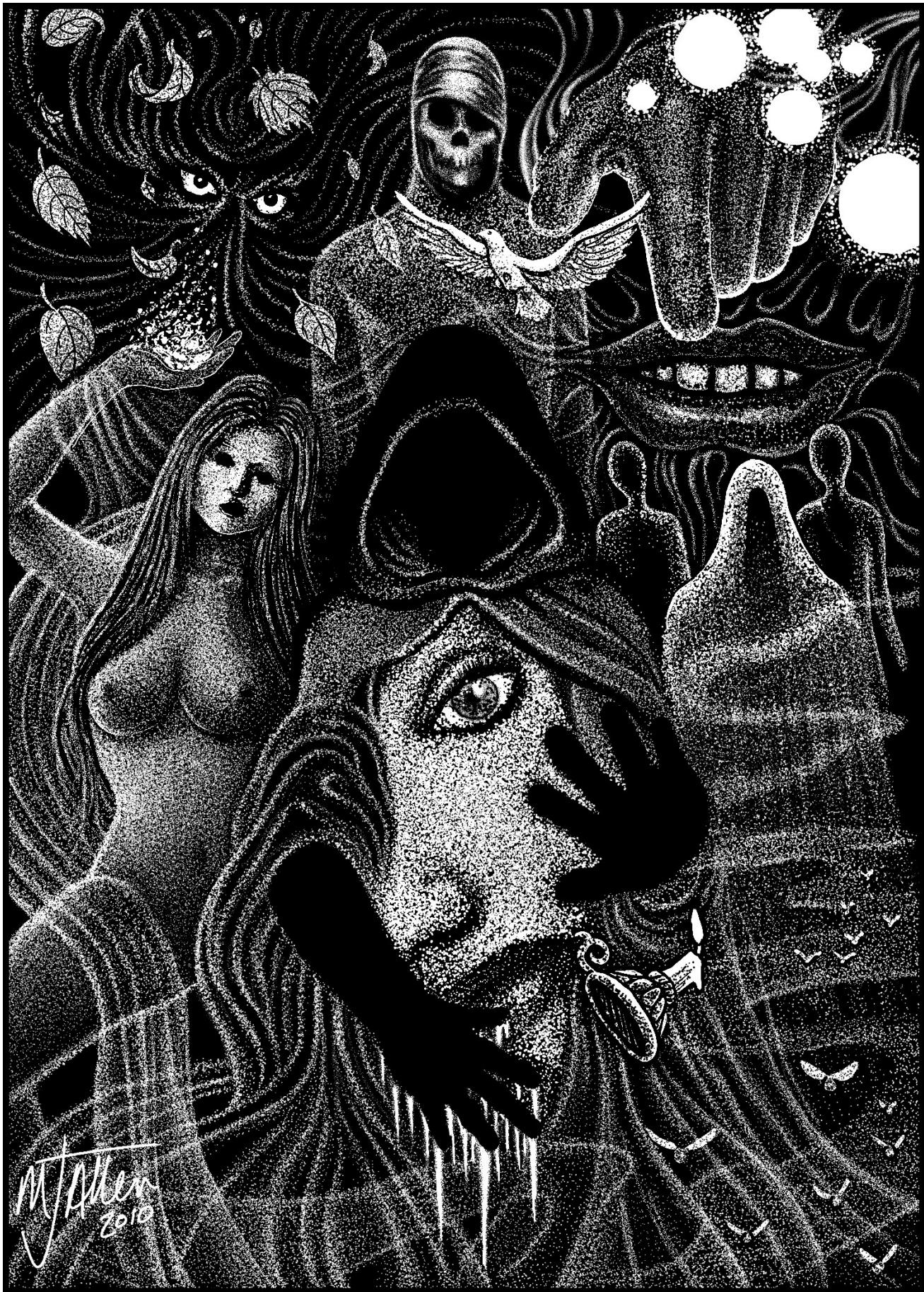
Spinthaak Physiology:

- Spinthaak are animals with a chameleon ability. Motionless, they are 100% invisible to sight and can Shadow Slide (see Clandestine secret) while in their camouflage.
- Spinthaak swim at Move 20 and can move on any slippery surface.

Lore: The flesh of these creature is a delicacy to Dwarves and Hobbits, and they can be found grazing on lichen and moss from rocks near bodies of water.

In 58 CY, the city of Koros in Orguria was besieged by sea and land by a combined army of Pandurians and Misty Isles forces. The attack was constant and lasted two full cycles even though the Pandurians and Misty Isles' forces were reinforced frequently. The Orgurians held out mainly due to one Emily Seguin, whose engineering prowess was nothing short of genius. After the Pandurians attacked by land and nearly stove in the walls, she came up with an idea to form self-reinforcing pylons that reinforced the walls as strongly as they assaulted them. Her next potent device was something akin to a Spinthaak, a cone of metal that spun and released a sea of metal spikes around it to repel invaders. Widely successful, it was only eclipsed by your walking clam shells that ripped open ships and crushed the giant sea beetles the Misty Isles' forces had brought to bear against the city. In the end, her inventions did not save the city but her legacy was preserved and retold in tales, a tribute to her fine engineering.





Spirit (any number can be encountered).

APT: 1 – 5000

Tactics: Uncaring.

General:

- I. Spirits have a spirit physiology and can only be harmed or interacted with by beings that can access or interact with the spirit world. Otherwise, they have no HP, BODY, or tangible form that can be demolished. To interact physically with anything in our world, they must manifest all or some part of their being.
- II. Spirits are a mass of life force and have a finite amount. Each use of their power drains this pool as outlined below. They can use their Channel ability to drain APT out of living creatures and add it to their own. Should a spirit's APT reach zero, it dissipates back into its primal state or is banished to the spirit world.
- III. Spirits associated with an element, emotion, condition or the like gain power when within that element, condition, etc. For example, a spirit of fire gains APT when contained within a fire. A spirit of anger grows in power when living beings around it are expressing anger.
- IV. Spirits communicate via their composition. The spirit of fire speaks as a fire, just as a spirit of the road shows its voice in the patterns of gravel that make up its path, and the spirit of storms speaks with wind, thunder and rain.
- V. Spirits are manifesting or non-manifesting. Non-manifesting beings do not have a material body and must possess or work through a material being in order for their powers to work. A spirit of love, for instance, is non-manifesting. It can haunt an area, infecting any that come into it, but cannot make the area itself love. A spirit of fire is manifesting, however, and it's the opposite, working only externally. Manifesting spirits can convert APT into Aether or into material BODY.
- VI. Some spirits can be internalized and such is noted in their description. Internalized spirits can be hosted in a living being without causing harm to their host. Non-internalized beings can only possess other living beings. Possession slowly erodes the mind, causing 1-EGO impairment daily until the mind breaks. A TD 100 Self Control check prevents this daily loss but the check grows by +1 each day until finally failed and then it resets to TD 100 again. The EGO impairment is not regained until the spirit is dispossessed. Multiple spirits compound this effect; add +15 to the base per additional spirit.
- VII. Incorporeal spirits move quickly, able to cross their APT in feet per CF Action Count if desired.
- VIII. Spirits can possess an area, the living, and the dead, though the dead are easier since they do not have to fight for control. To possess a living being, a spirit has to channel the APT of the living being before it can possess them. It only takes a normal action to possess a dead being. Once done, the spirit is either in control, suppressing the possessed being's sentience, or riding along with the possessed being. Regardless, the being possessed knows it is possessed unless the spirit uses some of its power to hide its possession and presence.
- IX. Manifesting and non-manifesting spirits can influence anything or anyone they possess. The influence is always a reflection of its composition, or in a manner outlined within the spirit writeup.
- X. Spirits are sometimes bound to an area, which is noted with the term localized. Spirits that possess an area become localized by default. Localized beings are defined by an area that they cannot act out of without dispossessing it (if they can). The extent of the localized area is defined by the circumstance of the spirit, such as a murder victim being bound to the site of death or its body; equally, it could be because the spirit is a composite spirit, such as the waterfall example below. Lastly, if a spirit is localized and nothing concrete is defined, it will not be able to act with its powers beyond an area equal to 1 foot per APT.

Nameless –spirits-:

- I. Nameless spirits are without reason, existing out of blind will or need. Spirits born from great events or powerful magik can fall into this category, as do the spirits of emotions and thought. The fall of the City of Lynd, for instance, stirred the spirit world mightily and birthed innumerable nameless spirits of rage, hatred, death, rape, pain and like things. The Library of Huond emits an equally powerful presence, stirring the spirit realm and birthing spirits of knowledge and power just as readily.



- II. Such beings have no motivation beyond what composes them. Intangible things such as greed, knowledge, and the like will mostly likely create non-manifesting incorporeal spirits, though cultural quirks and other variables can change this (see Ghorfarian Rage Spirit as an example).
- III. Nameless spirits can be internalized, though usually only those not born of violence and strife.
- IV. Nameless spirits cannot be banished; they must be channeled away to be destroyed.

Examples of Nameless Spirits:

Ghorfarian Rage Spirit {manifesting} APT: 302-500. Ghorfarian rage spirits manifest as a chilling, nebulous cloud, 23-60 ft in diameter, and lit from within with fast moving slices of light, the reeking stench of rage, and a cloying, spiritual malaise (see influence) that creates a heavy, thick atmosphere that chokes the living. Within the nebulous aether are 18 manifested scything blades that attack any living being that comes within the aether.

- **Influence** {3 APT} – Emote Rage (infects the living with the Rage emotion) and Heavy Atmosphere (living beings are Staggered). All TD are equal to the APT of the spirit.
- **Manifestations** {80 APT} – As description. Lasts until destroyed by physical destruction of the blades. The remainder of its APT is split across its DEF, DR, MD, MR, Dodge, ATK, and DME, and Move is applied to all blades.

Knowledge Spirit {Internalized, non-manifesting} APT: 1-100. A spirit of knowledge is a living force, sentient and intelligent. The spirit has skill ranks equal to its APT, knowledge of a secret (use its APT to determine the secret), or knowledge of a spell, prayer, ritual or like knowledge.

Named –spirits-:

- I. Named spirits are beings that were once alive and have retained some semblance, to greater or lesser extent, of their past lives. They resemble ghost-like, transparent figures of their former self if visible.
- II. Named spirits retain the knowledge, skills, and capabilities of their past lives and can use them when or if they manifest. They may also have virtues and aspects of powers they can apply via their ability to influence or manifest.
- III. Named spirits frequently have some task, emotion, event, or like circumstance that binds them and keeps them from moving on. Frequently more than one of such ties exists. For example, a murder victim might be tied to the place of death, to the resolution of their murder, and to ensuring their younger sibling is raised well. Only by resolving all of these would the spirit move on. Channeling them away or destroying their material form will only disorporate them for a time.

Examples of Named Spirits

Yninc, sailor on the Calyptso Wind {manifesting, localized}. **APT:** 52. Yninc was a sailor on the Calyptso Wind, a fast moving ship that ran the gauntlet across the ocean from Aradnast to Vargalla. He died when the ship was sank by a giant sea serpent near the Horn of Valis that lies west of Vargalla. Unable to rest, as he left behind two daughters in Aradnast, he has haunted the wind and wave-swept shores of the Horn of Valis, bound there until he returns to them and gives them his last words and the inheritance he hid. As long as his cause is unfinished, he will return at the rate of 3 APT per day unless channeled away or destroyed.

- **Influence:** Yninc can only influence when someone is on the Horn of Valis or if he possesses a living being. He can speak {no APT cost} or Virtue: Convey Knowledge {1 APT} or curse {3 APT} and can curse any living being or object.

Zaenfalit, Spirit of the Thorg {Non-manifesting, internalized}. **APT:** 34. Zaenfalit was one of many thorg slain by death ogres on the savanna. Her spirit could not rest afterward, and when called upon by the Echino-aoei medicine men, she has hunted them since.

- **Influence:** Zaenfalit influences only when internalized and can provide the following Virtues: {1 APT} Quickness (+5 CF), {1 APT} Speed (+20 Move)
- **Manifestation:** Zaenfalit manifests only when internalized and then only to form the physical changes required for the following Aspect: {3 APT} Thorg Form (1 minute transformation)



Animate Powers –spirits-:

I. Animate powers are spiritual representations of things such as fire, wind, darkness, and death, and are considered the equivalent of spiritual elementals for the concept they represent. They can also be composite powers whose composition is made up of many things that bind into one entity.

Example of Animate Powers:

Nameless Animate Power (Spirit) of Fire. APT: 53. Nameless spirit of fire born from a great conflagration of trees in the Sardonyx Mountains, which reside in northern Viruelandia, during the War of the Wandering Star. It has no identity and intent other than its fiery desire.

- **Manifestation:** {1 APT}. It must manifest to affect other beings. It is and acts like a miniature elemental of fire. Opposing elements drain its APT on a 1 for 1 basis and, if reduced to 1 APT, it will escape to the spirit world. It must be channeled to be truly destroyed.

Typed –spirits-:

I. Type spirits are named spirits with powerful identities that seek to interact or mold the world as they did during life. Beyond this, however, typed spirits are claimed by a deity, immortal, or a gestalt of living beings, such as a tribe or nation of people; or a spirit of immense power, such as a Syzygy or an Egregore. The influence these beings have placed on them have changed the spirits, for good or bad, into something more than they were.

Examples of Typed Spirits:

Weohstan, Ancestral Spirit of the Fire Mane Blood Orcs. {internalized, non-manifesting}. APT: 117. A proud warrior and chief to the Fire Mane Blood Orcs, Weohstan chose not to rest upon his death on the plains in Aradnast, but to continue to fight his eternal plains running foes from beyond the grave. Weohstan is irritable and hasty to anger, but otherwise wise in his counsel on matters of battle, hunting, and organization.

- **Influence:** Weohstan influences only when internalized and can provide the following Virtues
 - * {1 APT} Battle Wisdom (+20 bonus to Combat skill checks)
 - * {1 APT} Soldier's Wisdom (+20 bonus to Military skill checks)
 - * {1 APT} Chief's Wisdom (+20 bonus to Wilderness skill Checks)
 - * {1 APT} Hunter's Wisdom (+20 bonus to Recon skill Checks)

Humr, Flygjur animal spirit of Woten. {Non-manifesting, internalized.} APT: 23. Once the harmless but annoying spirit of a crow, but changed by the touch of Woten into a Flygjur, one of his minions in the world. Humr is feisty, impetuous, never sleeping but neither always communicative.

- **Influence:** Humr influences only when internalized and can provide the following Virtues:
 - * {1 APT} Cunning Wit (+20 bonus to Intel skill checks)
 - * {1 APT} Watchful (+30 bonus to PER)
 - * {1 APT} Agile (+15 Dodge bonus)

Rindrcha, Voror spirit of the Disir of Woten. {internalized}. APT: 73. Rindrcha was a powerful servant of Woten in life and chose to continue on as one in death, as well. Originally accounted as one of the many Einherjar, Rindrcha was given to become a guardian Voror, a task he has accepted. However, seeing this as a demotion, he has chosen a vow of silence to not speak the deeds that led to his appointment as Voror. Rindrcha is mute, rarely interferes with his charge, and then in subtle ways as much as possible. As long as his charged survives, Rindrcha cannot be channeled away, banished or destroyed. If drained of all APT, he will rise again at full APT in a day's time. If separated, torn free, or destroyed in some manner, he returns at full strength the next morning as long as his charge lives.

- **Influence:** Rindrcha influences only when internalized and can provide the following Virtues:
 - * {1 APT} Great Power (+30 bonus to BODY)
 - * {1 APT} Strong Resistance (+5 bonus to DR and MR)
 - * {1 APT} Ritual Help (+30 Ceremony skill bonus)
- **Manifestation:** Rindrcha manifests only when internalized and then only to take the shadow of the being he is charged to protect with the following Aspects:



* {3 APT} Walking Shadow. Rindrcha animates the shadow of his charge, able to do all his charge can do via the shadow, including separating from the being he's guarding to act. Rindrcha rarely does this, as he despises overt actions of this nature.

* {10 APT} Life Ward. Rindrcha flows into his charge's shadow, absorbing damage in his place. Consumes 1 APT per HP, attribute, or characteristic point absorbed.

Demiurge -spirits-:

I. Demiurges are spiritual representations of the elemental forces. They are alive, sentient, and aware, acting with intelligence and reason. They represent concepts of nature given animate power, and act with a vast strength beyond that of normal animate powers. Demiurges, when met, resemble the elements they represent and can be a terrible foe, a wondrous ally, or an uncaring watcher.

Example:

Elkadescaan, Demiurge of the Waterfall of the Star Filled Trees {localized}. APT: 2728. Elkadescaan was born out of the mingling of animate powers and the lingering remnants of Seelie Faerie magik over time. She is a thoughtful, slow thinker that interacts little in the affairs of mortals, immortals, or gods. Generally “feminine” in act and thought, the waterfall cares well for its own little domain, and, for all her indifference, will mettle from time to time in the affairs of those around her. Several tribes in the Star Filled Trees worship her, much to her amusement, and they more than any have born her good and bad temper, and one even holds her as a tribal spirit, able to call upon her for assistance.

- **Influence:** Elkadescaan can influence anything within a half-mile of the waterfall.

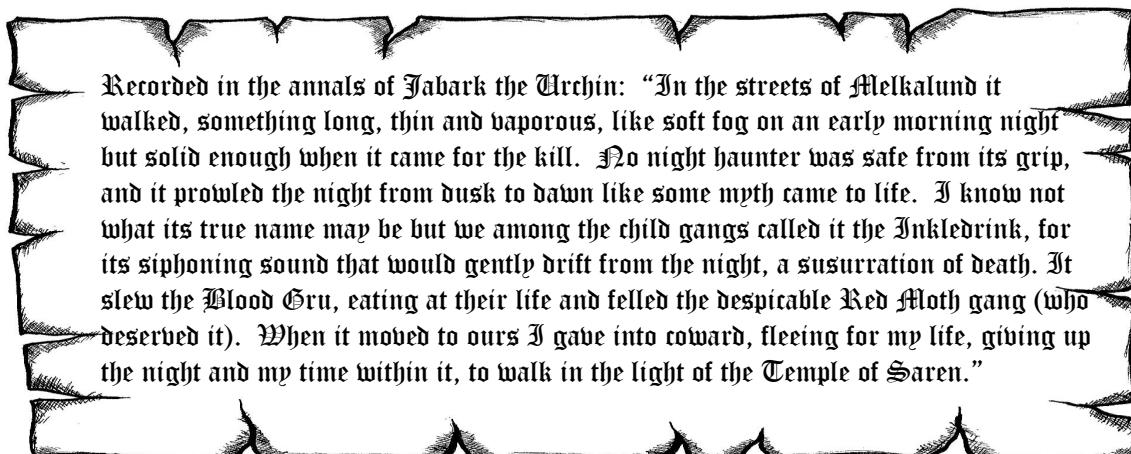
* {variable APT} Elkadescaan can replicate the effect of any ritual, spell or prayer not oppositely aligned to water, wood, earth or wind elements up to OP 8, paying 1 APT per OP and 1 APT for any Faith required.

* {variable APT} Elkadescaan can replicate the effect of any ritual secret not oppositely aligned to water, wood, earth or wind elements of Expert level or lower, paying 2 APT per skill tier.

* {2 APT} Elkadescaan can bring forth any emotional or mental state in any number of living beings, as long as their total MA is not greater than her APT.

*{10 APT} Elkadescaan can replicate the powers of an elemental of wood, earth, or wind for one minute. She can replicate the powers of a water elemental for 5 APT instead of 10 APT and it lasts for 10 minutes.

- **Manifestation:** Elkadescaan can manifest a weaker version of herself within the water, tree, earth, or wind elements, giving up to 100 APT to any single entity. This entity is treated like a Demiurge, with the appropriate amount of power. Any entities split off are independent, but follow the orders given by Elkadescaan.



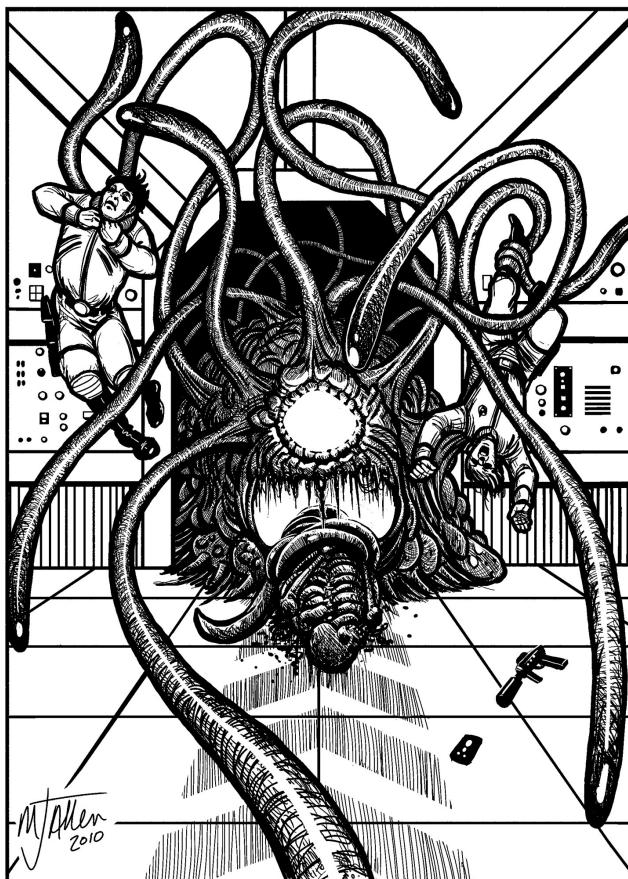
Star Spider (1 appearing).

Description: Flailing tentacles, a single glaring eye lit like a burning sun, and a howling, sucking wind make exact description impossible, save for the fact that it is around 10 ft long and each tentacle is 13 ft.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 14	COORD (Coordination): 30	FEAR: Immune
REF (Reflexes): 15	CF (Count Factor): 30	SHOCK: Immune
STR (Strength): 179	MA (Mental Acuity): 69	DISEASE: Immune
SIZE: 38	BODY: 734	P/V (Poison/Venom): Immune
MASS: 515	APT (Aptitude): 1069	
CON (Constitution): 100	LEAD (Leadership): 67	DEF (Defense) (DR - Damage Resistance): 152 (DR:46)
WITS: 15	PER (Perception): 120	MD (Magik DEF) (MR -Magik Resistance): 82 (MR:28)
REAS (Reason): 54	HP (Hit Points): 834	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 1048	DODGE: 0	Quick Rank: 10
EGO: 66	MOVE: SEE BELOW	Trainability: Impossible
CHAR (Charisma): 1		Breed TD: Impossible

Skills: Ath: 170, Ch: 1000, Mi: 108, Re: 287, Wpn [Tentacles]: 125

Secrets: Unfettered [Ch]



Tactics: Uncaring Predator. It devours anything it sees as prey. If any living being escapes this creature, it will haunt their dreams until it really does come for them (usually d10+3 days).

Action Combination: d20+4 tentacles strike towards prey within reach and attempt to draw it into its gaping maw.

- **Secrets:** Spread Attack [Wpn]
- **Tentacles:** +203, **ER:** XL, **D:** 2d6+21 **C:** 100, **F:** 1, [B]. The tentacles immediately grab anything they strike (whether they do damage or not). On the next CF Action Count they attempt to throw anything held into its mouth (opposed Athletics to stop). Those who stop this motion are constricted for 4d6+30 HP damage. Each tentacle that grabs a foe adds +50 to the opposed Athletics check to throw them into its mouth.
- **Mouth:** Its mouth is like the open door to a blast furnace, generating tremendous howling wind suction to a 30 ft range; all up to 45 BODY and 14 STR are unable to resist. Those up to 65 BODY and 18 STR are pulled slowly toward the mouth at a rate of 1 ft per CF Count. All sucked into this inferno or shoved in by the tentacles are consumed in a bath of heat, radiation, and atom-crushing energy at a rate of 100 BODY per 10 CF Counts. The soul is also devoured simultaneously, so even spirits are vulnerable to its attack. Those of 100 APT or less are sucked in immediately while those up to 200 APT are drawn slowly to it, losing 10 APT per 5 CF Counts until sucked inside and destroyed. Elementals are as vulnerable as spirits, suffering the same fate.

Star Spider Physiology:

- Star Spiders have an alien physiology and true regenerate any damage, HP, attribute, characteristic, etc. at a rate of 5 HP/2 attribute/characteristic damage per 10 CF Counts. Any form of energy, from lasers to lightning strikes, adds to its HP on a 1-for-1 basis. However, if their single eye is pierced or shattered, it will go limp and fade into nothingness in d6 melee rounds.
- Star Spiders have such a low metabolic rate that Detect Life magic, rituals, or prayers fail completely as do attempts to detect the ESS of other creatures.
- Star Spiders move by means of dimensional relocation. It takes them only a melee round to shift locations and they are immune to nexus shear, nexus entropy/explosion and other forms of nexus instability, including the powers of nexus wizards.
- Star Spiders can find the unique mental fingerprint of any being they have encountered, regardless of where/how far they are from the Star Spider, in d10+3 days.
- They are immune to confusion, fear, hypnosis, sonics, heat, cold, vacuum, radiation, light attacks, status effects and conditions, and petrification/stoning. Star Spiders are immune to things that normally affect the mind, body, conscious or emotions of living creatures.
- Star Spiders do not sleep, eat, or breathe.
- Star Spiders are invisible to spectrums of detection that rely on sound (sonar), radio waves (radar), light (lidar), thermal (temperature sensors), gas, etc.

Lore: This creature is normally found in space, in abandoned or wrecked space ships, outposts, etc. but will occasionally appear whenever a mystic gate or portal is opened.



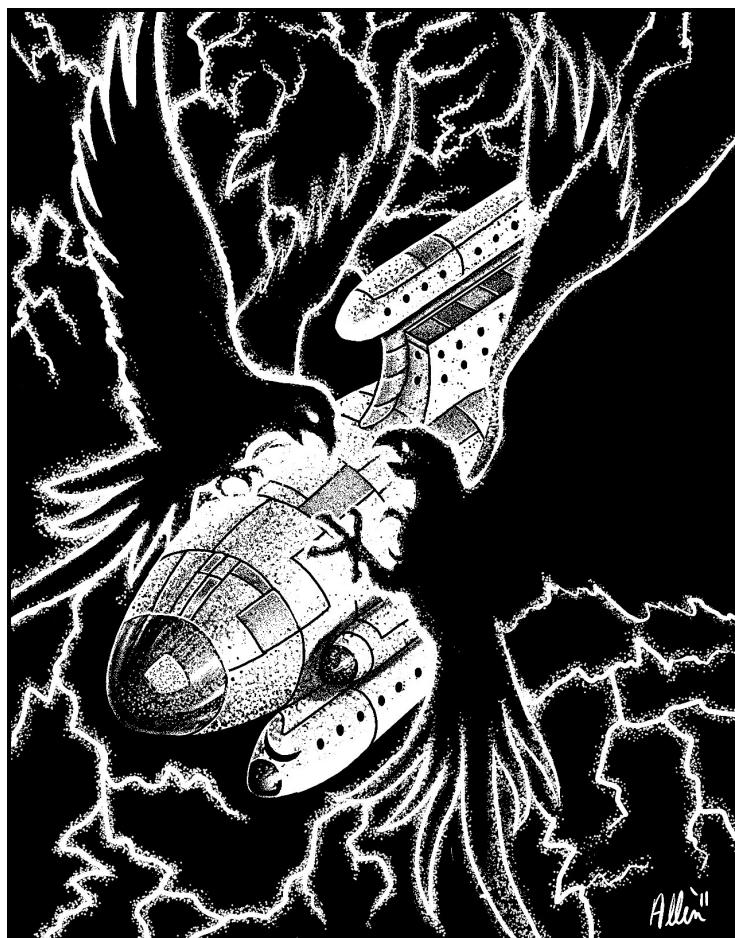
Storm Birds

Description: Eagle-like birds of prey with brilliant blue feathers, silver beak and claws, and glowing yellow eyes. They are always surrounded by lightning and swirling winds.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	40	COORD (Coordination):	68	FEAR:	61
REF (Reflexes):	28	CF (Count Factor):	38	SHOCK:	78
STR (Strength):	55	MA (Mental Acuity):	21	DISEASE:	29
SIZE:	64	BODY:	157	P/V (Poison/Venom):	92
MASS:	38	APT (Aptitude):	210		
CON (Constitution):	267	LEAD (Leadership):	59	DEF (Defense) (DR - Damage Resistance):	305 (DR:28)
WITS:	10	PER (Perception):	378	MD (Magik DEF) (MR -Magik Resistance):	239 (MR:50)
REAS (Reason):	11	HP (Hit Points):	424	PD (Psychic DEF) (PR - Psychic Resistance):	152 (PR:20)
ESS (Essence):	158				
EGO:	40	DODGE:	100	Quick Rank:	15
CHAR (Charisma):	19	MOVE:	180	Trainability:	Impossible
				Breed TD:	290

Skills: Ac: 303, Ar: 59, Ath: 158, Ch: 186, Cl: 173, Co: 254, Wpn [Claw]: 157, Wpn [Beak]: 159, Wpn [Wing]: 122

Secrets: Bestial Quickness, Sleight of Eye [Cl], Guile [Cl], Stealth [Cl], Second Dodge [Ac], Dodging Strike [Ac], Retort Dodge [Ac], Dizzying Dance [Ac], Tumbling [Ac], Kinematics [Ath],



Tactics: Hit-and-Run, Ambush Pack (+3) Predator. Storm Birds tend to strike in unison, using tactical advantage to assist one another and strip foes of armor, shields, weapon and so forth while using hit and run maneuvers to wear them down. They enjoy herding and slowing killing prey but will adjust rapidly to situations.

Action Combination: Storm Birds can use all their weapons on one or more foes and frequently spin attack to strike with their claws then attack with beak and wings.

- **Secrets:** Hamstring [Co], Gash [Co], Spread Attack [Wpn], Spin Attack [Wpn - Claws]
- **Beak:** +186, **D:** 5d6+44, **ER:** L, **C:** 76, **F:** 1, [P]. It can do the listed damage or generate an electric jolt that shocks for 5d20+20 HP damage and Stuns on a TD 150+DME inflicted Shock Save. It can only do this every other CF Action Count and only when not shocking with its claws.
- **Claw:** +184, **D:** 3d6+39, **ER:** L, **C:** 80, **F:** 1, [S]. It can do the listed damage or generate an electric jolt that shocks for 5d20+20 HP damage and Stuns on a TD 150+DME inflicted Shock Save. It can only do this every other CF Action Count and only when not shocking with its Bite.
- **Wing:** +137, **D:** 2d6+9, **ER:** M, **C:** 95, **F:** 3, [B].
- **Storm Winds:** It can also generate a howling, spectral wind about itself (but cannot use its wing buffet while doing so), calling forth the storm winds from the hells, providing 100% concealment against melee attacks; 100% miss chance for physical missile attacks; and a +100 DEF, MD, and PD bonus. These winds extend out 20 ft around the Storm Bird and force anything in them to take TD 250 Athletics/Acrobatics checks to do anything when in them or they fail at the action.
- **Wind Lift:** Instead of generating Storm Winds they can use their winds to speed their movement, allowing them to move at 900 ft in the air instead.

Storm Bird Physiology:

- Storm Birds have an alien and demon physiology, except they do not regenerate like demons normally do.
- Storm Birds are immune to wind, cold, fire, sonics, electricity, and storm effects.
- Storms Birds can carry double their BODY in weight and have Move 30 on the ground.

Lore: Originally from the 6th plane of hell, these birds can occasionally be found up near the Arctic Circle, where they hunt the great reindeer herds.



Sun Bear (d8 appearing).

Description: 9 ft tall copper-gold Kodiak bear-like creature with eyes like pools of black tar.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 29	COORD (Coordination): 45	FEAR: 92
REF (Reflexes): 16	CF (Count Factor): 37	SHOCK: 134
STR (Strength): 25	MA (Mental Acuity): 27	DISEASE: Immune
SIZE: 16	BODY: 63	P/V (Poison/Venom): Immune
MASS: 22	APT (Aptitude): 85	
CON (Constitution): 50	LEAD (Leadership): 26	DEF (Defense) (DR - Damage Resistance): 89 (DR:16)
WITS: 21	PER (Perception): 141	MD (Magik DEF) (MR -Magik Resistance): 39 (MR:21)
REAS (Reason): 6	HP (Hit Points): 113	PD (Psychic DEF) (PR - Psychic Resistance): 114 (PR:6)
ESS (Essence): 58		
EGO: 11	DODGE: 83	Quick Rank: 25
CHAR (Charisma): 15	MOVE: 20	Trainability: Impossible
		Breed TD: 450

Skills: Ac: 26, Ath: 184, BK: 24, Cl: 59, Co: 101, Gu: 63, Mi: 32, Re: 62, SC: 50, Wi: 107, Wpn [Bite]: 84, Wpn [Claw]: 73

Secrets: Bestial Quickness, Bowling Charge, Burst of Speed, Combat Maneuvering [Ath], Track [Re], Landmastery [Wi]

Tactics: Destructive Predator.

Action Combination:

- Bite:** +131, D: 2d10+18, C: 87, F: 6, [S]. Their saliva causes anything to burst into flame and burn for 2d4+4 HP damage, every 5 CF Counts, for 5-40 CF Counts. The flame can only be extinguished by its blood or combination cure critical wounds and cure disease rituals.
- Claw:** +113, D: d6+14, C: 90, F: 7, [S]. Additionally, they inflict their body heat damage.

Sun Bear Physiology:

- Sun Bears have an alien and elemental (fire) physiology.
- Sun Bears emanate vast heat, inflict d4+4 HP damage to anything that comes within 10 ft, and ignites flammable material instantly.
- Sun Bears are immune to fire, heat, and light damage.
- They are Move 80 in magma or similar fluids.

Lore: Found only near active volcanoes or pools of magma.



Sun Bug (20-500 appearing).
Description: One-inch long

 Description: One-inch long ruby colored beetle that flies in swarms.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	9	COORD (Coordination):	15	FEAR:	2
REF (Reflexes):	6	CF (Count Factor):	13	SHOCK:	4
STR (Strength):	1	MA (Mental Acuity):	2	DISEASE:	12
SIZE:	1	BODY:	3	P/V (Poison/Venom):	11
MASS:	1	APT (Aptitude):	5		
CON (Constitution):	1	LEAD (Leadership):	3	DEF (Defense) (DR - Damage Resistance):	9 (DR:0)
WITS:	7	PER (Perception):	33	MD (Magik DEF) (MR -Magik Resistance):	9 (MR:0)
REAS (Reason):	1	HP (Hit Points):	4	PD (Psychic DEF) (PR - Psychic Resistance):	4 (PR:0)
ESS (Essence):	1				
EGO:	1	DODGE:	53	Quick Rank:	1
CHAR (Charisma):	2	MOVE:	20	Trainability:	Impossible
				Breed TD:	250

Skills: Ac: 76, Ath: 54, Cl: 35, Re: 61, Wi: 37

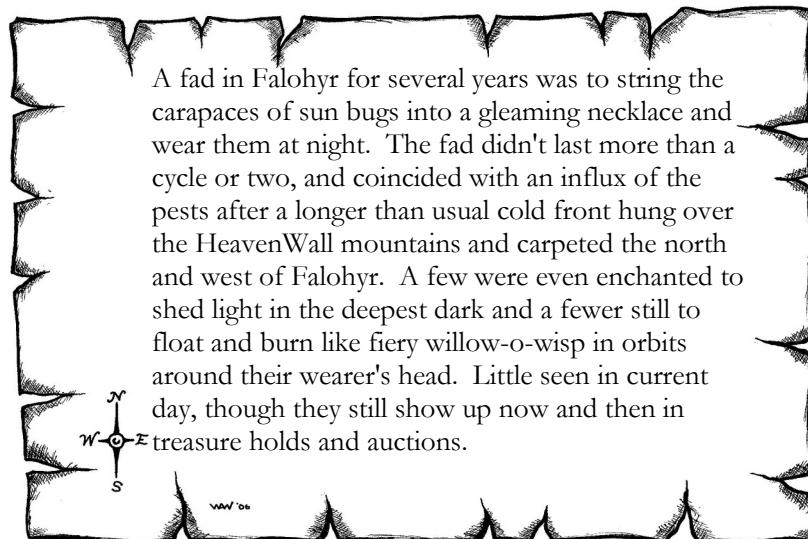
Secrets: Combat Maneuvering [Ath]

Tactics: Destructive Swarm (+1). These bugs fly in swarms. When they hit or make contact enough to inflict 1-HP damage, they explode in a 5 ft diameter fireball that inflicts d20 HP. In a given 5 ft area, at least 2d20 more bugs are present, so they tend to explode in a series of chain reactions. Anyone in the blast must make a TD 150 Shock Save or they are blinded by the flash explosion for d6 melee rounds.

