

A sourcebook for



MONSTERS

MINIONS & MARAUDERS



STEVEN S. LONG



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Monsters, Minions, and Marauders

A Book Of Monsters
For *Fantasy Hero*

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A WORD OR TWO OF APPRECIATION

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Banewolf — page 9

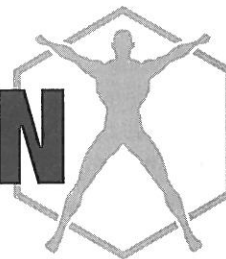
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INTRODUCTION



In most *Fantasy Hero* campaigns, the monster is a crucial NPC opponent for the player characters. Whether it's an acid-spitting dragon, a scimitar-armed orc, or a giant with magic powers as vast as his strength, the monster holds a place of prominence in gamers' hearts and minds. Not only does he represent a physical challenge to overcome (and the promise of treasure!), but in a more metaphysical or spiritual sense a monster can stand for the fears, uncertainties, and doubts that from time to time assail even the greatest of heroes.

Monsters, Minions, And Marauders is a book of over 100 monsters and opponents for use with any *Fantasy Hero* game. The book focuses largely on humanoid monsters such as orcs, trolls, giants, ogres, cat-folk, nymphs, and the like — though it does have a few more “bestial” monsters to complement the extensive selection of such creatures in *The HERO System Bestiary*.

While many of the monsters in this book are easily recognized standards of Fantasy gaming, you'll also find some more unusual creatures — monsters that feed on dreams or mental energy, horrors from the Qliphothic dimensions, and the like. Additionally, many of the monsters come from non-European cultures, such as the cipactli (Aztec), delgeth (Navajo), erqigdlit (Inuit), and shedu (Assyro-Babylonian). You can simulate dozens, if not hundreds or thousands, of other culture-specific monsters by making slight adjustments to the monsters from this book or the *Bestiary*. For example, the number of monstrous beings from around the world that are little more than oddly-named giants or strange-looking gigantic serpents is enormous.

In the text and sidebars you'll find descriptions of specific, individualized monsters of the type on the same page. These are NPC monsters from Hero's *Turakian Age* setting, presented here to show you the sorts of things you can do with the monsters described in this book.

In addition to the monsters which form the bulk of this book, there are several *Appendices* of useful material. The first contains templates for humans and humanoid monsters (such as orcs, goblins, and trolls). Like the templates in *The HERO System Bestiary*, you can apply them to any appropriate monster to make him more powerful or interesting in some way.

The second appendix contains some “generic”

human adversaries — city guards, soldiers, pirates, and so forth. You can use these as stock enemies and NPCs for your heroes to encounter. Feel free to customize them with templates or other changes.

The final appendix is an alphabetical summary chart of all the monsters in this book, plus other useful reference tables.

THE BESTIARY AND THE GRIMOIRE

While *Monsters, Minions, And Marauders* is a stand-alone product, it makes reference to two other Hero Games products besides the rulebook and *Fantasy Hero*.

The first is *The HERO System Bestiary*, a sourcebook about animals, fantastic beasts, and other such creatures for your games. The “HSB” also includes over two dozen templates that you could apply to the monsters in this book. For example, if you want to create a Cyclops Demon, you could add the *Infernal* template to the cyclops character sheet in this book.

The second is *The Fantasy Hero Grimoire*, which contains thousands of spells suitable for any *Fantasy Hero* game. Some creatures in this book have spells from the “FHG”; the text of those spells is not reprinted here, but even if you don't have the FHG the name of the spell should make it fairly easy to determine what it does so you can build it yourself.

CHARACTER SHEET NOTATION

Generally, the text of the character sheets in this book should be pretty straightforward and easy to understand. Consult the Glossary in the *HERO System 5th Edition*, and the example powers in that book, if you have any questions about abbreviations, terms, or notations. The *Writer's Guidelines*, available on the Hero Games website (www.herogames.com), also provide some information about character sheet formatting.

In a Multipower, a “u” next to the cost indicates a Fixed (or “ultra”) slot, and an “m” a Flexible (or “multi”) slot.

Under the END column, a number in brackets indicates Charges (however, the bracketed number next to STR is an END cost).

THE MONSTERS



AGATHODAEMON

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [0]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
6	BODY	-8	10-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	8		Total: 8 PD (6 rPD)
8	ED	6		Total: 8 ED (6 rED)
4	SPD	12		Phases: 3, 6, 9, 12
5	REC	6		
20	END	0		
30	STUN	19		Total Characteristics Cost: 67

Movement: Running: 4"/8"
Leaping: 0"/0"
Flight: 10"/20"

Cost Powers END

5	Bite: HKA 1 point (1 point with STR)	1
78	Venomous Bite: Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½) plus RKA 5d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½)	[4]
10	Strong Coils: +20 STR; Only For Grabs (-1)	2
6	Scaly Skin: Damage Resistance (6 PD/6 ED)	0
10	Guardian Spirit Form: Power Defense (10 points)	0
10	Guardian Spirit Mind: Mental Defense (12 points total)	0
10	Guardian Spirit Mien: +20 PRE; Only To Protect Against Presence Attacks (-1)	0
45	Guardian Spirit Form: Life Support (Total)	0
13	Batwings: Flight 10"; Restrainable (-½)	2
-4	Slow: Running -2" (4" total)	
6	Serpent's Tongue: +3 PER with Smell/Taste Group	0

Skills

20	Hard To Hit: +4 DCV
8	+4 OCV with Bite
4	+2 with Flight

7	Concealment 14-
5	Stealth 14-

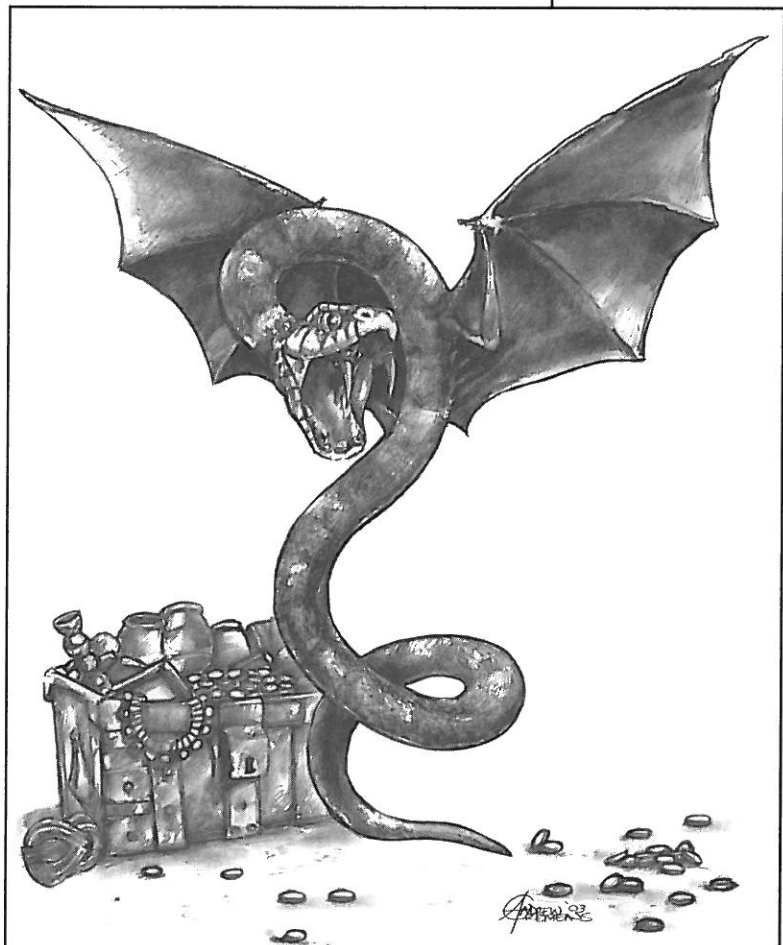
Total Powers & Skills Cost: 223

Total Cost: 300

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size (size varies, but this makes for a good average; if desired, apply an appropriate Size template based on the information given in the text)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
195	Experience Points

Total Disadvantage Points: 300



OPTIONS

Cost	Options
60	<i>Magical Powers:</i> Add 60 points' worth of Magic Skills and spells
42	<i>Find Stolen Treasure:</i> Detect Stolen Treasure 17-, (no Sense Group), Range, Sense, Targeting, Telescopic (+10 versus Range Modifier), Tracking

Ecology: Agathodaemons are spirit beings summoned to this world to serve the will of wizards and priests. As a guardian spirit, an agathodaemon has no ecology — it can live anywhere, tolerate any environmental conditions, and needs no food.

Personality/Motivation: An agathodaemon exists in this world mainly to serve whoever summoned it. Typically its duties are to guard a particular location and/or valuable object, but it can also serve as a scout or assassin.

Powers/Tactics: In combat, an agathodaemon attacks with its highly poisonous bite, but its ability to fly allows it to use tactics an ordinary serpent never could. It often hides above the floor — in the rafters of a room, or on a shelf — then springs through the air to land on and bite its victim, hopefully achieving a Surprise Move bonus. In battle it prefers to remain in the air, often using its maneuverability to fly around opponents and attack them from behind. Another favored tactic is to wrap a victim in its coils (Grab) and then bite him repeatedly while he's unable to use his limbs.

Campaign Use: Characters normally encounter agathodaemons as guardians of treasure or other valuables. In some cases an agathodaemon may even pursue them after they've robbed its master, using an uncanny magical sense that allows it to follow the stolen treasure regardless of what the characters do to hide it.

Appearance: The agathodaemon resembles a medium-sized serpent with bat-wings projecting from its body about two-thirds of the length toward the head.

Ahuizotl

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
6	COM	-2	10-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
28	END	0		
25	STUN	3		Total Characteristics Cost: 29 (+1 with NCM)

Movement: Running: 4"/8"
Leaping: 4"/8"
Swimming: 6"/12"

Cost	Powers	END
10	<i>Bite:</i> HKA 1d6; No STR Bonus (-½)	1
6	<i>Handed Tail:</i> Extra Limb (1), Inherent (+¼)	0
5	<i>Aquatic Adaptation:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
4	<i>Aquatic Adaptation:</i> Swimming +4" (6" total)	1
2	<i>Strong Leaper:</i> Leaping +2" (4" forward, 2" upward)	1
-4	<i>Short Legs:</i> Running -2" (total of 4")	
5	<i>Ahuizotl Eyes:</i> Nightvision	0

Talents

3	<i>Aquatic Predator:</i> Environmental Movement: Aquatic Adaptation
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Skills

10	+2 HTH
20	<i>Hard To Hit:</i> +4 DCV
7	Climbing 14-
7	Concealment 15-; Self Only (-½)
11	Stealth 16-

Total Powers & Skills Cost: 83
Total Cost: 112

75+ Disadvantages

10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
10	Physical Limitation: Diminutive (.5m; +6" KB) (Frequently, Slightly Impairing)
17	Experience Points

Total Disadvantage Points: 112

Ecology: The ahuizotl is an aquatic creature that resides in lakes and ponds (it can survive on dry land, it just prefers the water). It eats meat, but particularly enjoys human flesh, and considers human eyes, teeth, and nails a special delicacy. Most

ahuizotl are solitary, but sometimes they congregate in "packs" when there's plenty of food and they can work together to get it.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The ahuizotl's preferred method of hunting is to prey on lone fishermen. It stirs up the water to make the victim think he's found a large shoal of fish. Then, when the victim gets close enough, the ahuizotl uses its handed tail to reach up, grab him by surprise, and pull him under the water to drown so it can feast on the corpse. If its attack fails, or if it's confronted with force, it flees into deeper waters.

Campaign Use: A single ahuizotl doesn't present much of a threat to a group of adventurers, but a pack of them might. Given their STR and preferred tactics, they're likely to concentrate on two victims: lightweight, unarmored victims (such as wizards); and heavily-armored warriors (whom they can easily tip into the water, and who have trouble remaining afloat).

In some places, people believe the ahuizotl serves, or was created by, the rain gods. Therefore only a rain god priest can hunt them, or remove their victims from the water for proper burial. Anyone else who does so earns the wrath of the rain gods.

Appearance: This strange-looking aquatic monster has the body of a medium-sized dog, but with monkey's paws instead of dog's paws on its feet. It has a long, monkey-like tail with a human hand at the end.



Assassin Bug

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
8	CON	-4	11-	
4	BODY	-12	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
2	COM	-4	10-	
6	PD	6		Total: 6 PD (2 rPD)
4	ED	2		Total: 4 ED (2 rED)
3	SPD	8		Phases: 4, 8, 12
2	REC	0		
16	END	0		
8	STUN	0		Total Characteristics Cost: -20

Movement: Running: 3"/6"
Tunneling: 1"/2"

Cost	Powers	END
7	<i>Mandibles:</i> HKA ½d6; No STR Bonus (-½)	1
31	<i>Venom:</i> Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) plus RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½) [4]	
2	<i>Carapace:</i> Damage Resistance (2 PD/2 ED)	0
10	<i>Assassin Bug Mien:</i> +20 PRE; Only To Protect Against Presence Attacks (-1)	0
-6	<i>Insectile Legs:</i> Running -3" (3" total)	
5	<i>Burrowing:</i> Tunneling 1" through DEF 1 material	1
10	<i>Insectile Eyes:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
4	<i>Insectile Senses:</i> +2 PER with Smell/Taste Group	0
10	<i>Insectile Senses:</i> Tracking for Smell/Taste Group	0
10	<i>Wall-Walking:</i> Clinging (normal STR)	0
5	<i>Six Legs:</i> Extra Limbs (2), Inherent (+¼); Limited Manipulation (-¼)	0

Skills

40	<i>Hard To Hit:</i> +8 DCV
13	Concealment 19-; Self Only (-½)
19	Stealth 19-

Total Powers & Skills Cost: 160

Total Cost: 140

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Physical Limitation: Minuscule (.125m; +12" KB) (Frequently, Greatly Impairing)
- 5 Experience Points

Total Disadvantage Points: 140

OPTIONS**Cost Options**

- +5 *Gold Assassin Bug*: +5 STR
- +3 *Scarlet Assassin Bug*: Increase to HKA 1d6

Ecology: Native to the jungles of the South, the assassin bug is a fist-sized beetle with disproportionately large mandibles. Venom sacs feed through the mandibles, allowing the bug to poison its victims. It typically eats small mammals and reptiles, but any form of meat will do (even rotting carrion). Its bright green exoskeleton advertises its poisonous nature to predators.

Assassin bugs are normally solitary, though they congregate at special mating grounds in the springtime. There the males fight with one another for the right to mate with the females. Females lay masses of tiny pink eggs in the late spring or early

summer. Once hatched, an assassin bug takes about two years to reach adult size (assuming it survives that long; many birds and other animals feed on the young, whose flesh is not yet poisonous).

In addition to the standard, green-colored assassin bug, two subspecies exist. The gold-colored variety is about 25% larger and much stronger, while the scarlet assassin bug has larger, sharper mandibles.

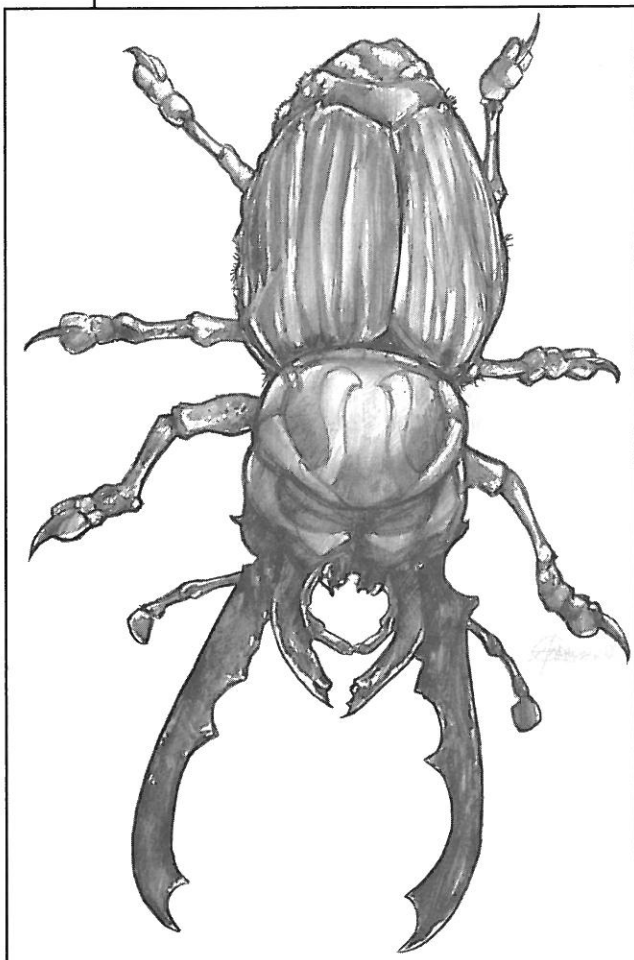
Personality/Motivation: Normal animal motivations. Assassin bugs are surly and temperamental, quick to lash out and bite anything that disturbs them.

Powers/Tactics: Assassins from the South long ago learned they could capture and train adult assassin bugs and use them to kill people (hence the insect's name). Training takes several weeks and usually concentrates on teaching the beetle to use its size and speed to remain hidden, sneak up on a victim, and then bite exposed flesh.

Assassin bugs do not stand and fight. If a victim is too scared of one to fight back, it will keep trying to bite until it succeeds, then flee. If the victim fights back, the bug tries to skitter under cover and escape. The bug's incredibly tough carapace usually protects it enough to let it escape even if its target has a weapon; some southern barbarians make armor out of segments of assassin bug carapace sewn together with cords.

Campaign Use: Assassin bugs are an unusual form of threat to use against the PCs — the sort a character may wake up to see on the pillow next to his head, ready to pounce! A Hunter might send them to attack a PC indirectly, and an adversary could also use them to guard treasure or dungeon corridors ("What are all those little things moving on the floors and walls? Hemdring, hold your torch closer so we can get a better look.").

Appearance: The assassin bug is a beetle that's usually about the size of an adult human hand. It has a shiny bright green carapace and mandibles large and tough enough to inflict serious wounds.