Sun Bug Physiology:

- Sun Bugs have an insect physiology and are Move 10 on the ground.

Lore: Found most anywhere, though most often in the tropics and around places of great heat or humidity.



Sunderlegs (1 appearing).

Description: A long, armored, alligator-like body with 10 chitin-covered spider's legs and a pair of huge beetle-like mandibles. It has clusters of spider-like eyes in two trios on either upper side of its long head. It is splotchy greenish-gray overall, with an ocher-yellow underside. It has black mandibles, teeth and claws. The eyes are a dull red.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 33	COORD (Coordination): 59	FEAR: Immune
REF (Reflexes): 24	CF (Count Factor): 40	SHOCK: 340
STR (Strength): 4	MA (Mental Acuity): 11	DISEASE: Immune
SIZE: 13	BODY: 31	P/V (Poison/Venom): Immune
MASS: 14	APT (Aptitude): 21	
CON (Constitution): 20	LEAD (Leadership): 14	DEF (Defense) (DR - Damage Resistance): 89 (DR:4)
WITS: 26	PER (Perception): 188	MD (Magik DEF) (MR -Magik Resistance): 62 (MR:1)
REAS (Reason): 3	HP (Hit Points): 51	PD (Psychic DEF) (PR - Psychic Resistance): 21 (PR:2)
ESS (Essence): 8		
EGO: 9	DODGE: 100	Quick Rank: 45
CHAR (Charisma): 5	MOVE: 450	Trainability: Impossible
		Breed TD: 375

Skills: **Ac:** 99, **Ath:** 37, **Co:** 48, **Cl:** 68, **Cr:** 30, **Lo:** 28, **Wi:** 45, **Wpn** [Mandibles]: 109, **Wpn** [Tail]: 111, **Wpn** [Claws]: 88

Secrets: Sleight of Eye [Cl]

Tactics: Uncaring Destructive. Omnivorous, these things tend to devour or chase away all life in a 3 mile radius and then move on to a new location.

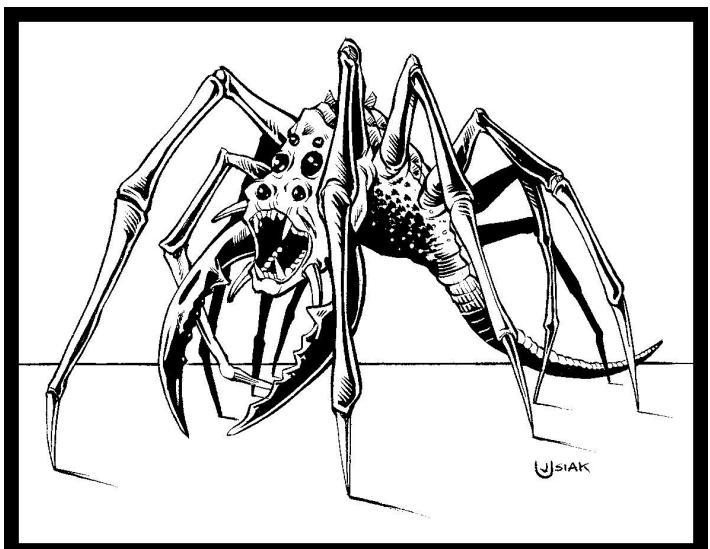
Action Combination:

- **Mandibles:** +152, **D:** d20+50, **C:** 87, **F:** 1, [B].
- **Tail Bash:** +161, **D:** 3d10+48, **C:** 37, **F:** 1, [B] or **Sting:** **D:** d10+16, **C:** 84, **F:** 1, [P]. It injects a paralytic poison that paralyzes any creature of 55 BODY or less for 100 – BODY in minutes. Larger creatures get a TD 300 – BODY Save to avoid the effects.
- **(in water only) Claws:** +134, **D:** 3d6+19, **C:** 91, **F:** 1, [S].

Sunderlegs Physiology:

- Sunderlegs have an alien physiology and are amphibious, able to go to depths of 300 ft without trouble.
- Sunderlegs are immune to stoning/petrification, paralysis, slowing (CF), and acids (external only). They ignore hard radiation and the effects of radiation.
- Sunderlegs live to be 2000 years old.

Lore: The result of radiation released during the Interstellar Wars, these beings are thankfully few in number and solitary. They live near large bodies of fresh water (though they tolerate salt water) in the the dank and jungle areas of the world.



Tarakk (d6 appearing).

Description: A cross between a small dragon and a large, horned lizard. It's wingless and changes color like a chameleon. It's more lizard-like overall, similar to a komodo dragon except the spine and tail scales are upright, spearhead shaped, and can be fired from its body in a hemisphere (usually done when pressed). Its head is also larger, with a squared, blunt head and long neck.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 18	COORD (Coordination): 32	FEAR: 184
REF (Reflexes): 14	CF (Count Factor): 30	SHOCK: 311
STR (Strength): 74	MA (Mental Acuity): 20	DISEASE: 55
SIZE: 44	BODY: 229	P/V (Poison/Venom): 268
MASS: 111	APT (Aptitude): 112	
CON (Constitution): 56	LEAD (Leadership): 14	DEF (Defense) (DR - Damage Resistance): 149 (DR:44)
WITS: 16	PER (Perception): 173	MD (Magik DEF) (MR -Magik Resistance): 282 (MR:41)
REAS (Reason): 4	HP (Hit Points): 285	PD (Psychic DEF) (PR - Psychic Resistance): 121 (PR:12)
ESS (Essence): 90		
EGO: 9	DODGE: 41	Quick Rank: 25
CHAR (Charisma): 5	MOVE: 48	Trainability: Impossible
		Breed TD: Impossible

Skills: **Ac:** 79, **Ath:** 337, **Co:** 94, **Cl:** 68, **Cr:** 30, **Lo:** 28, **So:** 18, **Wi:** 85, **Wpn** [Claw]: 109, **Wpn** [Tail]: 111, **Wpn** [Bite]: 88

Secrets: Sleight of Eye [Cl], Bowling Charge, Bestial Quickness, Cornered Beast,

Tactics: Uncaring Destructive. Omnivorous, though it prefers horse flesh. Commonly attacks from ambush, where it burrows into the ground, leaving only its eyes and nose above ground.

Action Combination: Tarakk attack with two claws, a tail, and a bite, or their breath weapon instead of the bite.

- **Secrets:** Spread Attack [Wpn]
- **Claws:** +152, **D:** 3d6+30, **C:** 73, **F:** 2, [S].
- **Bite:** +161, **D:** 3d20+38, **C:** 82, **F:** 1, [S].
- **Tail:** +161, **D:** 3d10+22, **C:** 97, **F:** 3, [B].
- **Breath Fire:** +206 {versus MD}, **D:** 3d20+60, in a cone out to 90 ft long and 15 ft wide. If they breathe fire, they cannot bite that CF Action Count. They can only use it four times a day and then only once per melee round.

Action Combination: Once per day it can shoot its tail and spine scales in a hemisphere, out to a 60 ft range. Every 5 ft cube around them is hit with d10 scales.

- **Secrets:** Secret Attack [Wpn]
- **Fire Tail and Spine Scales:** +227, **D:** 2d10+16, **C:** 84, **F:** 1, [P].

Tarakk Physiology:

- Tarakk have a dragon physiology and are amphibious, able to go to depths of 200 ft without trouble.
- Tarakk are immune to fire and heat.
- Tarakk can burrow at Move 50 through all earth but stone.

Lore: They can be found near, but not inside swamps, bogs and the like.



Teng (50-5000 appearing).

Description: Four to seven-inch long, black, arrow-shaped beetles.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	11	COORD (Coordination):	27	FEAR:	Immune
REF (Reflexes):	16	CF (Count Factor):	31	SHOCK:	150
STR (Strength):	1	MA (Mental Acuity):	2	DISEASE:	46
SIZE:	1	BODY:	3	P/V (Poison/Venom):	51
MASS:	1	APT (Aptitude):	33		
CON (Constitution):	12	LEAD (Leadership):	8	DEF (Defense) (DR - Damage Resistance):	39 (DR:14)
WITS:	15	PER (Perception):	99	MD (Magik DEF) (MR -Magik Resistance):	21 (MR:0)
REAS (Reason):	1	HP (Hit Points):	15	PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence):	17				
EGO:	4	DODGE:	75	Quick Rank:	7
CHAR (Charisma):	4	MOVE:	120	Trainability:	Impossible
				Breed TD:	325

Skills: Ac: 66, Ath: 49, Cl: 54, Re: 81, Wi: 55, Wpn [Charge]:

Secrets: Combat Maneuvering [Ath], Burst of Speed

Tactics: Destructive Swarm (+1). Smoke confuses them and they never fly in the dark unless compelled by magikal force.

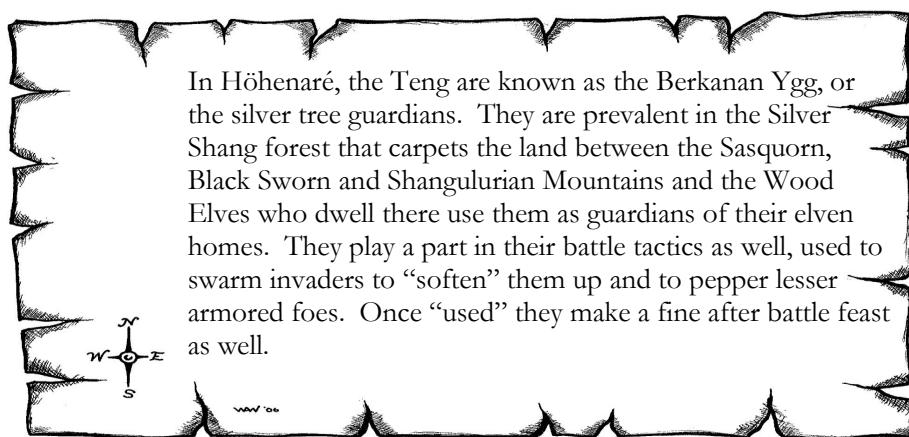
Action Combination: These bugs fly in swarms and hurl themselves towards any warm or moving target, attacking like living cross bolts, destroying them on contact. 2D20 of them will fling themselves at any single target within 250 ft of the swarm.

- **Charge Attack:** +31, **D:** 3d6+5, **C:** 82, **F:** 1, [P].

Teng Physiology:

- Tengs have an insect physiology and are Move 10 on the ground.

Lore: Found most anywhere, though most often underground.



T

hermite (2d20 appearing).

Description: Glowing, reddish-yellow, giant warrior termites that are 12 ft long.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness):	7	COORD (Coordination):	19
REF (Reflexes):	12	CF (Count Factor):	22
STR (Strength):	58	MA (Mental Acuity):	13
SIZE:	22	BODY:	156
MASS:	76	APT (Aptitude):	75
CON (Constitution):	120	LEAD (Leadership):	31
WITS:	10	PER (Perception):	99
REAS (Reason):	3	HP (Hit Points):	276
ESS (Essence):	62		
EGO:	17	DODGE:	27
CHAR (Charisma):	14	MOVE:	20
		FEAR:	Immune
		SHOCK:	290
		DISEASE:	86
		P/V (Poison/Venom):	Immune
		DEF (Defense) (DR - Damage Resistance):	39 (DR:14)
		MD (Magik DEF) (MR -Magik Resistance):	21 (MR:0)
		PD (Psychic DEF) (PR - Psychic Resistance):	Immune
		Quick Rank:	25
		Trainability:	Impossible
		Breed TD:	400

Skills: Ac: 66, Ath: 155, Co: 54, Gu: 33, Re: 43, Wi: 72, Wpn [Bite]: 68

Secrets: Burst of Speed, Bowling Charge, Combat Maneuvering [Ath]

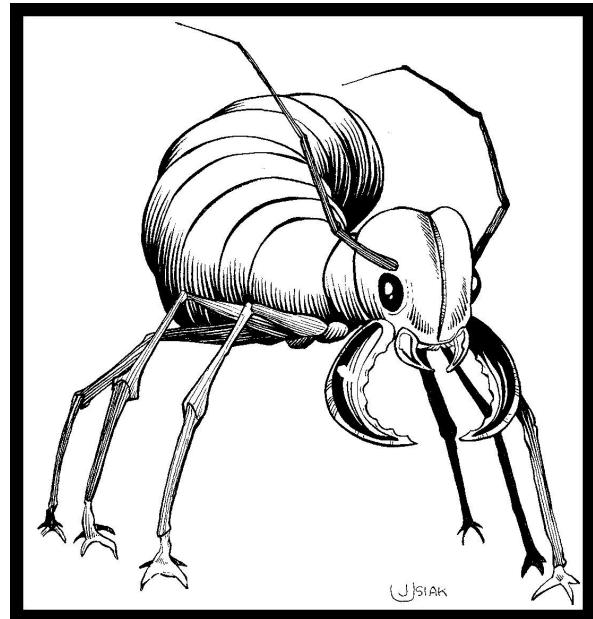
Tactics: Destructive, Herd (+1) Predator. Thermites are very aggressive and attack anything they think is invading their turf.

Attack Combination: Thermites bite and grapple, as well as bash with their large bodies.

- **Secrets:** Side Swipe [Sav], Hard Hit (+13 DME)
- **Bite** +104, D: 2d8+32, ER: XL, C: 76, F: 2, [S].

Thermite Physiology:

- Thermites have an insect and fire elemental physiology, but only regenerate if in a fiery element and cannot be banished. While elemental in nature, they have a physical body that can be harmed with physical weapons.
- Thermites emit heat, burning anything by touch for 3d4+6 HP damage.
- Thermites are immune to heat, fire, electricity, lightning, gas or poisonous gas, and liquid stone/magma. They take double damage from cold or ice.
- Thermites can burrow through ground at Move 60 and solid rock at Move 20.



Lore: Thermites dwell in active volcanoes.



T

horg (50% chance of a mated pair; otherwise, d20 appear).

Description: Golden, six-legged hunting cats.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	22	COORD (Coordination):	44	FEAR:	Immune
REF (Reflexes):	22	CF (Count Factor):	38	SHOCK:	144
STR (Strength):	28	MA (Mental Acuity):	23	DISEASE:	69
SIZE:	19	BODY:	78	P/V (Poison/Venom):	98
MASS:	30	APT (Aptitude):	68		
CON (Constitution):	82	LEAD (Leadership):	27	DEF (Defense) (DR - Damage Resistance):	146 (DR:11)
WITS:	16	PER (Perception):	188	MD (Magik DEF) (MR -Magik Resistance):	91 (MR:12)
REAS (Reason):	7	HP (Hit Points):	160	PD (Psychic DEF) (PR - Psychic Resistance):	73 (PR:14)
ESS (Essence):	45				
EGO:	11	DODGE:	84	Quick Rank:	25
CHAR (Charisma):	16	MOVE:	80	Trainability:	300
				Breed TD:	175

Skills: **Ac:** 116, **Ath:** 125, **BK:** 55, **Cl:** 112, **Co:** 120, **Cr:** 33, **Gu:** 55, **Mi:** 46, **Re:** 123, **Wi:** 99, **Wpn** [Claw]: 96, **Wpn** [Bite]: 121

Secrets: Bestial Quickness, Bowling Charge, Burst of Speed, Second Dodge [Ac], Leap Attack [Ac], Track [Re], , Proprioception [Ath], Untamed Step [Ac], Tactical Coordination [Co], Fast Mover [Ath], Free Climb [Ath], Circle of Eyes [Co], Retort Dodge [Co]

Tactics: Uncaring Destructive Pack (+3) Predator. They use standard pack tactics to exhaust and then kill prey.

Action Combination: Thorg attack with all four of their fore claws

- **Claw Attack:** +124, D: 3d6+16, C: 85, F: 1, [S].
- **Bite:** +133, D: 4d8+29, C: 78, F: 3, [S].
- **Claw Chain Attack:** If a Thorg successfully hits with two of its fore claws it rakes with its back set as well.
- **Claw Attack:** +133, D: 5d8+22, C: 94, F: 4, [S].

Thorg Physiology:

- They can sense using hearing, sight and smell clearly in complete darkness—and they see with full color.
- They can use their PER to scent for food, water, other creatures, and potential danger. They can use this sense to locate people, follow the movements of creatures, and other functions of sight. Once held by any being, they can hunt that same being regardless of how old the scent, using a PER -30 TD check to follow the trail (see Track secret).
- Thorg can jump 40 ft horizontally and 25 ft vertically and swim at 30 Move in the water.
- Thorg can pursue prey for days if necessary

Lore: Thorg are found on the grassy plains or veldt.



Thunder Bug (20-500 appearing).

Description: One-inch long, bright blue-colored beetle with yellow wings that flies in swarms.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	9	COORD (Coordination):	15	FEAR:	2
REF (Reflexes):	8	CF (Count Factor):	17	SHOCK:	4
STR (Strength):	1	MA (Mental Acuity):	2	DISEASE:	12
SIZE:	1	BODY:	3	P/V (Poison/Venom):	11
MASS:	1	APT (Aptitude):	5		
CON (Constitution):	1	LEAD (Leadership):	3	DEF (Defense) (DR - Damage Resistance):	27 (DR:0)
WITS:	9	PER (Perception):	42	MD (Magik DEF) (MR -Magik Resistance):	18 (MR:3)
REAS (Reason):	1	HP (Hit Points):	4	PD (Psychic DEF) (PR - Psychic Resistance):	4 (PR:0)
ESS (Essence):	1				
EGO:	1	DODGE:	53	Quick Rank:	1
CHAR (Charisma):	2	MOVE:	20	Trainability:	Impossible
				Breed TD:	250

Skills: Ac: 76, Ath: 54, Cl: 35, Re: 61, Wi: 37

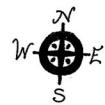
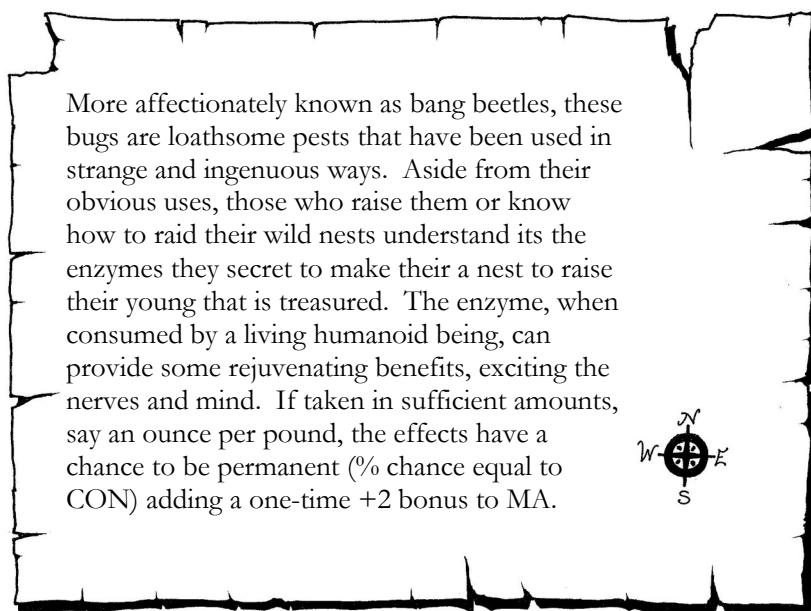
Secrets: Combat Maneuvering [Ath]

Tactics: Destructive Swarm (+1). These bugs fly in swarms, and when they hit or make contact enough to inflict 1-HP damage, explode in a 5 ft diameter ball of electricity that inflicts d20+15 HP. In a given 5 ft area, at least 2d20 more bugs are present, so they tend to explode in a series of chain reactions.

Thunder Bug Physiology:

- Thunder Bugs have an insect physiology and are Move 10 on the ground.

Lore: Found practically anywhere. They are also called Bang Beetles.



T

hunder Tusk (1 appearing).

Description: Gigantic boar with six (3 on each side) saber-like tusks up-thrust from its lower jaws and four more (2 per side) interlocking downward from its upper jaws. The eyes are very large for a boar, being about the size of grape-fruits, and the stiff mane of hair along its spine stands up about 18-inches, much like the crest of an ancient warriors helmet.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 24	COORD (Coordination): 48	FEAR: Immune
REF (Reflexes): 24	CF (Count Factor): 34	SHOCK: 256
STR (Strength): 43	MA (Mental Acuity): 19	DISEASE: 111
SIZE: 22	BODY: 113	P/V (Poison/Venom): 178
MASS: 48	APT (Aptitude): 94	
CON (Constitution): 76	LEAD (Leadership): 115	DEF (Defense) (DR - Damage Resistance): 276 (DR:26)
WITS: 10	PER (Perception): 160	MD (Magik DEF) (MR -Magik Resistance): 291 (MR:32)
REAS (Reason): 9	HP (Hit Points): 189	PD (Psychic DEF) (PR - Psychic Resistance): 199 (PR:24)
ESS (Essence): 74		
EGO: 111	DODGE: 40	Quick Rank: 60
CHAR (Charisma): 4	MOVE: 55	Trainability: Impossible
		Breed TD: 450

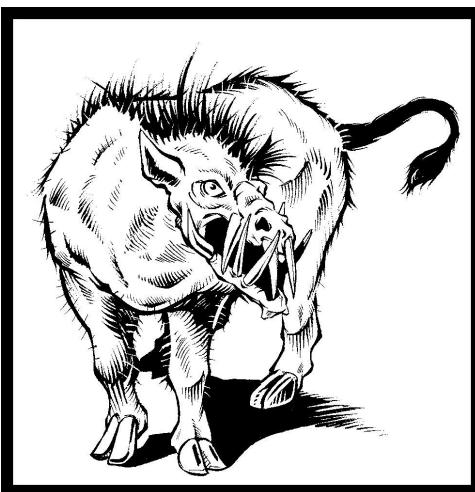
Skills: **Ac:** 48, **Ath:** 188, **BK:** 49, **Cl:** 72, **Co:** 132, **Cr:** 53, **Gu:** 53, **Mi:** 46, **Re:** 143, **Wi:** 129, **Wpn** [Head Butt]: 164, **Wpn** [Tusk]: 155

Secrets: Bestial Quickness, Bowling Charge, Burst of Speed, Second Dodge [Ac], Track [Re], Proprioception [Ath], Untamed Step [Ac], Tactical Coordination [Co], Fast Mover [Ath], Circle of Eyes [Co]

Tactics: Charging Offense and Defense Guardian.

Action Combination: Thunder Tusk charge, tusk slash, and ram enemies, and then trample them or throw them over their back.

- **Tusk Slash:** +184, **D:** 4d6+36, **C:** 85, **F:** 1, [S].
- **Head Butt:** +199, **D:** 5d6+46, **C:** 81, **F:** 1, [B].
- **Trample/Throw:** **D:** 5d6+40, **C:** 80, **F:** 3, [Man]. The damage is the same either way and the foe ends up behind 11-20 feet behind them.



Thunder Tusk Physiology:

- Thunder Tusk can sense using hearing, smell, and sight, and can see clearly in complete darkness with full color.
- Thunder Tusk can use their PER to scent for food, water, other creatures and potential danger. They can use this sense to locate people, follow the movements of creatures, and other functions of sight. Once held by any being, they can hunt that same being regardless of how old the scent, using a PER check to follow the trail (see Track secret).
- Thunder Tusk have a divine physiology, except they do not regenerate.
- Thunder Tusk live to be 600 years old or so and speak the tongue of Elves and their own kind as well.

Lore: They do not like hotter climes and don't mind a little snow, so it's the southern latitudes where they are found most often.



Trelves (d20 appearing).

Description: Look like Elves but with an olive complexion, pupil-less eyes of metallic blue, and fingers of all the same length, including the thumb, all of which are double jointed.

General:

- They favor a soft but durable cloth armor that resembles fish scales in weave, and they wear winged, open faced helms. This armor combination is **DR 14, DUR: 280, CF/Dodge/Maneuver: 0** but built to Trelf physiology. No Trelf-beings of about the same size/body would only gain half the DR, CF -8, Dodge -28, and Maneuver -40. The armor can be modified by only by someone with Expert (75) knowledge of Trelf manufacturing and TL 18 and only to DR 10, CF -4, Dodge -16, and Maneuver -28.
- They use indigo swords, usually two handed, that they can control mentally; winged heavy javelins; and technological items, usually weapons. They favor laser-based attack weapons and force projection items. The swords and javelins are psychically attuned to Trelves and will turn in the hands of any other being.

Trelf Physiology:

- Trelves follow the same parameters as High Elves, except they trade magik and runeweaving for mental powers and technology. Substitute all magik bonuses or skills for psychic ones and runeweaving for technological know-how.
- Trelves are passionate beings who are guided by these passions more than their thoughts. This can drive them to be cold, intense, blazingly wrathful, or any other deeply passionate state.
- Trelves are double-jointed and have a differently wired skeletal structure than the elves they resemble. They move, bend and give differently, allowing them a +20 bonus on Maneuver and Weapon skills that require physical manipulation and movement to employ (i.e., axes, swords, spears, but not lasers, rifles or sonic disrupters).

Lore: Found practically anywhere. Trelves are elves from another alternate reality/dimension where a human-like race wreaked havoc on their world with nuclear weapons. They hate humanity passionately and look upon the elves of our world as weak-hearted half cousins. Most follow the darker gods or pay homage to patron demons. A blank stat block is included below for your quick use, just fill in your stats.



ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): REF (Reflexes): STR (Strength): SIZE: MASS:	COORD (Coordination): CF (Count Factor): MA (Mental Acuity): BODY: APT (Aptitude):	FEAR: SHOCK: DISEASE: P/V (Poison/Venom):
CON (Constitution): WITS: REAS (Reason): ESS (Essence): EGO:	LEAD (Leadership): PER (Perception): HP (Hit Points):	DEF (Defense) (DR - Damage Resistance): (DR:) MD (Magik DEF) (MR -Magik Resistance): (MR:) PD (Psychic DEF) (PR - Psychic Resistance): (PR:)
CHAR (Charisma):	DODGE: MOVE:	Quick Rank: Trainability: Breed TD:

Troll (d10 appearing).

Description: Thin, rubbery, ebony to deep green hued humanoid with a forward leaning posture, bat-wing like ears, and large, luminous amber eyes. They have long, clawed hands with fingers all of equal length.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 12	COORD (Coordination): 15	FEAR: Immune
REF (Reflexes): 14	CF (Count Factor): 30	SHOCK: Immune
STR (Strength): 18	MA (Mental Acuity): 20	DISEASE: Immune
SIZE: 15	BODY: 53	P/V (Poison/Venom): Immune
MASS: 20	APT (Aptitude): 34	
CON (Constitution): 36	LEAD (Leadership): 30	DEF (Defense) (DR - Damage Resistance): 107 (DR:16)
WITS: 16	PER (Perception): 199	MD (Magik DEF) (MR -Magik Resistance): 118 (MR:17)
REAS (Reason): 4	HP (Hit Points): 89	PD (Psychic DEF) (PR - Psychic Resistance): 204 (PR:51)
ESS (Essence): 14		
EGO: 18	DODGE: 44	Quick Rank: 18
CHAR (Charisma): 12	MOVE: 42	Trainability: Impossible
		Breed TD: 225

Skills: **Ac:** 16, **Ath:** 79, **Ce:** 19, **Cl:** 55, **Co:** 88, **Cr:** 59, **Gu:** 47, **Mec:** 22, **Mi:** 62, **Pe** [Dance]: 11, **Re:** 61, **So:** 23, **Wi:** 37, **Wpn** [Claw]: 81, **Wpn** [Bite]: 68

Secrets: Elastic Mind [Co], Fast Mover [Ath], Combat Maneuvering [Ath], Second Parry [Gu], Anticipation [Re]

Tactics: Ambush, Offense and Defense, Destructive, Pack (+2) Predators. Trolls are cruel and delight in tearing victims limb from limb and eating them.

Action Combination: Trolls attack with a claw, claw, bite attack sequence as a normal action. They can apply Hard Hit to each claw as part of this action or Flurry with the claws while biting (only once).

- **Secrets:** Spread Attack [Wpn], Flurry [Co – Claws only], Hard Hit [Claws +10]
- **Claw:** +122, **D:** 3d6+16, **C:** 88, **F:** 1, **[S].**
- **Bite:** +103, **D:** 2d6+19, **C:** 83, **F:** 3, **[S].**

Troll Physiology:

- Trolls have an alien physiology. They can digest any form of organic material and gain subsistence from it.
- Trolls have keen hearing and sight (though light irritates their eyes) and gain automatic PER 150 checks against anything within 100 ft.
- They are impervious to hard radiation or damaging radiation effects.
- Trolls are immune to paralysis, and attribute or characteristic impairment, damage or destruction. They are immune to powers and attacks that focus on the body, nerves, conditions or statuses of the body.
- Trolls true regenerate 10 HP every 5 CF Counts. They can heal any amount of damage, even if reduced to ash or particles; damage from silver, fire, and energy weapons is healed last out of any damage inflicted. Only salt ends their regeneration and then only on those parts sprinkled upon. Literally 2 ounces per BODY point of the troll is required to kill it off, so a normal troll requires around 13 pounds of salt to destroy. Quarter this amount if sprinkled on its ashes or injected internally. Salt damage eventually heals but at a rate of 1 HP per day.



Lore: Found practically anywhere, though they lair most often in dark caves or old ruins; often found in the employ of evil priests or dark mages.

U

Unicorn (90% chance alone; otherwise, a pair appears).

Description: Deadly beautiful. Those who have lived to tell of them say they are horses, snow white from nose to tail, with a golden horn. A rare male is ebony nose to tail with a silver horn.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	37	COORD (Coordination):	65	FEAR:	148
REF (Reflexes):	28	CF (Count Factor):	40	SHOCK:	150
STR (Strength):	18	MA (Mental Acuity):	35	DISEASE:	Immune
SIZE:	18	BODY:	54	P/V (Poison/Venom):	Immune
MASS:	18	APT (Aptitude):	534		
CON (Constitution):	200	LEAD (Leadership):	74	DEF (Defense) (DR - Damage Resistance):	275 (DR:26)
WITS:	21	PER (Perception):	500	MD (Magik DEF) (MR -Magik Resistance):	318 (MR:127)
REAS (Reason):	14	HP (Hit Points):	254	PD (Psychic DEF) (PR - Psychic Resistance):	464 (PR:22)
ESS (Essence):	499				
EGO:	32	DODGE:	100	Quick Rank:	75
CHAR (Charisma):	42	MOVE:	150	Trainability:	Impossible
				Breed TD:	350

Skills: Ac: 116, Ar: 289, Ath: 99, Ce: 219, Ch: 220, Co: 78, Eld: 180, Eng: 111, Gn: 70, Gu: 147, Int: 102, Md: 174, Med: 140, Pe [all]: 100, Re: 61, Ri: 205, So: 123, Wi: 237, Wpn [Hoof]: 111, Wpn [Horn]: 120

Secrets: Elastic Mind [Co], Kinematics [Ath], Boundless [Ath], Combat Maneuvering [Ath], Second Parry [Gu], Exfiltrate [Re], Track [Re], Native Son [Wi], Second Dodge [Ac], Unfettered [Ch], Death Rites [Ce], Gestalt [Ce]

Tactics: Guardian Herd (+2). Unicorns are as varied as people in their actions and outlook.

Beauty: Unicorns are beautiful beyond compare, but it's a deadly beauty that slays anything living that looks upon them and fails to make a TD 200 Shock Save. Only the simple beasts and animals, as well as virgins, are immune to this effect. The deadliness of their beauty strikes every 10 CF Counts, even if initially Saved against. Any living being that touches them requires a TD 250 Shock Save.

Action Combination: Unicorns attack with a double hoof strike and a stab with their horn, though they only resort to physical attacks if their beauty and magik fail first, or if forced to by circumstances.

- **Secrets:** Spread Attack [Wpn], Flurry [Co – Hooves only]
- **Hoof:** +172, D: 2d6+19, C: 73, F: 1, [B].
- **Horn:** +201, D: 2d10+16, C: 38, F: 1, [P].

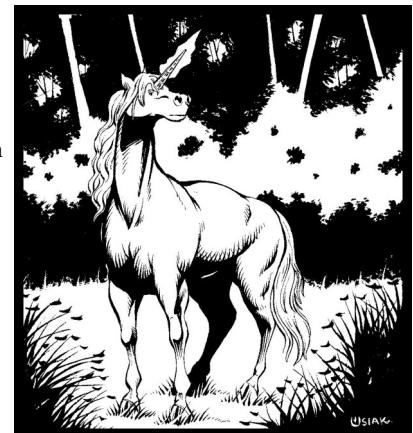
Magik:

- **Eldarin:** Unicorns are versed in Runeweaving and have 9-16 Eldarin secrets, as well as 3d20+40 skill ranks in the Runeweaving Profession and d4+1 Runeweaving Profession secrets too.
- **Rituals:** Unicorns know and can use any ritual of OP 8 or less, but suffer 10 HP damage per Faith required for rituals that require Faith.

Unicorn Physiology:

- Unicorns have an alien, divine, and faerie physiology, and take the best of each. They are also immortal.
- Unicorns are immune to paralysis, mesmerism, hypnoses, mental control or coercion of any kind. They are also immune to attribute or characteristic impairment, damage or destruction. They are immune to powers and attacks that focus on the body, nerves, conditions or statuses of the body.
- Unicorns true regenerate 8 HP every 5 CF Counts. They can heal any amount of damage, even if reduced to ash or particles; damage from fire and energy weapons is healed last out of any damage inflicted. Only hard radiation and faerie or divine weapons can slow their regeneration, and then only to drop it to 1 HP every CF Counts. However, if three times their HP in damage is done via these type of weapons, they die and perish.

Lore: Very little is known about these ancient and fabulous creatures. Legends say a virgin can tame one, although many are the stories of some hero or another riding one that has chosen, for a time, to help them. They tend to stay to the most remote areas and away from all beings.



V alpyr (90% chance alone;).

Description: Silver-gray horned, fanged, clawed, and bat-winged humanoids with a forked tail, inky black eyes, and glittering gold talons. They are wreathed in pale violet flames. They frequently command packs of d20+4 Moon Dogs or d10+3 Hell Hounds.



ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness):	31	COORD (Coordination):	55	FEAR:	Immune
REF (Reflexes):	24	CF (Count Factor):	40	SHOCK:	470
STR (Strength):	22	MA (Mental Acuity):	37	DISEASE:	Immune
SIZE:	15	BODY:	60	P/V (Poison/Venom):	Immune
MASS:	23	APT (Aptitude):	189		
CON (Constitution):	101	LEAD (Leadership):	48	DEF (Defense) (DR - Damage Resistance):	189 (DR:35)
WITS:	22	PER (Perception):	200	MD (Magik DEF) (MR -Magik Resistance):	256 (MR:27)
REAS (Reason):	15	HP (Hit Points):	161	PD (Psychic DEF) (PR - Psychic Resistance):	305 (PR:321)
ESS (Essence):	77				
EGO:	27	DODGE:	60	Quick Rank:	75
CHAR (Charisma):	21	MOVE:	20	Trainability:	Impossible
				Breed TD:	550

Skills: **Ac:** 86, **Ar:** 149, **Ath:** 137, **BK:** 95, **Ca:** 116, **Ce:** 141, **Cl:** 80, **Ch:** 160, **Co:** 108, **Eng:** 81, **Gn:** 100, **Gu:** 147, **Int:** 112, **Md:** 124, **Med:** 110, **Re:** 161, **So:** 143, **Wi:** 137, **Wpn** [Claw]: 181, **Wpn** [Wing]: 128, **Wpn** [Bite]: 170, **Wpn** [Whip]: 137, **Wpn** [Spear]: 139, **Sav:** 100, **War:** 108

Secrets: Elastic Mind [Co], Kinematics [Ath], Boundless [Ath], Combat Maneuvering [Ath], Second Parry [Gu], Second Dodge [Ac], Unfettered [Ch], Gestalt [Ce], Spell Rack [Ar], Capture Beast [BK], Savagery [BK]

Tactics: Uncaring Destructive Predator.