Banewolf

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (4 rPD)
8	ED	4		Total: 8 ED (4 rED)
4	SPD	10		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
30	STUN	1		Total Characteristics Cost: 78

Movement: Running: 8"/16"
Leaping: 4"/8"

Cost Powers END

150	<i>Magic-Eating:</i> Drain Magic 4d6, any Magic power one at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Month; +2), Reduced Endurance (0 END; +½)	0
47	<i>Witchfire Aura:</i> Drain Magic 1d6, all Magic powers simultaneously (+2), Damage Shield (+½), Continuous (+1), Delayed Return Rate (points return at the rate of 5 per Month; +2), Reduced Endurance (0 END; +½); Only Affects Enchanted Objects (-½)	0
12	<i>Bite:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
4	<i>Tough Skin:</i> Damage Resistance (4 PD/4 ED)	0
4	<i>Swift:</i> Running +2" (8" total)	1
1	<i>Strong Leaper:</i> Leaping +1" (4" forward, 2" upward)	1
40	<i>Magicsense:</i> Detect Magic 14- (no Sense Group), Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0
12	<i>Banewolf's Senses:</i> +4 PER with all Sense Groups	0
5	<i>Banewolf's Eyes:</i> Nightvision	0
5	<i>Banewolf's Nose:</i> Tracking for Normal Smell	0
3	<i>Banewolf's Ears:</i> Ultrasonic Perception (Hearing Group)	0

Skills

10	+2 Hand-To-Hand
4	+2 OCV with Magic-Eating
3	Concealment 11-
3	Stealth 13-
3	Tactics 11-
3	Teamwork 13-

Total Powers & Skills Cost: 309

Total Cost: 387

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Psychological Limitation: Hatred Of Magic And Spellcasters (Common, Total)
262	Experience Points

Total Disadvantage Points: 387

Ecology: The origin of the banewolf remains unclear. Some wizards claim it's an infernal creature, but others point out that it seems to have no specific demonic attributes and must therefore have come from some plane other than the Hells if it is not native to this world. Others say it was created by a mad wizard or priest as a way of slaying his spellcasting rivals.

For the most part, banewolves act like normal wolves. They live and hunt in packs when possible, working together to overcome foes none of them could take separately. But unlike normal wolves, they feed not just on flesh but on magic. Their touch can leech the spellcasting ability from a spellcaster, or the mystic powers from an enchanted item. Once a spellcaster no longer has his magical defenses, he becomes easy prey.

Personality/Motivation: Normal animal motivations, coupled with a ferocious hatred of magic and those who use it.

Powers/Tactics: The banewolf's primary attack, and its most feared power, is its ability to leech the magic away from spellcasters and enchanted items. It feeds on this arcane energy, which slowly returns to the victim in much the same way as the victim of a normal wolf heals the injuries inflicted by the wolf's bite. (However, in the case of items with Charges which Never Recover, such as most wands and staves, you should consider the Drain to be permanent; the GM can extend this effect to other items or victims as desired.)

Not only can the banewolf's attacks leech magic, but just touching it can do so. The witchfire that surrounds its body Drains the magic of enchanted items, but at a slower rate than the creature's bite.

Campaign Use: Banewolves represent a threat that should terrify most *Fantasy Hero* characters — the potential loss of magical powers and items. If absolutely necessary, you can use banewolves to take magic away from adventuring groups that have become too powerful, or who found a magical treasure that now seems likely to unbalance the campaign.

Appearance: The banewolf resembles a normal wolf, but has jet-black fur and green, glowing eyes. A ghostly witchfire surrounds its body, becoming brighter and stronger as it drains the magic from wizards and enchanted items. (See the title page for an illustration.)

Butatsch

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
18	BODY	16	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
30	PRE	20	15-	PRE Attack: 6d6
2	COM	-4	9-	
8	PD	4		Total: 8 PD (2 rPD)
8	ED	4		Total: 8 ED (2 rED)
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	4		
40	END	0		
40	STUN	2		Total Characteristics Cost: 127 (+10 with NCM)

Movement: Running: 2"/4"
Swimming: 5"/10"

Cost	Powers	END
45	<i>Eyeflame:</i> Multipower, 45-point reserve	
4u	1) <i>Flame Bolt:</i> RKA 2d6, Armor Piercing (+½)	4
4u	2) <i>Flame Blast:</i> RKA 2d6, Area Of Effect (One Hex; +½)	4
4u	3) <i>Flame Barrage:</i> RKA 2d6, Autofire (5 shots; +½)	4
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
60	<i>Amorphous Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
7	<i>Water-Dweller:</i> Life Support (Expanded Breathing: Breathe Underwater, Safe Environment: Intense Cold)	0
-8	<i>Awkward On Land:</i> Running -4" (total 2")	
3	<i>Water-Dweller:</i> Swimming +3" (5" total)	1
10	<i>Eyes All Over Its Body:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	<i>Eyes All Over Its Body:</i> Nightvision	0
5	<i>Eyes All Over Its Body:</i> Infrared Perception (Sight Group)	0
5	<i>Eyes All Over Its Body:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Horrific Arms:</i> Extra Limbs (as many as needed)	0
15	<i>Amorphous Form:</i> Stretching 3"	1
24	<i>Oozing Through Cracks:</i> Desolidification (affected by any attack), Reduced Endurance (0 END; +½); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½)	0

Skills

6	+2 with Eyeflame Multipower
3	Climbing 13-
5	Concealment 14-; Self Only (-½)
5	Stealth 14-

Total Powers & Skills Cost: 209

Total Cost: 336

75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 0 Physical Limitation: Human Size
- 256 Experience Points

Total Disadvantage Points: 336

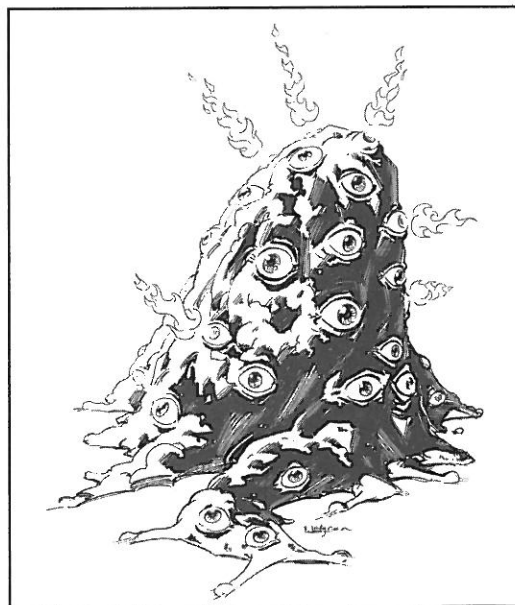
Ecology: The butatsch is a mass of formless tissue studded with eyes. It dwells in lakes, slow-moving rivers, and underground bodies of water. Carnivorous, it mostly feeds on fish... but it prefers the flesh of mammals, particularly humanoids. A solitary creature, the butatsch is rarely encountered with others of its kind; in fact, some wizards speculate that it breeds by dividing itself in two, and therefore does not even need others of its kind to "mate."

Personality/Motivation: Butatsch are motivated primarily by a desire for food and safety, but also by greed. They enjoy collecting treasure from their victims. They seem to have no real need for it, but are driven to hoarding solely by a malevolent desire to keep other beings from having something valuable or pretty.

Powers/Tactics: The butatsch prefers to strike from surprise, using either its stealthiness or its ability to squeeze through tiny opening (any at least as large as an eyeball) to get close to the victim. When the time is right, it lashes out with its eyeflame ability, which allows it to project goutts of mystic flame from any of its multiple eyes. Once the victim is properly dead and "roasted," it forms pseudopod-like "arms" from its body and draws the food into itself.

Campaign Use: A butatsch probably isn't a match for most adventuring parties because it's solitary and doesn't have the power to take on groups of people. Instead, it's more likely to become a "nuisance encounter" that slows down and hinders the heroes while they're involved in some other activity (such as pursuing an enemy).

Appearance: The horrifying butatsch is a shapeless mass of glistening grey tissue. Its body is studded with large, red eyes from which it can emit blasts of fire; tiny flames sometimes flicker around one or more eyes.



Calopus

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
19	DEX	27	13-	OCV: 6/DCV: 6
17	CON	14	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
8	PD	5		Total: 8 PD (3 rPD)
8	ED	5		Total: 8 ED (3 rED)
3	SPD	1		Phases: 4, 8, 12
6	REC	0		
34	END	0		
30	STUN	0		
Total Characteristics Cost: 64 (+1 with NCM)				

Movement: Running: 8"/16"
Leaping: 6"/12"

Cost	Powers	END
10	<i>Bite:</i> HKA ½d6 (1d6+1 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
22	<i>Horns:</i> HKA 1d6 (1½d6 with STR), Armor Piercing (+½)	2
12	<i>Spines:</i> HKA ½d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 11- (-1), No STR Bonus (-½)	0
3	<i>Tough Skin:</i> Damage Resistance (3 PD/3 ED)	0
4	<i>Swift:</i> Running +2" (8" total)	1
3	<i>Strong Leaper:</i> Leaping +3" (6" forward, 3" upward)	1
6	<i>Calopus Senses:</i> +2 PER with all Sense Groups	0
5	<i>Calopus Eyes:</i> Nightvision	0
5	<i>Calopus Nose:</i> Tracking for Normal Smell	0
3	<i>Calopus Ears:</i> Ultrasonic Perception (Hearing Group)	0
Skills		
15	+3 Hand-To-Hand	
3	Concealment 11-	
3	Stealth 13-	
3	Tactics 11-	

Total Powers & Skills Cost: 105

Total Cost: 169

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 0 Physical Limitation: Human Size

- 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 49 Experience Points

Total Disadvantage Points: 169

Ecology: The calopus lives in temperate to arctic regions and is a carnivore. It typically establishes a lair or den and claims a large surrounding "territory" for its own. If another calopus attempts to encroach on this territory, the first calopus attacks it, intent on driving it off or killing it. However, it remains devoted to its mate (with whom it mates for life), and the two often hunt together and/or with their cubs.

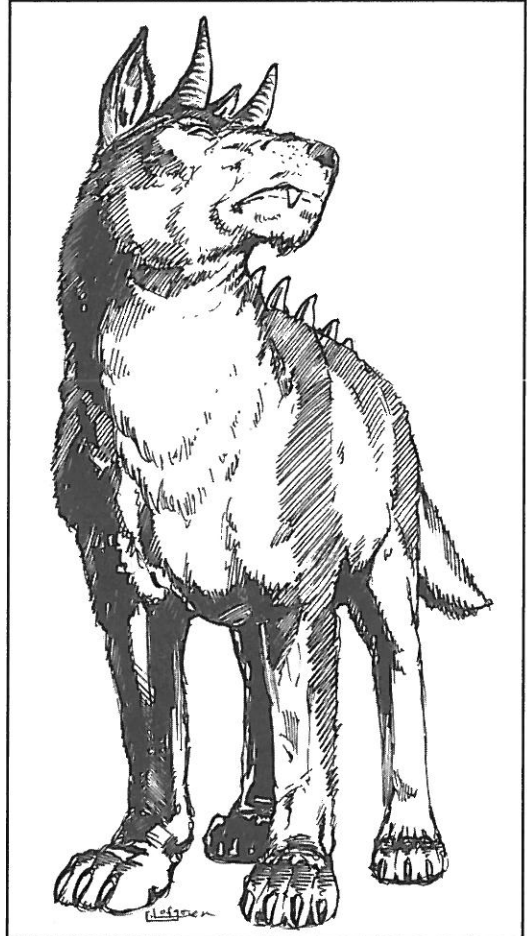
Calopi favor territories with lots of fields and old-growth forests without much underbrush. Their horns and spines have a tendency to get caught in undergrowth, so they avoid thickets and the like. Their favored prey is smaller mammals, such as rabbits, small deer, and the like, but it attacks larger prey (including men) if it has the opportunity.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Calopi are aggressive, unrelenting hunters who often pursue their prey for miles as it tries to run away. But they're also smart and crafty; they realize when they're outmatched (by, say, an entire party of adventurers) and avoid confrontation until the odds favor them. For example, a calopus might use its Stealth and Tracking Smell to follow a group of heroes until they bed down for the night, then attack the person on watch by leaping on him from the shadows.

Campaign Use: The calopus is a good example of how to take an ordinary creature (in this case, a wolf) and make it monstrous by applying some unusual features and enhancing its abilities a bit. You could do the same with unicorns, centaurs, eagles, lions, and many other creatures.

Appearance: The calopus looks like an ordinary (if large) wolf, but with sharp horns on its head and equally sharp, but shorter, spines along its backbone and on its body.



Carrion Worm

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
10	PD	5		Total: 10 PD (6 rPD)
10	ED	6		Total: 10 ED (6 rED)
3	SPD	5		Phases: 4, 8, 12
9	REC	0		
40	END	0		
50	STUN	9		Total Characteristics Cost: 86 (+9 with NCM)

Movement: Running: 9"/18"
Leaping: 0"/0"
Swimming: 6"/12"
Tunneling: 5"/10"

Cost	Powers	END
22	<i>Bite:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
42	<i>Disgusting Stench:</i> Change Environment 2" radius (stench), -4 to CON Rolls (see text), -6 to Smell/Taste Group PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No Range (-½)	0
27	<i>Disgusting Stench:</i> Add to Change Environment -2 CV, -2 to DEX-based rolls, -2 to INT-based Rolls, and -2 to PRE-based Rolls, Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No Range (-½) Only Applies If Victim Fails CON Roll (see text; -½)	0
4	<i>Lunge:</i> Stretching 2"; Instant (-½), Extra Time (Half Phase; -¼), Always Direct (-¼), No Noncombat Stretching (-¼)	1
6	<i>Leathery Skin:</i> Damage Resistance (6 PD/6 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
6	<i>Surprisingly Swift:</i> Running +3" (9" total)	1
4	<i>Surprisingly Swift:</i> Swimming +4" (6 total)	1
17	<i>Rock-Eating Acidic Secretions:</i> Tunneling 5" through DEF 5 materials; Only Versus Earth/Stone (-½)	2
6	<i>Worm Senses:</i> +2 PER with all Sense Groups except Sight Group	0
35	<i>Sense Vibrations:</i> Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
10	<i>Wall-Walking:</i> Clinging (normal STR)	0

Skills

15	+3 HTH
3	Stealth 12-

Total Powers & Skills Cost: 203

Total Cost: 289

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
159	Experience Points

Total Disadvantage Points: 289

OPTIONS

Cost Power

5	<i>Tentacles:</i> Extra Limbs (as many as desired), Inherent (+¼); Limited Manipulation (-¼)
var	<i>Carrier:</i> The carrion worm's bite transmits disease. Give it one of the <i>Diseased</i> templates from HSB 22-23

Ecology: Carrion worms are gigantic worms, larger than human size, who feed upon carrion (hence the name)... or living flesh, if they can get it. They primarily live underground (or sometimes in dark, dank forests), using acidic secretions from their skin to burrow through solid rock if necessary (these secretions do not affect flesh, wood, or other substances, just rock and earth).

Carrion worms are usually solitary, but sometimes live together in colonies. They also gather at various times throughout the year for mating. After mating, the female lays 1-6 eggs in a freshly-killed corpse of at least human size. The young hatch after 1-3 days and consume the body.

Adventurers have reported that in some deep, relatively isolated underground areas, a subspecies of carrion worm has evolved that has tentacles (usually all along its body, but sometimes just around the head and mouth). Naturalists have not yet confirmed this.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Carrion worms are vicious fighters who use their large, sharp teeth to inflict deadly wounds. But they have several other advantages in combat besides just their fangs.

First, they can act without restriction in pitch-black underground environments. While they see poorly, their other senses work well, and they even have the ability to perceive vibrations in the rock.

Second, due to their diet and biology, carrion worms emit a foul stench that often weakens their foes. Anyone who comes within 2" of a carrion worm must make a CON Roll at -4. If he fails, he suffers a -2 penalty to CV and all Skill Rolls because of gagging and retching. He may make another roll each Phase; the -2 penalty remains in effect until he succeeds. The GM may lower the CON Roll penalty

over time (-3 the second roll, -2 on the fourth roll, -1 on the eighth roll, and so on) to reflect how the character becomes used to the odor. Additionally, the smell makes it difficult to perceive other smells (on the other hand, it also reduces the worm's ability to use Stealth).

Third, carrion worms are surprisingly fast; they can outpace a running man. In combat a worm can make a lunge, projecting the forward part of its body 2" toward its prey (doing this constitutes a Half Phase Action). Another favorite tactic is to perform a Grab by wrapping its body around a target, then biting the helpless victim (or even combining the Grab-bite into a multiple-Power attack).

Carrion worms prefer to attack from surprise, if possible. They sometimes use their ability to climb sheer walls to get above their prey and drop on it.

Campaign Use: While carrion worms aren't likely to pursue a group of adventurers deliberately, they're a common feature of many underground ecologies, and running into them at least once or twice in a career is almost inevitable for heroes who explore caverns and dungeons in search of treasure.

It's possible that some species that dwell underground, such as deep elves or deep dwarves, might learn how to capture, train, and breed carrion worms. They could use them as scouts, patrol animals, beasts of burden, or security. This assumes, of course, that they could find a way to adjust to the worms' stench....

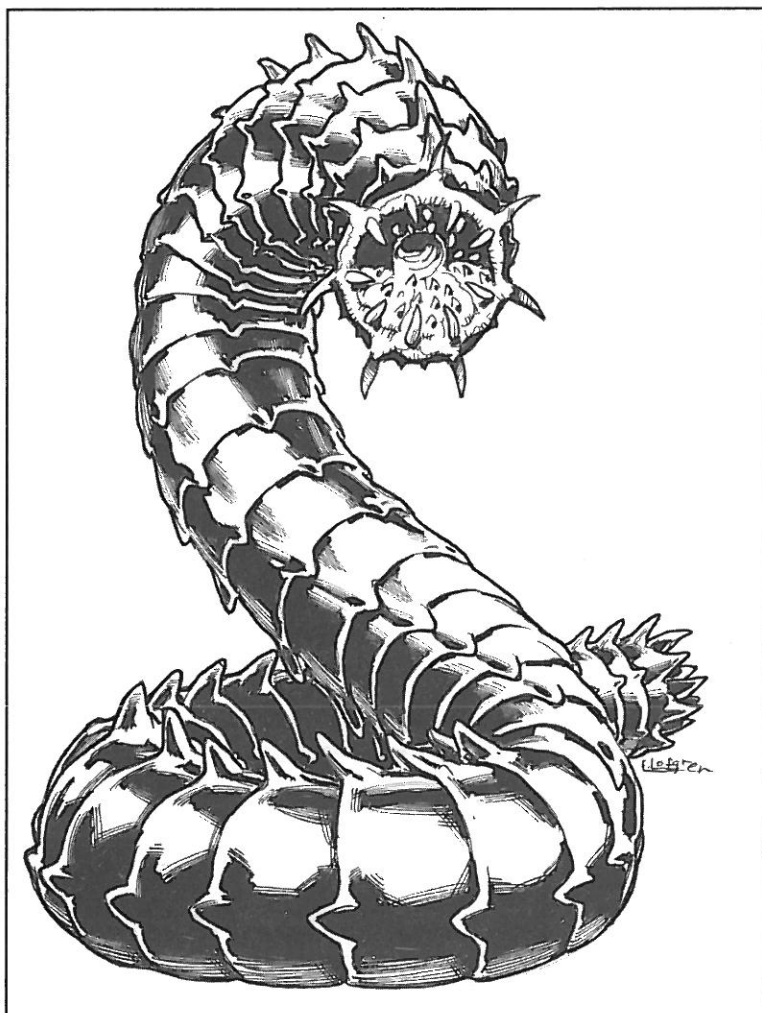
Appearance: The carrion worm is a gigantic worm, usually about ten feet long and proportionately thick in cross-section. It has a lamprey-like mouth filled with sharp teeth that it uses to dig into its food and prey.