Action Combination: Valpyr strike with two claws and a single wing bash.

- **Secrets:** Flurry [Co – Claws only], Butcher [Sav], No One Walks Away [Sav], Merciless [Sav], Mighty Blows [War]
- **Claws:** +232, **D:** 4d6+29, **C:** 53, **F:** 1, [B]. Each bite drains 1 ESS and accelerates the Valpyr's healing to one CF Count instead of every 5 CF Counts for a melee round.
- **Wings:** +161, **D:** 3d8+38, **C:** 88, **F:** 1, [P].

Action Combination: When armed, Valpyr alternate a spear attack with a whip strike. If they flurry, they do so with both weapons simultaneously or a single one. Valpyr can also mix their claw attacks with either the spear or whip attack.

- **Secrets:** Flurry [Co], Butcher [Sav], No One Walks Away [Sav], Merciless [Sav], Mighty Blows [War], Gash [Co]
- **Bull Whip:** +177, **D:** d10+16, **C:** 72, **F:** 1, [Gen].
- **Spear:** +186, **D:** 6d6+66, **C:** 47, **F:** 1, [P].
- **Claws-Bite Chain Attack:** Valpyr bite anything they can get a grip on, though they can bite separately as well if they desire.
- **Bite:** +230, **D:** 2d10+12, **C:** 88, **F:** 1, [P]. Each bite drains 2 ESS and accelerates the Valpyr's healing to one CF Count instead of every 5 CF Counts for a melee round.

Magik:

- Valpyr know and can use any spell or ritual of OP 6 or less that doesn't require Faith.
- Valpyr can also open up a lesser gate to any plane once per day. It takes a melee round to form and stays open until they command otherwise or 10 minutes elapse.

Valpyr Physiology:

- Valpyr have a demon, spirit, and undead physiology. Valpyr cannot be channeled free; they must be physically destroyed, triple their HP in damage done, and their remains sprinkled with holy water and silver flakes, or the blood of a saint, to be truly destroyed. And all this within 15 minutes or their essence departs and reforms d3 nights later.
- They hate running water and suffer 1 HP damage for every minute in running water or submerged.
- Valpyr burn with an unearthly flame that is not true flame, but a spiritual flame that erodes 2d6+3 HP from anything, without regard to whether they are immune to flame or not. It burns on the ethereal, astral, and spirit planes simultaneously.
- In the air, they fly at Move 120.
- Valpyr are immune to fire, stoning, paralysis, confusion, mesmerism, and hypnosis. They cannot be harmed by channeling attacks or powers.

Lore: Valpyr are often thought of as demons but are truly undead.

Vampusa (always alone; however, typically heads up a pack of 3d4 Moon Dogs).

Description: An incredibly voluptuous woman with glowing, emerald green eyes that have golden vertically slitted pupils, and with writhing snakes instead of hair.

Skills: **Ac:** 38, **Ath:** 126, **Ch:** 88, **Cl:** 93, **Co:** 57, **Int:** 73, **Me:** 48, **Med:** 61, **Re:** 152, **So:** 81, **Un:** 70, **Ur:** 56, **Wi:** 85, **Wpn** [Two-Handed Sword]: 95, **Wpn** [Bite]: 101

Secrets: Pursue [Cl], Eavesdrop [Re], Eye for the Hidden [Re], Anticipation [Re], Suspicious Eye [Re], Observation [Re], Forensics [Med], Personality Profile [Int], Performing Seduction [Pe], Manipulate [So], Seduction [So], Cool Headed [So]



ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 9		COORD (Coordination): 24		FEAR:	146
REF (Reflexes): 11		CF (Count Factor): 24		SHOCK:	301
STR (Strength): 23		MA (Mental Acuity): 25		DISEASE:	Immune
SIZE: 9		BODY: 82		P/V (Poison/Venom):	Immune
MASS: 50		APT (Aptitude): 109			
CON (Constitution): 29		LEAD (Leadership): 41		DEF (Defense) (DR - Damage Resistance):	205 (DR:23)
WITS: 13		PER (Perception): 188		MD (Magik DEF) (MR -Magik Resistance):	266 (MR:78)
REAS (Reason): 12		HP (Hit Points): 111		PD (Psychic DEF) (PR - Psychic Resistance):	Immune
ESS (Essence): 84					
EGO: 26		DODGE: 23		Quick Rank:	50
CHAR (Charisma): 15		MOVE: 21		Trainability:	Impossible
				Breed TD:	450

Tactics: Any. Vampusa are vicious and totally committed to destroy all life whenever they find it. Their fresh saliva can turn petrified prey into a slurry they can digest.

Action Combination: Vampusa usually use their gaze, bite, or magik if they know it, but can employ a weapon, usually a two-handed sword, in combination.

- **Secrets:** Dancing Weapon [Wpn], Hard Hit [Wpn], Spread Attack [Wpn]
- **Stoning Gaze:** Petrify +134 [versus MD] (ER: 70, D: 2d10+18 BODY C: 91, F: 1, [Gen]). Petrified BODY is treated like BODY damage and adds 1:1 to MASS (reducing Move, etc.). If half or more BODY is petrified, the person will slowly die, losing d6 BODY per hour until death.
- **Bite:** +159, ER: M, D: 2d4+2, C: 90, F: 2, [P]. A successful bite also drains 1 ESS, even if it doesn't pierce the DR of the prey.

Shapeshifting Power:

- Ability to shift shape into any canine, lupine, arachnid, or mist of no more than double their BODY. It takes 10 CF Counts to shift completely. Reason and mental capacity is retained, but otherwise they take on the full capability of the new being. They can stay in this form indefinitely.

Shifting Aura: Vampusa have a shifting powerful aura that projects around them, adjusting the inertia and vector of missiles and weapons, causing them to miss 25% of the time--even magik, psychic, or technological ones.

Vampusa Physiology:

- Immune to fire, stoning, acid, poison, venom, paralysis, confusion, hard radiation, hypnosis, and powers and attacks that focus on the body, nerves, conditions or statuses of the body or mind.
- Vampusa have demon and undead physiology. They can only be killed in the 21 Hells (any) and then only by inflicting 100 HP each with salt, silver, wood, and holy water (total 400 HP).
- The blood of a Vampusa is incredibly toxic, inflicting 2d20+20 BODY damage per ounce, and the creature will frequently coat its weapons with its blood to envenom them (inflicts half the listed damage). Any Slashing attack has a 50% chance and a Piercing attack has a 80% chance to spray a 1-3 square area with blood.
- Vampusa are immortal and are immune to aging, withering, and time based effects or attacks.
- Approximately 50% of Vampusa have some form of psychic (40%) or arcane (60%) powers. Those that do will have OP 2d4+2 capability and 50+4d10 skill ranks in Mind and Noetics, or Cast and Arcanology and Ceremony.

Vampusa Equipment: Vampusa are rarely without tools and employ them readily.

- Vampusa will have d4+2 items, either psychic or arcane, that they use.
- An arcane or psychic two-handed sword (if they use one).

Lore: Vampusa are the outcome of an arcane crossbreeding by some demon lord of ancient times in order to give him a new weapon in his arsenal. Never numerous in their heyday, which was millennia before, they are even rarer now.

Vampire Bat (4d100 appearing).

Description: Black bats with a 15 ft wingspan, tiny red eyes and prominent fangs.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 17		COORD (Coordination): 34		FEAR:	35
REF (Reflexes): 17		CF (Count Factor): 32		SHOCK:	27
STR (Strength): 7		MA (Mental Acuity): 18		DISEASE:	78
SIZE: 13		BODY: 26		P/V (Poison/Venom):	39
MASS: 6		APT (Aptitude): 54			
CON (Constitution): 27		LEAD (Leadership): 14		DEF (Defense) (DR - Damage Resistance):	81 (DR:2)
WITS: 15		PER (Perception): 151		MD (Magik DEF) (MR -Magik Resistance):	12 (MR:2)
REAS (Reason): 3		HP (Hit Points): 53		PD (Psychic DEF) (PR - Psychic Resistance):	131 (PR:9)
ESS (Essence): 9					
EGO: 8		DODGE: 118		Quick Rank:	10
CHAR (Charisma): 6		MOVE: 175		Trainability:	480
				Breed TD:	185

Skills: **Ac:** 95, **Ath:** 44, **Cl:** 88, **Co:** 46, **Re:** 138, **Wil:** 62, **Wpn** (Bite): 54

Secrets: Inverted Ease [Ac], Tumbling [Ac], Proprioception [Ath], Untamed Step [Ac], Second Dodge [Ac]

Tactics: Swarm (+3) Predator. They attack in swarms, attaching themselves after the first bite, and then siphoning off HP until satiated or forced away.

- **Bite** (normal action): **ATK:** +73, **D:** d8+8, **ER:** S, **C:** 93, **F:** 3, [P]. Vampire bats swoop on prey and bite and then attach, similar to a leech, draining blood and fluids at the rate of 1 HP per CF Count until they drain half their HP; after that they detach and fly off, satiated. If they cannot pierce the DR of a creature on the initial bite, they will latch on after the bite (TD 150 to dislodge) and chew, gaining an automatic hit each CF Action Count with a +4 bonus to damage until they do.

Vampire Bat Physiology:

- Vampire Bats use echolocation (+125 PER/Recon; +90 Dodge) to find prey, ignoring concealment completely. Penalties to the sight, hearing, and smell senses are ignored. Areas with extremely loud and/or ambient sound are blinding, and individuals in those areas have concealment equivalent to the level of noise against Vampire Bat attacks. Sonics inflict double damage to them.
- Giant versions of these creatures exist with double BODY and CON scores, as well as 50% better Saves and DEF, and a DR of 7. They inflict double the normal damage and are +30 better on their bite attack.
- Undead versions drain 1 ESS per bite and do not bite and drain like normal, but instead bite in swarms repeatedly.

Lore: Nocturnal predators, these creatures dwell in the Arctic Circle in caves during the day and fly out in huge swarms at night, preying on animals and beasts that dwell there.



Vord (d4 appearing).

Description: Night black falcons with blazing eyes and claws, and beaks like emerald crystal. They have great wings, usually 6 times the height of their body.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 20	COORD (Coordination): 39	FEAR: 99
REF (Reflexes): 19	CF (Count Factor): 27	SHOCK: 68
STR (Strength): 38	MA (Mental Acuity): 12	DISEASE: 59
SIZE: 29	BODY: 98	P/V (Poison/Venom): 105
MASS: 30	APT (Aptitude): 48	
CON (Constitution): 50	LEAD (Leadership): 27	DEF (Defense) (DR - Damage Resistance): 168 (DR:8)
WITS: 8	PER (Perception): 178	MD (Magik DEF) (MR -Magik Resistance): 69 (MR:11)
REAS (Reason): 4	HP (Hit Points): 148	PD (Psychic DEF) (PR - Psychic Resistance): 52 (PR:0)
ESS (Essence): 33		
EGO: 10	DODGE: 100	Quick Rank: 25
CHAR (Charisma): 17	MOVE: 140	Trainability: Impossible
		Breed TD: 300

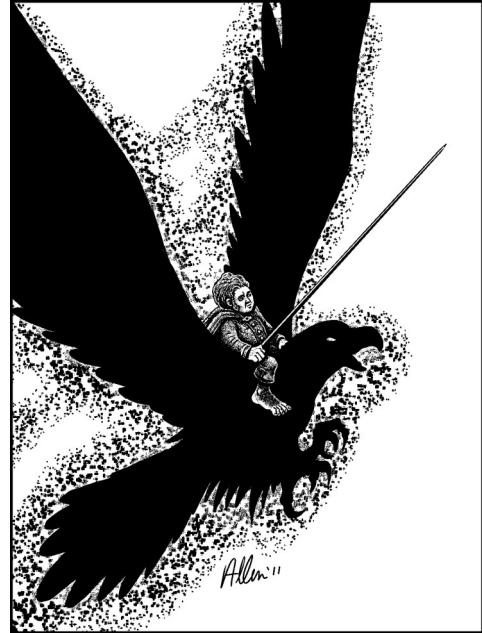
Skills: Ac: 143, Ath: 118, Cl: 73, Co: 54, Wpn [Claw]: 87, Wpn [Beak]: 79, Wpn [Wing]: 52

Secrets: Bestial Quickness, Sleight of Eye [Cl], Guile [Cl], Stealth [Cl], Second Dodge [Ac], Dodging Strike [Ac], Tumbling [Ac], Kinematics [Ath]

Tactics: Hit-and-Run, Offense and Defense, Pack (+3) Predator.

Action Combination: Vord attack with one clawing motion, peck with their beak, and then buffet with their wings against one or more foes.

- Secrets:** Hamstring [Co], Gash [Co], Spread Attack [Wpn], Spin Attack [Wpn - Claws]
- Beak:** +106, D: 3d6+14, ER: L, C: 76, F: 1, [P].
- Claw:** +114, D: d6+19, ER: L, C: 90, F: 1, [S]. Injects a paralytic poison (or blood, see below) that paralyzes anything of BODY 200 or less that fails a TD 150 P/V Save for d100 minutes.
- Wing:** +87, D: 2d6+9, ER: M, C: 95, F: 3, [B].



Vord Physiology:

- Vord are immune to paralysis, carry double their BODY in weight, and have Move 10 on the ground.
- Vord claws are hollow, like snake fangs, and inject venom or blood at their choice. Vord inject blood into hosts to hold their eggs, which mature d10 months after injection. 5d10 eggs will survive to hatch, each inflicting d6+2 BODY damage as they burst free.

Lore: From the far wild north, these large avians are the arch-enemies of the great golden owls.



Vroat (d8 appearing).

Description: A cross between a giant toad and crocodile.

ATTRIBUTES		CHARACTERISTICS	SAVES	
ADROIT (Adroitness): 12		COORD (Coordination): 28	FEAR:	Immune
REF (Reflexes): 16		CF (Count Factor): 30	SHOCK:	155
STR (Strength): 20		MA (Mental Acuity): 17	DISEASE:	92
SIZE: 14		BODY: 54	P/V (Poison/Venom):	Immune
MASS: 20		APT (Aptitude): 40		
CON (Constitution): 32		LEAD (Leadership): 21	DEF (Defense) (DR - Damage Resistance):	79 (DR:14)
WITS: 14		PER (Perception): 81	MD (Magik DEF) (MR -Magik Resistance):	59 (MR:1)
REAS (Reason): 3		HP (Hit Points): 86	PD (Psychic DEF) (PR - Psychic Resistance):	24 (PR:12)
ESS (Essence): 23				
EGO: 11		DODGE: 53	Quick Rank:	15
CHAR (Charisma): 10		MOVE: 50	Trainability:	440
			Breed TD:	200

Skills: Ac: 55, Ath: 88, BK: 14, Cl: 69, Co: 81, Gu:52, Mi: 32, Re: 82, Wi: 77, Wpn [Bite]: 84

Secrets: Bestial Quickness, Bowling Charge, Burst of Speed, Combat Maneuvering [Ath], Track [Re], Landmastery [Wi], Cornered Beast, Leap Attack [Ac]

Tactics: Ambush Pack (+1) Predator.

- **Bite:** +111, D: 2d20+18, C: 80, F: 2, [S]. Often making Leap Attacks when attacking.

Vroat Physiology:

- Vroat are amphibious and swim at Move 50.
- Vroat can make 30 ft leaps
- Vroat are immune to acid.

Lore: Vroat live in jungle rivers and swamps, eating anything they catch.



W

Windego (d2 appearing).

Description: A black, whirling, twisting mini-tornado, usually 100 ft high by 20 ft at the base and 60 ft on top, with two dull red glowing eyes two-thirds of the way down its column.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 28	COORD (Coordination): 60	FEAR: Immune
REF (Reflexes): 32	CF (Count Factor): 40	SHOCK: Immune
STR (Strength): 52	MA (Mental Acuity): 38	DISEASE: Immune
SIZE: 168	BODY: 264	P/V (Poison/Venom): Immune
MASS: 44	APT (Aptitude): 325	
CON (Constitution): 50	LEAD (Leadership): 32	DEF (Defense) (DR - Damage Resistance): Immune
WITS: 25	PER (Perception): 189	MD (Magik DEF) (MR -Magik Resistance): 377 (MR:84)
REAS (Reason): 13	HP (Hit Points): 314	PD (Psychic DEF) (PR - Psychic Resistance): Immune
ESS (Essence): 287		
EGO: 28	DODGE: 100	Quick Rank: 75
CHAR (Charisma): 4	MOVE: 240	Trainability: Impossible
		Breed TD: Impossible

Skills: **Ac:** 139, **Ath:** 152, **Cl:** 62, **Ch:** 73, **Co:** 54, **Gn:** 50, **Gu:** 77, **Lo:** 70, **Mi:** 98, **Re:** 91, **SC:** 44

Secrets: Combat Maneuvering [Ath], Suspicious Eye [Re], Interference [Gu], Energy Depletion [Ch]

Tactics: Uncaring, Destructive Predator. Windego destroy everything, siphoning the life from it and leaving behind nothing but ashes.

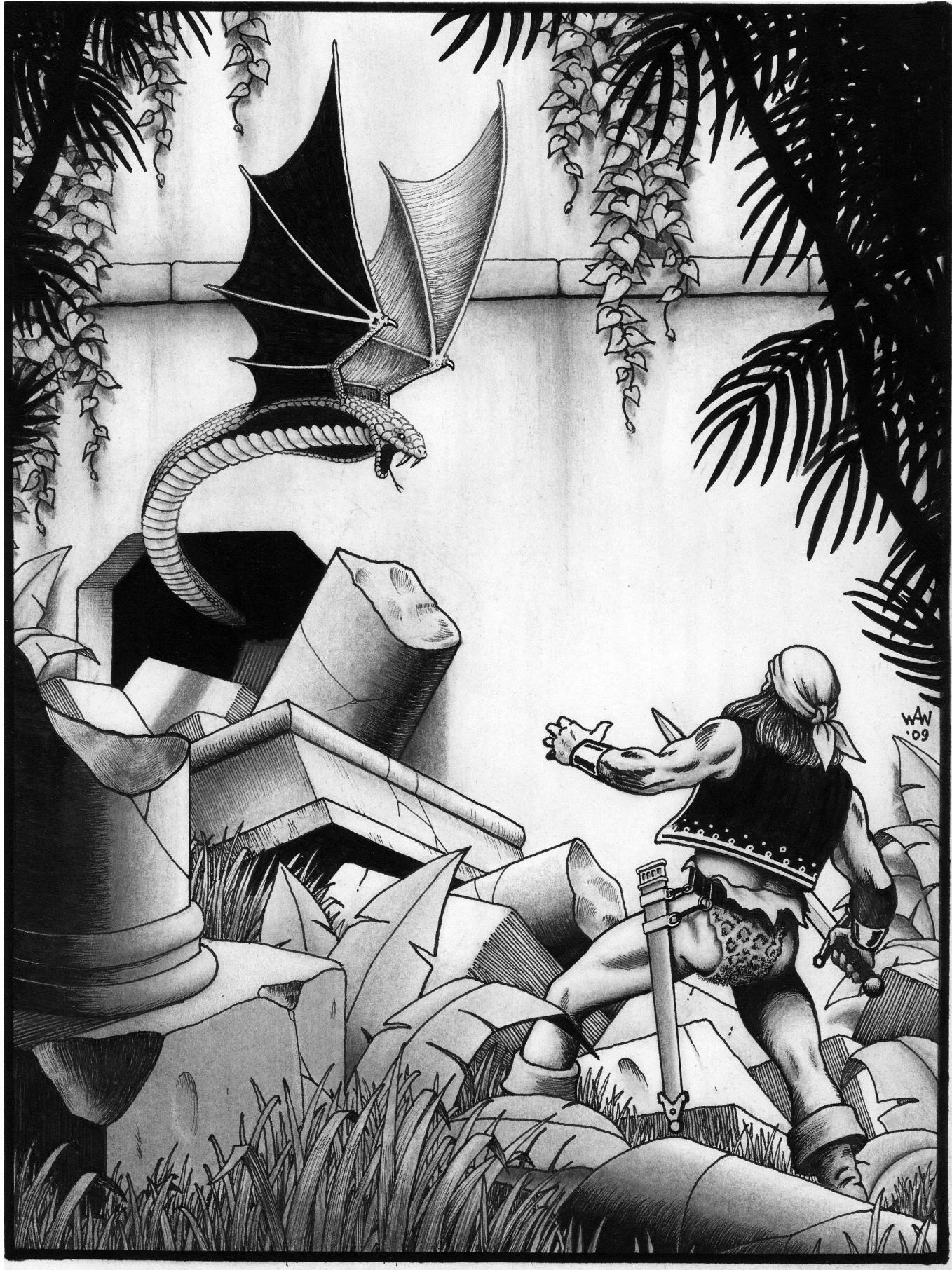
- **Envelopment:** Windego inflict 2d8+14 Cold damage and 2d6+8 Slashing damage to everything they envelop and ignore all non-native DR or MR when determining damage, including that from magik artifacts--unless aura-based or energy-based, like a force-field. It also drains 1 ESS per CF Count from anything enveloped in its body.
- Inorganic material ages d10 years, but all the undead kind suffer d100 HP disorporation damage.

Windego Physiology:

- Windego have a demon and storm elemental physiology. They have a physical presence, but are only harmed by energy attacks or magik that replicates energy attacks, like thunderbolts. Physical and psychic damage is ineffective, though things that harm a storm elemental affect it normally--except those that rely on physical damage or effects.
- Windego are immune to psychic attacks, probes, powers, or their direct effects; they are also immune to time attacks, aging, or time effects.
- Cold true regenerates Windego point for point in addition to their demonic regeneration.
- Windego have the ability to walk along any solid surface, regardless of orientation (for itself only).

Lore: Windego are generally found only on the 18th plane of Hell or in the care of someone who has summoned one forth.





Wobra (4d12 appearing).

Description: Emerald-green, bat-winged cobras with ruby red eyes.

ATTRIBUTES		CHARACTERISTICS	SAVES
ADROIT (Adroitness): 19		COORD (Coordination): 39	FEAR: Immune
REF (Reflexes): 20		CF (Count Factor): 34	SHOCK: 95
STR (Strength): 25		MA (Mental Acuity): 22	DISEASE: 67
SIZE: 20		BODY: 62	P/V (Poison/Venom): Immune
MASS: 17		APT (Aptitude): 70	
CON (Constitution): 22		LEAD (Leadership): 33	DEF (Defense) (DR - Damage Resistance): 193 (DR:10)
WITS: 15		PER (Perception): 246	MD (Magik DEF) (MR -Magik Resistance): 104 (MR:18)
REAS (Reason): 8		HP (Hit Points): 84	PD (Psychic DEF) (PR - Psychic Resistance): 149 (PR:21)
ESS (Essence): 45			
EGO: 25		DODGE: 74	Quick Rank: 35
CHAR (Charisma): 8		MOVE: 75	Trainability: Impossible
			Breed TD: 350

Skills: **Ac:** 99, **Ath:** 66, **Cl:** 97, **Co:** 61, **Cr:** 58, **Gu:** 36, **Mil:** 47, **Re:** 88, **SC:** 50, **Wi:** 69, **Wpn** [Bite]: 50, **Wpn** [Spit]: 58

Secrets: Second Dodge [Ac], Combat Maneuvering [Ath], Track [Re], Vigilance [Re], Elastic Mind [Co], Whirling Strikes [Co], Tumbling [Ac]

Tactics: Uncaring, Swarm (+4) Predator. Wobra are usually found in swarms and tend to go into an attack frenzy when they strike.

Attack Combination: Wobra use their bite followed by venom.

- **Secrets:** Spread Attack [Wpn]
- **Bite:** +95, **D:** 2d6+8, **ER:** L, **C:** 76, **F:** 2, [P]. They inject the same venom that they spit, except they have no chance to inject into a vital area.
- **Spit:** +102, **ER:** 54, **C:** 82, **F:** 3, [Man]. They can spit the venom on any being and it burns and bubbles on the skin, inflicting 3d10+28 HP damage on any being that makes a TD 195 P/V Save. Those that fail the P/V Save have the venom stuck in the ears, mouth, eyes, or similar location that allows the venom to seep into the prey's body. Those struck in this manner that are less than 80 BODY die within d6 melee rounds. Larger creatures suffer 5d10+54 HP damage.

Wobra Physiology:

- Wobra crawl at Move 10 on the ground.
- Wobra can taste the air with their tongues so accurately that they can track a single being without error through a crowd out to a 240 ft range. They also get PER 150 checks against anything that comes within this range that has a scent.

Lore: Wobra are only found in hot, steaming jungles.



Yaanth (d10 appearing).

Description: 7 ft to 10 ft long mammals with tails that are double their length. They have dark brown to black fur, emerald green eyes, and silver to white fangs and claws. They resemble and behave like a cross between a bear and an otter.

ATTRIBUTES	CHARACTERISTICS	SAVES
ADROIT (Adroitness): 29	COORD (Coordination): 45	FEAR: 72
REF (Reflexes): 16	CF (Count Factor): 37	SHOCK: 154
STR (Strength): 25	MA (Mental Acuity): 27	DISEASE: 16
SIZE: 16	BODY: 63	P/V (Poison/Venom): 58
MASS: 22	APT (Aptitude): 85	
CON (Constitution): 50	LEAD (Leadership): 26	DEF (Defense) (DR - Damage Resistance): 164 (DR:8)
WITS: 21	PER (Perception): 141	MD (Magik DEF) (MR -Magik Resistance): 125 (MR:9)
REAS (Reason): 6	HP (Hit Points): 113	PD (Psychic DEF) (PR - Psychic Resistance): 64 (PR:6)
ESS (Essence): 58		
EGO: 11	DODGE: 83	Quick Rank: 45
CHAR (Charisma): 15	MOVE: 220	Trainability: 340
		Breed TD: 225

Skills: **Ac:** 166, **Ath:** 144, **BK:** 64, **Cl:** 99, **Co:** 101, **Gu:** 63, **Me:** 33, **Mi:** 38, **Re:** 122, **SC:** 50, **Wi:** 107, **Wpn** [Claw]: 124, **Wpn** [Bite]: 94

Secrets: Bestial Quickness, Burst of Speed, Combat Maneuvering [Ath], Track [Re], Landmastery [Wi], Stealth [Cl]

Tactics: Offense and Defense Predator.

- **Secrets:** Gash [Co]
- **Claw Attack:** +137, **D:** 2d10+28, **C:** 87, **F:** 6, [S].
- **Bite Attack:** +88, **D:** 5d6+27, **C:** 90, **F:** 7, [S]. Its saliva will paralyze anything 100 BODY or less for d100 minutes.

Yaanth Physiology:

- Yaanth double their MOVE when swimming, add +50 to Dodge, and +80 DEF and MD.
- Yaanth see in the darkness and underwater as well as in daylight but as bleached out black and white.
- Yaanth have a luxurious waterproof pelt that insulates well against inclement weather and cold, reducing environment penalties by two steps.

Lore: Yaanth can be found in any temperate climate where there is plenty of wetaer, forests and no inhabitants. They enjoy playing in water and are often encountered that way.



Yellow Peril (d20 appearing).

Description: Bright yellow centipedes 18ft long with green, multifaceted eyes and dripping, steaming mandibles. They smell of burnt almonds.

ATTRIBUTES		CHARACTERISTICS		SAVES	
ADROIT (Adroitness): 9		COORD (Coordination): 20		FEAR:	152
REF (Reflexes): 11		CF (Count Factor): 22		SHOCK:	90
STR (Strength): 29		MA (Mental Acuity): 16		DISEASE:	84
SIZE: 31		BODY: 97		P/V (Poison/Venom):	273
MASS: 37		APT (Aptitude): 56			
CON (Constitution): 44		LEAD (Leadership): 21		DEF (Defense) (DR - Damage Resistance):	115 (DR:12)
WITS: 11		PER (Perception): 60		MD (Magik DEF) (MR -Magik Resistance):	44 (MR:5)
REAS (Reason): 5		HP (Hit Points): 141		PD (Psychic DEF) (PR - Psychic Resistance):	133 (PR:27)
ESS (Essence): 40					
EGO: 7		DODGE: 50		Quick Rank:	15
CHAR (Charisma): 14		MOVE: 22		Trainability:	Impossible
				Breed TD:	325

Skills: Ac: 106, Ath: 124, Cl: 69, Co: 71, Gu: 33, Mi: 38, Re: 111, SC: 30, Wi: 87, Wpn [Bite]: 74, Wpn [Claw]: 63

Secrets: Burst of Speed, Combat Maneuvering [Ath], Kinematics [Ath], Track [Re], Native Son [Wi], Stealth [Cl]

Tactics: Ambush Pack (+2). They are cunning ambushers and relentless stalkers of their chosen prey, sometimes pursuing prey for 100 hours.

Bite-Constrict Chain Attack: Yellow Peril wrap around a victim if they successfully bite, regardless of whether damage occurred or not. They can use either of these individually as well.

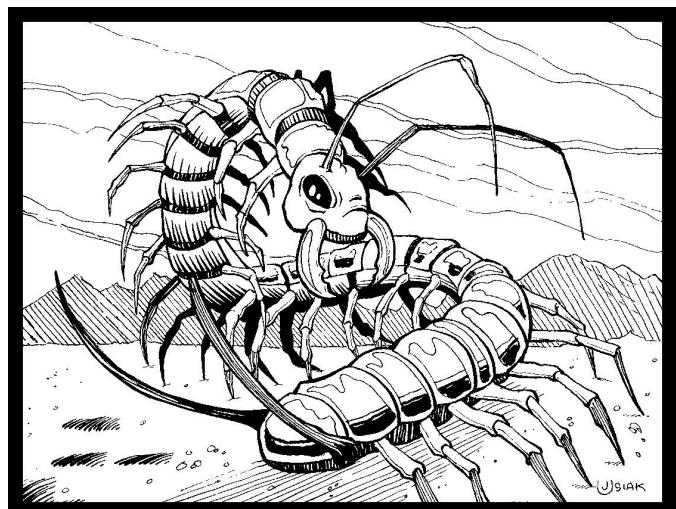
- Bite:** +103, D: d10+18, C: 87, F: 6, [S]. Yellow Peril inject venom with their bite that causes d6+3 REF impairment if a TD 190 Shock Save is failed.
- Constriction:** +95, D: 2d6+10, C: 90, F: 7, [B].

Acid Spray +120, D: 2d10+15, ER: C, C: 98, F: 1, [Maneuver].

Yellow Peril Physiology:

- Yellow Peril have an arthropod physiology and are immune to acid.

Lore: They are usually encountered in hot jungle or swampy areas, but frequently pop up in underground tunnels, caverns, and other such areas.



WANTED



GRUESAM
BLOODY JAWS
FOR THE CRIMES OF
MURDER, TREASON
& BANDITRY

25,000 GS



TREASURES

FINDING TREASURE

Use the below table as a guide to whether a specific item may or may not be present in a settlement of equivalent size.

Community Size	Common	Uncommon	Rare	Unique
Hamlet	Yes	-	-	-
Village	Yes	Yes	Yes (10%)	-
Township	Yes	Yes	Yes (50%)	Yes (10%)
Town	Yes	Yes	Yes	Yes (30%)
City	Yes	Yes	Yes	Yes

IDENTIFYING TREASURE

Identify treasure you discover by making a TD check against the listed TD in the treasure description. Use the Treasure Identification Table to determine what skill to use.

- When a profession or path skill is identified as an alternate skill, and not the sole skill, to identify a treasure, reduce the TD as follows: reduce the TD by 50 if TD 200 or lower; otherwise, lower it by 100 for higher TD to determine what path or profession skill check is required.
- If the treasure belongs to a specific culture, race or historical point, as identified in the treasure write up or noted by the GM, then add +25 to the required TD to determine the check required if a TD is not already identified.

Item	Skill used to identify
Artifacts/magik items	Arcanology/Mage
Herbs	Botany/Herbalist
Gadgets/techno items	Engineer/Techno
Potion	Chemistry/Alchemist
Anything	Sage skill
Fetish	Gnosis/Medicine Man
Psychic item	Noetics/Psychic
Runed Item	Runeweaver

TREASURE NOTES

Treasure is noted in its most commonly met form. Stealth, for instance, is frequently associated with boots, while armoring is associated with rings, bracelets or bracers. However, these powers could just as easily be imbued in an other item that fulfills a similar role. For example, the powers under Boots of Stealth could be imbued into a ring, cloak or clothes instead. Just because something is listed as a specific type does not make it immutably so unless it specifically dictates it or the item in question is a unique artifact.



TREASURE USE

Treasure, in most cases, is an item of some sort that needs to be activated in order to use it. Some simply activate by donning or wearing them (such as bracers, clothes, or boots) and stay on constantly. Others require a command word, movement (twisting, turning, etc.), or other action. An item that requires an action defines it in its description or is outlined below:

- **Use Activated:** Some treasures are activated just by using them, such as applying an oil or wearing a belt of power. Worn items that are not continuously functioning require some activation method. If not defined, they will take at least a quickened action to use.
- **Action Completion Items:** Some treasures must be read, such as scrolls, or energized, such as wands. The items that require energy need a Channel skill check equal to a TD 25 plus the amount of energy required to power them. Mana/PSI is converted 1:1 while APT, Faith, and other like requirements are converted at a 1:5 ratio to amount to the Channel TD requirement. If the effect generated requires direction (of any kind) on the part of the user, it needs a normal action to complete, even if Channeling is normally a quickened action for that person. Treasures that are read always use at least a normal action unless otherwise specified.
- **Command Word Items:** Some treasures require a command word, particular action (like running your hands over symbols in a pattern) or combination of actions. Non-directed command word items can be used without expending an action (maximum two per CF Action Count), but directed command word items, or those that require a command word and then guidance for the power, require a quickened action unless otherwise defined-- even if the action is as little as just pointing a direction

DOES IT FIT OR CAN I WEAR IT?

Some treasures have a designed size or range that they fit, such as magikal clothes, armor, or other worn items. Magik garments are limited to this range and can only be changed with great difficulty to fit beings outside of the range they are designed to fit. Additionally, treasure can have a condition requirement that must be met before their powers function, or even for a being to understand the treasure.

Common sense must also come into play when discussing what a person can use, wear and employ. Items of duplicate effect, such as wearing multiple arcane garments one atop another, may not function as intended. GMs are highly encouraged to employ some limitations that make sense to their worlds, whether it be a restriction to the amount of treasures that can be employed per body part or “area,” or by limiting the power of items to a being's APT.

THINGS THAT GO BOOM!

So, you're descended from a long line of Efreet and sneer in the face of flame, thinking the Sunburst heading your way is useless? Here is where the domain of the GM plays in full force. A kind-hearted GM may agree and say that because you are immune to flame, you and all you wear/hold are as well. Essentially, this indicates that you have some auras-style effect. Be aware of some very possible, very flagrant abuses of this idea, such as players hugging others to prevent them from burning and other similar issues that will arise.

Those GMs less kindly inclined may decide that while you are inflammable, your gear and weapons are not. These less fortunate items must then save against the effects they are subjected to--especially damaging things such as fire, acid, chill or disintegration. Items that fail (at least those that are filled with power or made with significant power) self-destruct in a very powerful way. Typically, such things inflict $d6 \times d10$ HP damage when they explode. Items with power stored within them do so in an even grander fashion, adding any power within them one-for-one to the damage inflicted when they explode. Additionally, as the explosion fills an approximate five feet area, other items in this zone must make an additional save or they explode as well (yes, chain explosions are more than possible). The base TD is 100 but increases by +25 for each additional item that explodes.