THE GOD OF THE WORMS

In taverns throughout the many lands of the northern world, adventurers and bards tell tales of a vast and loathsome monster — one who has no name, who exists only to feed its ravenous hunger with flesh both living and dead. In their stories they call it the God of the Worms.

Dwelling in caverns and warrens far, far below the cliffs of Kal-Turak's Wall, the God of the Worms is a vast and deadly carrion worm — one at least five times as large as the largest common carrion worm, if the least of the tales holds true. The few adventurers who have seen it and lived to tell of it claim that an entire host of carrion worms serves the God, unfailingly doing its bidding even though neither it nor they can speak.

Grenash the Bald, a half-orcish barbarian out of Thordar, claims he and his comrades, while exploring ruins near the Wall, walked over a time-weakened passageway and fell into the depths of the earth when the floor gave way beneath them. They came to hours later, several of them badly injured, and sought a way out. As they stumbled through a maze of underground tunnels guided only by the fitful light of a torch, they saw an eerie glow ahead of them. Approaching cautiously, they



came upon an enormous cavern filled with a dim, sourceless light. In the midst of the cavern they saw the God, curled upon a raised dais-like rock around a vast pile of treasure, surrounded by hundreds of carrion worms. The worms were all swaying to and fro to a strange music that filled the cavern but seemed to come from no particular source. Knowing it was their death if they were detected, and unable to bear the stench of so many worms, Grenash and his friends crept away and eventually found their way back to the surface. Though they tried several times when they were fit to fight, they never again found the God's chamber.

The dwarven warrior-priest Helgar tells a story stranger still. While seeking a dragon's lair along the wall, he and his band of dwarven adventurers came upon a cavern that led down into the depths. They followed it, fighting monsters along the way and sometimes recovering treasure. Just as they were ready to return to the surface, they came to a bizarre underground temple — a shrine devoted to the God of the Worms. There human and orcish priests mingled freely with carrion worms to serve the God, who may have resided in a room near the temple's center. Helgar and his comrades attacked the temple, but were driven off by a great force of soldiers who seemed to mingle the features of man and worm. Horrified by the experience, the dwarves fled and have never returned.

Cipactli

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
14	DEX	12	12-	OCV: 5/DCV: 5
25	CON	30	14-	
22	BODY	24	13-	
10	INT	0	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
35	PRE	25	16-	PRE Attack: 7d6
6	COM	-2	10-	
12	PD	4		Total: 20 PD (8 rPD)
8	ED	3		Total: 16 ED (8 rED)
3	SPD	6		Phases: 4, 8, 12
13	REC	0		
50	END	0		
60	STUN	5		
				Total Characteristics Cost: 141 (+60 with NCM)

Movement: Running: 8"/16"
Leaping: 10"/20"
Swimming: 6"/12"

Cost	Powers	END
20	<i>Jaw-Bash:</i> HKA 1d6+1 (2½d6 with STR)	2
22	<i>Mouths And Spines:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)	0
30	<i>Armored Skin:</i> Armor (8 PD/8 ED), Hardened (+¼)	0

12	<i>Heavy:</i> Knockback Resistance -6"	0
2	<i>At Home In The Water:</i> Life Support (Extended Breathing: 1 END per 5 Minutes)	0
4	<i>Monstrous Running:</i> Running +2" (8" total)	1
2	<i>Monstrous Hopping:</i> Leaping +2" (10" forward, 5" upward)	1
4	<i>At Home In The Water:</i> Swimming +4" (6" total)	1
5	<i>Cipactli Eyes:</i> Nightvision	0
5	<i>Cipactli Eyes:</i> Infrared Perception (Sight Group)	0

Talents

3	Environmental Movement: Aquatic Movement (no penalties in water)
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Skills

10	+2 HTH
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Total Powers & Skills Cost: 119
Total Cost: 260

75+ Disadvantages

10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
150	Experience Points

Total Disadvantage Points: 260



Ecology: Cipactlis are enormous water-monsters that live in bodies of fresh water, such as lakes and slow-moving rivers. Due to their size they can only live in areas with plenty of prey, be it fish or large animals that come to the water to drink. They seem to particularly enjoy the taste of human flesh; some of the larger cipactlis can swallow smaller humanoids (such as halflings and gnomes) whole.

No one knows how cipactlis mate and reproduce. Some wizards claim they're mystic monsters who arise under specific conditions or are created by spellcasters, rather than via normal means. Others believe they arose from a mage's experiments and somehow gained the ability to create others of their kind.

Personality/Motivation: Normal animal motivations, tinged with a malevolent, greedy intelligence. They often hoard treasure in underwater dens or nests.

Powers/Tactics: Cipactlis have a lot of animal cunning combined with a certain evil craftiness, and they use it to good effect in combat. If possible they strike from surprise, hiding in the water until the right moment comes to lunge forth. If surprise is not an option, they often begin combat with a Presence Attack, relying on their huge size and fiendish appearance to intimidate their foes.

Because they lack a lower jaw, cipactlis use their fanged upper jaws to bash rather than bite. Additionally, the spines and tiny, fanged mouths covering their bodies can also inflict vicious wounds, particularly against unarmored opponents. Even if they lose their natural weapons, their bulk and strength still makes them dangerous.

Campaign Use: Although tough and strong, a cipactli isn't nearly as dangerous as, say, a dragon or a well-armed giant. It makes a good foe for groups not yet strong enough to tackle those monsters.

Appearance: A cipactli looks like a cross between a huge crocodile and an equally gigantic toad, though it favors the croc slightly. It has no lower jaw. Additionally, at the knee-joints in its legs, and sometimes elsewhere on its body, it has small, sharp-fanged mouths that constantly drip blood. It has small, sharp spines all over its body.

Cyclops

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
14	DEX	12	12-	OCV: 5/DCV: 5
25	CON	30	14-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	2		Total: 10 PD (0 rPD)
6	ED	1		Total: 6 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
13	REC	0		
50	END	0		
60	STUN	7		Total Characteristics Cost: 117 (+43 with NCM)

Movement: Running: 12"/24"
Leaping: 4"/8"

Cost	Powers	END
6	<i>Heavy:</i> Knockback Resistance -3"	0
12	<i>Longer Legs:</i> Running +6" (12" total)	1
3	<i>One Large Eye:</i> +1 PER with Sight Group	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
Skills		
5	+1 HTH	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 34
Total Cost: 151

75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 66 Experience Points

Total Disadvantage Points: 151

Ecology: Cyclopes are enormous, single-eyed humanoids. They normally live by themselves in caves, ruins, or isolated castles, but sometimes form tribes or serve larger, more powerful giants.

Personality/Motivation: Normal sentient humanoid motivations. Most cyclopes lust after human flesh and treasure, and will go out of their way to obtain either.

Powers/Tactics: Cyclopes use weapons and armor in battle (the weapons, of course, are scaled to their size; see Fantasy Hero, page 153). Most favor primitive war-gear like clubs, morningstars, spears, hide or leather armors, or crude scale and chain mails.

FEEMUS

Feemus is a tough old cyclops who lives in a large cave in the mountains not far from the Ventati Highlands. To ensure a steady supply of food, he keeps a small flock of goats and sheep in a nearby meadow, supplementing them with meat he acquires by hunting... including human meat on occasion, though he doesn't go out of his way to seek it. That would just attract unwanted attention from the Ventati.

Feemus's favorite food is beef. He happily steals cattle if he gets the chance (which he rarely does), and if not pays drovers who dare to visit him as much as five times the market rate for good beef cattle (he has several hundred silver and gold pieces stored in a large clay jar hidden in a pit in the floor of his cave). His greed for beef is so strong he can't keep his cattle alive long enough to start a self-sustaining herd.

Feemus has a quick temper and is likely to start a fight if insulted or belittled (an Enraged (Common), go 11-, recover 11-). In battle he wields a large great-club through which he's driven a sharp iron spike. The club normally does 12d6 damage, but on an Activation Roll 10- Feemus hits the target with the spike, converting the damage to 4d6 Killing!

Others have greater sophistication and intelligence; they wear fine chainmails and plate armors and wield axes and swords. In Ranged combat they may throw large missiles (such as rocks or gigantic spears), or may wield enormous crossbows.

Because they have just one large eye, cyclopes can only wear specially-made helmets (or ones that leave the face completely unprotected) and can easily be blinded. Targeting the eye involves a -8 OCV penalty, but the eye has no PD or ED, and even a single point of BODY damage to it blinds the cyclops permanently.

Campaign Use: Like hill giants, cyclopes are a good "starting gigantic foe" for adventurers who have become powerful enough to fight giants. They're relatively weak as giants go, and their normally solitary nature makes them more vulnerable to attack than other types of giant humanoid.

Appearance: A cyclops is a gigantic humanoid ten to twelve feet tall with a single large eye in its head. Many cyclopes are bald, though some have plenty of hair on their heads. Most are crude, almost barbaric beings who dress in furs and wield weapons.



Delgeth

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (2 rPD)
6	ED	3		Total: 6 ED (2 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	2		
Total Characteristics Cost: 65 (+4 with NCM)				

Movement: Running: 12"/24"
Leaping: 5"/10"

Cost	Powers	END
10	<i>Bite:</i> HKA ½d6 (1d6+1 with STR)	1
22	<i>Horns:</i> HKA 1d6 (1½d6 with STR), Armor Piercing (+½)	2
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
4	<i>Swift:</i> Running +6" (12" total)	1
3	<i>Strong Leaper:</i> Leaping +3" (6" forward, 3" upward)	1
3	<i>Delgeth Senses:</i> +1 PER with all Sense Groups	0
5	<i>Delgeth Eyes:</i> Nightvision	0
9	<i>Delgeth Eyes:</i> +6 versus Range Modifier for Sight Group	0
5	<i>Delgeth Nose:</i> Tracking for Normal Smell	0
3	<i>Delgeth Ears:</i> Ultrasonic Perception (Hearing Group)	0

Skills

10	+2 Hand-To-Hand
4	+2 OCV with Move Through
3	Stealth 13-
3	Teamwork 13-

Total Powers & Skills Cost: 86

Total Cost: 151

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
31	Experience Points

Total Disadvantage Points: 151

Ecology: The delgeth is an antelope- or deer-like monster that lives on temperate plains. Shaggier-furred versions may dwell on the tundras, and smaller ones on savannahs. They congregate in herds; an “alpha male” leads the herd and has first mating rights with the females, while the lesser males serve him and wait their turn (and their opportunity to seize the leadership of the herd...).

Unlike most ungulates, delgeths are carnivores. Swift-limbed and fierce, they chase down prey (even others of their own kind from different herds), gore it to death with their horns, and then tear the carcass apart with their teeth. A hunter who expects these “antelope” to run from him is in for a rude, and possibly deadly, surprise!

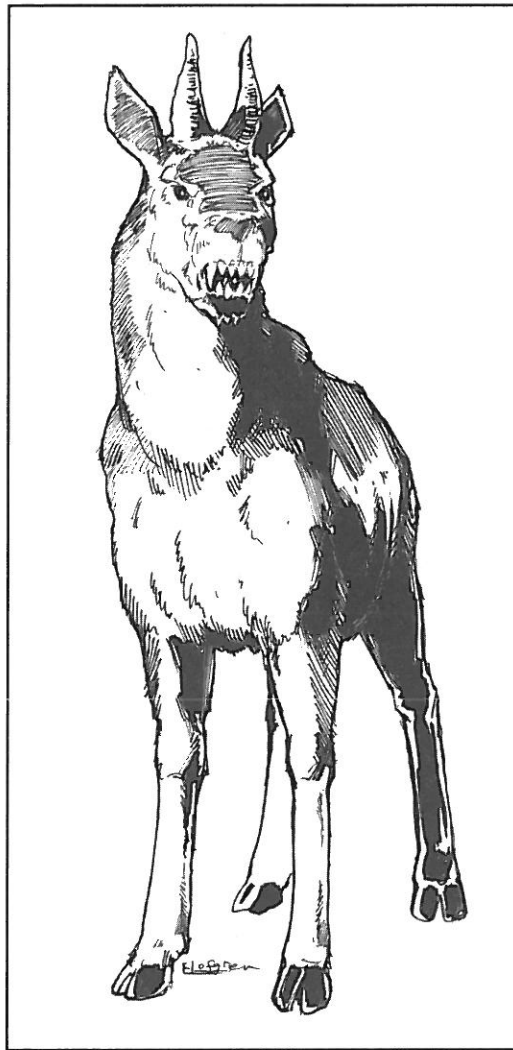
Personality/Motivation: Normal animal motivations.

Powers/Tactics: Delgeth are surprisingly intelligent and know how to work together to herd prey where they want it to go or to fight their enemies. A delgeth’s favorite tactic tends to be a Move Through with its horns; if forced to stand and fight, it bites, gores, and even kicks with its hooves.

Campaign Use: The Delgeth is a good example of how to take an ordinary creature (in this case, a deer or like creature) and make it monstrous by applying some unusual features and enhancing its abilities a bit. You could do the same with unicorns, centaurs, eagles, lions, and many other creatures.

A few groups of adventurers report that large tribes of evil humanoids (such as orcs) sometimes use fire and noise to drive herds of delgeth toward vulnerable villages, let the delgeth slaughter the inhabitants, then come in behind them to slay any survivors and loot the place.

Appearance: The delgeth resembles a large, heavily-muscled antelope with two short, sharp horns on its head. Large fangs clearly meant for consuming meat fill its mouth. Most delgeths have light brown and white fur, but it depends partly on the color of the local grasses and other flora. Sometimes delgeth evolve colors that make them look like other types of antelope so they can trick prey into letting them get close on the assumption they’re harmless leaf-eaters.



DEMONS AND DEVILS

Here are some demons and devils to go along with the ones on pages 49-64 of *The HERO System Bestiary*.

BLOOD DEMON

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
6	PD	2		Total: 6 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
30	STUN	0		Total Characteristics Cost: 87 (+5 with NCM)

Movement: Running: 6"/12"

Cost	Powers	END
105	<i>Bloodtouch:</i> Multipower, 105-point reserve	
4u	1) <i>Blood-Draining Touch:</i> RKA 1d6, NND (defense is Power Defense, the Wizard's Shield spell (FHG, page 231), plate armor covering the entire body, or not having blood; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½)	0
10u	2) <i>Blood-Drinking Touch:</i> Transfer 2d6, target's BODY to blood demon's BODY and STUN, Transfers to two of blood demon's Characteristics at one time (+½), Delayed Return Rate (points return to the victim at the rate of 5 per Month; +2)	10



37	<i>Demonic Claws:</i> HKA 1½d6 (2½d6 with STR), Armor Piercing (+½)	4
60	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
2	<i>Demon's Skin:</i> Damage Resistance (2 PD/2 ED)	0
50	<i>Infernal Form:</i> Life Support (Total, including Longevity: Immortality)	0
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0

Skills

6	+2 with Bloodtouch Multipower
3	Concealment 11-
3	Stealth 13-

Total Powers & Skills Cost: 285

Total Cost: 372

75+ Disadvantages

20	Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
15	Enraged: if thwarted or tricked (Uncommon), go 11-, recover 11-
15	Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
15	Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
0	Physical Limitation: Human Size
25	Psychological Limitation: Utterly Evil (Very Common, Total)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
5	Rivalry: Professional (with other Blood Demons, for power and influence)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
157	Experience Points

Total Disadvantage Points: 372

Description: A blood demon looks like a short, scrawny human — one without skin, from whose exposed flesh blood oozes and drips constantly. Wherever it goes it leaves bloody footprints and handprints. It has claws on its hands, and its feet are cloven.

As its name implies, a blood demon has power over blood, and in fact consumes human blood to survive. By touch it can use either of two attacks on its victims. One simply causes the target to bleed uncontrollably until he dies. The other drains the victim's blood into the blood demon so it can feed. As it uses this power (the Transfer), its body becomes larger and swollen looking — engorged with blood. If injured or killed while one or more Transfers are in effect, a blood demon bleeds excessively, possibly even flooding small, enclosed areas with fetid, half-digested blood.

DRACODEMON

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (6 rPD)
10	ED	5		Total: 10 ED (6 rED)
4	SPD	10		Phases: 3, 6, 9, 12
11	REC	0		
50	END	0		
50	STUN	2		Total Characteristics Cost: 135 (+29 with NCM)

Movement: Running: 7"/14"
Flight: 15"/30"

Cost Powers**END**

60	<i>Hellfire Breath:</i> Multipower, 90-point reserve; all No Range (-½)	
6u	1) <i>Breathbolt:</i> RKA 3d6, Area Of Effect (18" Line; +1); No Range (-½)	9
6u	2) <i>Breathcone:</i> RKA 3d6, Area Of Effect (10" Cone; +1); No Range (-½)	9
30	<i>Dracodemonic Wings:</i> Multipower, 30-point reserve	
2u	1) <i>Flying:</i> Flight 15"; Restrained (-½)	3
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
37	<i>Demonic Claws:</i> HKA 1½d6 (3d6 with STR), Armor Piercing (+½)	4
60	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
6	<i>Demon's Skin:</i> Damage Resistance (6 PD/6 ED)	0
50	<i>Infernal Form:</i> Life Support (Total, including Longevity: Immortality)	0
2	<i>Long Legs:</i> Running +1" (7" total)	1
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0
6	<i>Demonic Tail:</i> Extra Limb (1), Inherent (+¼)	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

15	+3 HTH
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 294

Total Cost: 429

75+ Disadvantages

20	Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
15	Enraged: if thwarted or tricked (Uncommon), go 11-, recover 11-
15	Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
15	Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Utterly Evil (Very Common, Total)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
5	Rivalry: Professional (with other dracodemons, for power and influence)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
209	Experience Points

Total Disadvantage Points: 429



OPTIONAL POWERS

Cost Power

- 30 *Reptilian Command*: Mind Control 12d6 (Animal group of minds); Only Versus Dragons And Other Reptiles (-1)
- +43 *Improve Hellfire Breath* to 101-point reserve and add Reduced Endurance (½ END; +¼) to both slots

Description: The dracodemon resembles a cross between a dragon and a demon. Its feet are cloven, and its draconic head attaches to its massively-muscled body by a short neck and has demonic horns. Dragon's wings grow from its shoulder blades, and its hands have clawed fingers. Its tail has more of the demon's in it than the dragon's, and its skin is scaly and reptilian.

Dracodemons prefer to fight in the air, where they feel they have an advantage. If facing other aerial foes, they'll attack them first with Hellfire Breath, then turn their fiery breath on ground-based targets. Note that the Hellfire Breath uses a lot of END, so a dracodemon has to be careful when he uses it, lest he tire himself out too much.

YGZARL

An unusually large and strong dracodemon (35 STR, 28 CON, 12 PD and ED), Ygzarl was summoned to this plane by the wizard Kovakian of Chaos, whom he loyally serves. Ygzarl commands a small army of drakine who also follow Kovakian, using his battle-skills (+4 HTH, Tactics 13-) to lead them to victory. The drakine think Ygzarl is a god and obey him without question.

To aid him in battle, Kovakian gave Ygzarl the aptly-named blade Demonclaw, an evil-looking greatsword that does HKA 2½d6, Armor Piercing damage. While Ygzarl's proclivity for HTH Combat makes him a natural with the blade, he wants to find a skilled swordmaster to teach him how to use it even better. If confronted by such a person, Ygzarl will try to capture him instead of just killing him, and may try to intimidate him into service ("Obey me... and I will let your friends leave here in peace").

ERINYES

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
16	CON	12	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
4	COM	-3	10-	
6	PD	3		Total: 6 PD (2 rPD)
6	ED	3		Total: 6 ED (2 rED)
4	SPD	6		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
40	STUN	14		Total Characteristics Cost: 102 (+17 with NCM)

Movement: Running: 6"/12"
Flight: 10"/20"

Cost Powers END

- 57 *Fiery Whip*: HKA 2d6, Penetrating (+½), +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½) **plus** Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼) 0
- 5 *Serpentine Hair*: HKA 1 point (½d6 with STR) 1
- 33 *Serpentine Hair*: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) **plus** RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½) [4]
- 37 *Demonic Claws*: HKA 1½d6 (2d6+1 with STR), Armor Piercing (+½) 4
- 60 *Infernal Shield*: Physical and Energy Damage Reduction, Resistant, 50% 0
- 2 *Demon's Skin*: Damage Resistance (2 PD/2 ED) 0
- 50 *Infernal Form*: Life Support (Total, including Longevity: Immortality) 0
- 13 *Batwings*: Flight 10"; Restrained (-½) 2
- 5 *Demon's Eyes*: Infrared Perception (Sight Group) 0

Skills

- 8 +4 OCV with Fiery Whip
- 3 Interrogation 14-

Total Powers & Skills Cost: 273

Total Cost: 375

75+ Disadvantages

- 20 Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
- 15 Enraged: if thwarted or tricked (Uncommon), go 11-, recover 11-
- 15 Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
- 15 Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
- 0 Physical Limitation: Human Size
- 25 Psychological Limitation: Utterly Evil (Very Common, Total)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 5 Rivalry: Professional (with other erinyes, for power and influence)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 160 Experience Points



Total Disadvantage Points: 375

Description: These horrifying demons of punishment look like grotesque human females with jet-black skin, snakes for hair, serpents twined around their hands and arms, and batwings projecting from their shoulderblades. They wear dirty, stinking robes and carry whips made of flame. An erinyes's whip isn't really a physical weapon; it's a manifestation of her mystical abilities, and cannot be taken away from her.

Erinyes usually serve greater demons as torturers, interrogators, and hunters; they take a fiendish delight in causing pain and misery. Sometimes a conjuror summons one or more of them into the world so he can send them to attack his enemies or have them guard a treasure.

DIRAMENE

Of all the erinyes who live in the Hells and trouble men, perhaps the fiercest and most evil of them is Diramene, the Mother of Serpents.

An unusually large and strong erinyes (STR 25, CON 20, BODY 20, 8 Resistant PD and ED), Diramene is said to be, or to once have been, the consort of a powerful demon prince. Unlike most erinyes, whose faces are hideously ugly, hers is one of exquisite beauty — which only makes her demonic features all the more horrifying. She wears white robes splattered with the blood of her victims.

Diramene possesses several powers which set her above the usual erinyes. First, her Fiery Whip does HKA 2½d6 and has a reach of 3" instead of 2". Second, she can fly at 15". Third, she has the power to summon serpents. She can instantly conjure up to 16 ordinary snakes (HSB, pages 177-81), or double that number if she's in an area to which serpents are native. Alternately, she can summon up to four fantastic snakes (HSB, 116-17) — giant snakes, amphisbaenae, demon-serpents, fire-serpents, or the like.

IRON DEMON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
14	DEX	12	12-	OCV: 5/DCV: 5
25	CON	30	14-	
25	BODY	30	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
14	PD	6		Total: 14 PD (14 rPD)
14	ED	9		Total: 14 ED (14 rED)
4	SPD	16		Phases: 3, 6, 9, 12
13	REC	0		
50	END	0		
60	STUN	2		Total Characteristics Cost: 144 (+54 with NCM)

Movement: Running: 6"/12"
Flight: 10"/20"

Cost	Powers	END
37	<i>Demonic Claws:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
30	<i>Demonic Horns:</i> HKA 2d6 (4d6 with STR)	3
60	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
7	<i>Iron Demon's Skin:</i> Hardened (+¼) for 14 PD/14 ED	0
17	<i>Iron Demon's Skin:</i> Damage Resistance (14 PD/14 ED), Hardened (+¼)	0
50	<i>Infernal Form:</i> Life Support (Total, including Longevity: Immortality)	0
13	<i>Demon Wings:</i> Flight 10"; Restrainable (-½)	2
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0
6	<i>Demonic Tail:</i> Extra Limb (1), Inherent (+¼)	0

Skills	
20	+4 HTH
3	Concealment 11-
3	Stealth 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 255
Total Cost: 399

75+ Disadvantages

- 20 Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
- 15 Enraged: if thwarted or tricked (Uncommon), go 11-, recover 11-
- 15 Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
- 15 Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
- 0 Physical Limitation: Human Size

- 25 Psychological Limitation: Utterly Evil (Very Common, Total)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 5 Rivalry: Professional (with other iron demons, for power and influence)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 184 Experience Points

Total Disadvantage Points: 399

OPTIONS

Cost	Power
30	<i>Spit Lava:</i> RKA 3d6, Penetrating (+½); Limited Range (8"; -¼), 4 Charges (-1)

Description: Sometimes mistaken for metal golems, iron demons look like solid iron statues with typical demonic features: batwings; a long, spiked tail; horns and claws. Their eyes have a glow like lava, and a similar glow can be seen when they open their fanged mouths.

Prodigiously strong and extremely difficult to harm, iron demons make superb footsoldiers in the armies of Hell. Lesser and Greater Demons alike rely on them to fight and perform many other violent tasks. Some demonologists say the Demon Prince of Strength has an honor guard of large, extra-strong, four-armed iron demons armed with two enchanted greatswords each.



SERPENT DEMON

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
8	PD	3		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 ED (8 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
9	REC	0		
36	END	0		
35	STUN	0		Total Characteristics Cost: 124 (+9 with NCM)

Movement: Running: 12"/24"

Cost	Powers	END
30	<i>Fangs:</i> HKA 2d6 (3½d6 with STR)	3
47	<i>Venom:</i> RKA 5d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1); No Range (-½), 4 Charges (-1), Fangs Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (1 Minute; 1d6/1 Turn; -½)	[4]
37	<i>Demonic Claws:</i> HKA 1½d6 (2½d6 with STR), Armor Piercing (+½)	4
60	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
8	<i>Serpent Demon's Skin:</i> Damage Resistance (8 PD/8 ED)	0
50	<i>Infernal Form:</i> Life Support (Total, including Longevity: Immortality)	0
12	<i>Demonic Speed:</i> Running +6" (12" total)	1
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0
10	<i>Serpent Demon's Reach:</i> Stretching 2"	1
Skills		
10	+2 HTH	
3	Concealment 12-	
7	Stealth 15-	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 283

Total Cost: 407

75+ Disadvantages

- 20 Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
- 15 Enraged: if thwarted or tricked (Uncommon), go 11-, recover 11-
- 15 Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
- 15 Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything

- outside the pentagram (Infrequently, Fully Impairing)
- 0 Physical Limitation: Human Size
- 25 Psychological Limitation: Utterly Evil (Very Common, Total)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 5 Rivalry: Professional (with other serpent demons, for power and influence)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 192 Experience Points

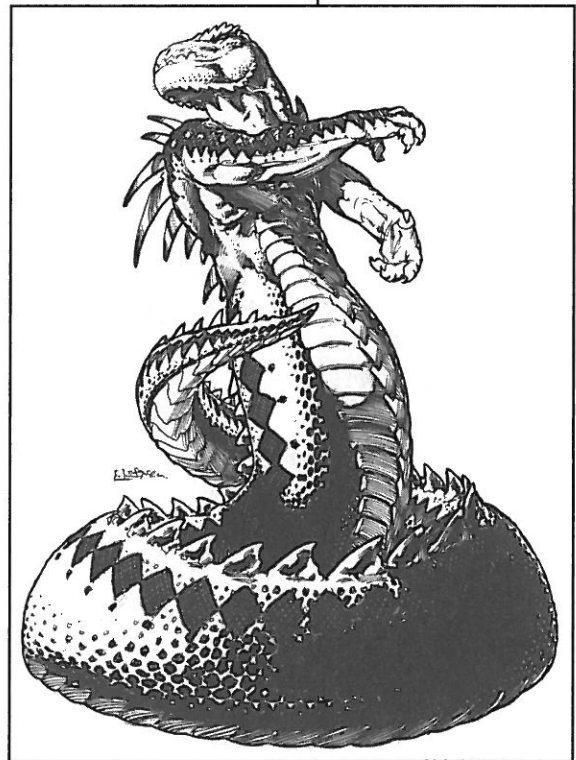
Total Disadvantage Points: 407

OPTIONS

Cost	Power
15	<i>Multiple Heads:</i> Extra Limbs (however many additional heads the demon has), Inherent +¼); Limited Manipulation (-¼) plus Increased Arc Of Perception (360 Degrees) for Sight Group
6	<i>Multiple Arms:</i> Extra Limbs (however many additional arms the demon has), Inherent +¼)
-10	<i>Snakes For Arms:</i> Add Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
24	<i>Serpentine Command:</i> Mind Control 12d6 (Animal group of minds); Only Versus Serpents (-1½)

Description: The serpent demon looks like a gigantic serpent from the hips down (it has a tail in place of legs), and vaguely like a human male from the waist up, but with a fanged, serpentine head. Some have more than two arms or one head. They serve more powerful demons as assassins, soldiers, and guards.

While many demons are fast and agile, serpent demons have speed and agility greater than most of their brethren. They can also elongate their bodies, which gives them the ability to fit through small openings and attack opponents who foolishly think they're out of the demon's reach.



SPIDER DEMON

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
4	COM	-3	10-	
8	PD	3		Total: 8 PD (2 rPD)
8	ED	4		Total: 8 ED (2 rED)
4	SPD	10		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
40	STUN	2		Total Characteristics Cost: 106 (+10 with NCM)

Movement: Running: 9"/18"
Leaping: 8"/16"

Cost Powers

- 25 **Webs:** Entangle 5d6, 5 DEF, Takes No Damage From Attacks (Acidic Webs effect only; +¼); Vulnerable (fire; -1), 8 Charges (-½) [8]
- 37 **Acidic Webs:** RKA 1d6, NND (defense is the Wizard's Shield spell [FHG, page 231] or Power Defense; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (lasts as long as victim remains Entangled in the Webs; +½);

END

- 15 **Linked** (to Entangle; -½), 8 Charges (-½) [8]
- 28 **Mandibles:** HKA 1d6 (2d6 with STR) 1
- 28 **Venom:** RKA 3d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1); No Range (-½), 4 Charges (-1), Mandibles Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (1 Minute; 1d6/1 Turn; -½) [4]
- 24 **Stinger:** Drain CON and STUN 2d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at the rate of 5 per Day; +1½); Inaccurate (½ OCV; -¼), 3 Charges (-1¼) [3]
- 22 **Demonic Claws:** HKA 1d6 (2d6 with STR), Armor Piercing (+½) 2
- 60 **Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50% 0
- 2 **Demon's Skin:** Damage Resistance (2 PD/2 ED) 0
- 50 **Infernal Form:** Life Support (Total, including Longevity: Immortality) 0
- 6 **Skittering:** Running +3" (9" total) 1
- 3 **Pouncing:** Leaping +3" (8" forward, 4" upward) 1
- 10 **Spider Demon's Eyes:** Increased Arc Of Perception (360 Degrees) for Sight Group 0
- 5 **Demon's Eyes:** Infrared Perception (Sight Group) 0
- 10 **Spider's Path:** Clinging (normal STR) 0
- 6 **Eight Limbs:** Extra Limbs (4), Inherent (+¼) 0

Skills

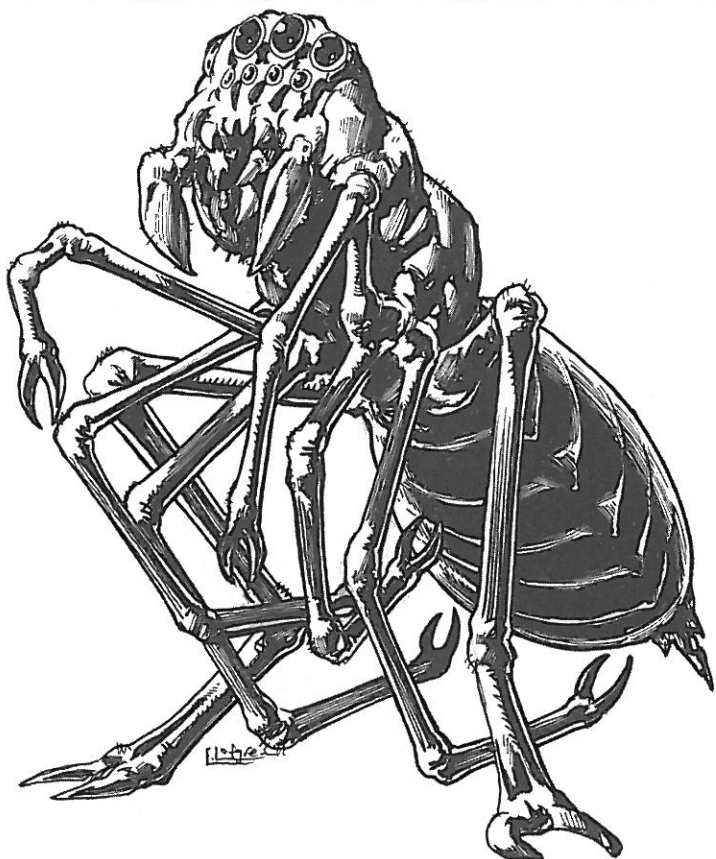
- 20 +4 HTH
- 3 Concealment 11-
- 3 Stealth 13-

Total Powers & Skills Cost: 329

Total Cost: 435

75+ Disadvantages

- 20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
- 15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-
- 15 **Physical Limitation:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
- 15 **Physical Limitation:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
- 0 **Physical Limitation:** Human Size
- 25 **Psychological Limitation:** Utterly Evil (Very Common, Total)
- 20 **Psychological Limitation:** Overconfidence (Very Common, Strong)
- 5 **Rivalry:** Professional (with other spider demons, for power and influence)
- 25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on



holy ground, in a holy place, or within 1" of a holy object (Common)

220 Experience Points

Total Disadvantage Points: 435

Description: The spider demon looks like a human-sized spider standing on two of its eight legs and using the other six as arms (with claws on the hands). The mandibles projecting from its lower face drip poison, and it has a short, sharp stinger on the end of its "abdomen." In addition to the eight eyes on its upper face, it sometimes has other eyes at random places on its body.

In combat the spider demon rarely stands still; it keeps moving, using its running speed, leaping prowess, and ability to cling to walls to flank opponents and protect itself. Its main attack is its ability to spit webs on its target. It can, if it wishes, coat its webs with a demonic acid that eats away at the victim until nothing is left but bones. If it runs out of webs, its mandibles carry venom, all six of its hands have claws on the fingers, and its stinger can inject yet another type of poison into its prey.

AKNOS WEBWEAVER

Aknos Webweaver was, in life, a mage-priest who worshipped a greater spider demon. As his reward for a lifetime of faithful service, when he died the demon transformed Aknos into a spider demon himself!

Aknos has powers most spider demons lack. For one thing, he's far smarter, wiser, and more perceptive than they (INT 23, EGO 18). For another, he retains the ability to cast spells. He has Faith 20-, Conjuration 18-, Fire Magic 20-, Necromancy 18-, Sorcery 25-, and Wizardry 20-; you should give him about 90 points' worth of spells from those arcana (he may select spider-oriented Druidry spells as divine magic) (don't forget to divide the Real Cost of spells in *The Fantasy Hero Grimoire* by 3, since Aknos lives in the Turakian Age campaign setting).

Aknos retains two of the enchanted items he made or obtained during his lifetime. The first is a robe, blood-red in color, which three times a day allows him to become intangible for a few moments — long enough to walk through a wall or avoid an attack, for example. (Desolidification [affected by magic] [40 Active Points]; OIF (-1/2), Independent (-2), 3 Charges (-1 1/4) [total cost: 8 points].) The second is a holy amulet, made of ivory and carved in the shape of a spider, that allows him to summon up to four giant spiders (HSB, page 91) per day. The amulet also provides him with a "turn undead"-like ability that lets him to influence (even command) spiders.

Lurking within his vast, shadowy web-pit in Hell, Aknos communicates with friends and followers who still live. Through them he plans to launch several schemes to return to the realm of the living and acquire power, the better to serve his god and master.