Items are checked from the most vulnerable to the least vulnerable, skipping over items that are covered by something else that makes its save. For instance, a magik belt under a set of robes would not need to make a check for explosion if the robes already saved unless the effect against them somehow could reach it.

Example: Legace Lycayn has two wands (DUR 12 ea), one in a case under his robes and the other in hand, a ring (dur 41), and robes (dur 11) on him. All are magik. He accepts a duel arcane and is hit with a Lightning Strike spell at strength 73. The spell penetrates his MD and inflicts 38 HP damage. Legace is alive (but not by much, only having 4 of his 42 HP). He checks for his items next. The GM rules his wand, ring and robes will be affected and must save. The player rolls a 67 on the dice and adds the DR for each item to determine the outcome. The wand is at 79, the ring 108, and the robes 78. Two of the three items fail, raising the TD by +25 each to 150 and making the ring explode as well, followed by the wand within. Legace will not survive this combat.

ITEMS WITH POWERS AND DEFENSE AGAINST THEM

Some treasure has defined powers, usually spell, mental power, prayer, or ritual like effects. These items will list a required TD, such as a TD 125 versus a Fear effect, or a roll they make against the target, such as using a magik staff to cast a spell. In some cases, the item may confer the ability to perform an action, but rely on the ability of the user and their skill ranks to effect it.

DAMAGING TREASURE

Except in unusual circumstances, treasure has a tangible form and can be damaged or destroyed just like anything else. The listed DUR/BODY of the item (however written) is the amount of damage it can withstand before breaking. Items with DR remove the amount from the damage before applying it to DUR.

Unless otherwise specified, anything that takes more than half DUR in damage quits functioning until repaired and is destroyed if it takes full DUR in damage.

DUR serves a two-fold purpose. Use the DUR value as a bonus when making saves against effects such as sunbursts, acid, and so forth, as well. If the effect doesn't list a TD, such as a person getting hit with a Sunburst spell, use the roll of the caster as the TD to roll against to see if the item was affected.

REPAIRS AND MODIFICATIONS

Arcane, techno, and psychic items that have taken less than half their DUR can be repaired like normal: by re-applying the materials of their makeup to fix them. This requires someone of at least expert proficiency in the skill required to craft the right amount of materials. Otherwise they must be re-made, as if new, to function, including redoing the original magik or mental power that went into the construction initially. Other types of items, such as herbs, alchemy, and like things, are destroyed when their containers or items are damaged.

TREASURE WRITE UP

Use the following as a guide to understand the information presented about each treasure.

Description: A description of the item.

Value: Raw value of the item without regard to geographic, social, economic, or political factors.

TD: Arcanology, Noetics, or like roll required to identify the item or its powers.

Dur: The amount of damage an item can resist before destroyed. Synonymous with BODY.

Condition: Some items are conditioned to only work for a certain race, profession, path, personality type, particular time or event, or even locations.

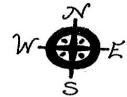
Powers: Powers of the item.



MAGIK TREASURES	196	HERBAL TREASURES	229
ALCHEMIST BELT	196	ANIMAL REPELLANT OINTMENT	216
AMULET OF THE AMAZON MOTHER	196	BAG BALL	216
AMULET OF ANTI-WEB AURA	196	BALLOON PELLET	216
AMULET OF BODILY INTEGRITY	196	BANG PELLET PACK	216
AMULET OF SPELL EATING	197	BOUNYANCY DROPS	216
ARCANE GEMS	197	BREAK SNAP PELLET	216
ARCANE ARROWS	197	CARBON BLACK GUM	216
ARCANE CLOTHES	198	CAROUSEL'S BREW	216
ARCANE EYES	198	CHAMELEON PAINT	217
ARDUINIAN FIGHTING RINGS	198	CHANNEL STOP POWDER	217
BADGE OF THE MARTIAL WAY	199	DROPS OF TIME	217
BANDOLEER OF POTIONS	199	ELIXIR OF DETOXIFICATION	217
BANG STICK	199	ELIXIR OF HEALING	217
BELT OF INESCAPABLE LOCATING	199	ELIXIR OF HEALING CRITICALS	217
BELT OF POWER	199	ELIXIR OF LIFE	217
BLESSED ITEM	199	FALSE WOUND	218
BOOTS OF THE BANANA PEEL	200	GLOBULES OF SHARPNESS	218
BOOTS OF THE ELVES	200	GOLDEN EGGS OF DEATH	218
BOOTS OF FLIGHT	200	LIQUID WIND	218
BOOTS OF JUMPING	200	MIST DRY POWDER	218
BOOTS OF SPEED	200	OIL OF THE GLITTERING OBDURATE	218
BOOTS OF STEALTH	200	OIL OF INSTANT INMOBILITY	218
BOOTS OF TRAVELING	200	OIL OF INSTANT IMMOLATION	219
BOOTS OF TIME	200	OIL OF INSTANT OBEDIENCE	219
BOOTS OF WATER WALKING	201	OIL OF POWER	219
BROOCH TOKENS	201	POTION OF AMPHIBIOUS TRANSMUTATION	219
CHIME OF WARNING	202	POTION OF FIRE	219
CLOAK OF ASSASSINS	202	POTION OF HEALING	219
CLOAK OF THE BAT	202	POTION OF JINJIN TAEI	219
CLOAK OF CLEVERNESS	202	POTION OF LIQUID LIFE	220
CLOAK OF THE ELVES	202	POTION OF THE SPIRITUAL BEING	220
CLOAK OF PILFERING	202	SILVERING JEL	220
CLOAK OF SHIMMERING	203	SOLDIER'S POWDER	220
CLOTHES OF SPIGA SILK	203	SPRIT SALT	220
CONJURE CRYSTAL	203	TROLL SALT	220
CONTAINER OF STASIS SPACE	203	ZOMBIE POWDER	220
CROSSBOW OF KINGS	203		
DANCING WAND OF MAGIK	204	FETISH TREASURES	221
ENCHANTED GEAR	204	ANCESTRAL MEDIUM	221
ENERGY INVERSION BOMB	204	BEADS OF SUSTAINING	221
EYE OF THE ARCANE	204	BEADED BLANKET OF REPOSE	221
FIGURINE OF FABULOUS POWER	204	BEADED NECKLACE OF FAITH	221
FLAGON OF CAROUSING	205	CEREMONIAL DRUM	221
FLASK OF LIGHT	205	CHARM OF THE YKTARA	221
GAUNTLETS OF FEAR	205	EYES IN THE DARK	221
GAUNTLETS OF GRIPPING	205	FAVOR OF THE EARTH MOTHER	222
GAUNTLETS OF ICE AND FIRE	205	FIRE AND THE VOID	222
GAUNTLETS OF SPINES	205	GHOST VOICE CHARM	222
GHOST CLOAK	205	GIFT OF THE KULEEAN	222
GLOVES OF DEXTERITY	206	GIFT OF THE TINIDION	222
GLOVES OF THE FENCING MASTER	206	HARPY FINDS A MATE	222
GLOVES OF GAMBLING	206	KNOTH CHAEL	222
GLOVES OF MIKKECANTO	206	MEDICINE BUNDLE OF HEALING	222
GLOVES OF OGRE POWER	206	NOTOKANTYE CHARM	223
HELM OF CHAOS	206	SKIN CHARM OF AURA ENHANCEMENT	223
HELM OF THE HAWK	206	SLING OF THE BRAYOI	223
HELM OF WAR	207	SPIRIT MARK	223
HELM OF WIZARDRY	207	SPRING FOLLOWS WINTER	223
HOBBIT STONE	207	SUREFOOTED ANJUININ	223
HOLY ROBES	207	WAR BEADS	223
HOOD OF THIEVERY	207		
JAVELIN OF DEVASTATION	208	TECHNO TREASURES	224
LANTERN OF PROTECTION	208	BRAAGDOUN TORCH	224
LINKED POUCHES	208	CHARGED GLOVE	224
LIVE ROPE	208	COM DOT	224
LORELEI LYRE	208	DIS-JELL	224
MEDUSA STONE	209	ENDOTHERMIC WELL	225
MYGHTY MYSTIKAL SILVER SLING SHOT OF SLAYING	209	ENDERGONIC RECHARGER	225
MYSTIK ROPE	209	ENERGY ACCUMULATOR	225
NECKLACE OF TRUTH	209	EQUILIBRUM TEMPERATURE DEVICE	225
NEVERLOST MAP	209	EXERGONIC SIPHON	225
OBJECTS OF ARMORING	210	EXPLOSIVE TIPS	225
OCCAM'S RAZOR	210	FANG TIPS	226
OMNI KEY	210	FOOD PROCESSOR	226
RELIGIOUS RECEPTACLE	211	FLARE TWIGS	226
RING OF HEALTH	211	FLASH GLASS	226
RING OF THE JUO KIIL	211	GNOME'S NOSE	226
RING OF NIGHT	211	GYROSTABILIZER BELT	226
RING OF THE PHANDELYON	211	HELLSPRINGS	226
RING OF RAPID TRANSIT	211	INJECTOR TIPS	226
RING OF THE WORD	212	JACKET OF MAGNETIC REPULSION	227
RITUAL ITEM	212	LEY LINE TAP	227
ROD OF RIGHTEOUS RETRIBUTION	212	MATTER MAKER	227
RUNE STONES	213	RETRACTABLE LINE SPOOL	227
SCROLL	213	SHATTER SHAFTS	227
SHIELD OF REPELLING	213	SHIELD OF SHIMMERING	227
SHIELD OF SELF REPAIRING	213	SOLAR RECHARGER	227
SKY HOOK	213	SPRINGCOIL BATON	228
SOURCE OF POWER	213	TENCH TIPS	228
STAFF OF BLACK WIZARDRY	214	TUNCH TIPS	228
STAFF OF THE CHUNDIAN MAGE	215	ZHONJULE DART CASTER	228
STAFF OF MAGIK	215		
STELIKHUR PICK	215		
STONE OF MEASURE	215		
STONE PURSE	215		
WAND OF MAGIK	215		



Quawima - Ancient empire whose roots are along the eastern coast of the 3rd continent (Arduin). It stretched from Chund to Jazanda and was reminiscent of an early-organized empire with large stone structures and a strong agricultural and maritime culture. They were powerfully patriarchal, and insensately opposed to the Amazon outlook. They never successfully conquered the Misty Isles though they fought endlessly to do so. They feared a terrible power out of the West that would "howl with heat like a furnace and spill doom from its arms". The endless fear of this ending kept them endlessly watching the West beyond the mountains they called the Idiosym Inynyrr (the mountains that stretch from the Singing Mountains to the Star Wind Mountains). The Time of the Winds Turn, where the winds inverted in course and howled out of the West instead of the East from the ocean did occur, it ended their dominance over the region and they died out as a power, most who survived the cultural shock fled to the wild regions of the north.



Knowing your Manticore

Most see or hear of a Manticore and realize little that several different types of Manticore exist. The one most often met is the *Martyaxwar* (Mart-ax-war) easily recognizable for its scorpion-like tail and pitch dark wings.

Their moody and dark view on life tend to mark them just as easily as well. Wild and capricious they live in solitary lives except for a few that can get along long enough to form a mated pair or even a small group. Such rarely last, however, and break apart after a very short time when the threat that bound them together ends.

The *Barycu* (Berry-cue) differ from the norm in that they have more prominent human-like faces, lack wings of any kind, but use magik and rituals. Their paws have quite agile digits and can handle and use tools, something they apply to their advantage. They are quite intellectual and have taken the all-consuming joy of riddles to even greater heights than the norm. Take care to never overly anger a Barycu Manticore as their curses are complex machinations that can devil a man and his line for generations.

The *Nnorchora* (Nhor-chore-ah) have a lion's tail vice a scorpion-like tail and have great trumpeting voices. It's said their voices are deeply wondrous and they can make the air and even buildings shiver and tremble with the power of their voices. They are larger, as well, almost half-again the size of other breeds of Manticore. They are the result of an age's old cross between the one of the faerie races and a Martyaxwar Manticore. A few among

them inherit the powers of their faerie line to some greater or lesser extent.

Lesser met is the *Indikamanti* (Indika-man-ty). This line of Manticore was bred by the Kthoi in the deep recesses of the past to use their in wars. Visibly they look like the Martyaxwar though they are tool users like the Barycu and have such things bound to their body for easy use. The Indikamanti threw off the shackles of slavery during the Wars of Freedom but were re-subjugated by the Titans shortly afterward. They threw off the domination of the Titans during the Dark Wars and all but receded from the world, taking to the great heights of the sky or to the deepest hidden recesses of the mountains. A few have been seen in recent days, the marks of their runeweaving mastery tattooed on their face and bodies.

Even rarer yet is the *Ikonrtipa* (Icon-er-tip-ah). This line of Manticore followed the Trelves when they infiltrated Khaas, acting as mounts and companions. They are more reptilian than the Khaasian equivalents, with dragon like feet, tails, and wings blending into their feline form. Their wings have a half-hand with three long fingers near the tip which they can use to manipulate and grab, something they use in combat to great effect. They are also utterly immune to radiation and to magik of any kind or source, including Eldarin, something that makes them quite feared. True Elves have declared this line of Manticore as "true enemies" and will do anything to destroy them, regardless of the cost to themselves or anyone else.



MAGIK TREASURES

ALCHEMIST BELT

Description: A thick leather belt decorated with silveel and set with four metal cylinders, lined with glass, and topped with plungers.

Value: 9,200 GC **TD:** 50 **Dur:** 115

Powers: The belt can be loaded with four potions, oils, or similar alchemical items that will affect the wearer (only). Each loaded item is sealed in the belt and cannot be retrieved once placed within it. A loaded potion can be called on with a quickened action, its effects automatically applied when called, and prerequisites (such as making a Save to use the effects) are met if the TD required is TD 150 or less. Thus, a potion of healing, which requires a TD 100 Shock Save, would be ingested and met automatically without making a save if loaded in the belt. Oils are applied immediately, and so forth.

AMULET OF THE AMAZON MOTHER

Description: A large stone or metal pendant on a chain, embossed with tales and pictures from amazonian myth.

Value: 9,250 GC **TD:** 120 **Dur:** 27

Condition: Must be of the Amazon race to use.

Powers: While worn, the amulet adds +2 to ADROIT, REF, WITS, and STR. Also, actions by the Amazon against male humanoids gain a +10 bonus to succeed and a +2 bonus to Critical Success chances.

AMULET OF ANTI-WEB AURA

Description: Varies from the ordinary to the very elaborate.

Value: 2,500 GC **TD:** 75 **Dur:** 20

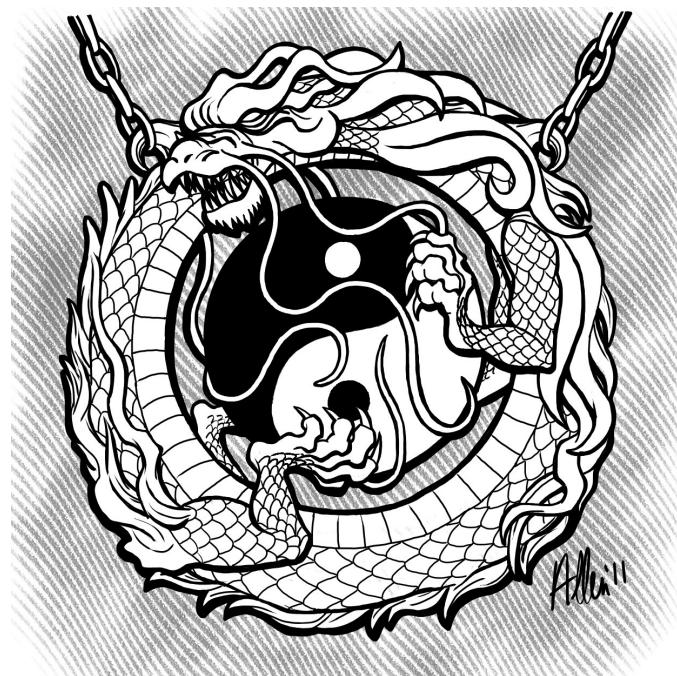
Powers: No ropes, webs, or other bindings may stick to the wearer. The effect can be either constant or switchable on/off (set by creator when made).

AMULET OF BODILY INTEGRITY

Description: A heavy carved amulet marked with a twisting, sinuous Ouroboros.

Value: 14,000 GC **TD:** 90 **Dur:** indestructible by physical means

Powers: While worn, the amulet prevents the loss of limbs, head or appendages, vorpal or sharpness effects, and even disintegration. This also includes the loss or consumption of flesh from the body. The flesh and body can be pierced, torn or ruptured, but not removed, gouged out or eaten. In other words, monsters can't take a bite out of you and swallow the amount of BODY bitten off. You could still be consumed whole, but parts cannot be taken away.



AMULET OF SPELL EATING

Description: A sphere of gold on a chain, worked with 13 black onyx mouths.

Value: 20,000 GC **TD:** 120 **Dur:** 81

Powers: The amulet literally eats any spoken magik used within 20 ft. The amount of magik it can devour is 13 OP per day, in any combination totaling 13. It will attempt to eat, full or not, and if it eats too much it will explode, firing all the magik eaten that day in one simultaneous burst. Magik held in the amulet for a day is “digested”. Magik in the amulet cannot be released, short of explosion, once eaten.

ARCANE GEMS

Description: Finely cut gems etched with rendorii script.

Value: 150 - 900 GC **TD:** 60 **Dur:** 35

Powers: The types are listed below. Potency is a matter of gem/precious item type. In order, power ascends from pearl, ruby, emerald, and diamond. Other gems or precious material types are possible and replicate one of the four commonly met. Extremely high APT gems or precious materials may have more than one power imbued in them. Each power is named after the master who created the ritual for inscribing power into the gem. These gems only apply their bonuses to spells. They are one-time use each.

- **Pryon** – range enhancement for spells, starting at x2, and then doubling for each higher gem type (x4, x6 and x8 respectively).
- **Rackus** – critical enhancement for spells, starting at +2 for pearls, +4 for rubies, +8 for emeralds and finally +8 for diamonds.
- **Rhondeid** – damage enhancement, adding a bonus of +5 DME per gem type.
- **Ghyeon** – fumble reduction, reducing fumbles by 2 for each gem type.
- **Drodeon** – maintenance handler, this gem can take on a quickened action level of maintenance for a spell for up to 3d20+10 melee rounds.
- **Jhandroon** – duration enhancement, adding +25% more duration to a spell per gem type.

ARCANE ARROWS

Description: looks like either a bodkin or broad head arrow, depending on the type.

Value: 60 - 90 GC **TD:** 50 **Dur:** 10

Powers: See each entry below.

- Armor Piercing – like broad head arrows, but they pass through all hard (non-cloth) armor and shields, ignoring its DR capability to inflict their damage. They also ignore spells, rituals, prayers and like effects that also create tangible effects.
- Dust Shafts – like bodkin arrows, but they disintegrate into tiny particles d3 CF Counts after hitting something. They are a favorite of Assassins.
- Ghost Shafts – these arrows are normal in all ways except they only strike spirits or incorporeal beings and pass through others without causing harm.
- Hammer Heads – like broad head arrows, but they are -75 ER, Wp-4, and DME 4d6+21 HP.
- Lightning Shafts – like bodkin point arrows, but they are -30 ATK. If you hit, the arrow leaps from your hand, changing into lightning along the way, striking for d20+20 HP damage.
- Longline Shafts – like bodkin point arrows, but they are -20 ATK. Once they hit their target they create a string similar to silk but with the strength of high-tension steel. One end of the string is attached to the arrow and the other in the hand of the archer.
- Longsight Shafts – like bodkin point arrows, but they travel triple the normal distance.
- Shark Shafts – like bodkin point arrows, but the arrows animate after their initial attack, circling and attacking at d100+80 as if with a CF 30 (they animate on the next eligible CF Action Count in their CF cycle) against an opponent for d4+1 melee rounds. If more than one is shot, they will synchronize their attacks to strike at the same time or right after one another.
- Silent Shafts – like bodkin point arrows, but they are completely silent, both in their firing from the bow and in their impact on the target.
- Splinter Shafts – like bodkin point arrows, but they are -50 ATK and split into d6+4 arrows per arrow released. All the arrows must strike targets within the same 10 ft square.
- Weighted Shafts – like bodkin point arrows, but they are -10 ATK. Those that hit inflict normal damage and adhere to their target, acting like a 20 BODY weight on the target struck, impeding and slowing them accordingly (see Grab and Grappling rules).

ARCANE CLOTHES

Description: looks like normal clothing, either traveler's, noble's, adventurer's, gentry, etc.

Value: varies by type **TD:** 50 **Dur:** 30

Powers: See each entry below. Use the base price of the garments and multiply it by 150 GC per enchantment to determine the final price. Garments typically have one power, but can have multiple enchantments (usually d4+1).

- **Alertness** – The garments provide a +10 bonus to PER checks.
- **Courtier** – The garments exude beauty, costliness, and style, providing a +5 bonus to Social skill checks.
- **Damp** – The garments are always damp and moist (good for Merfolk, Tritons and the like).
- **Durable** – The garments provide a +1 DR bonus to the wearer and are DR/MR/PR 10 against any damage to the clothes.
- **Ever Clean** – The garments repel dirt, stains, dust, grit and other soiling materials.
- **Huntsman** – The garments allow you to travel an additional +10 miles per day.
- **Insect Repelling** – The garments will repel insects of 5 BODY or less.
- **One-Fit** – The garments will resize and adjust to fit any being from 1 to 100 BODY.
- **Quiet** – The garments are quiet and still, not making any noise. This includes anything they touch, scrape or catch on. Adds a +5 bonus to Move Covertly, Mask, Stealth and like Clandestine skill checks.
- **Skillful** – These garments are enchanted to provide a +5 bonus to a single skill (stated when made).
- **Warmth** – The garments keep a comfortable warm temperature without regard to the actual temperature outside.
- **Waterproof** – These garments repel water and liquids unless completely submerged.
- **Wintergift** – The garments will keep you warm in the coldest weather. The clothes adjust in temperature as needed. They provide a +3 DR/MR bonus against cold, wind or liquid of any kind.

ARCANE EYES

Description: Orbs of Glass shaped like eyes

Value: 15-35 GC **TD:** 50 **Dur:** 1

Powers: Push the pupil and throw, and they break on impact with anything solid. Uses Light Throwing Arms Weapon Group or Throw Small Item weapon skill.

- **Acid** – Requires roll versus foe's DEF. If you succeed, it inflicts d4+15 DME each CF Count for d6 CF counts.
- **Darkness** – Blackens a 20 ft sphere in total darkness for d10+10 minutes.
- **Fire** – Requires roll versus foe's DEF. If you succeed, it inflicts 3d8+8 DME.
- **Frost** – Requires roll versus foe's DEF. If you succeed, it inflicts 2d10+5 DME and Staggers for 1 melee round.
- **Light** – Lights a 30 ft globe for 1 minute.
- **Lightning** – Requires roll versus foe's DEF. If you succeed, it inflicts 2d10+10 DME and has a 30% chance to leap to a nearby living being. If it does, check (30%) again to see if it leaps again.
- **Obscuring Mist** – Fills a 30 ft cubed area in dense, 100% concealment mist. Lasts d6+6 minutes.
- **Pit** – Creates a 20 ft deep x 5 ft wide pit with sheer walls; must hit at a person's feet to drop them within it, requiring an ATK roll versus their DEF. The pit lasts 1 minute and then spits out anything inside.
- **Poison Cloud** – Fills an area 30 ft cubed with a toxic cloud. Those within must make a TD 75 P/V or they lose -10 CF, -20 to all actions & d10+5 HP for d4 melee rounds.
- **Shield of Wind** – Creates a 12 ft concave shield of rushing wind (upwards/downwards by choice) strong enough to push up/down anything BODY 50 or less & deflect normal missiles of up to a spear in size. Lasts 1 minute and is immobile.
- **Silence** – Stills a 20 ft cube area, silencing all within (non-mobile).
- **Slowing** – Makes a d100+75 magikal attack versus MD against one being in a 10 ft cube. If affected, the being is slowed, moving at half speed, --5 CF, and can only take a quickened or normal action each CF Action Count.

ARDUINIAN FIGHTING RINGS

Description: Typically very simple rings of steel and silveel.

Value: 2,200 GC **TD:** 100 **Dur:** 310

Powers: These rings harden the aura around a person's body. This prevents them from taking damage when striking beings with more than 10 DR, or when blocking weapon strikes.



BADGE OF THE MARTIAL WAY

Description: Varies radically from martial style to martial style. All are portable, however, and are designed to be worn or carried.

Value: varies by type **TD:** 100 **Dur:** varies by type

Condition: Must be a Martial Artist to use.

Powers: These are badges of the many martial styles, designed to demonstrate mastery over a specific technique and act as a trophy. Many schools design unique badges and imbue them with minor to major powers that compliment their style and philosophy of life and combat. Commonly, these badges give access to hidden techniques, strictures, or doctrines not normally accessible; give bonuses or advancement bonuses to progress in the martial style; or are prerequisites to hidden or known rites (one-time rituals). Additionally, the badges of one style are coveted by other styles as a demonstration of their mastery over that particular style. The badge of another style usually provides no benefits to a martial artist that does not know the style, but it does make for a powerful demonstration of mastery.

BANDOLEER OF POTIONS

Description: Bandoleer set with 24 pockets that will hold a 24 ounce or less vial or bottle each.

Value: 5,900 GC **TD:** 45 **Dur:** 150

Powers: The bandoleer can hold 24 potions. While stored within the bandoleer, the potions cannot be broken, disturbed, or even pulled free by anyone other than the wearer. A potion can be removed with a quickened action, but the wearer can set any single potion to be in a “ready” state. A ready potion is automatically in hand when called without expending an action on the part of the wearer.

BANG STICK

Description: 15-inch long blue steel tube with a 5-inch solid handle.

Value: 5,500 GC **TD:** 90 **Dur:** 67

Powers: Once per day this device builds up a magikal charge of $5d8+33$ HP damage. When touched to a living being, it makes a loud retort similar to a gunshot and administers the HP damage.

BELT OF INESCAPABLE LOCATING

Description: Metal mesh belt with a bronze buckle.

Value: 11,000 GC **TD:** 140 **Dur:** 28

Powers: The belt welds itself together and cannot be removed by less than a 30 STR. It acts to attract all monsters within a 120 ft radius of the wearer.

BELT OF POWER

Description: Heavy leather belt with a metal buckle, usually etched or made into some beast's head or form.

Value: 42,000 GC **TD:** 100 **Dur:** 180

Powers: The belt provides the equivalent of the Brawn, Power Lift, Power Throw, and Long Carry Athletics secrets (see Athletics skill and secrets). If you have these secrets already, no added benefit is gained.

BLESSED ITEM

Description: Varies by type.

Value: varies by type **TD:** 50 **Dur:** varies by type

Powers: These items are consecrated to one religion or another and are seen as golden faith in their deity made manifest in mundane form. Blessed items provide one or more of the following powers, with common ones providing one or two powers while great and truly rare ones provide five, six, or even all of the listed powers.

- Skill advancement bonus to one skill, usually +10, +20 or +30 (rare).
- Faith growth rolls have a +d10 bonus.
- Faith gain results have a +d4 bonus.
- Faith pool is considered +d20 more for the purposes of prayers, rituals, secrets or effects that rely on the faith pool in some manner.
- Bonus to a skill or dice roll, usually a +10 or +20 bonus.
- Bonus to crisis of faith checks, usually a +10 or +20 bonus.
- Shift the letter grade of the religion for the purpose of transgressing dogma effects by one towards the positive.



BOOTS OF THE BANANA PEEL

Description: Looks like well made boots.

Value: 12,000 GC **TD:** 130 **Dur:** 4

Powers: These boots resemble and act like boots of speed, flight, time, or some other type of magik boot until a monster appears or a battle starts; then they lock on the wearer's legs and become frictionless! It takes a STR 25 or higher to remove and while zero coefficient, the wearer slips, slides, falls, falls and falls. He can't stand up, walk, run, or otherwise use his totally slippery feet.

BOOTS OF THE ELVES

Description: Knee-high boots of pale green or blue-dyed doeskin.

Value: 5,500 GC **TD:** 121 **Dur:** 22

Powers: Made by the Wood Elves (techniques universally known) for their own use and as gifts to allies. The boots are completely water repellent and allow the wearer, by command, to move with a 95% chance of complete silence, confounding all sensory detection. This includes even things like magnetic detection, keen hearing, echolocation, ground vibrations, radar, and other, similar means of detection. The footfalls of the wearer also have no pressure as long as the wearer is 50 BODY or less and carrying no more than 100 pounds of weight. Greater values of each cause normal foot pressure (and chances of activating traps!) They triple their Dur when making saves against effects.

BOOTS OF FLIGHT

Description: Well-made boots tooled with silver, red, gold and coppery threads of wire, usually stylized to resemble wings (subtly or overtly).

Value: 19,500 GC **TD:** 120 **Dur:** 18

Powers: These boots allow the wearer to fly with perfect ease, stabilizing the wearer in the air and allowing them to fight in melee or ranged attack without penalty. The wearer can fly for no more than one hour per day and activates the ability with a command word. The wearer flies at Move 60 and can make 30 degree turns with a quickened action.

BOOTS OF JUMPING

Description: Sturdy boots of any style with thick soles.

Value: 9,000 GC **TD:** 100 **Dur:** 46

Powers: When worn, these boots allow you to jump 60 ft horizontally and 30 ft vertically.

BOOTS OF SPEED

Description: Well-made boots, of any type, with a worn sole and scuff marks.

Value: 20,000 GC **TD:** 130 **Dur:** 37

Powers: When worn, these boots add a +2 bonus to CF and add +20 Move.

BOOTS OF STEALTH

Description: Nondescript waterproof boots of seemingly common quality.

Value: 17,000 GC **TD:** 135 **Dur:** 14

Powers: When worn, these boots provide a +50 bonus to Clandestine skill checks when moving covertly, masking, or like activity (see Clandestine skill). The wearer also can use the secret Mask (see Clandestine skill) whether they know it or not.

BOOTS OF TRAVELING

Description: Well broken in, slightly worn and lightweight boots.

Value: 9,800 GC **TD:** 80 **Dur:** 54

Powers: These boots reduce movement fatigue, allowing you to travel 20% farther per day. They reduce the movement penalties of harsh terrain by 50% and allow you to clear 5 ft obstacles, whether it be in height or width, with ease.

BOOTS OF TIME

Description: Silver-scaled and hob-nailed knee-high boots.

Value: 1,600 GC **TD:** 110 **Dur:** 22

Powers: These boots act like Boots of the Elves until the wearer is hit with a time-warp, time stop, or similar effect. Also occurs if they are within 50 ft of a Deodanth's time jump. At that point, these boots walk the stream of time with



the person or being using the time effect, moving in sync with them automatically, thus negating or providing the same benefit for the wearer as well. Cursed versions of these boots exist, as well--ones that clamp to the feet of the wearer (STR 70 to remove) and propel them into the future d100 x d100 years, at a rate of 1 year per step!

BOOTS OF WATER WALKING

Description: Waterproof boots, lightweight, of any style.

Value: 7,000 GC **TD:** 90 **Dur:** 4

Powers: When worn, these boots allow the wearer and up to 350 lbs of weight to move across water or other liquid as if it was dry land.

BROOCH TOKENS

Description: Brooches made of copper or iron, and sometimes made from gold. They are usually decorated to resemble the effect they perform when invoked, or are otherwise marked/written on describing the effect, usually in Arduin or Rendorii.

Value: 15-90 GC **TD:** 50 **Dur:** 3

Powers: Removed from the clothing or item pinned to, and then invoked by command word or physical pressure. Once called forth, the item stays at size. If destroyed in brooch form, these items will not explode as magik items normally do. Uses Light Throwing Arms Weapon Group or Throw Small Item weapon skill if thrown in any manner.

- Armor – Suit of armor (must be defined) sized for someone of BODY 21-40.
- Backpack – Standard traveler's backpack.
- Bag – Large folded bag.
- Bag of Caltrops – Bag full of caltrops.
- Boat – Small boat that will hold 120 BODY of creatures or goods safely.
- Boulder – 250 BODY sized boulder.
- Bucket – Sturdy bucket, made of iron-bound wood.
- Candle – Candle that will burn for 6 hours.
- Case of cross bolts – Case of 20 cross bolts.
- Clothes – Can be of any kind or style, from cloaks to full sets of dining clothes.
- Crate – 5 ft cubed crate with one side loosely set in place, but with nails and a small hammer to secure it down.
- Desk – Writing desk complete with 50 sheets of paper, ink, a dozen quills, and wax tapers.
- Flask of Oil – Full flask of oil.
- Food and drink – Travel-ready food for one person for a week.
- Lantern – Lantern, usually normal but sometimes bulls eye or other specialized type.
- Magnet – Fist-sized magnet.
- Medical Kit – A fully stocked medical kit.
- Mirror – Can be any size from hand held to a stand up, 8 ft mirror on a stand.
- Moveable Wall – A 5 ft wide by 5 ft tall, one foot thick wall. It sits on four six-inch wide rollers with brake locks on one side (facing user).
- Paper and Quill – Can be used to inscribe any message up to 300 words long that will reach its destination without fail, but will take one minute per mile traveled to deliver.
- Pole – Usually 10 ft long and (30%) collapsible, as well.
- Pouch of Marbles – Pouch full of marbles.
- Pouch of Sling bullets – Pouch full of sling bullets.
- Quiver of Arrows – Quiver of 30 bodkin point arrows.
- Rope – d6 hundred ft of normal rope.
- Rope and Lanyard – Large lanyard and 100 ft of rope.
- Shield – Normal shield.
- Tent – Usually a single or double person tent, but can be of any size up to a large canopy.
- Torch – Torch that will burn for 3 hours.
- Tool Box – A TL 3 box of tools.
- Wagon – Small wagon that will carry 250 BODY of creatures or goods safely.
- Weapon – The weapon shown on the brooch appears in hand when invoked.
- Weighted Chain – A 100 lb weight at the end of a 100 ft long steel chain.



CHIME OF WARNING

Description: A 4 ft pole set with silver, copper, and iron bells.

Value: 5,700 GC **TD:** 60 **Dur:** 33

Powers: The chime can be set to protect a 60 ft stationary area, ringing when anyone not attuned to it enters the area. The ringing is audible only to those attuned to it. The chime can be attuned to a max of 30 living beings, allowing these beings to enter or exit the 60 ft stationary area it protects.

CLOAK OF ASSASSINS

Description: It changes color and pattern to match its surroundings; otherwise, it's black when not worn.

Value: 8,200 GC **TD:** 147 **Dur:** 18

Condition: Must be an Assassin.

Powers: The cloak provides several powers to Assassins.

- On command, the cloak can create a 5 ft radius field of silence that centers on and moves with the wearer.
- The cloak does not get detected as magikal and appears normal, if finely made, to all but Assassins.
- The cloak reduces the effects of fire, from any source or potency, by 50%.
- On command, the wearer can automatically blend into any urban background and has a 95% chance to foil sensory detection completely as long as they are stationary. This includes even things like magnetic detection; keen sense of smell, vision, or touch; echolocation, ground vibrations, radar, and other, similar means of detection.
- On command, the cloak will draw upon nearby shadows, darkness, or just dimly lit areas to create a thick blurry haze around the wearer that provides Substantial Concealment. The haze distorts the senses as well as its concealment capability does.

CLOAK OF THE BAT

Description: Black, bat-wing shaped cloak with two ruby eye clasps.

Value: 7,500 GC **TD:** 115 **Dur:** 22

Powers: The cloak allows its wearer fly like a bat. If released, it will fight on its wearer's behalf as a giant bat. Useable only at night or in shadow.

CLOAK OF CLEVERNESS

Description: Bright red silk with a high, bat-winged collar.

Value: 22,000 GC **TD:** 165 **Dur:** 21

Condition: Must be an Assassin, Thief, Trader, Courtesan, or Bard.