WAR DEMON

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
21	DEX	33	13-	OCV: 7/DCV: 7
22	CON	24	13-	
20	BODY	20	13-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
12	PD	5		Total: 12 PD (6 rPD)
12	ED	8		Total: 12 ED (6 rED)
4	SPD	9		Phases: 3, 6, 9, 12
11	REC	0		
44	END	0		
50	STUN	1		Total Characteristics Cost: 137 (+30 with NCM)

Movement: Running: 6"/12"

Cost	Powers	END
45	<i>War Demon's Greatsword:</i> HKA 2d6 (3d6+1 with STR), Penetrating (+½)	4
30	<i>War Demon's Sling:</i> RKA 2d6, Penetrating (+½); Extra Time (Full Phase; -½)	4
15	<i>Demonic Fangs:</i> HKA 1d6 (2d6 with STR)	1
60	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
6	<i>Demon's Skin:</i> Damage Resistance (6 PD/6 ED)	0
50	<i>Infernal Form:</i> Life Support (Total, including Longevity: Immortality)	0
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0
Skills		
20	+4 HTH	
3	Concealment 12-	
3	Riding 13-	
3	Stealth 13-	
3	Tactics 12-	
10	WF: Common Melee Weapons, Common Missile Weapons, Flails, Lance, Nets, Quarterstaff, Sling, Whips	

Total Powers & Skills Cost: 253

Total Cost: 390

75+ Disadvantages

20	Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
15	Enraged: if thwarted or tricked (Uncommon), go 11-, recover 11-
15	Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
15	Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
0	Physical Limitation: Human Size
25	Psychological Limitation: Utterly Evil (Very

Common, Total)

- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 5 Rivalry: Professional (with other war demons, for power and influence)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 175 Experience Points

Total Disadvantage Points: 390**OPTIONS****Cost Power**

- 24 *War Demon's Armor*: Armor (8 PD/8 ED)

Description: The war demon looks like a brawny, eight-foot tall human who has a demon-horse's head with a fiery mane, blazing eyes, and a fanged mouth. It wears no armor, and no clothing except for a belted loincloth; its skin displays the numerous scars it has received in battle. It carries a large, ornate greatsword in its hands; it tucks its equally large sling into its belt. However, these "weapons" are not really weapons like those wielded by humans; instead, they are manifestations of the war demon's power, and if he's Knocked Out or they're taken from him, they vanish (and then re-appear when he awakens or wants them).

**Dev**

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
16	DEX	18	12-	OCV: 5/DCV: 5
25	CON	30	14-	
22	BODY	24	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
23	PRE	13	14-	PRE Attack: 4½d6
8	COM	-1	11-	
12	PD	3		Total: 12 PD (2 rPD)
9	ED	4		Total: 9 ED (2 rED)
3	SPD	4		Phases: 4, 8, 12
13	REC	0		
50	END	0		
60	STUN	7		Total Characteristics Cost: 137 (+57 with NCM)

Movement: Running: 12"/24"
Leaping: 5"/10"

Cost	Powers	END
57	<i>Monstrous Forms</i> : Multiform (assume the form of any 32 giant serpents or other monsters built on up to 300 points); Costs Endurance (to change forms only; -½)	0
2	<i>Tough Skin</i> : Damage Resistance (2 PD/2 ED)	0
6	<i>Heavy</i> : Knockback Resistance -3"	0
12	<i>Longer Legs</i> : Running +6" (12" total)	1
9	<i>More Heads Better</i> : +3 PER with all Sense Groups	0
10	<i>More Eyes Better</i> : Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	<i>Extra Heads</i> : Extra Limbs (6 more heads), Inherent (+¼); Limited Manipulation (-¼)	0
4	<i>Reach</i> : Stretching 1"; Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

- 5 +1 HTH
- 4 +2 OCV with Thrown Boulders
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 118**Total Cost: 255****75+ Disadvantages**

- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 170 Experience Points

Total Disadvantage Points: 255

Ecology: Devs are gigantic humanoids who have seven heads, each with a single large eye. According to some wizards, they have demonic blood and were created by the mating of a giant and a demon. They live in the mountains, establishing lairs in caves or building houses in dark forests. They're carnivorous, favoring large animals, monsters, and humanoids for their meals.

Personality/Motivation: Normal sentient humanoid motivations. They seem to possess great malice towards other folk, even others of their kind, and often attack them on sight.

Powers/Tactics: Devs have little grasp of tactics; they simply attack with ferocity and strength in an effort to overwhelm their foes. Mostly they rely on their massive fists, but some devs have weapons and armor sized for their gigantic frames. They're also experts at throwing boulders.

In addition to simple brawn, devs have a magical power of note: they can change shape into the form of various monsters, particularly gigantic serpents. They enjoy using this power to conceal themselves, sneak up on prey, and pounce — but it's also an excellent way to escape if a fight turns against them.

See page 93 for information about fighting multi-headed humanoids.

Campaign Use: Devs' unusual appearance and extra abilities make them a tougher foe than the typical giant. The PCs might find one leading a group of ordinary giants and soon learn, to their regret, that the dev is not simply a multi-headed version of his followers!

The strange origin of the devs could provide an adventure seed. Who were the original parents of the devs, and do they still live (and if so, will slaying them in turn slay all devs)? If the PCs find a way to remove the demonic taint from a dev, could he become good and true?

Appearance: A dev is a seven-headed giant with a single eye in each head. It usually dresses in furs or other crude clothing, but sometimes has finer garb sewn for it by people it has captured or local villagers who pay it tribute. It often carries giant-sized weapons, and perhaps a boulder or two to throw.

Djinn

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
30	DEX	60	15-	OCV: 10/DCV: 10
30	CON	40	15-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
24	COM	7	14-	
12	PD	6		Total: 12 PD (12 rPD)
12	ED	6		Total: 12 ED (12 rED)
5	SPD	10		Phases: 3, 5, 8, 10, 12
12	REC	0		
60	END	0		
50	STUN	0		
Total Characteristics Cost: 219 (+90 with NCM)				

Movement: Running: 6"/12"
Flight: 30"/60"

Cost	Powers	END
225	<i>Djinn Powers:</i> Variable Power Pool, 90 base + 45 control cost; Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	var
120	<i>Wind Blast:</i> Energy Blast 8d6, Variable Advantages (+1 Advantages; +2)	var
105	<i>The Winds My Servant:</i> Telekinesis (40 STR), Fine Manipulation, Reduced Endurance (0 END; +½)	0
60	<i>Form Of Air:</i> Desolidification (affected by magic), Reduced Endurance (0 END; +½)	0
90	<i>Form Of Air:</i> Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB), Reduced Endurance (0 END; +½)	0
45	<i>Form Of Air:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)	0
95	<i>Mastery Of Form:</i> Multiform (any 125 forms built on up to 300 points)	0
12	<i>Djinn Form:</i> Damage Resistance (12 PD/12 ED)	0
60	<i>Djinn Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
50	<i>Djinn Form:</i> Life Support (Total, including Longevity: Immortality)	0
90	<i>Djinn's Wings:</i> Flight 30", Reduced Endurance (0 END; +½)	0
42	<i>Djinn's Sight:</i> Spatial Awareness (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range	0
10	<i>Djinn's Eyes:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	<i>Djinn's Eyes:</i> Nightvision	0
9	<i>Djinn's Senses:</i> +3 PER with all Sense Groups	0

Talents

20 Universal Translator 13-

Skills

10	+1 Overall
24	+3 with All Combat
8	+4 with Flight
8	KS: Arcane And Occult Lore 18-
8	KS: History 18-
8	KS: Legends And Lore 18-
8	KS: Literature 18-
3	Stealth 13-

Total Powers & Skills Cost: 1,115

Total Cost: 1,334

75+ Disadvantages

1,259 Experience Points

Total Disadvantage Points: 1,334

OPTIONS**Cost Power**

- 20 Psychological Limitation: Indebted To Person Who Frees It Or Does It A Service (Common, Total)
- 20 Psychological Limitation: Must Obey Person Who Controls Its Prison (Common, Total)

Ecology: A djinn (plural djinni ["genie"]) is a magical being, perhaps from the realm of Elemental Air, perhaps a creation of the gods. Although associated with Air, djinni can also live in the earth, bodies of water, or trees. They favor isolated places such as deserts, deserted coastlines, ruins, islands, and the like. In some cases, wizards or other beings of great power capture djinn and place them in bottles,

lamps, or other containers (see below).

Personality/Motivation: The personalities of djinn vary, though dealing with even the most benign of them tends to be dangerous for humans. Some are outright evil; they associate with their cousins the ifriti (page 52), play tricks, and inflict all sorts of miseries and torments upon humans (sometimes for fun, sometimes only when humans disturb them). Others are kindlier, and perhaps even willing to help a person in distress.

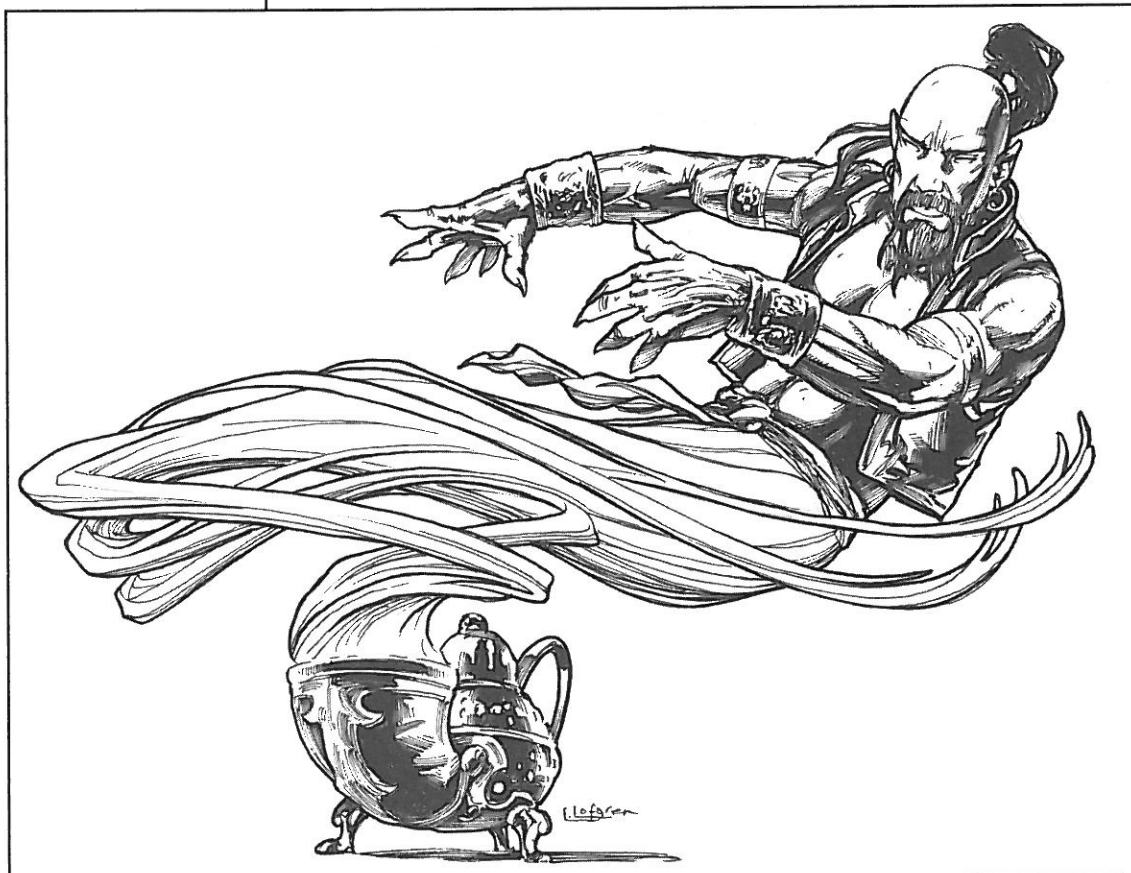
In the case of imprisoned djinn, the person who frees the djinn (be he the person who imprisoned the djinn or someone else) earns the djinn's gratitude and services. Typically these services amount to the granting of three wishes, but djinn haven't necessarily read the same stories that humans have....

Powers/Tactics: In addition to its control of the winds and ability to assume wind-form, a djinn possesses vast magical powers in general and can duplicate most spells or magical abilities with little effort. If necessary it can even use its VPP to enhance its other powers. Most djinni care little for combat and seek to end it as quickly as they can, using flashy powers when possible — MegaScaled Teleportation Usable As Attack, high-dice Entangles, powerful lightning bolts, and the like.

Campaign Use: Given their power, djinni are plot devices as much as anything; it's unlikely most groups of adventurers could bring one to bay and slay it. Instead they'll find their enemies using a captive djinni against them, then have to find a way to free the djinn so they can attack their real foe

without hindrance. Or they might stumble across a djinn bottle and have to figure out the best way to put the djinn's powers to use.

Appearance: A djinn looks like a gigantic, muscular, perfectly-formed human, sometimes with its legs trailing off into vapor, other times fully-formed. It's usually bald (or has a top-knot), but has a finely-groomed moustache and short beard. It may wear gold earrings, arm-rings, or other jewelry. A palpable aura of magical power surrounds it.



DRAGONS

Here are some dragons to go along with the ones on pages 64-69 of *The HERO System Bestiary*.

ACID-SPITTING DRAGON

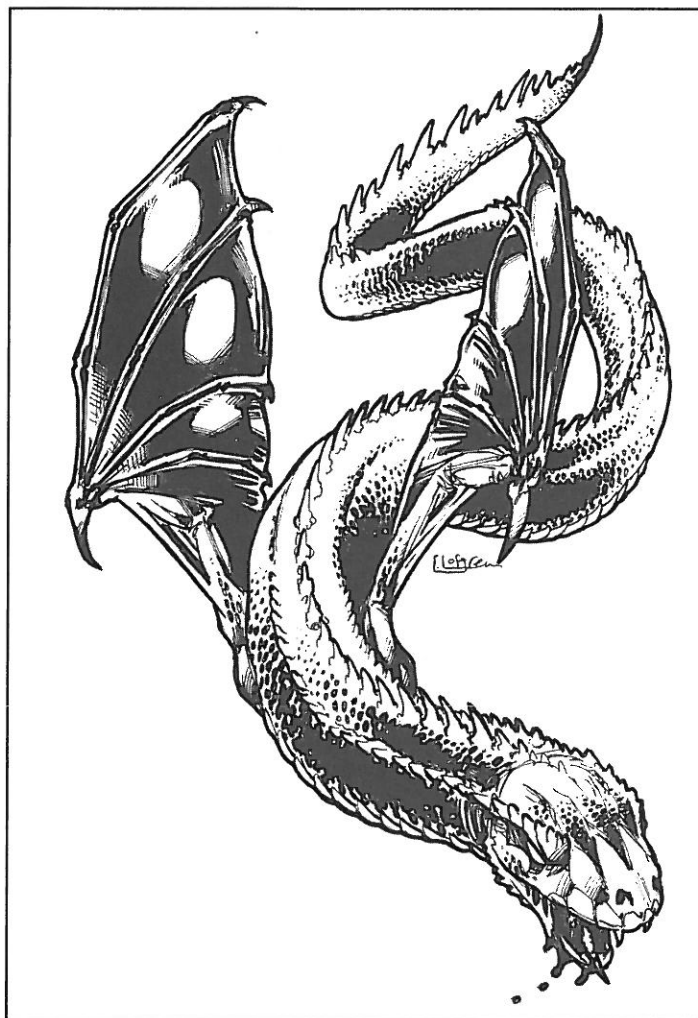
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
21	DEX	33	13-	OCV: 7/DCV: 7
23	CON	26	14-	
22	BODY	24	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
23	PRE	13	14-	PRE Attack: 4½d6
10	COM	0	11-	
16	PD	9*		Total: 16 PD (12 rPD)
16	ED	11*		Total: 16 ED (12 rED)
4	SPD	9		Phases: 3, 6, 9, 12
12	REC	0		
46	END	0		
52	STUN	0		Total Characteristics Cost: 165 (+51 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement: Running: 12"/24"
Leaping: 4"/8"
Flight: 10"/20"
Swimming: 5"/10"

Cost Powers END

90	<i>Acidic Spittle:</i> RKA 2d6, Area Of Effect (36" Line; +1), Continuous (+1), Penetrating (+½), Sticky (see text; +½), Uncontrolled (lasts for 1d6+1 Segments; +½); No Range (-½), 8 Charges (-½)	[8]
47	<i>Draconic Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
2m	3) <i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
12	<i>Scaly Skin:</i> Damage Resistance (12 PD/12 ED); Does Not Protect Hit Location 18 (-0)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
14	<i>Heavy:</i> Knockback Resistance -7"	0
1	<i>At Home In The Water:</i> Life Support (Extended Breathing: 1 END per 1 Minute)	0
5	<i>Strong Mind:</i> Mental Defense (8 points total)	0
5	<i>Magical Beast:</i> Power Defense (5 points)	0
12	<i>Dragon's Legs:</i> Running +6" (12" total)	1
13	<i>Dragon's Wings:</i> Flight 10"; Restrainable (-½)	2
3	<i>At Home In The Water:</i> Swimming +3" (5" total)	1
17	<i>Hoardsense:</i> Detect Hoard 12-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0



5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

Perks

5	<i>Hoard:</i> Money: Well Off
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Talents

3	Lightsleep
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Skills

10	+1 Overall
16	+2 with All Combat
4	+2 OCV with Fire Breath
3	Concealment 12-
3	KS: Arcane And Occult Lore 12-
5	KS: Dragon Lore 14-
3	KS: History 12-
3	Stealth 13-
2	Survival (choose appropriate environment) 13-

Total Powers & Skills Cost: 321

Total Cost: 486

75+ Disadvantages

- 10 Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 20 Reputation: powerful evil creature, 14- (Extreme)
- 316 Experience Points

Total Disadvantage Points: 486

OPTIONS

- | Cost | Power |
|------|---|
| +45 | Increase to 16 Charges (-0) on Acidic Spittle |
| -13 | Acid-Spitting Wyrm: Remove Flight |

Description: Somewhat smaller and weaker than the average wyrm, an acid-spitting dragon is a serpentine, small-winged dragon, usually with dark green or green-black skin, a long tail, and a wedge-shaped head. It may have legs, or it may be more wyvern-like. Tiny flecks of acid often drip from its jaws to burn the ground beneath it. It typically lives in swamps or dark woods, but occasionally has an underground lair.

Unlike most dragons, which breathe fire, the acid-spitting dragon belches forth a gout of concentrated acid capable of burning through nearly anything. The *Continuous* and *Uncontrolled* Advantages reflect how the acid continues to burn those it hits for several seconds after initial contact. People who enter the area in the Segments after the dragon spits acid are not affected, except to the extent that they touch the ground or other objects that acid continues to burn (for example, they might ruin their boots and then take damage to their feet). However, anyone who was affected by the attack when the dragon spit acid continues to take the damage for 1d6+1 Segments (assuming the dragon has another Phase during that time) even if he moves out of the affected area (the *Sticky* Advantage allows for this; other people touching the victim do not take damage, however).

MINIATURE DRAGON

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
				Total: 8 PD (2 rPD)
				Total: 8 ED (2 rED)
				Phases: 3, 6, 9, 12
8	PD	6		
8	ED	5		
4	SPD	10		
5	REC	0		
30	END	0		
25	STUN	3		Total Characteristics Cost: 83

Movement: Running: 3"/6"
Flight: 12"/24"

Cost	Powers	END
4	Fiery Breath: RKA 1 point; Limited Range (6"; -¼)	1
12	Draconic Weapons: Multipower, 12-point reserve	
1m	1) Bite: HKA 1 point (½d6 with STR)	1
1m	2) Claws: HKA 1 point (½d6 with STR), Armor Piercing (+½)	1
1m	3) Tail Slap: HA +1d6; Hand-To-Hand Attack (-½)	1
2	Scaly Skin: Damage Resistance (2 PD/2 ED) 0	
10	Protection From Fire: Energy Damage Reduction, Resistant, 25%; Only Works Against Limited Type Of Damage (Fire; -½) 0	
2	Strong Mind: Mental Defense (5 points total) 0	
3	Magical Beast: Power Defense (3 points) 0	
16	Dragon's Wings: Flight 12"; Restrainable (-½) 0	
-6	Short Legs: Running -3" (3" total) 0	
17	Hoardsense: Detect Hoard 12-, Discriminatory, Analyze, Sense 0	
5	Dragon's Eyes: Infrared Perception (Sight Group) 0	
5	Dragon's Eyes: Ultraviolet Perception (Sight Group) 0	
5	Dragon's Nose: Tracking for Normal Smell 0	
6	Dragon's Senses: +2 PER with all Sense Groups 0	
6	Tail: Extra Limb, Inherent (+¼) 0	

Skills

- | | |
|----|---|
| 4 | +2 OCV with Fire Breath |
| 20 | Hard To Hit: +4 DCV |
| 13 | Concealment 17- |
| 3 | KS: Arcane And Occult Lore 12- |
| 5 | KS: Dragon Lore 15- |
| 3 | KS: History 12- |
| 3 | Persuasion 12- |
| 13 | Stealth 18- |
| 2 | Survival (choose appropriate environment) 12- |

Total Powers & Skills Cost: 156

Total Cost: 239

**75+ Disadvantages**

- 10 Physical Limitation: Diminutive (.5m; +6" KB) (Frequently, Slightly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 15 Psychological Limitation: Curiosity (Common, Strong)
- 10 Psychological Limitation: Greedy; Loves Gold, Treasure, And Shiny Things (Common, Moderate)
- 119 Experience Points

Total Disadvantage Points: 239

OPTIONS**Cost Power**

- +4 Increase Fiery Breath to RKA ½d6

Description: The miniature dragon resembles a typical greater dragon, but is about the size of a housecat. Sharing their larger brethren's love of "gold" (which they define as just about anything shiny or pretty), and felines' curiosity and love of warmth and comfort, they make ideal pets and familiars for wizards. Capturing them is difficult, and training them harder still, but once trained they become fiercely loyal and loving companions.

SPIKED DRAGON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
20	BODY	20	13-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
15	PD	7*		Total: 15 PD (15 rPD)
15	ED	10*		Total: 15 ED (15 rED)
4	SPD	12		Phases: 3, 6, 9, 12
15	REC	4		
50	END	0		
55	STUN	2		Total Characteristics Cost: 173 (+55 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement: Running: 6"/12"
Flight: 15"/30"

Cost	Powers	END
32	<i>Spiked Body:</i> HKA 1d6+1, Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)	0
60	<i>Dragon Powers:</i> Multipower, 60-point reserve	
3u	1) <i>Fire Breath:</i> RKA 2d6, Area Of Effect (12" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	12
4u	2) <i>Hypnotic Gaze:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
75	<i>Draconic Weapons:</i> Multipower, 75-point reserve	
6m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR)	3
6m	2) <i>Talons:</i> HKA 1d6+1 (2½d6 with STR), Armor Piercing (+½)	3
9m	3) <i>Spiked Tail Bash:</i> HKA 2d6 (3½d6 with STR), Penetrating (+½)	4
12	<i>Quick Spiked Wing Buffet:</i> HKA ½d6 (1d6+1 with STR), Trigger (at dragon's desire in Segment after uses Spiked Wing Buffet; +¼)	1
15	<i>Scaly Skin:</i> Damage Resistance (15 PD/15 ED); Does Not Protect Hit Location 18 (-0)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (50% total); Only Works Against Fire (-½)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
10	<i>Strong Mind:</i> Mental Defense (13 points total)	0
8	<i>Magical Beast:</i> Power Defense (8 points)	0
30	<i>Wings:</i> Multipower, 30-point reserve	
2u	1) <i>Flying:</i> Flight 15"; Restrained (-½)	3
1u	2) <i>Spiked Wing Buffet:</i> HKA 1d6 (2d6 with STR)	1
17	<i>Hoardsense:</i> Detect Hoard 13-,	

	Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Spiked Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

5	<i>Hoard:</i> Money: Well Off
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Talents

3	Lightsleep
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Skills

24	+3 with All Combat
3	Concealment 13-
3	KS: Arcane And Occult Lore 13-
5	KS: Dragon Lore 15-
3	KS: History 13-
3	Stealth 13-
2	Survival (choose appropriate environment) 13-

Total Powers & Skills Cost: 425
Total Cost: 598

75+ Disadvantages

10	Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves

	Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
433	Experience Points

Total Disadvantage Points: 598

Description: The spiked dragon looks like a typical lesser or greater dragon, but has large, sharp spikes and horns covering its head, tail, and body (except for the stomach). The spikes at its knee-joints and on its head are particularly large and sharp, and its talons and fangs are likewise often larger and sharper than those of other dragons.

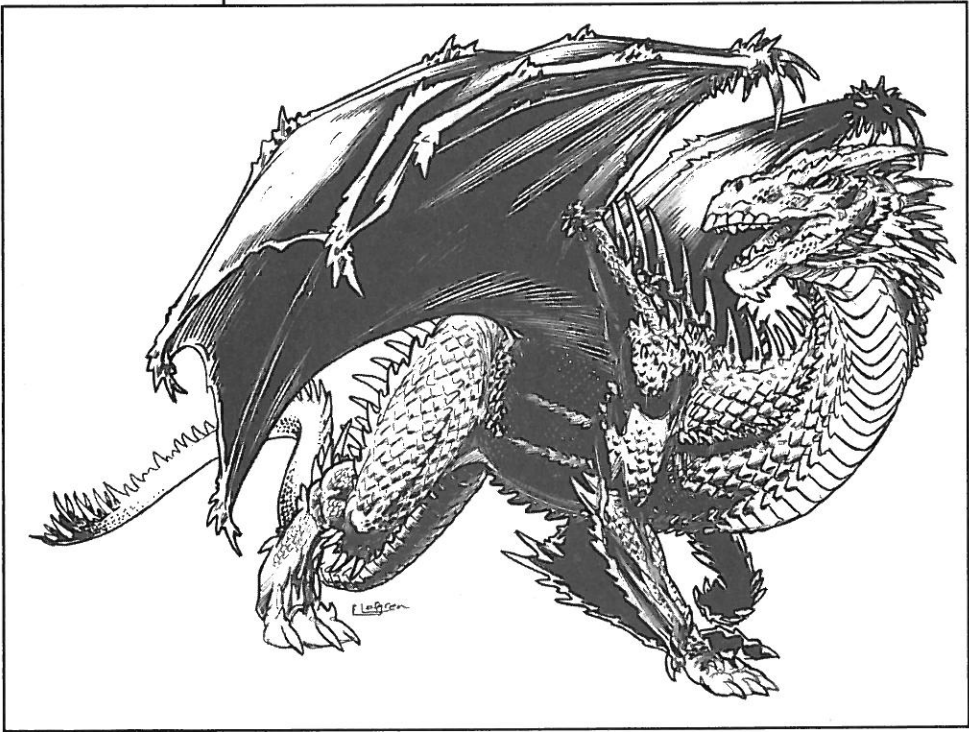
Thanks to its plethora of natural weaponry, the spiked dragon is more accustomed to, and more adept at, HTH Combat than most other dragons, and can even leap better than they (so as to make pouncing attacks or Leaping-based Move Throughs). In addition to its jaws and talons, it can smash targets with its spiked tail or bash them with the spiked bony leading edges of its wings. It's so good at performing wing-buffets that it can usually follow a major bash (its Spiked Wing Buffet) with a quick, but less powerful, follow-up bash (its Quick Spiked Wing Buffet).

ZARTH

In one of the small mountain ranges of the South there's a valley so narrow and deep it's little more than a cleft between two peaks. In one of the valley walls there's a large cave, and in that cave lives the spiked dragon Zarth.

Large (+5 STR, +3 PD and ED) and incredibly old, Zarth is more powerful than many of his kind, but age has dimmed his senses a little (remove his Enhanced Perception bonuses) and slowed him a bit (DEX 16). If some band of adventurers or a knight from the West were to attack him, he would use his cleverness and Dragon Powers to end the battle quickly; he has no taste for long, drawn-out melees anymore. His cave is a complex warren of large tunnels and chambers only he knows well; he could easily set up an ambush for anyone who dares to invade his lair.

Zarth has a huge hoard, and about a century ago found something useful to do with it: art collecting. A group of adventurers who attacked him had several high-quality statuettes, and Zarth took a fancy to them. Through human agents in Eltirian and Zhor Caci-mar, he has acquired a large and eclectic collection of artwork, and is always eager for more. He's already planning to enlarge his lair again to add a second "gallery" for his acquisitions. He'd love to talk with some experts on art and/or expand the scope of his collecting network.



Drakine

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
4	PD	1		Total: 4 PD (2 rPD)
4	ED	1		Total: 4 ED (2 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
26	STUN	0		
Total Characteristics Cost: 36				

Movement: Running: 6"/12"

Cost	Powers	END
5	<i>Fangs:</i> HKA 1 point (½d6 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
2	<i>Drakine Skin:</i> Damage Resistance (2 PD/2 ED)	0
5	<i>Drakine Eyes:</i> Nightvision	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Skills

3	Stealth 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 32

Total Cost: 68

75+ Disadvantages

0	Physical Limitation: Human Size
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Total Disadvantage Points: 75

OPTIONS

Cost	Power
8	<i>Wings:</i> Flight 6"; Restrainable (-½)
30	<i>Fire Breath:</i> RKA 2d6, Area Of Effect (7" Cone; +1); No Range (-½), 8 Charges (-½)
6	<i>Resistance To Fire:</i> +6 ED; Only Versus Fire (-½) and Damage Resistance (+6 ED); Only Versus Fire (-½)

Ecology: Drakine (the term is both singular and plural) are humanoid beings with the features of dragons. They claim descent from the great dragons of old, and say that in days long past drakine had wings and could fly, and fiery breath as well. If so, these abilities have long been lost to the drakine, though some adventurers believe primitive groups of drakine isolated from their kin for millennia may still retain such powers.

Although no more "evil" as a race than humans, drakine have long contended with them for land, treasure, and other resources, since like humans they are intelligent, tend to adapt well to many situations,

and aggressive. History chronicles a time when drakine sometimes established empires and ruled over men, or fought against them in wars of conquest. But the days of drakine glory seem long past now, since humans have one advantage the drakine lack: a high birth rate. Most drakira (drakine women) give birth but once in their lives, and the process is so difficult and painful that many die in the process. While the drakine still rule realms of their own, the odds of their ever conquering other lands now seem small, for humans vastly outnumber them today.

Personality/Motivation: Normal sentient humanoid motivations. Many drakine seem to share in the aggressiveness, even rapaciousness, of their dragon forebears, but others are gentle, scholarly, pious, or charitable. In short, they differ little from humans in most respects.

Powers/Tactics: Drakine combat abilities vary from person to person.

Some are fierce warriors, using their size, strength, tough skin, and natural weaponry to their advantage in battle; others are wizards, priests, rogues, or the like. Due to their natural strength, drakine often favor larger weapons than many other humanoid races — greatswords, two-handed maces, greataxes, battle flails, and the like — and heavier armors (plate and chain, plate armor) as well.

Campaign Use:

This character sheet represents a typical competent drakine the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser drakine — tradesmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The drakine is a reptilian humanoid creature, taller and broader-shouldered on the average than a human. It has a long neck with a draconic head, short fangs in its mouth, short claws on its fingertips, and a tail. On its back are large masses of tissue and muscle that show where it once had wings, though they no longer resemble wings in any way.



Dreamstalker

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (0 rPD)
6	ED	4		Total: 6 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
4	REC	0		
20	END	0		
19	STUN	0		Total Characteristics Cost: 63

Movement: Running: 6"/12"
Teleportation: 20"/1,280"

Cost	Powers	END
127	<i>Dreamfeeding:</i> Multipower, 127-point reserve	
5u	1) <i>Dreamweaving:</i> Mental Illusions 8d6, Indirect (+½), Transdimensional (Waking World targets; +½), Reduced Endurance (0 END; +½); Only Affects Sleeping Beings (-1)	0
6u	2) <i>Dreamleeching:</i> Transfer 2d6, target's END to dreamstalker's END, Delayed Return Rate (points return to victim at the rate of 5 per 6 Hours; +1¼), Ranged (+½), Indirect (+½), Transdimensional (Waking World targets; +½), Reduced Endurance (0 END; +½); Only Affects Sleeping Beings (-1)	0
7u	3) <i>Psychic Agony:</i> Ego Attack 3d6, Continuous (+1), Reduced Endurance (0 END; +½)	0
65	<i>Dreamwalking:</i> Multipower, 65-point reserve	
2u	1) <i>Journey To The Waking World:</i> Extra-Dimensional Movement (any location in the Waking World corresponding to the dreamstalker's current location in the Dreamzone)	2
5u	2) <i>Flitting From Dream To Dream:</i> Teleportation 20", x64 Noncombat; Only To Move From Dream To Dream In The Dreamzone (-¼)	6

Skills

2	Navigation (Dreamzone) 13-
3	Stealth 12-

Total Powers & Skills Cost: 222

Total Cost: 285

75+ Disadvantages

0	Physical Limitation: Human Size
210	Experience Points

Total Disadvantage Points: 285

Ecology:

Native to the Dreamzone — the realm of Dreams which sentient beings expose themselves to, and even enter, when they dream — dreamstalkers are parasites who live off the dreams and sleeping minds of others. Their Dreamleeching power allows them to absorb the psychic energy of a dreaming mind, leaving the victim exhausted despite the fact that he's been sleeping.

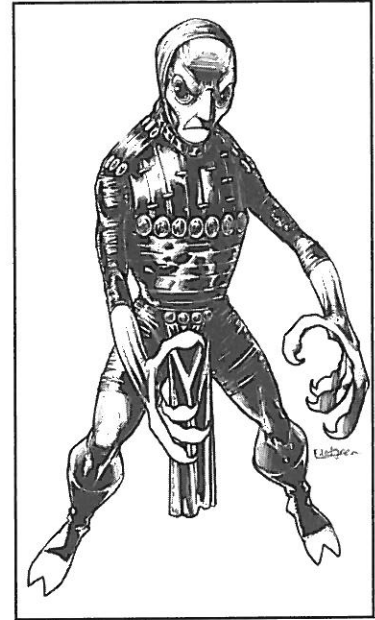
No one knows where dreamstalkers come from, what sort of society (if any) they have, or the like. Some oneiromancers (wizards of sleep and dreams) speculate that they gather together to "share" dreams they have eaten or seen.

Personality/Motivation: Normal sentient humanoid motivations. Dreamstalkers are particularly driven by their hunger for dream-stuff, and may go to great lengths to feed on an especially "succulent" or "delicious" dream.

Powers/Tactics: When it comes time to feed, a dreamstalker uses its Dreamwalking power to enter a character's dream. If necessary, or if it simply feels like it, it uses Dreamweaving to alter the dream (often making it scarier or more disturbing). Then it uses its Dreamleeching to Transfer the sleeping victim's END to itself. Both of these offensive powers are bought with Transdimensional so the dreamstalker can use them against sleeping minds that haven't fully entered the Dreamzone. A dreamstalker can also unleash a psychic blast against minds in the Dreamzone... and if necessary, uses its Flitting power to flee confrontation. After all, dreamstalkers aren't fighters, they're exploiters of the weak and helpless.

Campaign Use: A dreamstalker presents an unusual threat, one the PCs can't deal with via swords or fireball spells. If a dreamstalker discovers that a character has particularly vivid dreams, he'll follow that character and feed off his dreams every night. The PCs may be forced to seek the help of an oneiromancer who can send them bodily to the Dreamzone to fight the dreamstalker... and perhaps learn more about his race.

Appearance: The rarely-seen dreamstalker is a short, rubbery-looking humanoid with pinkish-grey flesh, large black eyes, and no hair on its body. It has unusually long, flexible, unjointed fingers that end in tiny, fleshy hooks.



Dwarf, Dark

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
12	PRE	2	11-	PRE Attack: 2d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
36	END	3		
27	STUN	0		Total Characteristics Cost: 32

Movement: Running: 5"/10"

Cost	Powers	END
5	<i>Dark Dwarven Sight:</i> Nightvision	0
3	<i>Dark Dwarven Depthsense:</i> Detect Depth And Passage Slope While Underground 11-	0
2	<i>Dark Dwarven Longevity:</i> Life Support (Longevity: lifespan of up to 400 years)	0
1	<i>Adapted To The Underground:</i> Life Support (Expanded Breathing: Thin Air)	0
-2	<i>Short Legs:</i> Running -1" (5" total)	

Talents

- 1 Bump Of Direction; Only Underground (-1)
- 3 Resistance (3 points)

Skills

- 3 Climbing 11-
- 3 Concealment 11-
- 3 *Dark Dwarven Stonesense:* +3 to Concealment; Only To Detect Hidden/Concealed/Cunning Stonework (-1)
- 2 KS: Stonework 11-
- 2 One appropriate PS at 11- (examples: Blacksmithing, Gemcutter, Masonry, Mining, Stonework)
- 3 Stealth 11-
- 2 Survival (Underground) 11-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 35
Total Cost: 67

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 10 Vulnerability: 1½ x Effect from Sight Group Flashes based on bright light (Common)

Total Disadvantage Points: 85

OPTIONS

Cost Power

- 10 Psychological Limitation: Greedy And Cruel (Common, Moderate)
- 5 Psychological Limitation: Hatred Of Surface-Dwellers (Uncommon, Moderate)

Ecology: The dark dwarves are a race of dwarves that live deep underground, shunning the light of day entirely. Their eating and breeding habits are more or less the same as other dwarves, restricted by the food available to them underground. They gather and grow certain types of fungus, hunt underground lizards and other animals for meat, and according to some rumors even consume the flesh of their defeated humanoid foes.

Dark dwarves tend to live in small, well-protected villages or towns. Often they find a large, stable cavern and tunnel out rooms and warrens all along its walls, with ladders and stairs for access. This creates lots of places where a single dark dwarf, or perhaps two, can defend a "chokepoint" against an army of invaders. They also arrange the accessways so that they're open to arrow fire from at least two angles, if not more.

Personality/Motivation: Normal sentient humanoid motivations. Like many other sentient humanoids of the deep underground, dark dwarves tend to be



selfish, evil, and greedy. Though they can work with others of their kind for mutual gain, they view other people and races either as potential victims or as threats to avoid as much as possible.