Powers: The cloak provides a +3 bonus to MA and a +2 bonus to EGO and CHAR. The cloak provides a +10 advancement bonus to all Interpersonal skills. The cloak is completely waterproof.

CLOAK OF THE ELVES

Description: Pale green, tan, or brown hooded linen cloak.

Value: 4,500 GC **TD:** 131 **Dur:** 31

Powers: Made by the Wood Elves (techniques universally known) for their own use and as gifts to allies. The cloaks are either one color (50%) or with one color inside and another outside. Regardless, both types are completely water repellent and allow the wearer, by command, to automatically blend into any woodland or wilderness background, and it has a 95% chance to foil sensory detection completely as long as they are stationary. This includes even things like magnetic detection; keen sense of smell, vision or touch; echolocation, ground vibrations, radar, and other, similar means of detection. They triple their Dur when making saves against effects.

CLOAK OF PILFERING

Description: Nondescript, slightly frayed cloak.

Value: 15,000 GC **TD:** 132 **Dur:** 13

Condition: Must be a Thief, Highwayman, or like profession/path.

Powers: The cloak has 10 pockets of stasis space that are hidden to all but the wearer's touch. The pockets will hold up to 100 pounds each and allow objects up to 3 ft by 3 ft inside. Regardless of what is within the pockets, each one is one pound of weight once items are placed within. The cloak also provides a +20 bonus to Crime, Clandestine, and Athletics skill checks.



CLOAK OF SHIMMERING

Description: A cloak of glittering crystalline weave.

Value: 3,700 GC **TD:** 72 **Dur:** 41

Powers: The cloak gathers up light, even light as small as a nearby lantern, and reflects it brilliantly, lighting up a 125 ft area with light. The cloak provides the wearer with Substantial Concealment against any attempts to target or pinpoint their location. The cloak breaks up 95% of laser or light powered attacks, reflecting them harmlessly, except for the 5% which does do damage.

CLOTHES OF SPIGA SILK

Description: Clothes, usually rugged adventuring garb, made of spiga silk.

Value: 180,000 GC **TD:** 320

DR: 11

BODY: 188

Special: The spiga silk provides the following benefits:

- Adds +75 MD and +5 MR.
- Fire damage up to 150 HP potency only inflicts one-quarter damage, and stronger potency fire up to 400 HP potency only inflicts 50% damage. More powerful potency flame does full damage and destroys a 4 inch square of cloth at increments of 25 HP potency beyond the maximum (400 HP).
- Lightning or electrical damage of 180 HP potency or less only does half damage, but full damage at potency beyond this. Also, each 100 HP above 500 HP will destroy 6 inches of silk.
- The silk insulates against cold so well that it negates 20% of the damage regardless of potency or origin. It is also 100% resistant to acids regardless of potency or source, but is porous enough that 1-5% will seep through over a d10 melee round period.

CONJURE CRYSTAL

Description: Spherical rose or pale violet colored crystal ball with about 12-inches in diameter and about 5 pounds in weight.

Value: 100,000 GC **TD:** 130 **Dur:** 2

Powers: A crystal ball with the following powers, each of which can be used only three times per day.

- See over 1,000 miles away with the expenditure of 1 APT for one minute of scrying. Viewing into the ethereal, astral, or spirit world is possible as well but costs an extra 3 APT per minute.
- Create a complete illusion (all senses) through the crystal ball into the place scryed. The illusion costs 10 APT and lasts one minute. The illusion duration may be continued in minute intervals, but costs 10 APT per minute extended. The user must continue scrying on the illusion to direct it or it dissipates.
- Conjure an elemental without the need for the proper medium. This can only be done once per month. The conjuration requires 50 APT and the elemental is of base strength 30, but the user can add to its strength on a 1 for 1 basis by providing additional APT when the elemental is conjured.

CONTAINER OF STASIS SPACE

Description: By type. Items of these nature are usually quivers, pouches, boxes, backpacks, saddle bags, wagons, cases and the like.

Value: base value for item x 500 GC **TD:** 110 **Dur:** by item +20%

Powers: These items are enchanted to hold 1d10 times their normal items or volume. Low end (common) ones jumble everything together, while high-end ones (uncommon) may have auto-sorting (like with like), segregation (items don't mingle), at-hand (is at the top or placed in hand when accessed) and other qualities.

CROSSBOW OF KINGS

Description: Heavy crossbow made of nearly petrified wood and silveel.

Value: 9,500 GC **TD:** 130 **Dur:** by item +150%

Powers: Crafted by a nameless king during the Nexus Wars to further his ambitions, an unknown quantity of these still remain in the world. The crossbow is light, even though made from petrified wood and silveel—in fact, it is light enough to float in water. It has double the range and firing rate of a heavy crossbow.



DANCING WAND OF MAGIK

Description: A wand, usually adorned with symbols, writing, or runes of magik, though they could just as equally be plain or encrusted with precious metals, gems, or materials.

Value: as a wand+5,000 GC **TD:** 125+OP of spells within **Dur:** varies

Powers: See wands of magik for full details on any powers in the wand. Otherwise, it can be set to dance in the air, attacking by itself while the owner does other things. It can be thrown to a spot as you command the dance, and it will do so at that spot. However, if a specific target is not named it will choose its own and it can't tell friend from foe! The wand will dance for 1 CF Action Count for every 3 APT powered into it when initially set to dance.

ENCHANTED GEAR

Description: By type.

Value: varies by type **TD:** 50-75 **Dur:** varies by type

Powers: See each entry below. Use the base price of the item and multiply it by 80 GC per enchantment to determine the final price.

- **Comfort** – Usually a tent or sleeping bag, but sometimes a cloak or blanket. The item of gear is completely climate-controlled, maintaining a pleasurable atmosphere regardless of the conditions (doesn't work if not in a climate of some sort, e. g. it doesn't function in space).
- **Cooking** – Most typically a cookware item, these will generate their own heat or cold to cook food.
- **Cooling** – Usually a simple container that keeps anything placed within at a specified temperature close to or around freezing.
- **Glowing** – Applied on too many things to define a simple scope, these items glow. It is usually enough to light a 15 ft area, but some are two or even three times as bright.
- **Heating** – Item will warm up to a specified temperature, but not beyond a threshold that would ignite flammable objects it may be touching.
- **Ignition** – The item will ignite anything flammable that it touches (equivalent to a candle in heat).
- **Leakproof** – The item will not leak and only complete destruction empties the contents.
- **Quiet** – Often placed on containers that are noisy, such as belt pouches or trader's chests. Equally placed on lock-picks, gloves, and bow strings to make their actions silent.
- **Rework** – Typically a craftsman tool of some type, usually TL 1 to 12. For 3 APT impairment, it can negate a poor outcome of some craftsmanship or even lower the roll on the fumble chart by -15 for critical failures.
- **Wet** – These items will sweat water heavily, condensate, or fill up with 12 oz of water per hour.
- **Unspillable** – Item is enchanted so it cannot spill, no matter how tipped, turned over or forced.

ENERGY INVERSION BOMB

Description: Fist-sized black stone shot with green and copper metal veins.

Value: 1,500 GC **TD:** 110 **Dur:** 2

Powers: These items shatter on impact, creating a deep and powerful negative channel current, siphoning any power normally moveable by Channeling into the ground in a 100 ft circle of the bomb. In this area, Channel skill checks have a -50 penalty to skill checks and +30 Fumble chances. The effect lasts for 2d10+10 minutes.

EYE OF THE ARCANE

Description: Look like crystalline bodkin arrows.

Value: 90 GC **TD:** 70 **Dur:** 5

Powers: These arrows inflict no damage, but act as the focus for a spell that is cast through an accompanying crystal. The crystal absorbs the spell and transmits it to the arrow tip, which then releases it on impact. The arrow tip only holds the spell for 1 CF Count, so the casting must be synchronized to the arrow strike. They can only be used once. Cross-bolt versions of these arrows exist at the same price.

FIGURINE OF FABULOUS POWER

Description: A carved representation of the creature it conjures forth.

Value: 50,000 GC **TD:** 100 **Dur:** 50

Powers: When commanded by the holder of the figure, the figurine transmogrifies into the creature it represents, along with all its requisite powers and abilities. The figure will obey the commands of the user who called it forth until the same person returns it (via command) back into the figurine. If slain, it is gone forever. Each figurine requires a set amount of



APT to invoke and an additional amount for the duration, in 10 minute steps, that is drawn from the user when invoked. A typical figure requires 30 APT and 5 APT per 10 minute interval of duration desired, so providing 50 APT to a figure would call it forth and keep it around for 40 minutes.

FLAGON OF CAROUSING

Description: Large flagon, the handle carved to resemble a drinking dwarf.

Value: 6,000 GC **TD:** 70 **Dur:** 85

Powers: The flagon removes the alcohol content of anything drank from it.

FLASK OF LIGHT

Description: A simple flask of smoothed stone, lit from within and slightly warm to the touch.

Value: 7,000 GC **TD:** 100 **Dur:** 9

Powers: When opened, illuminates a 100 ft radius in brilliant, blinding light. The light inflicts d10 HP damage to all undead and 2d10 APT loss to all spirits

GAUNTLETS OF FEAR

Description: Silver-scaled gauntlets.

Value: 5,000 GC **TD:** 90 **Dur:** 20

Condition: Only useable by those of the Mage profession or Mage path.

Powers: Those struck by these gauntlets are affected by a d100+75 Fear affect. Those who fail their save flee uncontrollably for d20 melee rounds.

GAUNTLETS OF GRIPPING

Description: Golden-scaled gauntlets.

Value: 5,000 GC **TD:** 90 **Dur:** 20

Condition: Only useable by those of the Warrior Profession.

Powers: These gauntlets allow the wearer to grip (only) with STR 50(!) and 180 BODY equivalent.

GAUNTLETS OF ICE AND FIRE

Description: Gauntlets of pale blue-white, translucent ice-like crystal with tiny flickering flames sparkling within them.

Value: 47,500 GC **TD:** 100 **Dur:** 27

Powers: Any weapon or shield held by these gauntlets can become either flaming, inflicting 2d4+2 HP damage and igniting flammables on contact, or chilling for 2d4+2 and slowing those touched by 1 CF Count, but not simultaneously. The chilling slow effect wears off after 5 CF Counts but can be reapplied after this time period. Any object may be safely handled, as the gauntlets (only) are 100% fire and cold proof. Note, whatever object is subjected to either the cold or fire will take damage from the effect unless resistant to the fire or cold applied.

GAUNTLETS OF SPINES

Description: Gauntlets of silvered blue steel covered with one-inch spikes.

Value: 8,500 GC **TD:** 120 **Dur:** 155

Powers: The gauntlets can release a total of 60 spines per day. They will also regenerate 5 spines per hour once used, until the gauntlet is back to its max of 60 spines. The wearer is -30 to handle anything requiring manual dexterity (including weapons) while wearing them. The gauntlet can fire two spines with a normal action, at +100 ATK (each) to a max of 120 ft away, each inflicting d6+3 HP damage.

GHOST CLOAK

Description: A hooded, ankle-length cloak will fit any humanoid being from 6 to 22 BODY, has no appreciable weight, and is of such a neutral color that it is almost invisible to the eye, seemingly gossamer or unsubstantial.

Value: 12,000 GC **TD:** 111 **Dur:** 32

Powers: If the wearer is of 35 APT or less, it can, at will, cause itself and the wearer to become invisible for up to one hour per day. Beings with more APT cannot use the cloak. These cloaks are woven by the weird Moon Spyders of Chronacholon.



GLOVES OF DEXTERITY

Description: Thin, finely made gloves.

Value: 8,000 GC **TD:** 80 **Dur:** 12

Powers: These gloves provide a +10 bonus to COORD when worn.

GLOVES OF THE FENCING MASTER

Description: Fine leather glove with a silver-scaled back, emerald-crusted wrist guard and red-threaded rose patterned palm.

Value: 26,000 GC **TD:** 130 **Dur:** 31

Condition: Keyed for use by thieves, assassins, traders, slavers, and bards only. It works with the epee, saber, rapier, or foil only.

Powers: Given the proper weapon, this glove provide a +30 ATK and DEF bonus, provide a +5 CF bonus, and automatic access/use of the Whirling Strikes, Flurry, and Whirlwind Assault secrets (Combat skill).

GLOVES OF GAMBLING

Description: Red silk gloves.

Value: 20,000 GC **TD:** 140 **Dur:** 6

Powers: These gloves can read cards by touch, make dice roll as needed on a 65% chance, and provide a +20 bonus that can be applied to any roll in game once per melee round.

GLOVES OF MIKKECANTO

Description: Deep black gloves, lined with fur inside that wicks away moisture, and decorated with knots and fantastic beasts.

Value: 14,000 GC **TD:** 60 **Dur:** 38

Powers: Mikkecanto backed numerous adventurers after his retirement from the same trade and had dozens of these gloves made to give as gifts. The gloves give the following powers:

- Any weapon thrown with the gloves will return to the hand of the wearer immediately (same CF Count) after cast.
- Any weapon thrown with the gloves gains the benefit of your BODY damage bonus.

GLOVES OF OGRE POWER

Description: Finely made, leather, silk-lined gloves that re-size to fit.

Value: 7,100 GC **TD:** 85 **Dur:** 30

Powers: These gloves bolster and strengthen the wearer, imbuing them with the equivalent of 27 STR and 65 BODY for all purposes.

HELM OF CHAOS

Description: Helm of ebony iron with a vision slit resembling the eight-fold arrows of chaos.

Value: 17,500 GC **TD:** 50 **Dur:** 42

Powers: These helms where created during the Nexus Wars and were outlawed by the nations after the wars ended. Anyone wearing the helm automatically has the Social Motifs of Acknowledged, Feared, Damned, Famous, and Merciless.

The helms cannot be easily taken off, requiring a TD 125 EGO check to succeed in doing so. While worn, the helm provides complete immunity to Fear (from any source), provides a +5 bonus to MA, and complete immunity to mind control, domination, possession or like powers. Additionally, the wearer has a +30 bonus that can be applied once per melee round to any single check or roll. The wearer always acts in a random and chaotic manner without regard to their actual desires.

HELM OF THE HAWK

Description: Silvered helm shaped like a winged hawk's head.

Value: 9,500 GC **TD:** 70 **Dur:** 33

Powers: The wearer has his normal distance vision tripled, acquires the ability to see in the dark or poor illumination (though in black and white), and is 100% immune to Fear and Confusion. The helm also adds a +6 EGO bonus and a +50 PER bonus.



HELM OF WAR

Description: Plain, unadorned steel helm with a full covered face.

Value: 30,000 GC **TD:** 150

Dur: 33

Powers: The helm adds a +3 bonus to the wearer's STR, ADROIT, REF, WITS, and CON. The wearer also has a 35% chance of knowing in advance an opponent's attack move (only), and may either automatically Dodge or Parry it with a 100% chance of success, or attack first at +50 ATK regardless of who's faster. The helm also negates retaliatory actions that may occur as a result of the Dodge or Parry.

HELM OF WIZARDRY

Description: Grey, full-faced, skull shaped helm that fits closely to the head enough that the wearer resembles a grinning skull!

Value: 59,000 GC **TD:** 155

Dur: 62

Powers: The helm fits any humanoid from SIZE 4 to 18. The wearer gains the following powers:

- Adds a +20 bonus to the amount of mana that can be channeled in a melee round.
- Immunity to all psychic or mental attacks, as well as attacks on the nerves, body and senses.
- Immunity to all forced sleep, arcane or not.
- The wearer can hang spells, as outlined in the Hang Spell secret (see Arcanology skill for more details), but they must be OP 7 or less. The helm can hold six spells in this manner.

HOBBITT STONE

Description: Round, smooth one-inch diameter pale blue stone.

Value: 3,000 GC **TD:** 55 **Dur:** 28

Condition: Keyed for use by only Hobbits and Kobbitts.

Powers: The stone adds 240 ft to the range of the sling that propels it. It also adds a +20 ATK bonus and adds +5 HP to the damage it inflicts. It returns to the Hobbitt's hand one CF Action Count after use.

HOLY ROBES

Description: Made of any hue and decorated with religious symbols for the order it portrays. Usually cowled (90%).

Value: 30,000 – 90,000 GC **TD:** 100 **Dur:** 100

Condition: Only Priests, Saints or Druids as appropriate to the religious order they are consecrated to can wear them.

Powers: The robes fit any humanoid from SIZE 4 to 18. The wearer gains the following powers:

- DR bonus of d4+6 to the wearer.
- +20 bonus to Disease, P/V, and Shock saves.
- Immunity to Fear, Confusion, Paralysis, and one other random thing, such as an element, condition or some power.
- These items are also considered to be Blessed (d3+3 powers) and a Religious Receptacle of 2d10 Faith and d100+200 Mana.
- The robes also have one single power, such as access to a religious secret or d3 prayers or rituals special to the religion or deity.
- Anyone not of the same religion who puts the robe on is fatally poisoned, with death coming in d4 minutes unless a TD 200 P/V save is made. Even those who save suffer half CON attribute damage and are Flattened for d10 weeks. Those of the same religion who do not meet the condition (e.g. Priest) suffer an immediate Crisis of Faith with a -30 roll.

HOOD OF THIEVERY

Description: Plain, full hood (only the eyes show) of nearly any color.

Value: 20,000 GC **TD:** 100 **Dur:** 44

Condition: Works only for Thieves, Highwayman, and like, thief-related paths.

Powers: The wearer gains a +40 bonus to PER and can see in the dark or poor illumination as if in daylight and in full color. They also gain the benefits of Dwarf sight, Elf Sight and Hawkman Perception. Lastly, the hood provides a +30 bonus to PD.



JAVELIN OF DEVASTATION

Description: looks like a 5 ft long crackling, writhing black flame that will not burn those who wield it.

Value: 15,000 **TD:** 120 **Dur:** unbreakable

ATK: 44 **CF:** 0 **DEF:** 0 **DME:** see below **C:** 90 **F:** 3 **ER:** 360 **BODY:** any

Powers: When thrown it becomes a 3-inch wide by 12 ft long bolt of crackling black lightning, inflicting d20+30 HP damage and inflicting d4 ESS destruction. Single use only.

LANTERN OF PROTECTION

Description: Looks like a stout lantern.

Value: 1,200 GC **TD:** 50 **Dur:** 23

Powers: This lantern lights a 30 ft area (it takes 10 minutes to “warm up”), rendering it 100% invisible at night to vision, sound, or smell. It audibly alerts the owner and anyone within if anything larger than a mouse enters the area (outside of the owner and up to 8 people named by the owner). The invisibility conferred is anonymity vice true invisibility, urging individuals to avoid and not notice the area.

LINKED POUCHES

Description: Thick leather pouches with metal clasps.

Value: 7,800 GC **TD:** 84 **Dur:** 56

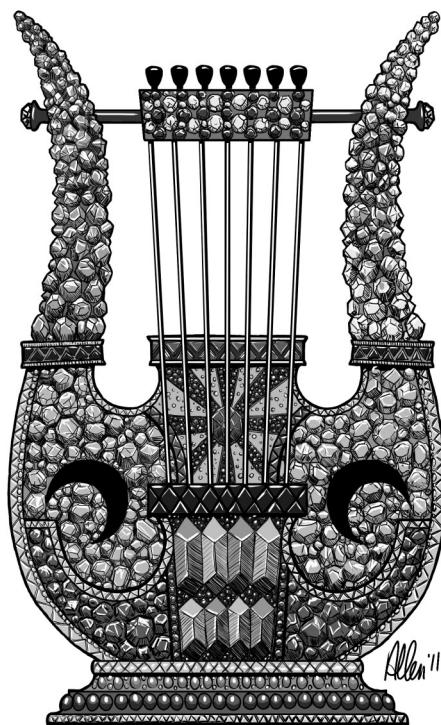
Powers: A series of pouches, usually 2 to 12 in number, that are linked to a common space. Anything placed within one is accessible to the other if within the same world. The common space is usually no greater than the complete shared volume of the pouches.

LIVE ROPE

Description: Looks like ordinary hemp rope.

Value: 650 GC per foot **TD:** 100 **Dur:** 62

Powers: The rope will move like a serpent at 32 Move, at the owner's command. It will coil around people, rise into the air (up to three-quarters height), lash out at people, etc. It has 3 HP per foot in length, DR 11 and CF equal to its owner. It can be killed like any other living creature and has all the limitations of normal rope. Some variants (at triple cost) are fireproof.



LORELEI LYRE

Description: 5 ft tall, beautifully sculpted lyre of rose, iron, veritas, and amokduln woods, studded with gems and precious metals.

Value: 50,000 – 100,000 GC **TD:** 135 **Dur:** 89

Condition: Works only for Bards and related paths.

Powers: Works in a 120 ft range diameter. Can affect any being of REAS 1 or greater up to 75 BODY, using the player's Perform skill check against their PD. If successful, those affected are mesmerized by the music and sit/stand, rapt and unmoving, for as long as its played. Only the player is immune to the music.



MEDUSA STONE

Description: Large hen's egg of shifting colors that cover the entire spectrum of the rainbow.

Value: 87,000 GC **TD:** 170 **Dur:** 100

Powers: The possessor of this stone cannot be turned to stone or petrified by any means. Neither can they be paralyzed or have their physical functions reduced by any means. Lastly, once per day, at a cost of 18 APT impairment, they can take on the aspect of a Medusa, with all powers and consequences thereof. The aspect will last for only 13 minutes, but always has a 5% chance of becoming a permanent aspect of the person attempting it. This chance cannot be modified by any means.

MIGHTY MYSTIKAL SILVER SLING SHOT OF SLAYING

Description: Oval shot of gold flecked silver.

Value: 10,000 GC (each) **TD:** 115 **Dur:** 30

Powers: This shot will fly 600 ft regardless of the sling used. The shot is set to slay any single type of creature, forcing them to make a TD 300 Shock Save or die instantly if hit, without regard to DR. Those who save still receive 2d10+11 HP damage regardless of type or size. They have one use before becoming inert.

MISTY BOOTS OF SILENT SPEED

Description: Boots of translucent mist that is ever-shifting and changing, yet always the same.

Value: 65,000 GC (each) **TD:** 85 **Dur:** 180

Powers: The wearer can move on any surface from water to moisture on a rainbow, even illusions, at double normal Move. The boots exert absolutely no ground pressure, have no special fatigue penalties, and are absolutely silent. They are among the rarest of magik items.

MYSTIK ROPE

Description: perfectly ordinary hemp rope.

Value: 500 GC per foot **TD:** 100 **Dur:** 38

Powers: This rope has been rendered capable of supporting 1,500 pounds without breaking and is fireproof against all heat and flame, regardless of source, up to 80 HP in potency. Strong flame of up to 140 HP will char it and greater fire destroys it. It floats, is totally waterproof, and will not get brittle in cold. Finally, it has only two-thirds the weight of rope.

NECKLACE OF TRUTH

Description: A necklace of simple stones, set evenly and cleanly together.

Value: 4,000 GC **TD:** 80 **Dur:** 9

Powers: The wearer can sense (by a stated sense set by the creator when made, usually hearing) when individuals around him (within distance of the stated sense) speak what they believe or know is a lie. Thus, the lie is only detected if the person who speaks it believes it is one.

NEVERLOST MAP

Description: Most maps are made of parchment and stored in a case sealed against the elements. The map itself can be virtually any size and shape, but is usually 15 inches wide by 24 inches long.

Value: 4,100 GC **TD:** 30 **Dur:** 25

Powers: The map is blurry and impossible to read until 3 APT are provided. At this point, the map then centers on your location and outlines the immediate area for 1 mile around your location. You can also command it to show your location on a greater scale, but with less detail.



OBJECTS OF ARMORING

Description: By type.

Value: base value for item x 425 GC **TD:** 100 **Dur:** by item +40%

Condition: These objects are enchanted to be melded into non-cloth armors, shields, and even Phraint chitin or other heavy skin, scales and such of creatures (if the right type of object). Objects identify whether they must be riveted (permanently joined), attached (secured to but is removable after the fact), or implanted (permanently embedded in a being with 11 or more native DR and chitin, scales, thick skin, or an otherwise hard/durable surface).

- Half armor can support two Objects of Armoring before the bonuses do not apply any benefit to the armor.
- Full armor can support four Objects of Armoring before the bonuses do not apply any benefit to the armor.
- Any being, regardless of circumstance, cannot have more than five Objects of Armoring in any combination (riveted, attached, or implanted) and gain any benefit for the additional items.
- There is a 10% chance per bonus DR provided by the item that any Object of Armoring is also conditioned to one or more of a race, culture, noble house, bloodline or like restriction.

Powers: Low end, common versions add +1 to the DR of what they are attached, riveted or implanted into, but higher end ones can add +2, +3 (Uncommon), or even more to DR (Rare). Each corresponding “+” doubles the value multiplier. Multiple objects riveted, attached or implanted work in tandem. The strongest bonus sets the base DR bonus and each additional item adds a max of +1 DR afterward, regardless of its actual bonus above +1 (if any). Thus, a Phraint implanting three metal inlays into its chitin of +4, +3 and +2, would only have a +6 DR bonus (+4 base and +1 for each of the other two respectively). An adventurer wearing a +3 DR armoring ring, bracers of armoring +4 DR, and boots of armoring +1 DR would also only have a +6 DR bonus (+4 base and +1 for each of the other two respectively).

Note: Generally speaking, it costs 20% to 50% of the cost of the armor, shield or like item to rivet an object of armoring to it. Implants require surgery (see Medical skill).

Wearable Item {bracers, rings, necklaces, clothes, boots, cloak, etc.}	Attached
Metal Inlay {made to be added to Phraint chitin}	Implanted
Gems	Implanted/Riveted
Dwarf Knot {always +1 DR}	Riveted/Dwarf Only

OCCAM'S RAZOR

Description: A flat, 6-inch long, finely inlaid and jeweled sword hilt without a blade.

Value: 32,000 **TD:** 138 **Dur:** 48

ATK: 33 **CF:** 0 **DEF:** -27 **DME:** 2d6+9 **C:** 74 **F:** 14 **ER:** S – M **BODY:** no max

Condition: Only Mages and Mage paths can use it.

Powers: When used by any Mage with an MA of 20 or greater, a pale lavender blade of energy appears. The blade is 1 foot long per MA over 23 the user has. Every CF Cycle (40 to 1), the user's MA drops 1 point, shortening the blade until it is less than what is needed to use. The MA drop lasts 5 minutes for each point dropped and is then regained at one point per minute.

OMNI KEY

Description: A silver-runned skeleton key inset with a large ruby or emerald.

Value: 7,500 **TD:** 90 **Dur:** 22

Powers: They key will, once per day or three times per night, shape-change as to fit perfectly any lock that has a keyhole. It will not, however, defuse or deactivate any traps set.



RELIGIOUS RECEPTACLE

Description: Varies by type.

Value: varies by type **TD:** 50 **Dur:** varies by type

Powers: These items are consecrated to one religion or another and are seen as golden faith in their deity made manifest in mundane form. Religious receptacles are made to hold Mana and Faith, and the more rare ones hold even prayers or rituals of the religion. Those that hold prayers or rituals are treated in a manner similar to a wand of magik (see item description for details.). Typically, receptacles hold up to d10 Faith and 200 Mana, while really rare ones hold two or three times this amount and some great or minor power.

RING OF HEALTH

Description: Simple band made from steel or silveel.

Value: 2,500 GC **TD:** 75 **Dur:** 50

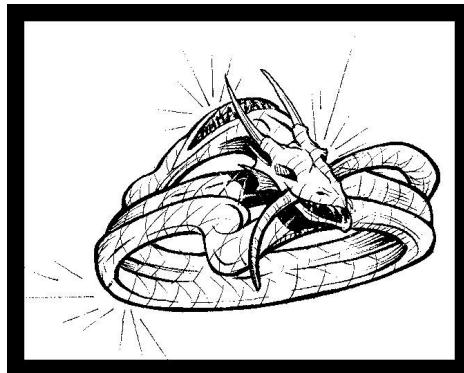
Powers: These rings provide a +10 bonus to all Saves and +10 bonus HP.

RING OF THE JUO KIIL

Description: simple band of titanium marked with a demon's head.

Value: 3,800 GC **TD:** 75 **Dur:** 90

Powers: The Juo Kiil were an adventuring band that home based in Khurahaen. They had dozens of these rings struck for their members before the host of them were slaughtered in the Midnight Reign of the Wanderer revolts. The ring adds a +20 bonus to the wearer's BODY for determining damage and provides 5 Fort (BODY) against BODY damage.



RING OF NIGHT

Description: Cool black onyx ring.

Value: 3,500 GC **TD:** 60 **Dur:** 10

Powers: The wearer is 100% invisible in all shadows, darkness, or at night. True seeing cannot penetrate this effect, nor can thermal location, echolocation (or its equivalent), radar, ground vibration sensitivity, or the ability of locate beings by ESS.

RING OF THE PHANDELYON

Description: simple silver band stamped with a blue Phandelyon.

Value: 4,500 GC **TD:** 75 **Dur:** 10

Powers: The ring adds +2 to CF when worn.

RING OF RAPID TRANSIT

Description: Dented, rusty ring of iron with strange symbols engraved on it.

Value: 4,750 GC **TD:** 100 **Dur:** 17

Powers: On command, the wearer can physically move 10 times their normal Move. The movement can be maintained for one minute per CON of the wearer. However, after the wearer stops moving, they must then rest (immediately) 3 minutes per minute of rapid transit. They literally cannot move or act and must do nothing but rest during this time period. As the movement is so quick, the wearer cannot Dodge, Parry or Block while moving and loses the benefits of COORD and Guard secrets.



RING OF THE WORD

Description: Typically a gold, silver, iron, mithril or silveel band.

Value: varies by type **TD:** 100 **Dur:** varies by type

Powers: The Rings of the Word were created by a rather eccentric, religiously-oriented group with a penchant for song and oration. This now forgotten group sought to deify music in its rawest form and would roam the streets of Talismondé in Arduin seeking to bestow their enlightened state upon any they met with their rhetoric. This put them in a rather bad light with most Talismondéans, who viewed their overwhelming zeal for song poorly (because most of them were truly horrible at it). After many of them were pulled into alleys for a short “education” by irritated Talismondéans, they raised enough funds (only the gods know how—it sure wasn’t by singing!) to have several of these rings made. Each ring was given a specific word from one of the group’s most favorite songs as a key to activate its defense magic. These rings served them in great stead when similar situations arose where their prose or rhetoric angered those forced to listen to it. After the death of most of the small group (they were ran over in an “accident” by a good portion of Arch Duke Naskillion’s mounted horse on “maneuvers”—in the middle of the city!) these rings dispersed, though they are seen now and again. Each use of the ring impairs the wearer by 3 APT.

- **Dark Dreams** – Lesser know than most of the other rings, this ring is set with a word from this terrifying tale. This ring calls forth the inky darkness of the abyss, blanketing an area 100 ft square in the almost liquid darkness. The darkness will last for 10 minutes and renders all perception within it useless, except by the ring wearer.
- **Deed of Shaldonness** – About as often met as Lord Jant’s Ride, this tale is about Elven General Almari Shaldonness, and his battles in the Nexus Wars. The tale focused greatly on General Shaldonness’ anguish over losing so many Elves during the battles to keep Arduin and the Elven nation, and out of the hands of others bent on its destruction. The ring wielder lets loose a howl of anguish to activate it and it affects all those around it for 65 ft with overwhelming anguish (treat like the OP 3 spell Instant Idleness). The effect lasts for 8 minutes.
- **Joele Firewarden and the Fall of Tsao** – Only a few of these were made for those most important to the cause. The song of Joele Firewarden and his wrestling of the demigod of metal during the Fall of Tsao is widely known. Each ring is associated with a specific place, and when called upon opens an instant portal of metal to that place and sucks the ring wielder in (safely). The gate clangs shut afterward and melts away.
- **Lay of the Elven Eleven Hundred** – A good number of these were made. The song is about the Battle of the Foam Stallions, and summons forth an overpowering sense of bravery in the wearer and all “friends” within 50 ft, imbuing them with bravery, dispelling any Fear effects and providing a +30 bonus against fear for 3 hours afterward.
- **Lord Jant’s Ride** – Perhaps the most known is the ring with a word from Lord Jant’s Ride, his whooping battle cry specifically, that activates it. It invokes a deep burgundy steed with fiery nostrils to carry away the ring wearer. The steed shows up instantly, the wielder automatically on their back. The steed rides away at 300 Move and cannot be destroyed. It will run for 3 minutes without stop in any direction indicated by the rider.
- **Walk of Mothormortis** – Another lesser met ring, this ring focuses on the Walk of Mothormortis song, specifically on the part of the song where he mistakenly bears witness to the battling of three gods and is so distraught with the conflict that he ends his life by plunging into the deep waters of the Southern Ocean. The ring wearer can point to one living being and paralyze them for 1 minute if they fail a TD 150 Shock Save.

RITUAL ITEM

Description: Varies by type.

Value: varies by type **TD:** 75 **Dur:** varies by type

Powers: These items are receptacles of power that hold APT, typically for use in rituals or rites. They usually range 750 GC x APT they hold in value, added on to the base value of the item. They can be anything from a ring to a weapon. Ritual items hold d100-APT, though typical ones are 10 or 25 APT in strength. About half of the items found are consecrated to one particular religion or another and are not useable if not a follower of the same deity.

ROD OF RIGHTEOUS RETRIBUTION

Description: 28-inch dull iron rod with a fist of gold-painted iron on top.

Value: 17,500 GC **TD:** 115 **Dur:** 120

ATK: 4 **CF:** -3 **DEF:** 5 **DME:** 2d6+8 **C:** 99 **F:** 1 **ER:** S – M **BODY:** 11 - 88

Condition: Only Priests, Paladins, Saints, and Witch Hunters may use it.

Powers: The rod, on command, transfers d8 HP the wielder has suffered in the last 12 hours to the person it strikes (healing them in the process). These rods are always key to a certain religion and are useless in the hands of other religious types.



RUNE STONES

Description: Small stones or gems, inscribed with an eldarin rune and spiraling rendorii writing.

Value: 50-500 GC **TD:** 50 **Dur:** 35

Powers: Worn next to the skin to work, once they have absorbed the powers they have been set to guard against or their powers been used, they crumble to dust. A rune stone that partially absorbs something it is set for crumbles to dust 10 minutes later. You can only have as many rune stones active on your body as you have APT. A single rune stone can do one of the following things:

- Absorb 10 HP Fire
- Absorb 10 HP Cold
- Absorb 10 HP Lightning
- Absorb 10 HP Acid
- Absorb 10 HP damage (any)
- Absorb 2 points of attribute or characteristic damage or impairment
- Stone Savior – auto-stops petrification
- Obdurate Guardian – auto-save vs Shock if TD 200 or less
- Death Savior – auto-stops instant death from criticals, spells, or effects
- Unbroken Bond – auto-prevents the loss of limbs, head or appendages, and vorpal or sharpness effects
- Dissolution Savior – auto-stops disintegration effects

SCROLL

Description: A roll of parchment, papyrus, or like material, sometimes kept in a case or box and mounted on wood, bone, or metal dowels.

Value: varies **TD:** 25 **Dur:** 4

Powers: These scrolls are infused with power and inscribed with a spell, mental power, ritual, or prayer. They have enough energy within them to power the spell, mental power, ritual or prayer written on them once before becoming inert and useless. They range from OP 1 to OP 13 and have a value of 1,700 GC per OP inscribed on them. OP 1 – 3 are common, 4 – 7 is uncommon and OP 8 and higher are rare treasures.

SHIELD OF REPELLING

Description: Any type of shield.

Value: base value x 9,500 GC **TD:** 80 **Dur:** per shield type x 2.

Powers: These reflect any damage they absorb (that doesn't completely destroy the shield) back on the creature, being, or person that strikes it.

SHIELD OF SELF REPAIRING

Description: Any type of shield.

Value: base value x 6,000 GC **TD:** 70 **Dur:** per shield type.

Powers: These shields "heal" durability/BODY at a rate of 1 to 8 (set when created) as long as they are still intact. If brought to zero BODY/DUR or less, it is destroyed.