Powers/Tactics: Dark dwarves use the full range of tactics available to sentient humanoids. They favor sneakiness, subtlety, and sometimes magic as well; their assassins and sorcerers are quite skilled. They tend to use typical dwarven weapons, such as axes, picks, hammers, and maces, and to wear heavy armor (chainmail or plate).

Campaign Use: This character sheet represents a typical competent dark dwarf the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser dark dwarves — traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The dark dwarf is a malevolent-looking version of the typical dwarf, though sometimes shorter and scrawnier. He has black or grey skin, and reddish or whitish hair and beard. He usually wears some form of armor and carries an axe, pick, or other weapon.

VEGLAR CUTBEARD

Veglar Cutbeard is a dark dwarf from an extended clan that lives in a warren of caves below the Valician Hills. As a young dwarf he was apprenticed to Norec the Smith, a cruel master who beat him mercilessly when he made the least mistake in his work. After years of this treatment, Veglar, unable to take anymore, slew his master by beating him to death with a half-forged sword.

Adjudged a murderer by his clan elders, Veglar was sentenced to beheading. Before chopping off his head, the dwarves crudely hacked off most of his beard — the worst insult a dwarf can suffer. But before they could complete the ceremony, Veglar burst his bonds and fled. Through skill and luck he escaped the hunting parties sent after him and left his people behind to make his own way in the world. But his beard has never regrown.

In the years since, Veglar has earned a reputation as a tough, bitter-tongued mercenary and assassin. Although he uses the garb and equipment of a warrior — stout dwarven chainmail, a vicious-bladed battleaxe, a short sword engraved with the image of a dragon along its blade — he's as sneaky and clever as a rogue. Whenever possible, he avoids open confrontation in favor of ambush and treachery. He often finds work with other adventurers by pretending to be a noble and honest dwarf, but he has no true regard for anyone or anything but himself. He'll gladly kill or steal to get what he wants. If he find himself outmatched, he'll flee without hesitation, even if it means leaving his comrades or employers behind.

Veglar has STR 20, DEX 18, CON 20, BODY 14, INT 13, PRE 20, and SPD 4. His Skills include +3 HTH, Climbing 13-, Martial Arts (Dwarven Axefighting), Stealth 14-, and several KSs and Languages picked up during his career.

Elf, Dark

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	0		
20	END	0		
20	STUN	0		Total Characteristics Cost: 26

Movement: Running: 8"/16"

Cost	Powers	END
4	<i>Dark Elven Swiftiness:</i> Running +2" (8" total)	1
5	<i>Dark Elven Sight:</i> Nightvision	0
5	<i>Dark Elven Sight:</i> Infrared Perception (Sight Group)	0
2	<i>Dark Elven Sight:</i> +1 PER with Sight Group	0
4	<i>Dark Elven Longevity:</i> Life Support (Longevity: lifespan of up to 1,600 years)	0
1	<i>Adapted To The Underground:</i> Life Support (Expanded Breathing: Thin Air)	0

Talents

3	Lightsleep
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Skills

3	Climbing 12-
3	Concealment 12-
3	Stealth 12-
2	Survival (Underground) 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 39

Total Cost: 65

75+ Disadvantages

0	Physical Limitation: Human Size
10	Vulnerability: 1½ x Effect from Sight Group Flashes based on bright light (Common)

Total Disadvantage Points: 85

OPTIONS

Cost	Power
4	<i>Dark Elven Archery:</i> +2 OCV with Bows
6	<i>Dark Elven War-Skills:</i> +2 with Swords, Spears, and Javelins
9	<i>Dark Elven Animal Empathy:</i> Animal Handler (Insects & Arthropods, Reptiles & Amphibians) (PRE Roll +3)
25	<i>Dark Elven Magic:</i> Magic Skill (INT Roll) and 22 points' worth of spells and/or magical powers

- +0 *Dark Elven Wakefulness*: Replace Lightsleep with Life Support (Diminished Sleep: no need to sleep)
- 10 Psychological Limitation: Greedy And Cruel (Common, Moderate)
- 5 Psychological Limitation: Hatred Of Surface-Dwellers (Uncommon, Moderate)

Ecology: The dark elves are a race of elves that live deep underground, shunning the light of day entirely. Their eating and breeding habits are more or less the same as other elves, though the food they consume is food they can obtain or grow underground (such as fungus from their fungus-farms, the meat of certain monsters and giants insects, and the like).

Dark elves usually construct large, elaborate cities lit by glowing fungi and spells of illumination. Although well-defended by sturdy walls and “killing zones” of hidden traps surrounding those walls, these cities are often riven by factionalism, internal fighting, and civic unrest. Every dark elf of any means plots and schemes against his rivals, seeking to increase his own power and wealth. Sometimes adventurers can defeat or destroy these cities not by assaulting them, but by touching a “flame” to this powderkeg of hatred and spite.

Personality/Motivation: Normal sentient humanoid motivations. Dark elves are often evil and cruel, with a well-deserved reputation for subtlety and cleverness in pursuit of their wicked goals.

Powers/Tactics: Dark elves use the full range of tactics available to sentient humanoids. Like other elves, they tend to favor lighter weapons (swords, spears, javelins) and armors, and often have magical abilities or enchanted items to help them in battle.

Campaign Use: This character sheet represents a typical competent dark elf the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser dark elves — traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The dark elf is a malevolent-looking version of the typical elf. He has jet-black skin and white, gold, or violet hair.

HRAYNUL SHADOWSTEP

A 22 year-old male dark elf from the city of Zangarel located deep beneath Besruhan, Hraynul is a ranger skilled at exploring and scouting in underground environments. His nickname, Shadowstep, comes from his ability to move stealthily (Stealth 14-).

Equipped with an enchanted longsword (standard damage, but with +2 OCV and a Linked Drain DEX 1d6 that can only cause a maximum of 12 points' worth of Drain to any one target in any one encounter), a short bow, and a Ring Of Transportal

(Teleportation 20”, x64 Noncombat, 17 Charges which Never Recover), Hraynul scouts the caverns and tunnels around Zangarel. He maintains a careful watch for the incursions of enemy cities' armies, races inimical to the dark elves, monsters, and other threats.

If Hraynul encounters a threat he thinks he can handle, he attacks (from ambush, if possible). If the opposition is too much for him, he'll flee so he can alert Zangarel, then return to keep watch. Depending on the situation, he may not alert the authorities in Zangarel, but instead inform the elders of his family, House Unasca. Like most dark elf cities, Zangarel experiences a great deal of infighting and internal turmoil, and House Unasca jockeys for position along with all the rest. Hraynul intends to protect the city as a whole, but if he sees a way that he can give Unasca an advantage over its rivals, he'll take it.

Hraynul has STR 18, DEX 18, CON 15, BODY 12, INT 15, PRE 15, PD 5, ED 4, SPD 4, and STUN 35. In addition to the equipment listed above, he has chainmail (DEF 6), a medium shield (+2 DCV), a rock hammer, climbing gear, rations, and various other tools and gear appropriate to his current mission. He wears dark clothes and cloak to enhance his ability to hide.



Erqigdlit

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
				Total: 5 PD (1 rPD)
5	PD	2		Total: 5 ED (1 rED)
5	ED	2		Phases: 4, 8, 12
3	SPD	6		
6	REC	0		
30	END	0		
26	STUN	0		Total Characteristics Cost: 41

Movement: Running: 7"/14"

Cost	Powers	END
5	Bite: HKA 1 point (½d6 with STR)	1
1	Tough Skin: Damage Resistance (1 PD/1 ED) 0	
2	Swift: Running +1" (7" total)	1
6	Erqigdlit Senses: +2 PER with all Sense Groups	0
5	Erqigdlit Nose: Tracking for Normal Smell 0	

Skills

- 3 Stealth 12-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 26
Total Cost: 67

75+ Disadvantages

- 0 Physical Limitation: Human Size

Total Disadvantage Points: 75

OPTIONS

Cost	Power
2	Adapted To The Cold: Life Support (Safe Environment: Intense Cold)

Ecology: The erqigdlit (air-KIG-dlit; the name is singular and plural) are canine-headed humanoids. They tend to live in wilderness areas and have a primitive tribal culture. They mainly eat meat, and when they can get it prefer the flesh of other humanoids... or even erqigdlit from other tribes. Some tribes make an elaborate ceremony out of draining the blood from a captive and drinking it as a tribute to the dark gods they worship.

An erqigdlit tribe typically consists of 20 or more adult males, plus their females and children. A chieftain — the most powerful or clever warrior — leads the tribe, usually with the help of one or more priests or shamans. Most tribes establish a home village and a territory surrounding it, but some lead a nomadic life.

Personality/Motivation: Normal sentient humanoid motivations. The erqigdlit often fight among themselves for power and status, much like a pack of wolves, but they also know how to cooperate to hunt, fight, and accomplish goals. They make good soldiers if commanded with an iron hand.

Powers/Tactics: Erqigdlit use the full range of tactics available to sentient humanoids. They typically wear hide or leather armors, use wooden shields, and wield axes and spears, but more advanced tribes may have captured chainmail and swords.

Campaign Use: This character sheet represents a typical competent erqigdlit the PCs might encounter in a situation where you need a character sheet (i.e., combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser erqigdlit — traders, craftsmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The erqigdlit is a dog-headed humanoid. Most have heads resembling those of mastiffs, but others with more vulpine, lupine, or hyena-like heads and bodies are not unknown. Their legs have two joints, somewhat like a satyr's. Most have short, dark fur on their bodies, but some do not; sometimes a seasoned adventurer can tell an erqigdlit's tribe from the coloration of, or patterns dyed into, its fur. They carry weapons and wear armor.



Ettin

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	14-	
25	BODY	30	14-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	2		Total: 10 PD (1 rPD)
10	ED	5		Total: 10 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
13	REC	0		
46	END	0		
60	STUN	3		Total Characteristics Cost: 119 (+49 with NCM)

Movement: Running: 11"/22"
Leaping: 4"/8"

Cost	Powers	END
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
10	<i>Longer Legs:</i> Running +5" (11" total)	1
3	<i>More Heads Better:</i> +1 PER with all Sense Groups	0
10	<i>More Eyes Better:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	<i>Extra Heads:</i> Extra Limbs (1 more head), Inherent (+¼); Limited Manipulation (-¼)	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Talents

- 9 Ambidexterity (no Off Hand penalty)

Skills

- 10 +2 HTH
4 +2 OCV with Sweep
4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 66

Total Cost: 185

75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
100 Experience Points

Total Disadvantage Points: 185

OPTIONS

Cost Power

- 0 *More Heads:* Change Extra Limbs to add as many heads as desired
12 *Tusks:* HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)

Ecology: Ettins are gigantic humanoids with two heads (sometimes more). They live in wilderness areas, usually in caves. They tend to be solitary, but sometimes several of them live together so they can raid settlements or kill large monsters and take their treasure (these groups usually only last for a few months at most, until some quarrel or dispute leads to a battle between the members). Ettins are carnivores, and gladly consume human flesh if they can get it.

Personality/Motivation: Normal sentient humanoid motivations. Crude and dull-witted, ettins tend to have little in the way of goals (beyond obtaining food and treasure) or culture.

Powers/Tactics: Ettins use their prodigious strength and size in battle. Their two heads make them excellent two-weapon fighters (hence their Ambidexterity and Levels with Sweep), so they usually wield two clubs, spears, or axes. For Ranged combat they favor thrown spears or boulders.

Campaign Use: Because their two heads give them heightened senses and the ability to look in all directions at once, ettins often serve giants or trolls as watchmen. On the other hand, sometimes they recruit groups of orcs and ogres and become chieftains over a band of marauding humanoids.

Appearance: A gigantic humanoid about ten to twelve feet tall, the ettin is notable not just for its height and strength, but for the fact that it has two heads. Most ettins dress in the fur of bears and other animals they've slain, though smarter ones have leather clothing.

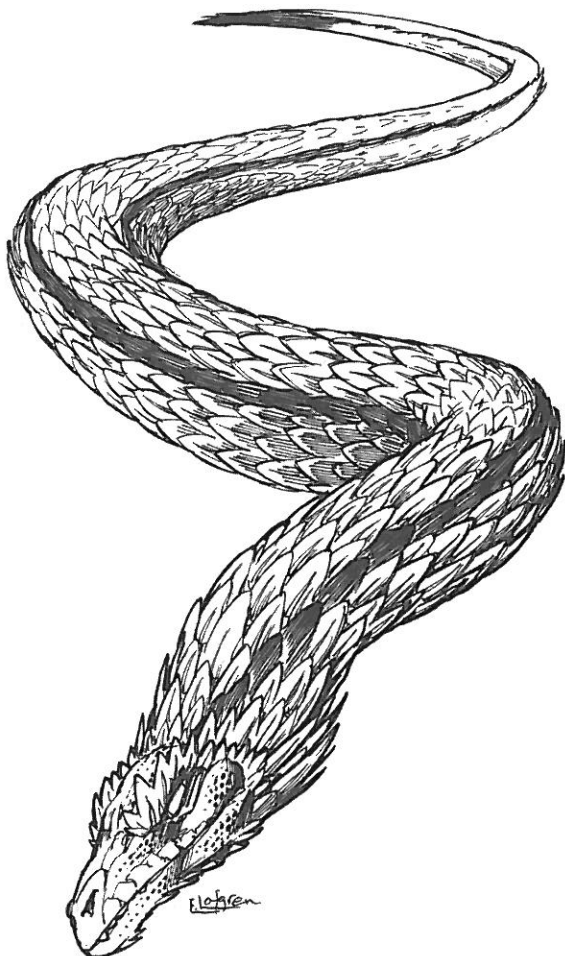


Feathered Serpent

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
14	COM	2	12-	
10	PD	5		Total: 10 PD (6 rPD)
10	ED	6		Total: 10 ED (6 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
9	REC	0		
40	END	0		
40	STUN	2		Total Characteristics Cost: 160 (+29 with NCM)

Movement: Running: 9"/18"
Leaping: 0"/0"
Flight: 15"/30"

Cost	Powers	END
75	Feathered Serpent Magic: 75 points' worth of Magic Skills, spells, and powers (GM's choice)	var
15	Bite: HKA 1d6 (2d6 with STR)	1



- 121 **Venom:** Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (5 Segments; 1d6/1 Segment; -¼), Linked (to RKA; -½) **plus** RKA 6d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (6 Segments; 1d6/1 Segment; -¼) [4]
- 40 **Arcane Manipulations:** Telekinesis (20 STR), Fine Manipulation 4
- 6 **Scaly Skin:** Damage Resistance (6 PD/6 ED) 0
- 4 **Heavy:** Knockback Resistance -2" 0
- 50 **Magical Form:** Life Support (Total, including Longevity: Immortality) 0
- 8 **Magical Creature:** Mental Defense (12 points total) 0
- 8 **Magical Creature:** Power Defense (8 points) 0
- 52 **Magical Flight:** Flight 15", Usable Underwater (+¼), Reduced Endurance (0 END; +½) 0
- 6 **Swift:** Running +3" (9" total) 1
- 9 **Serpentine Senses:** +3 PER with all Sense Groups 0
- 5 **Serpentine Eyes:** Nightvision 0
- 22 **Magical Senses:** Detect Magic 13- (no Sense Group), Discriminatory, Analyze, Range, Sense 0

Talents

- 32 **Danger Sense** (immediate vicinity, any danger, sense) 13-

Skills

- 16 +2 with All Combat
- 6 +3 with Flight
- 5 +1 with all Intellect Skills
- 3 Concealment 13-
- 3 Deduction 13-
- 3 Inventor (Spell Research) 13-
- 3 Paramedics (Healing) 13-
- 25 Power: Magic 24-
- 5 Stealth 14-
- 3 Scholar
- 4 1) KS: Arcane And Occult Lore 15-
- 4 2) KS: History 15-
- 4 3) KS: Legends And Lore 15-
- 4 4) KS: World Cultures And Civilizations 15-

Total Powers & Skills Cost: 541
Total Cost: 701

75+ Disadvantages

- 0 **Physical Limitation:** Human Size
- 5 **Physical Limitation:** Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 621 **Experience Points**

Total Disadvantage Points: 701

Ecology: Feathered serpents are creatures of magic, and as such have no real “ecology” to speak of — they don’t even need to eat. They tend to live in majestic, isolated places — jungles, mountains, hidden lakes, and the like. They seem to associate with the Elements of Air and Water in particular, and prefer warmer climes to cold in most instances.

Personality/Motivation: Feathered serpents’ motivations and personalities vary. They tend to be “good,” and to help others of like mind, though some turn to more selfish and evil pursuits. Others simply want to be left alone.

Powers/Tactics: In combat, feathered serpents rely on their magical spells and powers while they keep to the air (out of reach of their foes, hopefully) and put their Levels with Flight into DCV. They prefer not to engage in HTH Combat, but if necessary do possess a virulently poisonous bite.

Campaign Use: Assuming a group of PCs is sufficiently heroic and noble, a feathered serpent may offer it assistance, such as providing healing-spells, bits of useful lore, or directions. If the group is selfish or evil, feathered serpents either avoid it or oppose it.

When selecting spells for feathered serpents, ones associated with Air, Water, and Mental Powers are most appropriate, but that’s just a guideline. A feathered serpent could have just about any spell or power you care to give it.

Appearance: Feathered serpents are large, beautiful serpents covered with gorgeous green and blue-green feathers.

XIUCOATL

In the lowlands of the Chekuru Jungle there exists a pool of clear blue water fed by a waterfall coming down out of the mountains. An unusual feathered serpent named Xiucoatl has taken this idyllic pool and the surrounding jungle as his home.

Unlike most of his fellows, Xiucoatl does not have blue-green feathers; instead, his plumage is a brilliant orange-red, the color of flame. And it is Fire, not Water or Air, with which Xiucoatl feels the most affinity. Most (though by no means all) of his spells invoke Elemental Fire in some way, making him a devastatingly powerful foe in combat.

For some years Xiucoatl has been engaged in a conflict with a tribe of jungle goblins led by a powerful shaman, Zhalac. Zhalac and his followers worship Narthash-O, a lost and fallen Scarlet God whose folk, so legends say, once lived in the areas now covered by the jungle. As a servant of the Blue Gods, Xiucoatl feels bound to oppose the aims of Zhalac whenever he can, but the war has taken its toll on him, leaving him with many scars. He has hopes of recruiting others of like mind to aid him in his cause, but has no idea how to go about finding them without leaving the jungle, which he will not do.