SKY HOOK

Description: Mithril hand, claw, talon, etc. attached to a 300 ft spider silk rope.

Value: 25,500 GC **TD:** 55 **Dur:** 36

Powers: The sky hook will hold and hang anywhere (on a cloud, in the air, on a sheer wall, etc.) when the command word is cried. It unlocks on the second command.

SOURCE OF POWER

Description: Varies by type.

Value: varies by type **TD:** 50 **Dur:** varies by type

Powers: These items are specially prepared containers made to hold Mana or PSI, and the more rare ones even hold Channel secrets! Those that hold Channel secrets are treated in a manner similar to a wand of magik (see item description for details). They typically hold 10 to 50 Mana, but can scale up to sources capable of holding hundreds of Mana or PSI. Many of the more powerful attain sentience, though it is still rare, and even a few very rare ones can act as a familiar!



STAFF OF BLACK WIZARDRY

Description: a 7 ft tall staff built of gnarled and twisted black oak. Twined about it are 13 writhing serpents of blood-red carnelian.

Value: 100,000 GC **TD:** 40 **Dur:** 88

Condition: Only Mages or those on a Mage path may use this staff. Non-mages who pick up this staff are Flattened for d20+10 minutes.

Powers: The wielder of the staff may use the following powers, the staff providing the energy (Mana, APT, etc.) to power each one once per day, and are called upon with a quickened action. They may be used more often, but the wielder must pay the cost and use their own skill.

1. Flight – 360 ft for a max of 13 minutes
2. Wizard Dark – as the same spell, cast at 250 strength.
3. Blizzard – as the same spell, cast at 250 strength.
4. Ice Wall – as the same spell, cast at 250 strength.
5. Elemental Summoning – as the same ritual, cast at 250 strength (APT & skill).

Its next powers, seven in total, may be used thrice per day and are called upon by a quickened action. They may be used more often, but the wielder must pay the cost and use their own skill.

1. Mystik Dart – as the same spell, cast at 250 strength.
2. Tangle Trap – as the same spell, cast at 250 strength.
3. Mage Fear – as the same spell, cast at 250 strength.
4. Mystik Shield – as the same spell, cast at 250 strength.
5. Hot Flame – as the same spell, cast at 250 strength.
6. Levitation – as the same spell, cast at 250 strength.
7. Wizard Glow – as the same spell, cast at 250 strength.

The final power is the staff's ability to strike as a two-handed maul, but without a CF penalty.



STAFF OF THE CHUNDIAN MAGE

Description: A splitoak, ironwood or like hardwood staff, bound at the ends with bands of iron and marked with the device of the mages of Chund.

History: Normally given to followers of the Chundian battle schools if they perform well enough in the Black Tides and Northern Fury trial.

Value: 12,000 GC **TD:** 85 **Dur:** 118

Condition: Only Mages or those on a Mage path may use this staff.

Powers: The Staff is perfectly weighted and can be employed as if fighting with two weapons while still retaining the ability to Parry and make an attack (see Staff write up for more details). It also provides a +5 bonus on Channel and Cast skill checks.

STAFF OF MAGIK

Description: A staff, usually adorned with symbols, writing, or runes of magik, though they could just as equally be plain or encrusted with precious metals, gems, or materials.

Value: varies **TD:** 100+OP of spells within **Dur:** varies

Powers: Staves and wands of this nature are infused with power and inscribed with a spell, mental power, ritual, or prayer. The price of the Mana, faith, APT or other requirements defined by the spells, rituals, or prayers loaded within the staff come from the user. Staves are usually set with d12 powers that range from OP 1 to OP 13, and have a value of 2,300 GC per OP inscribed on them. OP 1 – 3 are common, 4 – 7 is uncommon and OP 8 and higher are rare treasures.

STELIKHUR PICK

Description: A heavy headed pick with one shovel end, covered with geometric angling Rhingalorean script.

Value: 8,200 GC **TD:** 150 **Dur:** 180

ATK: 11 **CF:** -1 **DEF:** 11 **DME:** 2d6+8 **C:** 95 **F:** 3 **ER:** S – M **BODY:** 10 – 80

Powers: A powerful weapon and tool, a few of these items still turn up from time to time in the old Rhingalorean ruins. The pick not only acts like a War Pick (Impact Piercing Weapon) but also can be commanded to alter its shape into any TL 5 or less tool for up to an hour.

STONE OF MEASURE

Description: Made from any stone, usually marked or carved in some fashion, but palm-sized regardless.

Value: 1,120 GC **TD:** 60 **Dur:** 30

Powers: A simple artifact that allows for the accurate measurement of the weight of any materials touched. The weight is shown on the stone for one minute after touching the material and takes 4 CF Counts (about 2 seconds) to determine the weight.

STONE PURSE

Description: Gray leather purses with copper clasps.

Value: 8,200 GC **TD:** 130 **Dur:** 70

Powers: These were created by the merchants of Torthcamos in Viruelandia to combat the predation of the Shadowed Slyfeet (thieves) on their riches. Each is keyed to a specific word and whoever had the command word can assume ownership of the purse. Each purse weighs but a single pound but can hold 1000 lbs easily [max dimensions are 2 ft cubed]. Anyone who takes it into their possession without uttering the command word within a minute is affected by its defensive curse: the purse changes into a 1000 lb weight.

WAND OF MAGIK

Description: A wand, usually adorned with symbols, writing, or runes of magik, though they could just as equally be plain or encrusted with precious metals, gems, or materials.

Value: varies **TD:** 100+OP of spells within **Dur:** varies

Powers: Wands of this nature are infused with power and inscribed with a spell, mental power, ritual, or prayer. The price of the Mana, faith, APT or other requirements defined by the spells, rituals, or prayers loaded within the wand come from the user. Wands are usually set with a single power, but sometimes (20%) have d4 powers embedded. Regardless, these powers range from OP 1 to OP 13 and have a value of 2,150 GC per OP inscribed on them. OP 1 – 3 are common, OP 4 – 7 is uncommon, and OP 8 and higher are rare treasures.



ALCHEMY TREASURES

ANIMAL REPELLANT OINTMENT

Description: 12 ounce bottle of mauve, waxy paste.

Value: 1 GC **TD:** 55 **Dur:** by container

Powers: The ointment is applied to a living being to repel animals of 10 BODY or less for 8 hours after application.

BAG BALL

Description: A round, 1-inch orb.

Value: 4 GC **TD:** 10 **Dur:** 42

Powers: You can pull off 30 large-sized sacks from the ball before it's depleted. Once removed, they cannot be put back and are, for all purposes, large canvas sacks.

BALLOON PELLET

Description: A 1-inch, hard gray pellet.

Value: 1 GC **TD:** 10 **Dur:** by container

Powers: When pierced, the pellet balloons up in 1 CF Count into a 2 foot long by 1 ft high pellet.

BANG PELLET PACK

Description: Pack of 10 buckshot-sized, hard gray pellets

Value: 1 SP **TD:** 10 **Dur:** by container

Powers: When struck sharply or stepped on, a pellet will explode with an ear-ringing "BANG"!

BOUYANCY DROPS

Description: Small glass vial with a dropper.

Value: 1 SP **TD:** 10 **Dur:** by container

Powers: Each container holds but one drop. When placed on the tongue it provides instant buoyancy, allowing you to bob and float in water with ease, for those up to 100 BODY in size.

BREAK SNAP PELLET

Description: Hard, 3-inch, 9 oz black pellet.

Value: 10 GC **TD:** 20 **Dur:** 1

Powers: When struck sharply, stepped on, or thrown, these pellets explode forcefully, filling a 10 ft area with small pieces of shrapnel, inflicting d10+2 HP damage to all in the area.

CARBON BLACK GUM

Description: Waxy gum filled with fine black powder.

Value: 1 GC **TD:** 20 **Dur:** 1

Powers: When opened and applied, the powder darkens a surface so it reflects next to no light. Each gum block is filled with 18 oz of powder--enough to coat a sword, ax or shield. It takes four times as much to coat half armor and 8 times for full armor. It lasts for 2d10+10 hours after application before flaking off.

CARouser's BREW

Description: 12 oz vial of suspicious smelling brew.

Value: 16 SP **TD:** 20 **Dur:** 8

Powers: Can be taken before, during or after imbibing alcohol to alleviate the effects. If taken before, it quarters the effect of alcohol for 6 hours. If taken during, it must be drank in 1 oz to 24 oz of alcohol to negate the effect. If taken after, it negates the effects of drunkenness or the hangover within 2d10 minutes.



CHAMELEON PAINT

Description: Dull gray paint.

Value: 360 GC **TD:** 40 **Dur:** by glass jar

Powers: A common item, found in white or brown glass jars. When mixed with water, applied to a surface and allowed to dry, the surface will take on the exact coloration and patterns of the background, effectively becoming invisible/completely hidden unless physically walked into! The paint is permanent unless scratched or removed and “updates” to match its surroundings every 2 minutes (so there is some lag time). The paint causes the Flattened status if painted on a living being, even with chitin or heavy scales. One jar will cover an area 4 ft square.

CHANNEL STOP POWDER

Description: Like red talcum powder and smells like lilacs.

Value: 2,200 GC **TD:** 50 **Dur:** 1

Powers: Comes in 12 ounce packets. When placed on an area, object, or being (as long as it's tangible and physical), it short circuits the ability for a being to channel. A packet will cover a 5 ft area. The effect occurs on contact, whether touched, inhaled, ingested or other means, and the powder stays active for d4+1months after being used. The channel-negating effect lasts 3d6 minutes after contact (check each time for repeated contact to find the longest duration) and prevents any channeling, including passive channeling for spells, prayers, or mental powers (but doesn't affect rituals that use APT or Faith).

DROPS OF TIME

Description: glass container with one-inch drops that look and feel like clear gel.

Value: 9,400 GC **TD:** 150 **Dur:** 14

Powers: The drops come in two varieties: Golden and Silver. Silver drops of time provide a +10 bonus to CF for d6+4 minutes. Golden drops add +5 CF but adjust the timing of your CF Actions so that one occurs every 5 CF Counts instead of every 7 CF Counts.

ELIXIR OF DETOXIFICATION

Description: A slightly warm, green, black or gray hued liquid.

Value: 500 GC **TD:** 100 **Dur:** by container

Powers: Formed by the power of the gods, these elixirs are the refinement of faith-born desire in liquid form. This elixir detoxifies completely any creature of 200 BODY or less of any poison, venom, radiation sickness, parasites, infestations, rashes or infections.

ELIXIR OF HEALING

Description: A slightly warm, amber hued liquid.

Value: 500-1,500 GC **TD:** 100 **Dur:** by container

Powers: Formed by the power of the gods, these elixirs are the refinement of faith-born desire in liquid form. Elixirs of healing come in four types: 25%, 50%, 75% and 100% max HP healing. All healing is instantaneous without side effects.

ELIXIR OF HEALING CRITIALS

Description: Indescribable array of gently moving liquid colors.

Value: 750 GC **TD:** 120 **Dur:** by container

Powers: Formed by the power of the gods, these elixirs are the refinement of faith-born desire in liquid form. This elixir heals like a 50% HP elixir, but also heals critical damage, including the regrowth of limbs or organ replacement. It will also heal 10 points of attribute or characteristic damage.

ELIXIR OF LIFE

Description: The container seems empty, but weighs 3 pounds. It makes no sound if shaken or moved but occasionally froths erratically.

Value: 1,000 GC **TD:** 130 **Dur:** by container

Powers: Formed by the power of the gods, these elixirs are the refinement of faith-born desire in liquid form. This elixir will return any being with positive ESS back to life with 25% max HP. Those who no longer have positive ESS, but perished within the last 10 minutes, can also be brought back to life, but with only 1 HP and in an unconscious state.



FALSE WOUND

Description: A 6-inch long package filled with clay-like green goo.

Value: 5 SP **TD:** 18 **Dur:** 3

Powers: Package is ripped open and can be applied to flesh, staying soft and malleable to the type of wound desired for one melee round. After that time, it takes on the appearance of a ghastly wound, including seeping blood and appropriate scents.

GLOBULES OF SHARPNESS

Description: They look like small, mercury-filled glass orbs.

Value: 1,500 GC per vial **TD:** 65 **Dur:** by vial

Powers: When the silvery substance within is applied to an edge, it adds a +10 bonus to criticals for 10 minutes. After this, the substance turns gummy and thick, adhering strongly to anything it touches until wiped clean with alcohol. It takes a TD 100 STR check to break it free once it gets gummed to something.

GOLDEN EGGS OF DEATH

Description: Golden-colored and the size, shape, and weight of a hen's egg.

Value: 1,888 GC each **TD:** 30 **Dur:** 0

Powers: Activated when thrown sharply into a hard surface or struck with 1 HP of damage. They burst in an inky mystik globe 17 ft in diameter that blinds, deafens, dulls the olfactory senses, and kills the sense of touch in all living beings instantly (TD 300 Shock Save) for 3d20 minutes. Those affected are Flattened and confused, taking random actions for d20 melee rounds. Note: All undead or spirits caught in the area of effect suffer d20 APT loss. The outer layer of these eggs is mildly toxic and prolonged skin contact causes nausea in living beings.

LIQUID WIND

Description: Pale lavender liquid, usually in a glass or ceramic container.

Value: 100 GC per vial **TD:** 110 **Dur:** by vial

Powers: When opened, broken, or otherwise let loose, the liquid instantly dissipates and creates an effect equal to the Ghost Wind Spell. The direction of the wind is the direction the container opens. Each container holds anywhere from d4+1 "doses". Each additional "dose" beyond the initial released doubles the wind effect, so if you released 5 doses it would be a quintupule strength Ghost Wind.

MIST DRY POWDER

Description: Pack filled with 9 oz of powder.

Value: 7 GC **TD:** 50 **Dur:** 5

Powers: When opened and cast into mist, fog, or clouds, it dries out an area 50 ft cubed, instantly removing them. The powder is otherwise harmless.

OIL OF THE GLITTERING OBDURATE

Description: Astringent smelling oil with tiny gold flecks floating in it.

Value: 3,200 GC per vial **TD:** 110 **Dur:** by vial

Powers: When applied (takes 1 minute) to a living being, the affected is protected from non-touch petrification or stoning attempts and gains +3 DR for the next 25 hours.

OIL OF INSTANT IMMOBILITY

Description: Like liquid gold.

Value: 500 GC per vial **TD:** 110 **Dur:** by vial

Powers: Spread it on anything and 3 minutes after exposure to air, it hardens into a steel-hard metal shell immobilizing all movement; only STR 60 or higher can break it. One vial covers 3 square feet.



OIL OF INSTANT IMMOLATION

Description: Like quicksilver.

Value: 1,800 GC per vial **TD:** 130

Dur: by vial

Powers: Spread it on anything and 3 minutes after exposure to air, it bursts into super-hot flames that do $3d20+20$ HP damage per melee round. One vial covers 3 square feet; it burns for $d4+4$ melee rounds. The heat is so fierce it will melt through 1-inch thick steel per vial used.

OIL OF INSTANT OBEDIENCE

Description: Like metallic green quicksilver.

Value: 5,000 GC per vial **TD:** 110

Dur: by vial

Powers: Spread it on any object (only) and 3 minutes after exposure to air, the object just coated will dance to your tune. Chairs, rocks, statues; all move as you command! The effect lasts one hour. One vial covers 3 square feet.

OIL OF POWER

Description: A thick, viscous oil akin to mercury in scent and consistency.

Value: 150 GC **TD:** 80 **Dur:** by container

Powers: These potions take one minute to apply for every 30 BODY. After application, the oil provides a +30 bonus to all skill checks for the next 10 minutes. The oils leave a light bluish sheen on the skin that lasts for $d4+3$ hours. Applying another application of this oil or any other oil during that time frame requires a TD 150 Shock Save, or you suffer a toxic reaction that inflicts $2d4$ points of attribute damage to all your attributes.

POTION OF AMPHIBIOUS TRANSMUTATION

Description: A milk white potion in a hardened, glass vial.

Value: 150 GC **TD:** 90 **Dur:** 19

Powers: When drank, the potion allows a being of 80 BODY or less to breath water as equally as air and to swim and move in water as if they were a native to the environment.

POTION OF FIRE

Description: A heated--usually boiling or frothing--caustic liquid, in a vial, bottle, or other drinking container.

Value: 150 GC **TD:** 80 **Dur:** by container

Powers: These potions can light fire to an area 10 ft square with an oily flame that burns any being in it for $3d10+5$ HP damage and for another $d6+2$ HP after they exit the area until the oily potion is scraped off. The oily fire lasts for one minute then extinguishes immediately, including any still on beings that have left the area. Uses Light Throwing Arms Weapon Group or Throw Small Item weapon skill.

POTION OF HEALING

Description: A slightly warm liquid, usually golden in color, in a vial, bottle, or other drinking container.

Value: 50-500 GC **TD:** 75 **Dur:** by container

Powers: These potions come in four types: 25%, 50%, 75% and 100% max HP healing. The healing is immediate but requires a Shock Save equal to the percent healed + 50 (25% heal = TD 75; 50% heal = TD 100, etc.). Those who fail are stunned for $d4$ melee rounds as the healing overwhelms them temporarily.

POTION OF JINJIN TAELE

Description: A thick, foul-tasting, alabaster liquid with an oily chromatic sheen.

Value: 250 GC **TD:** 85 **Dur:** by container

Powers: These potions are made from the five varieties of Jinjin Tael fruits. When ingested, it provides 5 HP regeneration every melee round for 20 minutes, but requires a TD 100 Shock Save or you puke it up instead, gaining no benefit from the potion.



POTION OF LIQUID LIFE

Description: Smoky gray liquid that smells like honeysuckle.

Value: 6500 GC **TD:** 75 **Dur:** by container

Powers: These potions hold the essence of life. When drank they will "heal" up to 35 points of APT impairment or damage, and even up to 7 points of APT destruction. They can also "heal" 20 points of ESS impairment or damage and 2 points of ESS destruction in the same manner.

POTION OF THE SPIRITUAL BEING

Description: Intensely cold, misty looking liquid.

Value: 3,300 GC **TD:** 125 **Dur:** by container

Powers: When drank, this potion pulls the imbibed person immediately into the spirit world, allowing them to manifest a spirit avatar with twice their BODY in APT.

SILVERING JEL

Description: Jar filled with silvery jel with suspended golden particles.

Value: 10 GC **TD:** 125 **Dur:** by container

Powers: Can be applied to any surface to give it a coating of the purest silver. Takes about 1 minute per 10 BODY or to coat a single blade thoroughly, and another to dry. Once applied it lasts for 2d8 days, where after it flakes off.

SOLDIER'S POWDER

Description: Packet filled with 4 oz of blue-green powder.

Value: 1 SP **TD:** 10 **Dur:** 1

Powers: Adds +10 to overland movement and provides a +50 bonus for Endure Fatigue and Continuous Activity checks (see Athletics skill).

SPIRIT SALT

Description: Thick, heavy crystals that resemble sea salt but have a sallow, yellowish hue.

Value: 90 GC **TD:** 35 **Dur:** by container

Powers: Any spirit of 75 APT or less that touches this salt is bound to stay on it, not leaving it until the salt is removed. Their powers are not bound but they are, both in the spirit world and our world, including their physical form (should it manifest). Often used to protect doorways, hearths and other things. Works just as equally on incorporeal or vaporous beings too. Sold in one pound amounts.

TROLL SALT

Description: Thick, heavy crystals that resemble sea salt but tinged with red, blue or yellow hues.

Value: 5 GC **TD:** 25 **Dur:** by container

Powers: Sold in one pound amounts. Everyone knows that salt is a troll's bane, and this salt is a highly concentrated, heavily potent version that burns them like fire, its touch inflicting 2d20 HP of non-regenerating damage. Sustained contact from melee round to melee round inflicts an additional d20 non-regenerating damage. If placed on a troll body it will prevent all regeneration and burn them like acid down into a puddle of stinking goo.

ZOMBIE POWDER

Description: Lead-sealed metal container. The powder looks like ghastly, green hued dust.

Value: 10,000 GC **TD:** 110 **Dur:** 28

Powers: Widely outlawed in all countries. This powder infests any corporeal creature of 50 BODY or less with an invasive and aggressive mold. It takes one melee round to take effect (about 20 seconds), and then the mold completely takes over physical control of the affected being. Once taken over, it takes the mold 10 minutes to create enough mold within (destroying 1 BODY in the process) to infect another--which it will do over and over again until destroyed. Horrible stuff, since the host is alive and aware but physically incapable of taking any action! Fire is the only thing that truly destroys the mold permanently. Once a host is infected, they must be destroyed by fire or purged of the horrible stuff before being free.



FETISH TREASURES

ANCESTRAL MEDIUM

Description: Varies by tribe and ancestor, but beautifully decorated and constructed, containing within it or as a part of its construction things important to the ancestor.

Value: 80 GC **TD:** 80 **Dur:** 13

Powers: These items allow a person to speak to the ancestral spirit attuned to the fetish. The fetish is placed upon a corpse with the capacity for speech and the ancestor's spirit fills it, using its mouth to communicate.

BEADS OF SUSTAINING

Description: Necklace of stone beads.

Value: 40 GC **TD:** 30 **Dur:** 3

Powers: The necklace will allow you to forgo the need for food, water, or sleep. The necklace is filled with 38 APT and loses d4 APT per day used. When it reaches zero, it turns to dust.

BEADED BLANKET OF REPOSE

Description: Nicely decorated and beaded blanket.

Value: 20 GC **TD:** 35 **Dur:** 4

Powers: Any dead being you drape this blanket over will not rise as one of the undead for as long as the blanket is in place.

BEADED NECKLACE OF FAITH

Description: Thick leather thong with sliding beads and a silver head that represents the spirit within the necklace.

Value: 3,333 GC **TD:** 50 **Dur:** 9

Powers: You must channel the spirit of the necklace when you don it, requiring a TD 100 to succeed. If you fail, the spirit in the necklace becomes angered and curses you with a -10 penalty to all skill checks for one month (lasts whether the necklace is taken off or worn). Otherwise, if it accepts you, the necklace provides a +15 bonus to Self Control skill checks and +5 bonus to EGO checks. For issues of faith, the necklace provides a +5 bonus to Faith Growth checks and a +10 bonus against Crisis of Faith and Transgressing Dogma. The necklace requires 5 APT impairment from the wearer each day.

CEREMONIAL DRUM

Description: Made from the skin of a beast sacred to the tribe the drum hearkens from, and decorated with beads, bone, stones, and other precious and semi-precious objects and paintings to please the spirit that gave its power to the drum.

Value: 1,700 GC **TD:** 30 **Dur:** 120

Powers: The spirit that lent its power to the dream echoes within the drum, and it will be still until the spirit's memory is appeased by a sacrifice (as appropriate to the spirit) and by making a TD 75 Channel check when you first play the drum. If both succeed, then the drum unlocks its power for you. Otherwise, it curses you with a debilitating disease that damages your REF -3 for d6 months. The drum provides a +20 bonus on Ceremony skill checks, lowers the amount of overall APT required by any ritual by 10%, and lowers the amount of APT impairment for a ritual by 20%.

CHARM OF THE YKTARA

Description: A small stone riddled with golden eyes and white pupils on a thong of Yktara sinew.

Value: 150 GC **TD:** 100 **Dur:** 27

Powers: The stone can be worn or held in hand to work, but must be touching skin. When using this charm, the character takes 1 APT impairment, but may look into the spirit world and gauge the APT strength of living beings, spirits, and inanimate objects with a PER check equal to their ESS + 50. Beings without ESS use their APT value instead.

EYES IN THE DARK

Description: Small black stone on a leather thong.

Value: 10 GC **TD:** 30 **Dur:** 1

Powers: Filled with a little power of the spirit of darkness, this fetish allows you to see in the dark as you do in daylight. It impairs you by 1 APT per day or partial day worn.



FAVOR OF THE EARTH MOTHER

Description: A living vine, tangled and knotted upon itself.

Value: 20 GC **TD:** 40 **Dur:** 3

Powers: It provides +10 versus Fear, +5 ATK, and +5 DEF while worn.

FIRE AND THE VOID

Description: Sinew from the Yyncha, dyed with the sacred pigments of the Saija.

Value: 750 GC **TD:** 120 **Dur:** 1

Powers: The charm can be attached to a missile, but requires 5 APT impairment to do so. The missile, when used, cannot be Dodged, Parried or Blocked.

GHOST VOICE CHARM

Description: Frequently a carved piece of bone, stone, or tooth. Either worn or used as a piercing through the skin.

Value: 110 GC **TD:** 60 **Dur:** 17

Powers: A ghost or spirit can speak through the charm. The person with the charm can “Turn off” this capability by covering it.

GIFT OF THE KULEEAN

Description: Made from knotted horse hair, this charm hearkens from the Kuleean tribe of Centaur that roam the Great Grass Plains of Khaora. Each knot holds a small bone carved with representations of the Black Lion, Thorg, Wobra, Thangrel, Tinidion and Khazulhounds.

Value: 250 GC **TD:** 60 **Dur:** 25

Powers: The charm bears minor spiritual alignment to each of these animals and provides a +10 Dodge bonus to who-soever wears it at a cost of 1 APT impairment daily.

GIFT OF THE TINIDION

Description: Carved bone from a Tinidion.

Value: 150 GC **TD:** 70 **Dur:** 12

Powers: The charm bears a minor spiritual alignment to the speedy Tinidion, who has lent its power to its making. The charm allows its holder to run an additional +20 miles overland and gives a +20 bonus on Endure Fatigue (Athletics skill) checks.

HARPY FINDS A MATE

Description: Disgusting mass of feathers, blood, mud and excrement, hardened into a hand-formed 3 inch blob.

Value: 90 GC **TD:** 35 **Dur:** 3

Powers: Usually worn on a leather thong around the neck. It provides a +30 Athletics bonus when making any grab or grapple action.

KNOTH CHAEL

Description: A spiral of wire shaped into a cone roughly the size of one's hand. It is filled with the element of affiliation (wood, fire, metal, etc.).

Value: 350 GC **TD:** 100 **Dur:** 52

Powers: It provides 15 MR versus the element in question.

MEDICINE BUNDLE OF HEALING

Description: A small container, usually a pouch or similar item.

Value: 50 GC **TD:** 20 **Dur:** 8

Powers: The medicine bundle allows the holder to heal as if they had rested healing for the day, even if they did not sleep or otherwise rest. The fetish impairs its bearer 1 APT daily, whether used or not.



NOTOKANTEY CHARM

Description: Semi-precious stone carved into the representation of Notokantey on a leather thong or chain.

Value: 800 GC **TD:** 75 **Dur:** 34

Powers: The true Notokantey spirits prey on other spirits, sealing their powers and then stealing their force and energy. This charm acts in a similar manner, but only seals the Channel skill of a spirit (only). It must be touched to or thrust within the intangible form of the spirit. It affects only spirits of 100 APT or less. Internalized spirits are unaffected as long as their host is not a spirit as well.

SKIN CHARM OF AURA ENHANCEMENT

Description: Albino Wonkitra skin, mother of pearl, leather and silver thread.

Value: 4,100 GC **TD:** 90 **Dur:** see powers.

Powers: Created by Xinxia Monto shamans in the far north Great Green Wall, the charm is worked on the skin of an albino Wonkitra. Wonkitra are highly respected for their prowess in battle and quickness; albino ones are a rare find and generally considered even more sacred than normal. To use it, you wear it directly on the skin, where it seems to merge with the surrounding pigmentation. This charm is pale in color and takes on the color of the skin it is laid upon, though it retains a lighter hue than the skin around it. It can be easily found and taken off by the wearer or one who has knowledge of its placement and existence.

The skin merges with whatever creature or person who wears it and only separates at death. It enhances their aura, giving a toughness and elasticity that provides a +4 bonus to natural DR.

SLING OF THE BRAYOI

Description: a bone sling with sinew for string and a pouch made of tanned skin.

Value: 535 GC **TD:** 50 **Dur:** 62

ATK: 14 **CF:** 0 **DEF:** 6 **DME:** see below **C:** 92 **F:** 1 **ER:** 100 **BODY:** 6 – 70

Powers: The Brayoi tribesmen craft these slings with the bones, sinew and skin of fierce beasts and fill them with their spirits. They allow the person using them to add their BODY Damage bonus to the damage inflicted by the sling ammo.

SPIRIT MARK

Description: Stone carved charm on a leather thong.

Value: 35 GC **TD:** 50 **Dur:** 16

Powers: This small charm burns whenever a spirit is within 100 ft, or if you come within an area of heavy spiritual influence or malaise.

SPRING FOLLOWS WINTER

Description: Carved stones on a leather thong, each showing the progression of winter to spring.

Value: 120 GC **TD:** 75 **Dur:** 21

Powers: Adds the APT of the spirits within it to your ESS to determine how long you can cling to life before dying. Also adds +2 RR.

SUREFOOTED ANJUININ

Description: A thick, 4-inch length of bone, wrapped in Anjuinin pelt, and secured with hair from its mane.

Value: 34 GC **TD:** 30 **Dur:** 16

Powers: The charm has spiritual alignment with the Anjuinin, gifting a portion of the beast's powers to its holder. Like the Anjuinin, the holder is sure footed in marshy, wet areas, requiring no acrobatics checks to move in the marsh and suffering no movement loss.

WAR BEADS

Description: Necklace of beads incised with symbols of battle and war.

Value: 30 GC **TD:** 35 **Dur:** 7

Powers: These beads will absorb 10 HP or any fraction thereof of damage the wearer may have otherwise taken but cause 1 APT impairment by doing so. Once they absorb damage, regardless of the amount (10 or less), they crumble to dust.



TECHNO TREASURES

BRAAGDOUN TORCH

Description: These look like hand held (approximately 2" around and 18" in length) butane torches, with nubs on one side to fit a normal (human) sized hand and a roller flint striker opposite.

Value: 100 GC **TD:** 50 **Dur:** 46

Powers: There are five rings of high carbon steel evenly spaced (about $\frac{1}{2}$ inch) on the "open" end. The fuel cylinder (called a "slyth tongue") is inserted in the end of the torch and is good for one hour of use. The flame only ignites to one length, which projects out about 6 inches from the tip. It works in any position, and can't be blown out or extinguished except by total immersion for 5 minutes. If you hold the striker down firmly after it is lit, the torch will gout flame out to 3 ft in a narrow stream, igniting just about anything flammable in its path. Such acts burn fuel quickly though, knocking off 5 minutes for each "burst".

It takes 1 CF count to ignite a torch and 5 CF Counts to reload it with fuel, provided it is handy. A normal flame will ignite anything flammable and even soften and melt metals if held long enough. If held to the flesh of a creature it does d6+6 HP of damage. A flame burst will burn anything in its path for 2d10+10 HP damage and can be easily fanned in a 120 degree arc. A tongue of fuel goes for about 6 GS and usually sold in sets of four.

CHARGED GLOVE

Description: A thick, heavily padded, leather, elbow-to-fingertip length glove with platinum and steel wires running from circular metal bands near the elbow to the metal fingertips.

Value: 1,000 GC **TD:** 50 **Dur:** 27

Powers: The glove builds a powerful static charge naturally through normal or vigorous movement and contact with its wearer's skin. It takes 2 CF Action Counts of vigorous movement (normal action) or a minute of normal movement to build up a charge. The glove can only contain 1 charge. It will discharge the pent up electricity into anything touched with 2 or more fingertips, inflicting 7 – 12 HP of damage. To touch an opponent, make a normal attack with the glove against your opponent's DEF. If you succeed, they gain a Shock save against the effect. If they succeed, they take half damage; otherwise, they take full. Attacks of this manner ignore the DR, MR, and PR of an opponent.

COM DOT

Description: Made to be invisible, but can resemble a small mole on the skin or similar blemish.

Value: 42,000 GC **TD:** 180 **Dur:** 9

Powers: A few of these are found now and again in the world, either coming in through the nexus or left by advanced civilizations. They work with other com dots, and when attuned to one or more other com dots allow for perfect vocal or subvocal communication while within a range of 10 miles.

DIS-JELL

Description: Like a semi-solid mass of brightly colored fruit gelatin.

Value: 100,000 – 1,000,000 GC per ounce **TD:** 150 **Dur:** 0

Powers: This rare, technologically-created horror is essentially a catalytic solvent. Upon contact with any carbon-based living or once living material in the presence of oxygen, it will proceed to dissolve the material at a rate of d20 BODY/DUR for the first melee round, and then at double the rate each melee round afterward until the material is completely consumed. The reaction is self-sustaining, but five minutes after consuming the target material the enzymes will decompose, losing their potency and leaving behind nothing more than a puddle of steaming dirty water and remnants of the organic material consumed. The stuff loses its potency if exposed to air for more than 5 minutes at a time. The rate of destruction specified is based on a one ounce exposure. Even a single drop will start the same reaction at an initial rate of 1 HP. Once started, this reaction is unstoppable short of lopping off the affected limb or bodily portion to stop the reaction.



ENDOTHERMIC WELL

Description: Looks like a 9-inch metal plate.

Value: 7,800 GC

TD: 115

Dur: 15

Powers: The device absorbs heat and warmth from the surroundings, causing a freezing effect in the immediate 10 ft area within one minute and chilling an area 90 ft wider. When shut down, the item maintains the absorbed energy, charging with d6 REL per hour of electrical energy. It has a means to transfer this energy to any electrical battery at a rate of 15 REL per hour.

ENDERGONIC RECHARGER

Description: A backpack with flat metal plates.

Value: 49,000 GC

TD: 135

Dur: 72

Powers: The backpack is a solid metal case covered with cloth from which metal plates are stacked. Nothing can be placed within it (for those who ask). The backpack recharges any electrical batteries through induction if they are within 2 ft by draining energy from the local area. A battery within range is trickle charged at a rate of 1 REL per hour.

ENERGY ACCUMULATOR

Description: Looks like a folding tripod that is made of metal and etched with grooves, paths, and geometric patterns that condense and store energy. The pathways are filled with various metals (copper, platinum, silver, mithril, silveel, etc.) that help transmit and capture bio-energy.

Value: 6,400 GC

TD: 85

Dur: 66

Powers: These things help any being (18 to 42 BODY) that meditates under the tripod to accumulate energy and to accelerate healing. Any being sleeping under the tripod is considered to have healed as if under a Doctor's Care and regains mana, PSI, or ESS 50% faster than normal.

EQUILIBRIUM TEMPERATURE DEVICE

Description: Backpack with various tubes, conduits, and coils hanging off it that are made from metals (copper, platinum, silver, mithril, silveel, etc.)

Value: 65,000 GC

TD: 125

Dur: 56

Powers: The backpack maintains a constant state of temperature around the backpack within 10 ft, keeping it in equilibrium. The backpack has an internal battery with 888 REL and can be linked to other electrical batteries as well. It requires d12 REL to adjust the temperature, regardless of hot or cold, to an equilibrium state per minute. Instantaneous changes, such as from a blast of heat or sunburst, drain the device 20 REL. The battery on the device must be recharged from an external source.

EXERGONIC SIPHON

Description: Looks like a 4-inch metal and crystalline egg.

Value: 4,300 GC

TD: 115

Dur: 22

Powers: When triggered by depressing the three of the six controls on the egg, it projects a pulse that starts an exergonic process in all beings and objects around it within 50 ft. Said beings that have a defined PSI or mana pool start releasing this energy into the surroundings at a rate of d8 power per melee round. The effect is immediately discernible, though not visible. Objects that store energy, such as batteries, also loose d8 REL each melee round. The effect lasts for as long as one or the other is within the 50 ft diameter of the egg and for 2d4 melee rounds after departing it.

EXPLOSIVE TIPS

Description: Look like bodkin arrows with metal shafts and thin metal fletching.

Value: 50 GC

TD: 75

Dur: 25

Powers: Same stats as a bodkin point arrow; however, these arrows explode on contact, inflicting 5d6 HP damage in a 10 ft radius.



FANG TIPS

Description: Look like bodkin arrows with metal shafts and thin metal fletching.

Value: 35 GC **TD:** 70 **Dur:** 25

Powers: Same stats as a bodkin point arrow; however, these arrows sprout syringes and drain d6 HP on the same CF Count into their metal core. 1 CF Count later the arrow automatically unscrews the cylinder from the arrow head and drops off (with the blood inside). Each only functions once. Crossbolt versions of these arrows exist, but cost 40 GC.

FOOD PROCESSOR

Description: A heavy (18 lb) wood and steel box with a closeable door.

Value: 23,000 GC **TD:** 110 **Dur:** 55

Powers: Essentially, you put an equivalent amount of matter in and it returns an equivalent, synthetic, edible meal. Won't taste good or look like anything (probably goo) but it can be eaten by any humanoid. Made with a mixture of future and alien technology.

FLARE TWIGS

Description: Small pieces of wood, about the size of a match, wrapped in paper packed with powder.

Value: 5 GC **TD:** 20 **Dur:** 1

Powers: When snapped, they release a flare visible through all but 100% concealment, up to 30 miles away.

FLASH GLASS

Description: Finger-sized lengths of inch-thick glass filled with smoky liquid.

Value: 5 GC **TD:** 20 **Dur:** 1

Powers: When snapped (takes a quickened action) they release a blinding flash that will blind onlookers for 2d4+2 CF Counts if they fail a TD 125 Shock Save. Uses Light Throwing Arms Weapon Group or Throw Small Item weapon skill.

GNOME'S NOSE

Description: A grindstone made from iron with brass, copper, and other metals seen from time to time.

Value: 900 GC **TD:** 65 **Dur:** 100

Powers: These odd things pop up now and again and, unlike their description, look nothing like a gnome's nose outside of some minor similarity to the long pointy length of the grindstone. Who actually patterned the contraption or even bestowed its name is unknown. Pedal or steam driven, the premise behind a gnome's nose is simple. When activated, it moves a grindstone in a small (adjustable) circular motion against a blade (held in an opposing "pincher"). It provides a very even motion and can quickly sharpen any blade (it can put a nice edge on a blunt sword in minutes)!

GYROSTABILIZER BELT

Description: A thick, heavy leather belt decorated with metal.

Value: 600 GC **TD:** 80 **Dur:** 26

Powers: The belt provides a +50 bonus to checks involving balance and rights you during freefall to fall feet first unless prevented.

HELLSPRINGS

Description: Look like thigh-high boots that will fit any being from 28 to 38 BODY. They are very heavy and the sole is nearly two inches thick.

Value: 190 GC **TD:** 70 **Dur:** 34

Powers: When you jump, the boots use high-density, magnetically coiled springs to enhance your jump and to cushion the impact. They add +50% to your jump (any) and allow you to drop 30 ft and absorb the impact with zero issue. If used in a Jump or Running Jump style attack, they add +5 HP to damage inflicted.

INJECTOR TIPS

Description: Look like bodkin arrows with metal shafts and thin metal fletching.

Value: 30 GC **TD:** 70 **Dur:** 25

Powers: Same stats as a broad head arrow. However, on impact they inject via syringe a loaded potion, elixir, oil, etc.



JACKET OF MAGNETIC REPULSION

Description: Looks like a heavy jacket decorated with swirls of wires, woven cords and hoops of metals.

Value: 3,700 GC **TD:** 90 **Dur:** 59

Powers: The jacket repels things away from its wearer, pushing outward, downward and upward with enough force to stop 40 BODY worth of energy directed at it and push it off at an angle, effectively deflecting it. This translates into 10 DR against kinetic (physical) damage.

LEY LINE TAP

Description: Collapsible dowsing rod made of metal and attuned to finding ley lines.

Value: 550 GC **TD:** 85 **Dur:** 50

Powers: These rods are attuned to finding ley lines. When they locate one, which requires a TD 100 Engineering check, they dip down and spike into the ground. At this point they can tap into any ley line, drawing enough power to act as a crude electrical battery OR recharge a nearby battery through induction at a rate of d10 REL per hour.

MATTER MAKER

Description: A small but heavy metal cube, roughly 18 inches. It has an aperture that will hold 8 inches cubed volume.

Value: 500,000 GC **TD:** 160 **Dur:** indestructible

Powers: The item can catalog material, breaking down anything you place within, atomizing it and storing the data on the molecular compound. So, if you put a rope in it, you could get a rope back. It can then recreate that material *exactly* given an equivalent amount of material of any kind. So you could put dirt within and make more rope. It doesn't have the sophistication to break down the molecular code of magik, PSI or anything like powers. It can make materials, like recreate gold or even mithril, but could not recreate a magik item or living thing. However, it could recreate an herb, for example, that wasn't living. If you put anything living within it, it's not sophisticated enough to determine the element of life. It requires four OP 5 electrical batteries to work and will drain one battery completely per use.

RETRACTABLE LINE SPOOL

Description: Looks like a reel, and can be expanded or contracted to hold anything from a $\frac{1}{4}$ inch line to a one-inch line.

Value: 55 GC **TD:** 90 **Dur:** 12

Powers: The line will hold up to 100 ft of one-inch rope or 400 ft of cord or line. Can be triggered to retract any line, spooling 20 ft of line per melee round.

SHATTER SHAFTS

Description: Look like broad head arrows with metal shafts and thin metal fletching.

Value: 21 GC **TD:** 70 **Dur:** 1

Powers: Same stats as a broad head arrow, but it inflicts only 1 HP damage before it shatters, releasing any loaded dust, powder, sand or like substance in a 15 ft sphere.

SHIELD OF SHIMMERING

Description: Silver metal shields that glow and shimmer in direct light.

Value: 210 GC **TD:** 20 **Dur:** 45

Powers: They have the same attributes of a medium shield except as noted and provide Partial Concealment against all foes when the wielder is in the presence of direct light of any nature.

SOLAR RECHARGER

Description: Unfolding set of panels, mirror-like on one side and metal on the other with cables.

Value: 250 GC **TD:** 35 **Dur:** 9

Powers: Can be attached to any non-mechanical battery, or power source like one, and recharge it at a rate of d4+1 REL per day of 12 hours of sunlight.



SPRINGCOIL BATON

Description: Baton of black wood with a spiral coil of acid-washed steel.

Value: 6,735 GC **TD:** 70 **Dur:** 110

ATK: 11 **CF:** -2 **DEF:** 0 **DME:** see below **C:** 90 **F:** 3 **BODY:** 6 – 50

Powers: These batons inflict 2d6+7 HP damage, and then inflict half, and then one-quarter this amount in the same CF Action Count automatically, but require a normal and quickened action to use.

TENCH TIPS

Description: Look like broad head arrows, with a slightly larger head, metal shafts, and thin metal fletching.

Value: 70 GC **TD:** 70 **Dur:** 25

Powers: Same stats as a broad head arrow. However, once it hits a target, it separates into three moving, rotating pieces, burrowing into the victim, inflicting 2d4+2 HP damage that ignores DR every CF Count for d4+1 CF Counts.

TUNCH TIPS

Description: Look like bodkin arrows with metal shafts and thin metal fletching.

Value: 40 GC **TD:** 70 **Dur:** 25

Powers: Same stats as a bodkin point arrow; however, 1 CF Count later the end unscrews while syringes sink into the body of whatever struck and it pumps out a flowing stream of d4 HP of blood each CF Count for d6 CF Counts. Cross-bolt versions of these arrows exist but cost 55 GC.

ZHONJULE DART CASTER

Description: A dart caster resembles a heavy crossbow without a lath (bow portion of a crossbow) and a thicker stock than normal. The nose of the assembly has two metal slides and four notched lugs.

Value: 170 GC **TD:** 59 **Dur:** 27

ATK: 31 **CF:** -4 **DEF:** -9 **DME:** see below **C:** 80C **F:** 6 **ER:** 120 **BODY:** any

Powers: Originated in the kingdom of Zhonjule (now a barony in Falohyr). Hundreds were originally made, but only a few of the originals exist nowadays. A few have been reverse engineered since the fall of Zhonjule and they, and the ammunition to use them, are found now and then (very rare in the Falohyr, Arduin, and Maelshyra areas; next to non-existence elsewhere). The key portion of the dart caster is the "brick", which holds the ammunition. The rectangular brick slides over the nose in place of a lath and is locked down by a goat's tongue. The trigger is depressed while spinning the brick clockwise to slip the arming lever in place. A standard brick has an 8 dart load that fires out on a horizontal plane. Its spread covers an area about 10 ft wide (with a max range of 30 ft), and 2-4 darts have a chance to hit a single target in range (see below). Each brick is good for 5 volleys. The arming lever is disengaged by holding the trigger and spinning the brick counterclockwise. A brick sells for roughly 11 GS, but is rarely found in any quantity (1-2 bricks maximum).

It takes a person with at least 1 skill rank in the weapon a normal action to load or unload, or a normal action to fire a volley. Double this time for untrained individuals. Anything 35 HP or smaller in the area will be hit by 2-4 darts while creatures larger are hit by 4-8 darts. Two creatures sharing the space will have darts spread to compensate based on their size. Each dart inflicts 2d6+4 HP damage.



HERBAL TREASURES

ADJAC'S BILL

Description: Looks like crinkled rice paper.

Value: 1 GC **TD:** 50 **Dur:** 1

Powers: The herb is crushed and molded into a form akin to paper and then eaten. It takes a minute to digest. Once done, it gives any humanoid an increase in balance, kinesthesia, and spatial orientation that lasts for d4+1 hours. It adds a +10 bonus to Acrobatics skill checks and a +30 bonus to balance skill checks.

ARAWYKEN

Description: Looks and smells like fragrant tobacco.

Value: 9 GC **TD:** 45 **Dur:** 1

Powers: This plant is dried and sold in pouches, similar to tobacco. As with tobacco, it is smoked, but unlike tobacco it emits an odor like burnt cinnamon and is violet to silver in hue. If smoked for at least two minutes, it will add a +5 bonus to the amount of mana you can channel in a melee round and a +5 bonus to Channel skill checks.

BITTER BLOOD GRAPES

Description: Plump 1 oz. purple grapes about 1 inch long with a tough skin and reddish veins.

Value: 8 GC **TD:** 60 **Dur:** 1

Powers: While very bitter, these grapes provide an intense rush that stimulates the mind. They are a favorite in Ithalos and Viruelandia and easy to procure, lasting up to 9 years once plucked and prepared. They take one CF action to consume and 1 grape will affect a creature of 18 BODY or less. More grapes have to be consumed to affect larger creatures. The high they provide gives +6 MR and +2 REAS for 10 to 20 minutes. It takes 1-2 melee rounds to kick in, but the person affected is -30 PD and -4 EGO the next hour.

BLACK FROGS

Description: Like they sound, these are pickled black frogs with orange mouths and tiny white teeth

Value: 20 GC **TD:** 70 **Dur:** 1

Powers: The real name of these little critters is so hard to pronounce that travelers and adventurers, which procured them to go into the hell worm fens, took to just calling them "black" frogs. These pickled creations are an herbalist concoction that uses the natural powers of the frog's saliva and poisons to detoxify poison or venom, reversing up to 40 HP of either over a 1 minute period; also can counter up to 10 points of attribute loss from p/v as well. Must be consumed in one gulp and require a TD 75 Shock save to keep them down or they are vomited up (which destroys the frog).

BLADJUNDYOC

Description: Looks like a truffle, but usually coated in edible paper or a soft candy.

Value: 16 GC per bunch **TD:** 40 **Dur:** 1

Powers: Must be eaten and digested, which takes 1 minute. Once done, it adds a +10 bonus to Maneuver skill checks for 10-40 minutes.

BLESSED DROPS OF THE UNGALLA SPRINGS

Description: A pale, translucent golden liquid.

Value: 16,000 GC **TD:** 120 **Dur:** 0

Powers: The droplets from the Ungalla Springs in Chrysolia (also called Earth Mother's Tears). Every year, only 2 to 5 of these droplets are formed and captured by the priests of Amarydion that dwell there. Each can purify a being of 250 BODY or less of all poisons, toxins, venom, infestations, rot, mold, fungi, etc., be they magikal or non-magikal.

BOOKLEAF INSERT

Description: A page-sized mix of scented paper and book leaf petals.

Value: 1 GC **TD:** 20 **Dur:** 0

Powers: When kept within a book, it prevents must, rot, mold, and degradation of the paper pages of a book, as well as wards off normal insects (such as moths). Keeps books for up to 50% longer against the ravages of time.



CAERVARNTION

Description: A cluster of dried leaves, wrapped in edible paper.

Value: 24 GC per bunch **TD:** 35 **Dur:** 1

Powers: Must be eaten and digested, which takes 1 minute. Once done, it adds a +10 bonus to REAS based skills for 10-40 minutes.

CORPSE DUST

Description: Albino, chalky dust.

Value: 1 GC per 20 oz. **TD:** 20 **Dur:** 0

Powers: A common component of many herbal and medical kits, as it dulls pain for 2d10 minutes. Carried as a powder and then mixed with water for application as a paste.

DINJOOR MUSHROOM

Description: White capped mushroom with red blemishes.

Value: 3 GC **TD:** 65 **Dur:** 1

Powers: The mushroom is eaten whole and dried. It takes a minute to digest. Eating the mushroom gives one a sense of connection to the divine. Once done, it gives any humanoid a +5 bonus to Faith Growth, Crisis of Faith, and Transgressing Dogma checks for the next d4+1 hours.

DREAM DUST

Description: Rainbow hued metallic dust.

Value: 1,000 GC per ounce **TD:** 125 **Dur:** 0

Powers: When inhaled, the user goes into an immediate trance and sees and speaks visions of possible immediate futures affecting himself or those around him during the time equal to the roll for trance duration. The trance lasts d100 minutes. The dreamer usually speaks in riddle rhyme, or even song, and has no control of what he sees. The dust can be harvested once per year at an ounce per bloom of the 17th Dream Flower.

FALOHYRIAN FEYM SALVE

Description: A golden salve, usually stored in a small jar.

Value: 90 GC **TD:** 35 **Dur:** 5

Powers: When applied to wounds during first aid (see Medical skill) and within one hour of wounding, the salve will spur the body to heal 20% of the damage inflicted over a 2d4+2 minute period. If applied every 8 hours, it will heal a point of attribute or characteristic damage or allow you to heal two points of impairment to either instead. The salve works on hidden, internal, external and critical wounds. One jar will treat one being of 40 BODY or less. Once opened, it all must be used as it goes bad within 10 minutes of opening. Partial applications are ineffective.

FEY DUST PACKET

Description: Small 1 oz packets of luminescent powder, sealed with beeswax and lime.

Value: 175 GC **TD:** 45 **Dur:** 1

Powers: One packet will cleanse the wounds of any being 100 BODY or less in size of any infection, rot, disease and purge any slimes, molds, or parasites.

GAYNCOER LENICA BARK

Description: Strips of springy bark, kept in a moist, glass container with a snap lid.

Value: 40 GC **TD:** 20 **Dur:** 2

Powers: A cheaper, weaker, and more commonly met alternative to Falohyrian Feym. When chewed within one hour of being wounded, it spurs the body to healing 10% of the damage inflicted over a 2d4+2 minute period. Works on any living being, regardless of size, but only against normal flesh and body wounds (HP damage) and is ineffective against internal, hidden or critical wounds.



GLUUYNTEL

Description: Thumb length fungus, wrapped in edible paper.

Value: 48 GC per bunch **TD:** 35 **Dur:** 1

Powers: Must be eaten and digested, which takes 1 minute. Once done, it seals wounds immediately to stop bleeding, even critical bleeding, and reduces the HP damage taken from Bash or Pierce by 10% and Slashing by 30% for 10-40 minutes.

GOLDEN DROPS OF HEAVENLY ESSENCE

Description: A pale, translucent golden liquid.

Value: inestimable **TD:** 10 **Dur:** impossible to destroy

Powers: One drop will completely restore any dead being, regardless of damage or how little of said being is left. It will cure any disease, restore any loss, condition or state, including insanity or amnesia. Remember, there must be at least one particle of the deceased with which to work. These drops are so rare that only 21 drops have been seen in the last 1,200 years! They are squeezed from the jeweled fruit of the semi-mythic Golden Heaven plant, which blooms but once every 1,000 years and only one jeweled fruit per plant. Only a 3% chance exists that any given fruit has a golden drop and then only a 1% that it can be harvested correctly to be used.

INCENSE OF JAIEEN

Description: Normal looking incense, but packaged in golden foil.

Value: 30 GC **TD:** 15 **Dur:** 1

Powers: Made from the Jaieen, the incense provides a +10 bonus to Ceremony skill checks while breathing the sweet smelling smoke. The incense will burn for one hour per stick, and 8 sticks come per pack sold.

INCENSE OF MILUIEL

Description: Normal looking incense, but packaged in green Miluiel leaves.

Value: 70 GC **TD:** 15 **Dur:** 1

Powers: Made from the Miluiel, the incense provides the equivalent of the ceremony secret Preparatory Rites for everyone who breathes of its pungent smoke. The incense will burn for one hour per stick, and 4 sticks come per pack sold.

JINGA VITAL MELON

Description: Grapefruit-sized melon, rainbow hued in color.

Value: 6,200 GC **TD:** 100 **Dur:** 2

Powers: If the flesh of the melon is eaten while the person is alive, it heals to full HP and attribute impairment or damage in 2d4 minutes, but lowers your ESS by 5 for 2d4 days. If the flesh is given to the dead, within 10 minutes of death they will come back to life but require a TD 125 Shock or lose d6 of all attributes.

MANUELJUUS

Description: A cluster of dried leaves, wrapped in edible paper.

Value: 22 GC per bunch **TD:** 35 **Dur:** 1

Powers: Must be eaten and digested, which takes 1 minute. Once done, it adds a +2 bonus to STR, and a +10 bonus to ATK, DEF, Fear and Shock saves for 10-40 minutes.

MORDAKKSTHORN BERRY

Description: Deep purple berries, similar to a cherry. Usually dried and kept wrapped until use.

Value: 1 SP **TD:** 40 **Dur:** 5

Powers: Each berry is equivalent to around two cups of coffee and will throw off any fatigue condition (except bone weary) for d3 hours.

POLLEN PORRIDGE OF THE ELVES

Description: A cheery, golden-colored gruel that smells and tastes like cinnamon and honey.

Value: 1-3 GC per bowl **TD:** 25 **Dur:** 0

Powers: An old Faerie recipe, when eaten by non-elves it will provide nourishment and sustenance for d3 days per 6 ounces eaten. It will also stave off hunger pains during this time. For Elves, it's just a nice breakfast cereal. The pollen makes the "magik" of the dish and is harvested from the plant known as Nohrqualla's Gift.



PURPLE GUGGUL LEAF

Description: Small, scale-like leaf, usually dried and kept in a glass container.

Value: 2 GC per leaf **TD:** 30 **Dur:** 1

Powers: When placed in the mouth under the tongue, it will immediately stop any muscle cramps or spasms, but causes 1-BODY impairment. Useful against Lockjaw and like spells.

SEVENHERB LEAF

Description: Rolled bundle of sevenherb leaves, kept in a round glass container with oil from the same plant.

Value: 9 GC per leaf **TD:** 40 **Dur:** 2

Powers: All purpose cure for poison/venom. Must be eaten and takes one minute to take effect. Allows a re-save against any secondary or enduring poison effect with a +10 bonus. It stays in your system for 12 hours after ingestion. If taken prior to poisoning, it provides a +30 bonus against the primary and secondary effects.

SPORE GLAND

Description: Usually taken as a pill, but sometimes seen as a seed.

Value: 11,000 GC **TD:** 75 **Dur:** 1

Powers: Herbalists found that certain fungal parasites could be implanted in humanoids and work in synergistic harmony with their host. They are ingested and then take up residence in the body, injecting their spores into the person's blood stream. See each entry below.

- **Alertness** – The spore gland provides a +20 bonus to PER checks.
- **Insect Repelling** – The spore gland will repel insects of 10 BODY or less.
- **Poison Guard** – The spore gland helps against poison and venom, adding a +10 bonus to any P/V Saves.
- **Skillful** – These spore glands increase a person's proficiency and skill, adding a +5 bonus to skill checks.
- **Warmth** – The spore glands keep the person at a comfortable warm temperature without regard to the actual temperature outside.
- **Unconscious Blessing** – When you take enough HP to be knocked unconscious, the spores release in 10 ft cloud, causing paralysis for those who fail a TD 100 Shock Save.

TEA OF THE ELVES

Description: A pale, blue-green liquid that smells and tastes of flowers and fields in full blossom.

Value: 3 GC per cup **TD:** 25 **Dur:** 0

Powers: An old Faerie recipe, one cup, when drank by non-Elves while hot, will act like six cups of espresso. That is to say, the drinker will be awake and alert for 2d4+2 hours regardless of how tired he is. All fatigue is banished for that time, but when it wears off sleep comes very quickly. For Elves, it's just a tasty hot drink. The leaves of the Tyranchor Ruff are steeped and added to this infusion to form the tea.

THUNDER EGGS

Description: fist-sized deep blue eggs named for the sound they make when broken.

Value: 250 GC **TD:** 60 **Dur:** 11

Powers: When consumed, an egg will cure nausea, shaken, staggered, unsettled and flattened conditions, regardless of the size of the being or the source of the condition.

TROLL ROOT

Description: Dried root that looks like a cassava, usually kept in a container or on a cord for easy reach to chew.

Value: 30 GC **TD:** 50 **Dur:** 7

Powers: This dried, pungent-tasting root is activated with chewing and saliva. Its taste is foul and odious, requiring a TD 100 Shock Save to stomach, or it's immediately vomited up. If stomached, it does provide 1 HP healing every 5 CF Counts and 1 point of attribute impairment/damage healing per minute chewed. It lasts for about 4d10 minutes before breaking down and becoming useless. If you stop chewing or spit it out, the herb is useless.

WINE OF THE ELVES

Description: A pale, shimmery, violet-silver liquid that smells and tastes like cloves, mint, and almonds all rolled up into one.

Value: 25 GC per cup **TD:** 25 **Dur:** 0



Powers: An old Faerie recipe, this wine is capable of putting anyone not of Elven blood to sleep for d20 hours per cup. While in this sleep state, all pain is negated for that time. For Elves, it's simply a great wine to drink. Made from numerous natural sources and the essence of Faerie magik.

PSYCHIC TREASURES

AMULET OF THE ANDIU

Description: Jade stone, cut with numerous facets forming geometric patterns with its shape.

Value: 5,100 GC **TD:** 90 **Dur:** 28

Powers: These amulets provide the wearer with a +10 bonus to Mental Dodge. If the wearer does not have Mental Dodge, then they gain it through the amulet.

AMULET OF THE BAND

Description: A stone, crystal, or metal piece, decorated with a pyramid on a thong or chain.

Value: 4,300 GC **TD:** 75 **Dur:** 12

Powers: These amulets come in groups, each attuned to one another, usually in numbers of 6 – 10. All beings who wear the amulets are passively affected by a Team Fortress mental power.

AMULET OF MEMORY LOCKING

Description: Small pyramid on a heavy necklace.

Value: 4,900 GC **TD:** 60 **Dur:** 88

Powers: Allows you to lock away 10 memories so they cannot be taken from your mind by any means without destroying the amulet first.

AMULET OF PSYCHIC BLINDING

Description: Copper idol with a blurred face and hands covering the eyes.

Value: 8,600 GC **TD:** 100 **Dur:** 34

Powers: The amulet provides Partial Concealment equivalent to mental attacks, powers, or discovery.

BRAZIER OF FOCUS

Description: Low set, three-legged brazier with a suspension for incense.

Value: 3,700 GC **TD:** 60 **Dur:** 43

Powers: Those who breathe of the incense placed in the brazier gain a +20 bonus to Meditation checks while under the influence of the smoke.

CHUNDIAN KHON

Description: A 5-inch cylinder, decorated with etchings of nine stars.

Value: 6,200 GC **TD:** 70 **Dur:** 32

Powers: The Khon is a psychic focus that provides a +10 bonus to Noetics and Mind skill checks.

CIRCLET OF HARDENED SHROUD

Description: A silver and platinum circlet, decorated with mother of pearl and ivory.

Value: 7,200 GC **TD:** 115 **Dur:** 75

Powers: The circlet provides a form a weak resonance with metal energies, translating them into kinetic energy that shrouds the wearer. The kinetic shroud swathes you completely, providing +1 DR for every full 10 PSI (fractional amounts do not count) you expend in the melee round. At the beginning of the melee round on CF Count 40 the shroud weakens, losing –1 DR. However, it will grow in strength as you continue to expend PSI.



CIRCLET OF INFORMATION LEECHING

Description: A copper, steel, and mithril twisted circlet, decorated with amber.

Value: 12,200 GC

TD: 125

Dur: 44

Powers: The circlet passively taps the stream of conscious around the wearer in a 100 mile radius. It allows the wearer to make an Intel skill check at d100+100 to Gather Information on any topic held in mind, every hour.

CIRCLET OF PSYCHIC REPEATING

Description: A steel circlet set with blood stones, rubies and opals.

Value: 11,200 GC

TD: 120

Dur: 75

Powers: The circlet can be associated with an OP 1 mental power, which takes d3 hours. Once done, when this mental power is used, the head band generates the equivalent effect at the same strength and skill against the same target.

COWL OF COGNITIVE ACUITY

Description: A blue spider silk cowl, richly threaded with gold, silver, platinum, copper and bronze hued threads, forming complicated knots and twists.

Value: 8,100 GC

TD: 125

Dur: 22

- **Condition:** Must be a Psychic to use this item.

Powers: The cowl provides an extra quickened action that can only be used for mental powers, psychic rituals, Noetics or Mind secrets.

HEADBAND OF INTUITION

Description: Attractive headband decorated with precious and semiprecious stones.

Value: 5,300 GC

TD: 125

Dur: 42

Powers: The headband is built to allow for the intuition of some specific thing, as covered by the Intuit mental power (see Mental Powers, Intuit). The headband's power replicates the mental power in all ways, except the headband provides the necessary PSI or APT needed and can be done once per hour for up to 10 minutes.

HEADBAND OF THE MENTAL PARAGON

Description: Ornate headband decorated with precious and semiprecious stones and a series of equidistant pearls.

Value: 6,200 GC

TD: 125

Dur: 42

Powers: The headband provides the equivalent of a Subliminal Concordance in REAS, WITS, EGO, and CHAR (see Noetics secret, Subliminal Concordance). If the wearer already has benefits from a Subliminal Concordance for a specific attribute, they gain no additional value from the headband.

MEDALLION OF PSYCHIC ACUITY

Description: Thick, heavy medallion encrusted with gemstones and semi-precious minerals.

Value: 9,900 GC

TD: 115

Dur: 38

- **Condition:** Must be a Psychic to use this item.

Powers: The medallion provides the following powers to its wearer:

- +10 advancement bonus to all Mind skills.
- +10 bonus to the use of Channel, Mind, and Noetics skills.
- The wearer gains a +25 bonus to PD and +2 PR.

MEDALLION OF PSYCHIC BUTTRESS

Description: Heavy stone medallion carved into the shape of a cube.

Value: 77,600 GC

TD: 100

Dur: 84

Powers: The medallion allows the user to pull their physical body into mental conscious and disappear for a short period of time, effectively not existing in any physical way during this time period (preset when done). The max period a person can maintain this state is for 25 hours. They are still "there" just effectively in a pure mental state at this point. They can continue to affect anything they can perceive (i.e., you have no senses but must use clairvoyance or other mental power) and can be affected by anything that can perceive them.



MIND ATTUNED ITEMS

Description: By item type.

Value: by item type x 900 GC

TD: 100

Dur: by item type

- **Condition:** Requires a TD 75 EGO check and d4 weeks to attune to the item.

Powers: Can literally be any item, but typically used for tools, weapons and like items. Items are attuned to a specific and unique individual's mental fingerprint and neural network. Items with an existing enchantment or effect cannot be mind attuned. A mind-attuned object acts the opposite in the hands of someone other than the one attuned to. Objects will express one of the following as appropriate for the item type.

- Item provides a +10 bonus to the skill check or action that involves its use, such as a set of lock picks, a sculpting tool, smith's hammer, sword, shield or even a suit of armor. The skill is set when the item is attuned, if more than one option exists.
- Item is easier/faster to use, allowing you to reduce any CF penalties by one.
- Learning when employing the item is faster, providing a +10 advancement bonus towards one skill directly related to the item.
- Items mind-attuned to an entity will find their way back to you, though it can take d100 days for it to do so unless otherwise constrained.

MIND SHARD

Description: Looks like softly glowing shards of glass, with a temperature equivalent to the thoughts held within them.

Value: see below

TD: 100

Dur: cannot be physically destroyed

- **Condition:** About 70% of mind shards work only for psychics. The others can be used by anyone. Either way, shards retain some of the affinity of their originator and are not equally useable by everyone. Some 50% are of such a differing outlook than the user that they cause 2d8 MA impairment instead every week until removed.

Powers: Made by psychics through hidden rituals, where they separate off a splinter of self and sometimes even their personality as a thought form. To take a mind shard within your body, you literally press it into your temples and make a TD 50 MA check. Unless a mind shard has some form of sentience, you cannot interact with it, and its power is active unless removed.

Mind shards are filled with with a mental power or a secret from Mind, Noetics, or Channel. The price of the mana, faith, APT or other requirements defined by the powers loaded within the mind shard come from the user. Mind shards are usually set with d4 powers that range from OP 1 to OP 6, or d4 secrets ranging from Proficient to Expert. They have a value of 3,400 GC per OP/skill tier imbued in them. About 30% of Mind Shards are sentient and have d8 mental powers and/or secrets and d3 of the below abilities too. Sentient mind shards have d3+3 EGO and REAS for each power they have, and +2 for each ability as well. They will also have personality traits they will express, and should be played as NPCs (by the GM) who may or may not work well with the person who "owns" them, including acting independently.

- **Armor** – The shard provides a +5 PR bonus.
- **Channel Conduit** – The shard allows you to move more PSI per melee round than normal, adding your MA as a bonus to the amount of PSI you can move in a melee round.
- **Hardened Nerves** – The shard immediately maps the user's nervous system when taken within, adding a +50 bonus to rolls or defenses against nerve or nervous system attacks.
- **Hyper Mind** – The shard is set with a Supertask (see Knowledge skill, Supertask secret) in two skills and provides this ability to the user.
- **Power Hoarder** – The shard allows you to keep more PSI in your power pool. A typical shard adds anywhere from +25 to +100 to your total power pool capacity.
- **Precognitive** – The shard peers into the future on your behalf, adding a +35 bonus to DEF, MD, and PD.
- **Sensory** – The shard is associated with one sense (named when made) and if deprived of that sense, the mind shard allows you to use the sense anyway.



PSYCHIC TOKEN

Description: Spheres of glass with suspended crystals etched in geometric shapes.

Value: 900 GC **TD:** 70 **Dur:** 20

Powers: The types are listed below. These tokens only apply their bonuses to mental powers. They are one-time use each.

- **Ostawuel** – critical enhancement for mental powers, adding a +4 bonus to critical successes.
- **Bjerrum** – damage enhancement, adding a bonus of +9 DME for mental powers.
- **Smolue** – fumble reduction, reducing fumbles by -4 for mental powers.
- **Leisegangyg** – maintenance handler, the psychic token can take on a quickened action level of maintenance for mental power for up to 4d20+10 melee rounds.
- **Langmiur** – duration enhancement, adding +50% more duration to a mental power.

RING OF THE ALIEN MIND

Description: Ring formed of steel, iron, and silver, banded and twisted to form serpents devouring their tails.

Value: 15,000 GC **TD:** 80 **Dur:** 51

Powers: Each ring is attuned to the mind/mental imprint of a different type of being alien to their own. A few, some 20%, are associated with a demon, divine or spiritual mind print instead.

RING OF THE PENULTIMATE

Description: Platinum ring adorned with jade of nine colors.

Value: 120,000 GC **TD:** 130 **Dur:** 150

Powers: The wearer has a 17% chance for Arcanity, or immediate resonant feedback that 100% regenerates your channelling ability back for the melee round, to occur when using a mental power.

RING OF PSYCHIC MAJESTY

Description: A crystal band lit from within by moving energy.

Value: 3,700 GC **TD:** 90 **Dur:** 17

- **Condition:** Must be a Psychic to use.

Powers: When you employ a mental power or psychic ritual against a target, the target is automatically affected by any Social Motifs you have and the one associated with the ring (determined when the ring is created).

RING OF SPIRIT HEWING

Description: Ring of translucent steel and steel-hard glass.

Value: 31,000 GC **TD:** 100 **Dur:** 77

Powers: The ring allows your mental powers that inflict HP damage to damage a spirit's APT instead.

SPHERE OF PSYCHE RECORDING

Description: Sphere about 5 inches in diameter.

Value: 99,900 GC **TD:** 125 **Dur:** 59

Powers: Requires you to associate your mind and powers with the sphere in a 7 day long ritual. Once done, all your mind touches, via attack, telepathy, or mind link, are Brain Locked (see Psychic Secret Brain Lock) and recorded in the sphere until erased. The Brain Lock effect happens automatically without a check and is stored in the sphere, regardless where it is as long as it's in the same world. However, you must hold the sphere in hand to gain the bonuses. You can erase all or singular Brain Locks held in the sphere.

STONE FROM THE STATUE OF CUEBORYN

Description: A jaggedly broken piece of statue.

Value: 1,000 GC **TD:** 20 **Dur:** 36

Powers: The stone is from the Statue of Cueboryn that once adorned the Five-Dimensions hall in the Hidden Academy in Talismondé. Its loss and removal is a hidden secret, but chunks of it have shown up in the latter years and have been borne by adventurers and students alike as good luck charms. Since it was once the telekinetic focal point for training in the academy, it maintains a resonance with those powers (telekinetic), providing a +30 bonus to skill checks when these powers are used.



THOUGHT POCKET

Description: Depends on the item used as a link point.

Value: 5,000 GC

TD: 120

Dur: as by the item used as a link point.

- **Condition:** Must be a Psychic to use.

Powers: Thought given form into a volume of space that can be accessed by the psychic with the expenditure of 1 PSI. Items can be put into or taken out of it. The volume of space is usually a 3 ft cube, though rumors exist of larger ones, even ones the size of rooms (20, 30 or even greater cubic spaces!) or houses. A physical link must exist with this item, and 1 PSI is required to open the space and access items within. Items can be placed within or taken out with a quickened action; a TD 75 REAS check will allow you to take out the item you desire without searching. Otherwise, items are retrieved in the order they were put within the space. Items retrieved are placed where visualized by the psychic as long as it's within 3 ft. This item lives in the mind of the psychic, and should they perish, the storage is destroyed with them.

WHIP OF MIND FLAYING

Description: Looks like a normal whip.

Value: 4,500 GC

TD: 100

Dur: 6

ATK: 14 **CF:** -2 **DEF:** 3 **DME:** see below **C:** 99 **F:** 5 **ER:** M/L **BODY:** 11 - 62

Powers: These weapons attack the PD instead of DEF and inflict 2d8 HP damage.

WORLD EAR

Description: A necklace strung with dozens of stones carved into the shape of ears of various races.

Value: 7,200 GC

TD: 115

Dur: 75

Powers: This psychic item provides a 10% percent chance to hear information on something you name and associate with the necklace. The percent chance is rolled daily. The association period takes 2d4 hours.

UNIQUE TREASURES

ALGAEN'S TWIST

Description: A hair clamp made to handle unruly hair.

Value: 4,200 GC

TD: 83

Dur: 110

Powers: Made by the Amazon Algaen to handle her locks of unruly hair. The twist takes on any form the wearer desires, adjustable by command (no action) once per melee round. Additionally:

- Hardens the wearer's aura, making it +2 DR stronger.
- The wearer's hair is untouched as long as the wearer lives, even if immolated, subjected to acid, etc.
- Adds a bonus of +30 PD and +3 PR.

AMULET OF MOJARL

Description: A solid disk of steel, burnished and inscribed with silvery runes.

Value: 19,250 GC

TD: 175

Dur: 43

Powers: Mojarl had this amulet made for his treks in the vast wilderness north of Azelkha. Supposedly, he had several sets of like amulets to aid him in the various dangerous situations he continually found himself exposed to. At his death from old age, his heirs broke apart his fortune and worldly possessions, liquidating most of it to fund the failed Lekaisy Merchant Company (you know, the one that tried to move the Condyrii Statues out of Morvaen...) While worn, it gives its wearer the ability to make a Spin Attack, as outlined in the secret under the Weapon skill.



AXE OF ROLON

Description: Looks like a double-bitted axe made of ice blue glass set on an ebony handle. Runes show and burn when blood touches the ax.

Value: 92,000 GC **TD:** 132 **Dur:** 104

ATK: 7 **CF:** -4 **DEF:** 4 **DME:** 2d4+14 **C:** 90A **F:** 3 **BODY:** 20 – 55

Powers: Its wielder cannot be knocked down, tripped or otherwise tumbled from their feet unwillingly if touching the ground.

BOOTS OF JAG'D EDGE

Description: Knee high boots of tooled leather, adorned with platinum and gold thread.

Value: 11,500 GC **TD:** 150 **Dur:** 31

Powers: These boots provide swiftness (triple normal move/run), but only for as long as you continue to move/run at least half your movement. The instance you move slower the swiftness effect ends and you move at half move/run for a full minute. They also provide an additional quickened action that can only be used to Dodge.

COFFIN NAIL

Description: The blade is a bright metallic blue whilst the cup guard and cross quillions are a dull gray. The hilt is aged yellow ivory and the pommel is a large (thumb sized) blue sapphire.

Value: 92,000 GC **TD:** 132 **Dur:** 104

ATK: 38 **CF:** 0 **DEF:** 30 **DME:** 2d6+10 **C:** 72B **F:** 1 **BODY:** 6 – 62

Powers: The rapier is REAS 15 and EGO 17 and speaks Arduinian, Low Elven, Old Dwarven and Spanish (Earth, circa 1650 AD). The rapier has the ability to detect any beings, true undead, or spiritually possessed if within 60 ft, regardless of obstructions or walls. The weapon is of “neutral” alignment.

DARK WING

Description: A glistening, obsidian-like black overall, to include the string.

Value: 45,000 GC **TD:** 118 **Dur:** see below

ATK: 52 **CF:** -2 **DEF:** 18 **DME:** by arrow **C:** 83 **F:** 1 **BODY:** 20 – 152

Powers: Arrows fired from this bow have an increased range of +50%. The bow is of no alignment, is non-intelligent, and has no other abilities save that it is indestructible by any force, fire, or energy of less than 500 HP potency.

ELRLIK'S SOUL

Description: A flanged mace of blue crystal with veins of white and magenta.

Value: 88,250 GC **TD:** 122 **Dur:** 400

ATK: 20 **CF:** -1 **DEF:** 33 **DME:** 2d6+12 **C:** 89A **F:** 1 **BODY:** 20 – 108

Powers: A treasure of the Cuoloak temple, the weapon was forged from the crystalline remains of Elrlik La Kain, a Saint of Megalon who threw down 7 Valpyr in one titanic battle before his death. It cannot be used by any not of Megalon's faith.

- Allows its wielder to use prayers, rituals & secrets that require 2 or less Faith without expending any Faith, and reduces Faith costs for higher amounts by -2.
- Acts like a 100 APT ceremonial item.
- In battle the mace burns with a brilliant light, and will sear demonic and undead beings on touch for 2d10+10 HP damage in addition to normal damage.
- Elrlik's Soul will never unwillingly leave the hands of its wielder, making the wielder impossible to disarm.

GLORY

Description: A flanged mace of nondescript looks, bright golden from haft to head.

Value: 17,000 GC **TD:** 154 **Dur:** 62

ATK: 18 **CF:** -1 **DEF:** 19 **DME:** 2d6+14 **C:** 88A **F:** 2 **BODY:** 20 – 87

Powers: The weapon is not intelligent, and can glow at full daylight intensity in a 45 ft radius. It may do so for up to 10 hours out of 25 hours. It has no other powers, but is strongly ordered and emphatically influences its user to act accordingly.



GREEN VEST OF TOMOE SCARLET

Description: Looks like a vest of greenery, showing scenes from the locales and climates set within, including the changing of seasons (if activated).

Value: 9,125 GC **TD:** 188 (Herb 77) **Dur:** 500 + APT of herbs within

Condition: Must be an Herbalist to use. Only bonds to a living being. Goes dormant when neither conditions are met.

Powers: An arcane-herbal construction, alive but dependent on its wearer, bonding symbiotically to them. The bond requires 1 ESS + 1 ESS per 100 APT of herbs put within, or it goes dormant. The ESS requirement is paid daily, lowering the wearer's ESS by this amount. The ESS drain is not impairment or damage but a sharing of life force with the item. In return, it does the following:

- Mimics up to four different locales and four different climates. Herbs placed within are kept perpetually in the same state they entered the vest (see below for seasonal effects). It takes one day to set a climate or locale within the vest.
- Can mimic a single special need on the part of an herb in a locale/climate in order to maintain it in a healthy state; the APT value of the herb is doubled for the purposes of determining ESS requirements. It takes one day to set a special need for a locale/climate.
- Can enact seasons; however, seasonal activity is draining. Each locale & climate you have seasonally change doubles the APT value of the herb for the purposes of determining ESS requirements. You set the frequency of the seasonal change in real time, while within the vest the herbs move through an appropriate cycle of time for the season. Locales undergoing seasonal change will react appropriately, attempt to bloom, seed, spread, grow, etc. as appropriate. Normal gardening and tending rules apply to grow new herbs and plants within the vest. However, excessive cultivation can potentially kill the wearer, so caution is advised.
- Herbs placed within the vest can be retrieved with a quickened action and are considered be to in their "raw" state. Only the wearer can retrieve or put things within the vest.

HELL FANG

Description: A poniard with green jade grips, silver pommel and guard, with a thin, polished steel, sharply tapered blade.

Value: 13,000 GC **TD:** 125 **Dur:** 53

ATK: 13 **CF:** 0 **DEF:** 8 **DME:** 3d4+8 **C:** 88A **F:** 2 **BODY:** 20 – 87

Powers: Critical hits by this weapon are always "heart piercing" strikes that inflict death. While in hand, the poniard also protects its wielder from demonic magik of less than OP 6 in strength. Additionally, all greater demonkind recognize this weapon automatically, lesser demons 75% of the time, and will always attempt to slay its owner and take the poniard back to hell "where it belongs". The weapon is strongly chaotic and influences its wielder.

JIGNALION'S VEST

Description: Heavy, travel worn, padded vest of no apparent value.

Value: 147,000 GC **TD:** 150 **Dur:** indestructible

Powers: The vest provides FORT 30 against BODY damage and MFORT 30 against APT or ESS damage. Additionally, it prevents instant death effects from physical damage, including critical chart rolls, spells, rituals and the like that inflict physical damage.

LONG AXE OF ENDRAGO

Description: Long Axe of the Thundernose Dwarves, with Endrago's name in Eldarin and Old Dwarven.

Value: 63,000 GC **TD:** 158 **Dur:** 544

ATK: 47 **CF:** -3 **DEF:** 16 **DME:** 3d6+38 **C:** 88B **F:** 9A **BODY:** 32 – 107

Powers: Endrago's two-handed axe allows its wielder to strike the air next to them and hit an opponent as far as 30 ft away.

LONGBOW OF THE DAWNSTAR

Description: A stringless longbow, ebony in color with purple veins twining with silver ones.

Value: 155,000 GC **TD:** 160 **Dur:** 233

ATK: 44 **CF:** -3 **DEF:** 26 **DME:** see below **C:** 83 **F:** 1 **BODY:** 20 – 62

Powers: A relic of ancient times, this longbow was crafted during the times that preceded the Rise of the One and saw use in many of the great conflicts of the Nexus Wars. This bow needs no string and can shoot normal arrows or magik ones. The arcane arrows it fires require 1 mana and inflict 2d6+16 HP damage. The bow will act like a Power Bow for up to 62 BODY.



MOUNTAIN CRACKER

Description: A huge spiked maul, constructed entirely from iron from haft to spikes.

Value: 300,000 GC **TD:** 125 **Dur:** 53

ATK: 16 **CF:** -3 **DEF:** 16 **DME:** 4d6+38 **C:** 90B **F:** 3A **BODY:** 40 – 220

Powers: The maul can, three times a day, cause an earthquake, which will affect an area some 180 ft in radius around the weapon. The area will tremble, shudder, ripple, and even split open in d20 random cracks of d100 ft in length, d20 ft in width, and d20 ft in depth. It will last d100 minutes, and all creatures caught in this area require a TD 200 acrobatics skill check to keep their feet. Note, ground movement in this area is reduced by one-third, even crawling.

The maul is REAS 17 and EGO 30. It speaks all dwarven tongues, low elven, amazon, arduinian, urukk, and old wormish. It hates water, likes dwarves and amazons, and will rumble and roar in combat like an earthquake in progress. Finally, once per day, the weapon can strike a foe and cause them to absolutely shatter, and blast to pieces any rock or hard substance, destroying a 10 ft cube of material. If used against a living being or item, it inflicts an equivalent 350 BODY/DUR damage. Using this power has a 5% chance of destroying the Mountain Cracker as well. The maul is of ancient Dwarven make and powerfully ordered and utterly opposed to all things evil.

NECROMANCER

Description: A clear glass-like blade, with a yellow-white, bone colored hilt, and a black pommel and cross guard. The hilt is crystalline and the upper blade is serrated. The grip is composed of seven miniature carved skulls of ivory, and the pommel is a larger black iron skull with a pair of rubies as its eyes.

Value: 189,750 GC **TD:** 55 **Dur:** 350

ATK: 16 **CF:** 0 **DEF:** 16 **DME:** 2d8+ see below **C:** 67 **F:** 3A **BODY:** 20 – 160

Powers: The damage this weapon inflicts is based on the APT of the wielder: the weapon inflicts an extra 1d8 HP damage for every 10 APT to a max of +13d8 HP damage per hit. The weapon is exactly accurate and any critical hit rolls are automatically “throat cut” instant death. The weapon has the soul of an ancient mage as its powering force and is REAS and EGO of 26. It speaks arduinian, old dwarven, high and low elven, high and low demon, and all the dragon tongues. It (but it does not convey this to its wielder) can read Eldarin and Rendorii and it (but again, not the wielder) can use any spell or ritual it desires from OP 1 to OP 12. However, it must be remember that it will do these things only as, if and when it desires to do so. And, being an egocentric and pretty “nasty” being all around, it won’t often do magik at its wielder’s bequest (and most often does it to get them in trouble)! The weapon is totally amoral and evil in disposition and loves nothing more than to slaughter friend and foe alike, then get the wielder killed as well! **Note:** A special, hidden trap on the weapon is set so that if the wielder dies with the weapon in hand, a 25% chance exists that the wielder’s soul will take the place of the one in the weapon.

PIECE OF ULLIN JHARY'S SOUL

Description: Looks like a jagged chunk of crystal shot with liquid silver and gold veins and a soft inner light.

Value: 60,000 GC **TD:** 120 **Dur:** 140

Powers: Ullin gave his life to save the lives of thousands of people in the city of Jewrlkhar, electing to attempt to channel a nexus away as it formed in the center of the city. They say he immolated on the spot and a crystal tree grew from his ashes years later. Regardless, the tree was shattered during a Morvaenian siege on the city and the pieces were carried off. Each piece, when worn next to the flesh, provides a second chance. If an event would bring the holder to zero (0) HP, attribute, characteristic or aspect, the soul piece will negate the attack and then disintegrate.

RAGING SEA

Description: A heavy metal trident, etched with reliefs of crashing waves in an undulating pattern.

Value: 72,000 GC **TD:** 181 **Dur:** 350

ATK: 41 **CF:** -5 **DEF:** -10 **DME:** 4d8+19 **C:** 86 **F:** 13 **BODY:** 10-108

Powers: Forged in the Dire Straits region of the ocean off the west coast of Khaora, enchanted on the crystal meta-source engine of a skyship, and finally imbued with the raging spirit of vengeance of its merman wielder, who died, words of reproach and despair, falling from his fish lips. The Raging Sea is a powerful weapon, with a brooding, dark presence that tangibly haunts the air around it. When used in battle, any critical success ignores the critical chart, instead creating a riposte effect, hitting every being around the wielder for 30 ft with d6 times the damage inflicted on the critical.



SPEAR OF KTHAK

Description: A short spear made of ironwood and a bossalian burnt steel head.

Value: 32,000 GC **TD:** 157 **Dur:** 90

ATK: 18 **CF:** -3 **DEF:** 10 **DME:** 2d4+10 **C:** 94 **F:** 5 **BODY:** 10-68

Powers: A short spear wielded by Kthak at the battle to regain the Aeil-Chay Well in the ghost haunted plains of northern Saast. Its ATK is +37 versus spirits and its ER is S-M/30. Any successful hit allows you to pin and hold a spirit materially, taking away its ability to retreat into the spirit plane.

SPIKE OF FALOHYR FALLS

Description: A short spear made of diamondknot wood and silveel.

Value: 31,000 GC **TD:** 142 **Dur:** 85

ATK: 30 **CF:** -1 **DEF:** 15 **DME:** 2d4+10 **C:** 81A **F:** 6 **ER:** S-M/50 **BODY:** 10-128

Powers: A short spear made legend for its use against the Droon of the Withered Lands, and for its defense of the falls against the Marm when they came from the sky in a black rain during the Twin World War. In Falohyr, it's recognized on sight and confers the social motifs of Acknowledged: Heroic and Renowned.

STELIKHUR

Description: Dwarven-made pick-hammer, etched with an axe pattern and adorned with semi-precious stones.

Value: 28,000 GC **TD:** 134 **Dur:** 222

ATK: 9 **CF:** -3 **DEF:** 3 **DME:** 2d10+10 **C:** 88A **F:** 9 **BODY:** 20-150

Powers: Made by the Grey Mountain Dwarves after a pattern found on Rhingalorean weapons. The pick-hammer is devastatingly effective against machines, automatons, or robots, inflicting triple damage per hit to such things.

TRAINING YOKE OF MYUNCARDT

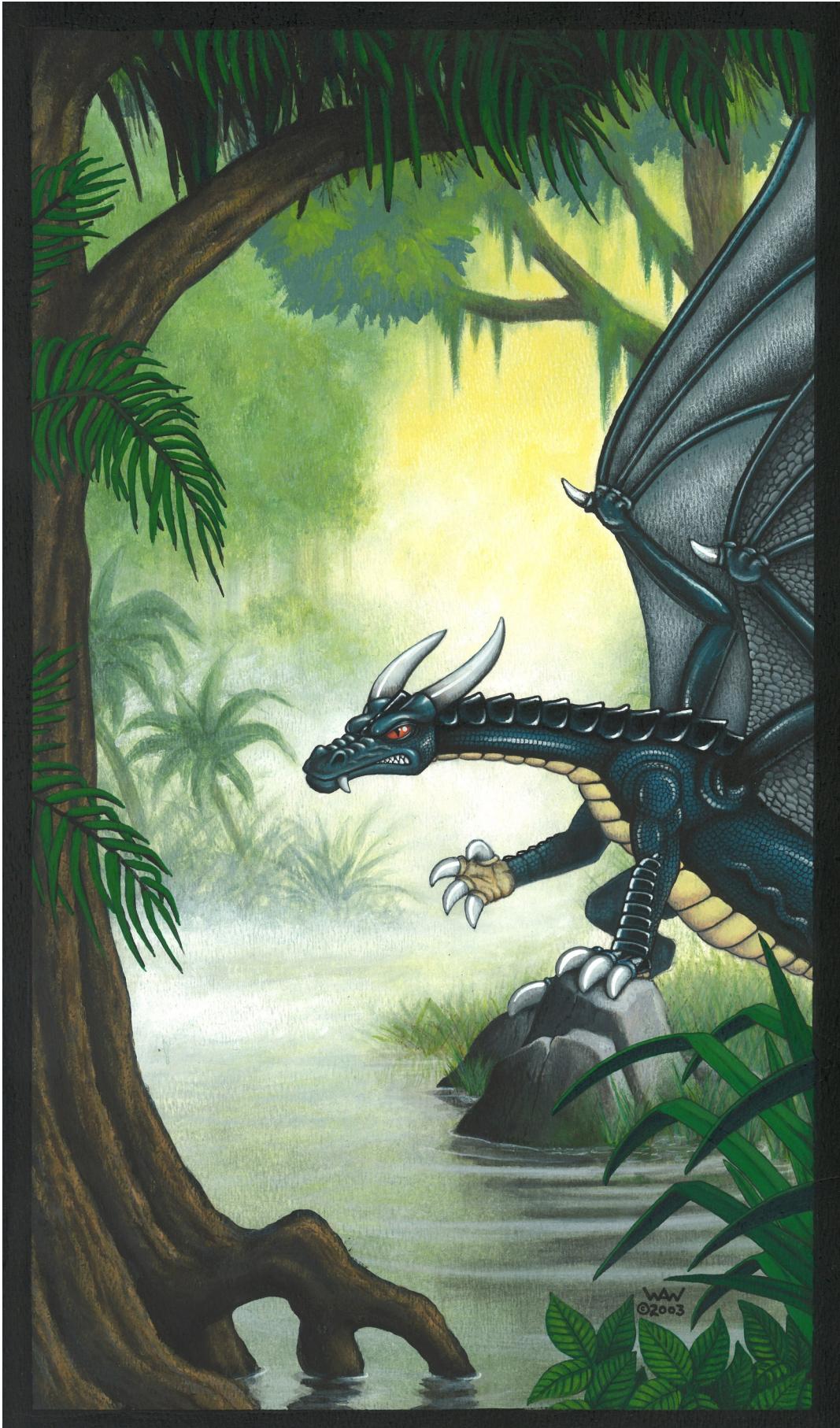
Description: A contraption of tightly twisted coils, with finger-sized metal weights cinched in the springs, that fits around the torso and hangs from a dense metal bar on the shoulders of any being Size 6 to 16.

Value: 8,100 GC **TD:** 122 **Dur:** 410

Powers: Made by Myuncardt to further his martial training. One cannot wear armor--even cloth armor--and use the harness, or it doesn't function properly.

- The harness adjusts to the person wearing it, encumbering and applying a Maneuver skill penalty to them in an amount equal to their STR value, and applying a CF penalty equal to one-quarter their ADROIT. It takes a number of days equal to the wearer's REF when first worn to attune to the wearer. The yoke will not charge (see below) until attuned to its wearer.
- It cannot be worn with any kind of armor, but protective items like rings, bracelets and the like function fine.
- Afterward, it builds a charge of passive, non-detectable energy, at the rate of 1 for every 10 points of STR, calculated at the end of every full day they wear the yoke. If they engage in true combat using any form of physical action, such as attacking, grappling, throwing an enemy, defending, etc. but not just jumping, climbing and other non-engagement actions, then they gain a +10 bonus charge for that day. The +10 bonus is only gained once per day and without regard to the amount of combat or foes fought.
- If worn consecutively long enough to accrue a charge equal to 100 times one of the following attributes: STR, MASS, ADROIT, or REF, the wearer, may, if they choose, expend this charge, reducing it to zero in order to add a permanent +1 increase to the selected attribute, raising it to their racial maximum only and no farther.
- When taken off, the wearer instantly gains access to this reservoir of energy and maintains access to it for 1 hour afterward. The wearer can use it to do the following, each taking a quickened action and lasting for 3 minutes unless otherwise specified:
 - * Boost CF by +1 for every 10 energy expended
 - * Boost DR by +1 for every 10 energy expended
 - * Boost equivalent BODY by +1 for every 3 energy expended
 - * Boost ATK (choose any one) by +2 for every energy expended
 - * Boost DEF by +2 for every energy expended
 - * Boost Shock Save by +2 for every energy expended
 - * Boost MOVE by +1 for every energy expended
- Once removed and put back on, the previous charge is dispersed and the wearer begins at zero. If more than 1 day per BODY elapses before re-donning the yoke, the attunement process is repeated.





Basic Encounter Charts

DIE ROLL (2D10)	VOLCANIC	HOT	JUNGLE
2	Pheonix	Phandelyon	Sunderlegs
3	Efreet	Komainu	Emerald Death
4	Fire Elemental	Earth Elemental	Octorilla
5	Sun Bear	Hell Tide	Blue Bellower
6	Thermite	Black Scorpion	Hydra
7	Hell Hound	Droon	Moutharm
8	Hell Hopper	Jump Jump	Razor Snake
9	Hell Mouth	Fang Wing	Sky Ray
10	Fire Frogs	Spindizzy	Arc Bat
11	Fire Snake	Haggorym	Vroat
12	Sun Bug	Khrob	Wobra
13	Hell Mouth	Fang Wing	Yellow Peril
14	Hell Hopper	Manticore	Skorpoon
15	Hell Hound	Chimera	Pybra
16	Thermite	Kill Flies	Bandroog
17	Sun Bear	Fire Mane	Boomers
18	Djinn	Spiga	Maggoth
19	Red Death	Blood Beast	Air Sharks
20	Salamander	Black Wind	Ryley

VOLCANIC – This encounter chart includes all types of: volcanoes, lava pools, hot springs, seas of fire and etc.

HOT – This encounter chart includes all types of: deserts, and hot climate terrain, except Jungle, swamps and mountains.

JUNGLE – This encounter chart includes all types of: jungles, and rain forests.



D10 ROLL	SWAMP	TEMPERATE	MOUNTAIN
(2D10)			
2	Silver Slyth	Medusa	Grey Horror
3	Sluggoth	Gworm	Hippogryf
4	Windego	Ibathene	Griffon
5	Teng	Quarl	Hydra
6	Basilisk	Chimera	Quarl
7	Yellow Peril	Kill Kittens	Black Fisherman
8	Shambler	Lightning Spider	Basilisk
9	Moutharm	Lash lion	Vord
10	Maggoth	Thorg	Haggorym
11	Vroat	Black Lion	Krag Spider
12	Troll	Maul Wolf	Night Wings
13	Murkworm	Death Ogre	Red Fangs
14	Tarakk	Lightning Bugs	Troll
15	Boomers	Chaeronyx	Death Ogre
16	Octorilla	Trelves	Chimera
17	Thunder Bug	Oront	Trelves
18	Hydra	Unicorn	Gryfilisk
19	Star Spider	Cockatrice	Pegasus
20	Red Death	Brownie	Roc

SWAMP – This encounter chart includes all types of: swamps, bogs, and marshes.

TEMPERATE – This encounter chart includes all types of terrain in a temperate climate, except jungle, swamp, and mountain.

MOUNTAIN – This encounter chart includes all types of hills, rocky terrain and mountains.



DIE ROLL	WATER	COLD	HAUNTS
(2D10)			
2	Roc	Snow Ghost	Death Fog
3	Kraken	Snow Maggoth	Valpyr
4	Air Sharks	Wind Elemental	Vampusa
5	Octorilla	Chaeronyx	Night Skulker
6	S - Scarlet Itchies	Thunder Tusk	Moon Dog
7	Normal Aquatic Life	Snow Tigers	Spirit
8	Normal Aquatic Life	Snow Spider	Bore Bug
9	Normal Aquatic Life	Fang Wing	Corpse Grinder
10	Normal Aquatic Life	Freeze Bees	Skeletons
11	Normal Aquatic Life	Freeze Bees	Vampire Bats
12	Normal Aquatic Life	Freeze Bees	Skeletons
13	Normal Aquatic Life	Fang Wing	Hell Moth
14	Normal Aquatic Life	Khorb	Nightmare
15	Normal Aquatic Life	Snow Snakes	Spirit
16	Spinthaak	Windego	Ninthla
17	Yannth	Chaeronyx	Rakshasha
18	Serpent	Storm Elemental	Priest Mage of Cth
19	Razor Mouth Eel	Storm Bird	Doomguard
20	Water Elemental	Death Fog	Quiverdoom

WATER – This encounter chart includes all types of: rivers, lakes, seas and unnaturally deep pools in any climate.

COLD – This encounter chart includes all types of terrain in a cold, arctic or polar climate.

HAUNTS – This encounter chart includes all types of tombs, crypts, graveyards, high radiation areas, and haunted: ruins, castles, settlements and etc. This chart is used in any climate.

NOTE: These charts are meant to be used by the GM for any random encounters in overland travel. The GM should check for an encounter once a day. Roll 2D10 add the results together, and if the total is 18, 19 or 20, then an encounter has occurred. Roll a d10 and on a 1-5 it is during the day and 6 -10 it is at night, then roll on the appropriate chart to see what is encountered, and finally check to see how many appear by reading the monster description in the bestiary. Enjoy!



Index's



3rd Continent	195	Emerald Death	58	Medusa	104	Snow Maggoth	150
Abbreviations	12	Encounters	13	Moon Dog	106	Snow Snakes	151
Advancement, Creature	14	Faerie	10	Moutharm	107	Snow Spider	152
Air Shark	17	Fang Wing	59	Murkwurm	108	Snow Tiger	153
Alchemy Treasures	216	Fetish Treasures	221	Name	6	Spiga	154
Alien	8	Fire Frogs	60	Nightmare	109	Spindizzy	155
Amorphous	9	Fire Mane	61	Night Skulker	110	Spinthaak	156
Arachnid	8	Fire Snake	62	Night Wings	112	Spirit	11
Arc Bat	18	Freeze Bees	63	Ninthla	114	Spirits	158
Arthropod	9	Fury	65	Octorilla	117	Star Spider	162
Bandroog	19	Golem	10	Oront	118	Storm Bird	164
Basilisk	21	Grey Horror	67	Pegasus	119	Sun Bear	166
Beasts	15	Griffon	69	Phandelyon	120	Sun Bug	167
Black Fisherman	22	Gryfilisk	71	Pheonix	121	Sunderlegs	168
Black Lion	23	Gworm	72	Physiology, Creature	8	Tactics	7
Black Scorpion (Great)	25	Haggorym	73	Plant	11	Tarakk	169
Black Wind	27	Hell Hopper	75	Priest-Mage of Cthulious	123	Techno Treasures	224
Blood Beast	28	Hell Hound	77	Psychic Treasures	233	Teng	170
Blue Bellower	29	Hell Moth	79	Pybra	124	Thermite	171
Boomers	30	Hell Mouth	80	Quarl	126	Thorg	172
Bore Bug	31	Hell Tide	81	Quawima	195	Thunder Bug	173
Breed TD	6	Herbal Treasures	229	Quick Rank	6	Thunder Tusk	174
Brownie	32	Hippogryf	82	Quiverdoom	128	Trainability	6
Chaeronyx	35	Hydra	83	Rakshasha	129	Treasure List	194
Chimera	39	Ibathene	85	Razor Mouth Eel	131	Treasures	191
Cockatrice	41	Insect	11	Razor Snake	132	Trelves	175
Corpse Grinder	42	Introduction	6	Reading the entries	6	Troll	176
Creature Advancement	14	Jump Jump	86	Red Death	133	Undead	11
Creature Data	6	Khorb	87	Red Fangs	134	Unicorn	177
Creature Physiology	8	Kill Flies	88	Roc	135	Unique Treasures	237
Death Fog	43	Kill Kittens	89	Ripley	137	Valpyr	178
Death Ogre	44	Komainu	90	Salamander	137	Vampusa	180
Demon	9	Krag Spider	91	Screaming Scarlet Itches	139	Vampire Bat	182
Description	6	Kraken	92	Secrets	7	Vord	183
Divine	9	Lash Lion	94	Serpent	140	Vroat	184
Djinn	46	Lightning Bugs	95	Shambler	141	Windego	185
Doomguard	49	Lightning Spider	96	Silver Slyth	142	Wobra	187
Doppelganger	51	Lore	11	Skeletons	144	Yaanth	188
Dragon	10	Maggoth	99	Skills	7	Yellow Peril	189
Droon	53	Magik Treasures	196	Skorpoon	146		
Earth Elemental	54	Main Body	8	Sky Ray	147		
Efreet	56	Manticore	101, 195	Sluggoth	148		
Elemental	10	Maul Wolf	102	Snow Ghost	149		



MAGIK TREASURES	196	ALCHEMY TREASURES	216	SOLAR RECHARGER	227
ALCHEMIST BELT	196	ANIMAL REPELANT OINTMENT	216	SPRINGCOIL BATON	228
AMULET OF THE AMAZON MOTHER	196	BAG BALL	216	TENCH TIPS	228
AMULET OF ANTI-WEB AURA	196	BALLOON PELLET	216	TUNCH TIPS	228
AMULET OF BODILY INTEGRITY	196	BANG PELLET PACK	216	ZHONJULE DART CASTER	228
AMULET OF SPELL EATING	197	BOUNYANCY DROPS	216	HERBAL TREASURES	229
ARCANE GEMS	197	BREAK SNAP PELLET	216	ADJACS BILL	229
ARCANE ARROWS	197	CARBON BLACK GUM	216	ARAWYKEN	229
ARCANE CLOTHES	198	CARouser's BREW	216	BITTER BLOOD GRAPES	229
ARCANE EYES	198	CHAMELEON PAINT	217	BLACK FROGS	229
ARDUINIAN FIGHTING RINGS	198	CHANNEL STOP POWDER	217	BLADJUNDYOC	229
BADGE OF THE MARTIAL WAY	199	DROPS OF TIME	217	BLESSED DROPS OF THE UNGALLA SPRINGS	229
BANDOLEER OF POTIONS	199	ELIXIR OF DETOXIFICATION	217	BOOKLEAF INSERT	229
BANG STICK	199	ELIXIR OF HEALING	217	CAERVARNTION	230
BELT OF INESCAPABLE LOCATING	199	ELIXIR OF HEALING CRITICALS	217	CORPSE DUST	230
BELT OF POWER	199	ELIXIR OF LIFE	217	DINJOOR MUSHROOM	230
BLESSED ITEM	199	FALSE WOUND	218	DREAM DUST	230
BOOTS OF THE BANANA PEEL	200	GLOBULES OF SHARPNESS	218	FALOHYRIAN FEYMAN SALVE	230
BOOTS OF THE ELVES	200	GOLDEN EGGS OF DEATH	218	FEY DUST PACKET	230
BOOTS OF FLIGHT	200	LIQUID WIND	218	GAYNCOER LENICA BARK	230
BOOTS OF JUMPING	200	MIST DRY POWDER	218	GLUUYNTAEL	231
BOOTS OF SPEED	200	OIL OF THE GLITTERING OBDURATE	218	GOLDEN DROPS OF HEAVENLY ESSENCE	231
BOOTS OF STEALTH	200	OIL OF INSTANT IMMOBILITY	218	INCENSE OF JAIEEN	231
BOOTS OF TRAVELING	200	OIL OF INSTANT IMMOLATION	219	INCENSE OF MILUIEL	231
BOOTS OF TIME	200	OIL OF INSTANT OBEDIENCE	219	JINGA VITAL MELON	231
BOOTS OF WATER WALKING	201	OIL OF POWER	219	MANUEIJUUS	231
BROOCH TOKENS	201	POTION OF AMPHIBIOUS TRANSMUTATION	219	MORDAKKSTHORN BERRY	231
CHIME OF WARNING	202	POTION OF FIRE	219	POLLEN PORRIDGE OF THE ELVES	231
CLOAK OF ASSASSINS	202	POTION OF HEALING	219	PURPLE GUGGL LEAF	232
CLOAK OF THE BAT	202	POTION OF JINJIN TAEI	219	SEVENHERB LEAF	232
CLOAK OF CLEVERNESS	202	POTION OF LIQUID LIFE	220	SPORE GLAND	232
CLOAK OF THE ELVES	202	POTION OF THE SPIRITUAL BEING	220	TEA OF THE ELVES	232
CLOAK OF PILFERING	202	SILVERING JEL	220	THUNDER EGGS	232
CLOAK OF SHIMMERING	203	SOLDIER'S POWDER	220	TROLL ROOT	232
CLOTHES OF SPIGA SILK	203	SPIRIT SALT	220	WINE OF THE ELVES	232
CONJURE CRYSTAL	203	TROLL SALT	220		
CONTAINER OF STASIS SPACE	203	ZOMBIE POWDER	220		
CROSSBOW OF KINGS	203			PSYCHIC TREASURES	233
DANCING WAND OF MAGIK	204			AMULET OF THE ANDIU	233
ENCHANTED GEAR	204			AMULET OF THE BAND	233
ENERGY INVERSION BOMB	204			AMULET OF MEMORY LOCKING	233
EYE OF THE ARCANE	204			AMULET OF PSYCHIC BLINDING	233
FIGURINE OF FABULOUS POWER	204			BRAZIER OF FOCUS	233
FLAGON OF CAROUSING	205			CHUNDIAN KHON	233
FLASK OF LIGHT	205			CIRCLET OF HARDENED SHROUD	233
GAUNTLETS OF FEAR	205			CIRCLET OF INFORMATION LEECHING	234
GAUNTLETS OF GRIPPING	205			CIRCLET OF PSYCHIC REPEATING	234
GAUNTLETS OF ICE AND FIRE	205			COWL OF COGNITIVE ACUTY	234
GAUNTLETS OF SPINES	205			HEADBAND OF THE MENTAL PARAGON	234
HOST CLOAK	205			MEDALLION OF PSYCHIC ACUTY	234
GLOVES OF DEXTERITY	206			MEDALLION OF PSYCHIC BUTTRESS	234
GLOVES OF THE FENCING MASTER	206			MIND ATTUNED ITEMS	235
GLOVES OF GAMBLING	206			MIND SHARD	235
GLOVES OF MIKKECANTO	206			PSYCHIC TOKEN	236
GLOVES OF OGRE POWER	206			RING OF THE ALIEN MIND	236
HELM OF CHAOS	206			RING OF THE PENULTIMATE	236
HELM OF THE HAWK	206			RING OF PSYCHIC MAJESTY	236
HELM OF WAR	207			RING OF SPIRIT HEWING	236
HELM OF WIZARDRY	207			SPHERE OF PSYCHE RECORDING	236
HOBBITT STONE	207			STONE FROM THE STATUE OF CUEBORYN	236
HOLY ROBES	207			THOUGHT POCKET	237
HOOD OF THIEVERY	207			WHIP OF MIND FLAYING	237
JAVELIN OF DEVASTATION	208			WORLD EAR	237
LANTERN OF PROTECTION	208				
LINKED POUCHES	208			UNIQUE TREASURES	237
LIVE ROPE	208			ALGAEN'S TWIST	237
LORELEI LYRE	208			AMULET OF MOJARL	237
MEDUSA STONE	209			AXE OF ROLON	238
MYGHTY MYSTIK SILVER SLING SHOT OF SLAYING	209			BOOTS OF JAG'D EDGE	238
MYSTIK ROPE	209			COFFIN NAIL	238
NECKLACE OF TRUTH	209			DARK WING	238
NEVERLOST MAP	209			ELRLIK'S SOUL	238
OBJECTS OF ARMORING	210			GLORY	238
OCCAM'S RAZOR	210			GREEN VEST OF TOMOE SCARLET	239
OMNI KEY	210			HELL FANG	239
RELIGIOUS RECEPTACLE	211			JIGNALION'S VEST	239
RING OF HEALTH	211			LONG AXE OF ENDRAGO	239
RING OF THE JUO KIIL	211			LONGBOW OF THE DAWNSTAR	239
RING OF NIGHT	211			MOUNTAIN CRACKER	240
RING OF THE PHANDELYON	211			NECROMANCER	240
RING OF RAPID TRANSIT	211			PIECE OF ULLIN JHARY'S SOUL	240
RING OF THE WORD	212			RAGING SEA	240
RITUAL ITEM	212			SPEAR OF KTHAK	241
ROD OF RIGHTEOUS RETRIBUTION	212			SPIKE OF FALOHYR FALLS	241
RUNE STONES	213			STELIKHUR	241
SCROLL	213			TRAINING YOKE OF MYUNCARDT	241
SHIELD OF REPELLING	213				
SHIELD OF SELF REPAIRING	213				
SKY HOOK	213				
SOURCE OF POWER	213				
STAFF OF BLACK WIZARDRY	214				
STAFF OF THE CHUNDIAN MAGE	215				
STAFF OF MAGIK	215				