Flying Head

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
12	CON	4	11-	
8	BODY	-4	11-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
6	PD	5		Total: 6 PD (1 rPD)
4	ED	2		Total: 4 ED (1 rED)
3	SPD	2		Phases: 4, 8, 12
5	REC	4		
24	END	0		
20	STUN	3		Total Characteristics Cost: 42

Movement: Running: 0”/0”
Flight: 8”/16”

Cost	Powers	END
30	<i>Fiendish Gnawing:</i> HKA 1d6 (1d6 with STR), Continuous (+1)	3
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
11	<i>Batwings:</i> Flight 8”; Restrained (-½)	2
-12	<i>No Legs:</i> Running -6” (0” total)	

Skills

30	<i>Hard To Hit:</i> +6 DCV
10	Concealment 18-; Self Only (-½)
15	Stealth 19-

Total Powers & Skills Cost: 85

Total Cost: 127

75+ Disadvantages

10	Physical Limitation: has no legs, cannot leap, kick, or the like (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Physical Limitation: Tiny (.25m; +9” KB) (Frequently, Slightly Impairing)
17	Experience Points

Total Disadvantage Points: 127

Ecology: The flying head feeds on human flesh and blood. When night falls, it leaves its lair (usually a cave or a ruin of some sort, but possibly a hollow tree deep in a dark forest or jungle) and flies in search of victims. When it finds one — hopefully a sleeping one — it swoops down and attacks with its fanged mouth, latching on and chewing until the victim is dead and it can drink the rest of his blood in peace.

Most flying heads are solitary. However, they sometimes form groups when there’s a large food supply and they can work together for mutual advantage.

Personality/Motivation: The flying head’s only real motivations are finding food and keeping itself safe. It’s malicious and cruel, but it rarely plays tricks on or

terrorizes its victims solely for the sake of doing so.

Powers/Tactics: A flying head isn't much of an opponent for an alert, well-armed group of PCs, so it won't attack them. Instead, it will wait until they're sleeping or it can catch them by surprise... or perhaps it will gather a group of its fellows for a mass attack.

Campaign Use: Flying heads are horror monsters more than combat-oriented monsters. Instead of treating them as another opponent for the PCs to slay, use them in situations when you can convey the lurking terror that normal folk feel when confronted by a monster like this. For example, a flying head would be an excellent monster for use against a group of PCs that's been temporarily deprived of its armor, weapons, and spells.

Appearance: A flying head is a large, gruesome-looking, fanged head with wings in place of ears (or sometimes ears so large they function as wings). Its hair is wild and uncombed, and blood often drips from its mouth as it flies through the air.



GIANTS

Giants are enormous humanoids, standing from 12 to 25 feet tall depending on race. Prodigiously strong and tough, they're a dangerous opponent for even the most experienced adventurer. Even worse, some of them, such as cloud and storm giants, possess magical powers.

Ecology: In most Fantasy realms, giants live in wilderness areas — deep forests, tall mountains, rough hills, glaciers, caverns. Due to their enormous appetites, they have to live in areas with plentiful sources of food (or create food by magic).

Some giants, particularly the more powerful or greedy ones, are solitary. But others come together to form giantish societies. Hill and forest giants build steadings or forts and choose a chief to rule them; frost giants build castles of ice and obey the orders of a king, chieftain, or jarl; and so forth. Greater giants, such as storm and fire giants, may have some of their less powerful kin (particularly hill giants) as servants.

Personality/Motivation: Normal sentient humanoid motivations, though tending toward the greedy and rapacious. While some giants are wise and kindly, most seem ready and willing to attack humans (and other humanoids) to kill them and steal their possessions. Many adventurers hunt giants as much for this reason as for the vast treasures they often hoard.

Powers/Tactics: Most giants do not use sophisticated combat tactics; their strength and durability are so great they rely on them in combat. Wielding weapons scaled to their size (clubs, maces, swords, and axes are favorites), they often have no trouble smashing "short folk" into a bloody paste. They may wear armor as well, though they sometimes have to patch a suit together from assorted human-sized suits if they lack the ability to make their own.

Campaign Use: In many campaigns, giants are among the toughest foes a group of heroes can face, and you should use them accordingly. An early encounter with a single giant is enough for a beginning group of heroes, and even an experienced group may not have the power to take on more than a handful of giants at once. No matter what the characters' level of power, a raid on a giantish stronghold should require planning, daring, and preparation if it's to have any chance of success.

Note: Rather than being listed alphabetically, the giants are listed in order of power, from weakest to strongest.

HILL GIANT

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
14	DEX	12	12-	OCV: 5/DCV: 5
25	CON	30	14-	
25	BODY	30	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
15	PD	7		Total: 15 PD (0 rPD)
12	ED	7		Total: 12 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
13	REC	0		
50	END	0		
60	STUN	2		Total Characteristics Cost: 139 (+62 with NCM)

Movement: Running: 12"/24"
Leaping: 4"/8"

Cost	Powers	END
20	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 40 STR	2
6	<i>Heavy:</i> Knockback Resistance -3"	0
12	<i>Long Legs:</i> Running +6" (12" total)	0
3	<i>Giantish Senses:</i> +1 PER with all Sense Groups	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

10	+2 HTH
2	Survival (choose environment) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 61

Total Cost: 200

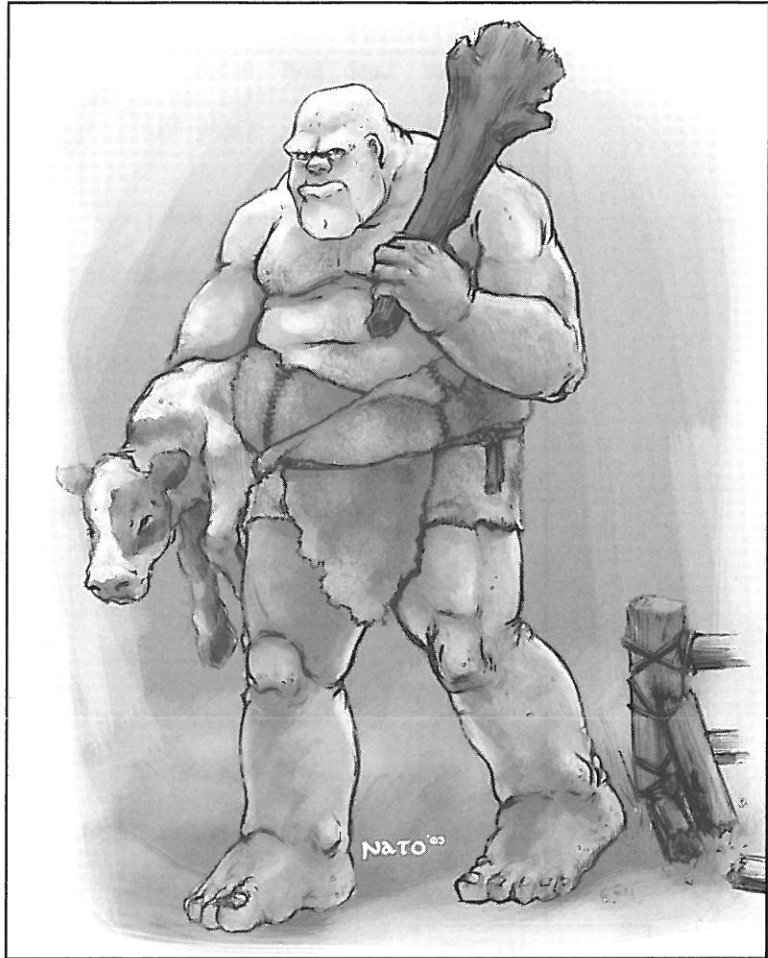
75+ Disadvantages

5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
115	Experience Points

Total Disadvantage Points: 200

OPTIONS

Cost	Power
25	<i>Aeterna:</i> Add Horn: HKA 1½d6 (3d6 with STR)
50	<i>Giant's Magic:</i> 50 points' worth of Magic Skill(s) and spells
-35	Enraged: Berserk in combat (Very Common), go 11-, recover 11-



Description: The smallest and weakest of the giants, hill giants are about 12 feet tall. Like forest giants, they seem to care little for their appearance, so they often look dirty and crude. They wear furs (or sometimes leather clothes) and carry clubs and other simple weapons.

ROGNAR SHARPAXE

Rognar Sharpaxe is a hill giant mercenary who hires himself out to other giants and giant tribes. Although often scorned at first by taller giants, he's stronger than most of his kind (43 STR) and extremely skilled in combat — he has +3 HTH (instead of the usual hill giant +2), +3 OCV with Axes, and +3 Targeting Skill Levels with All Attacks. All it takes to convince most potential employers to hire him is for them to watch him in battle — even against a larger, more powerful opponent.

Rognar's favored weapon is his battle axe Splitter (base damage HKA 2d6+1, STR Min 23), which shows the signs of long, hard use. Against opponents of his same height or taller, his favorite maneuver is to feint at the chest and then strike the legs; even if a hit doesn't sever a limb, it can easily leave his opponent crippled, which gives him a significant advantage for the rest of the fight.

In addition to Splitter, Rognar carries two large throwing spears (base damage 1½d6, STR Min 18) and a short sword (base damage 1d6+1, STR Min 20). He wears a suit of well-crafted chainmail made for him by a dwarven smith whose life he once saved.

AETERNA

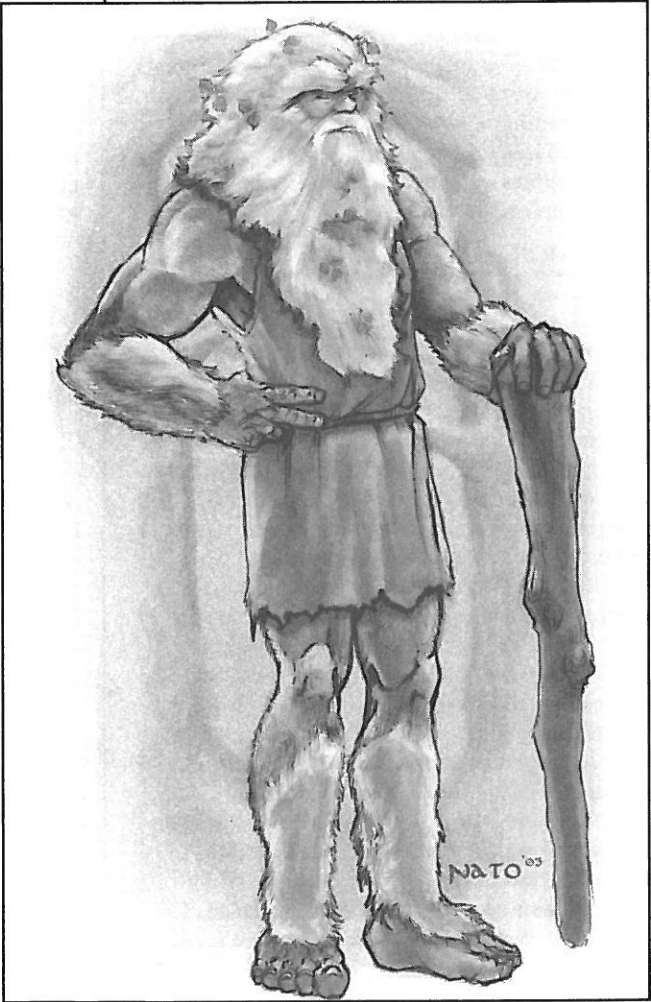
The aeterna is a form of hill giant with a large, unicorn-like horn protruding from his forehead. Instead of relying just on weapons, it can use the horn in combat to skewer its foes. One favored tactic is to impale a powerful foe, then fling him the way a child flings an apple on a stick (treat this as a multiple-power attack combining the HKA and a Grab-and-Throw).

FOREST GIANT

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
27	CON	34	14-	
25	BODY	30	14-	
12	INT	2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
16	PD	8		Total: 16 PD (0 rPD)
13	ED	8		Total: 13 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
13	REC	0		
54	END	0		
60	STUN	1		Total Characteristics Cost: 148 (+67 with NCM)

Movement: Running: 12"/24"
Leaping: 4"/8"

Cost	Powers	END
20	<i>Sweeping Blow</i> : Area Of Effect (One Hex; +½) for up to 40 STR	2
6	<i>Heavy</i> : Knockback Resistance -3"	0
12	<i>Long Legs</i> : Running +6" (12" total)	0
6	<i>Giantish Senses</i> : +2 PER with all Sense Groups	0
4	<i>Reach</i> : Stretching 1", Reduced Endurance	



(0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) 0

Skills

- 10 +2 HTH
- 3 Climbing 12-
- 7 Concealment 13-
- 2 Navigation (Land) 11-
- 5 Stealth 13-
- 3 Tracking 11-
- 2 Survival (Temperate) 11-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 84
Total Cost: 232

75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 147 Experience Points

Total Disadvantage Points: 232

OPTIONS

Cost Power

- 55 *Giant's Magic*: 55 points' worth of Magic Skill(s) and spells
- 20 Animal Friendship
- 35 Enraged: Berserk in combat (Very Common), go 11-, recover 11-
- 25 Psychological Limitation: Guardian Of The Forest (Very Common, Total)

Description: Forest giants have rough skin usually colored grey or brown. Their unkempt hair matches their skin, and have bird's nests in it or bushes growing from it. They stand about 12-14 feet tall, and favor clubs (uprooted oak trees, trimmed of branches) as weapons.

Forest giants live deep in the forest, sometimes with others of their kind in forts built of enormous logs. They may serve as guardians of the forest, preserving it and its creatures against the depredations of monsters and men.

FROST GIANT

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
30	CON	40	15-	
28	BODY	36	15-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	
18	PD	9		Total: 18 PD (0 rPD)
16	ED	10		Total: 16 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
15	REC	0		
60	END	0		
66	STUN	0		Total Characteristics Cost: 170 (+94 with NCM)

Movement: Running: 13"/26"
Leaping: 5"/10"

Cost	Powers	END
22	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 45 STR	2
8	<i>Heavy:</i> Knockback Resistance -4"	0
2	<i>Frost Giant Resilience:</i> Life Support (Safe Environment: Intense Cold)	0
14	<i>Long Legs:</i> Running +7" (13" total)	0
3	<i>Giantish Senses:</i> +1 PER with all Sense Groups	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
Skills		
15	+3 HTH	
4	Survival (Arctic/Subarctic, Mountains) 11-	
4	WF: Common Melee Weapons, Common Missile Weapons	

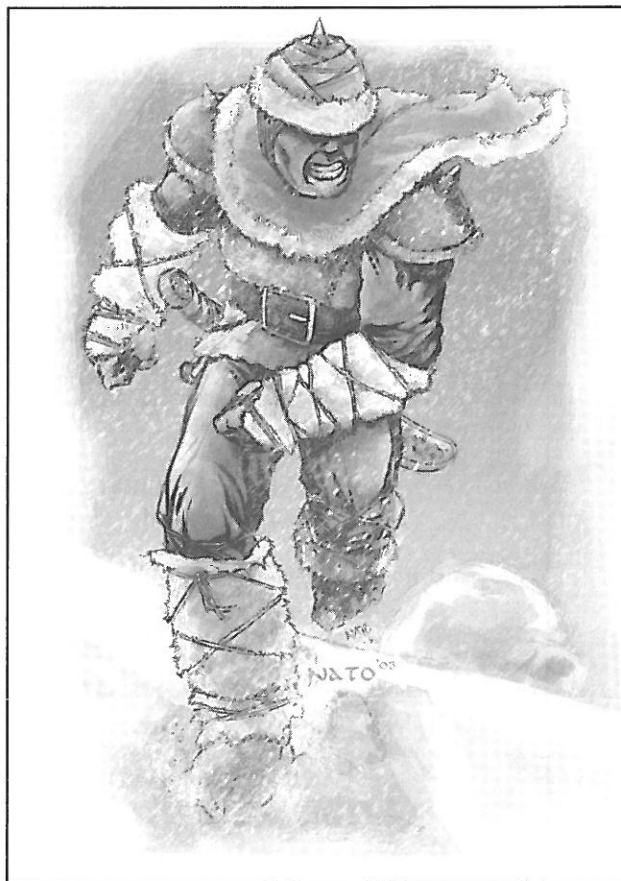
Total Powers & Skills Cost: 76

Total Cost: 246

75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 161 Experience Points

Total Disadvantage Points: 246



OPTIONS

Cost	Power
60	<i>Giant's Magic:</i> 60 points' worth of Magic Skill(s) and spells
11	<i>Call Blizzard:</i> Change Environment 4" radius (create blizzard), -2 to Sight Group PER Rolls, MegaScale (1" = 1 km wide and deep; +¼); No Range (-½)
6	<i>Kiwahwk:</i> Add Damage Resistance (6 PD/6 ED)
5	<i>Qaxdascidi:</i> Add Life Support (Expanded Breathing: Breathe Underwater)
-35	<i>Enraged:</i> Berserk in combat (Very Common), go 11-, recover 11-

Description: Most frost giants (also known as ice giants or jotuns) are about 15 feet tall. They have light grey or pale skin and long blonde or white hair; males usually have thick beards. The males wear furs, while the woman usually wear fur-trimmed dresses or gowns. In battle they carry axes, picks, and swords; they hurl boulders, chunks of ice, or enormous spears when fighting at range.

Frost giants typically live on glaciers, in arctic regions, or high in the mountains where the snows never melt. They sometimes build great castles of ice and stone; in other places they live in caves and glacial rifts.

KIWAHWK

A *kiwahwk* is a special type of frost giant created by evil witches and shamans through necromantic magics. The spellcaster brings a corpse back to life as a "nascent" frost giant. The corpse must then devour at least two people to complete its transformation into full frost giant status. They have some of the damage-resisting capacity of the undead.

QAXDASCIDI

The *qaxdascidi* is a frost giant who lives underwater, typically beneath the frozen-over surfaces of lakes and rivers in winter. Its voice sounds like the cracking of ice. It may use its strength to break the ice when someone's walking on it so the hapless victim falls into the chill waters and drowns.

FIRE GIANT

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
16	DEX	18	12-	OCV: 5/DCV: 5
30	CON	40	15-	
30	BODY	40	15-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
35	PRE	25	16-	PRE Attack: 7d6
10	COM	0	11-	
18	PD	8		Total: 18 PD (0 rPD)
16	ED	10		Total: 16 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
16	REC	0		
60	END	0		
70	STUN	0		Total Characteristics Cost: 185 (+107 with NCM)

Movement: Running: 13"/26"
Leaping: 5"/10"

Cost	Powers	END
25	Sweeping Blow: Area Of Effect (One Hex; +½) for up to 50 STR	2
8	Heavy: Knockback Resistance -4"	0
4	Fire Giant Resilience: Armor (4 ED); Only Protects Against Limited Type Of Attack (fire; -½)	0
2	Fire Giant Resilience: Life Support (Safe	

	Environment: Intense Heat)	0
14	Long Legs: Running +7" (13" total)	0
3	Giantish Senses: +1 PER with all Sense Groups	0
4	Reach: Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

15	+3 HTH
2	Survival (choose environment) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 81
Total Cost: 266

75+ Disadvantages

5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
181	Experience Points

Total Disadvantage Points: 266

OPTIONS

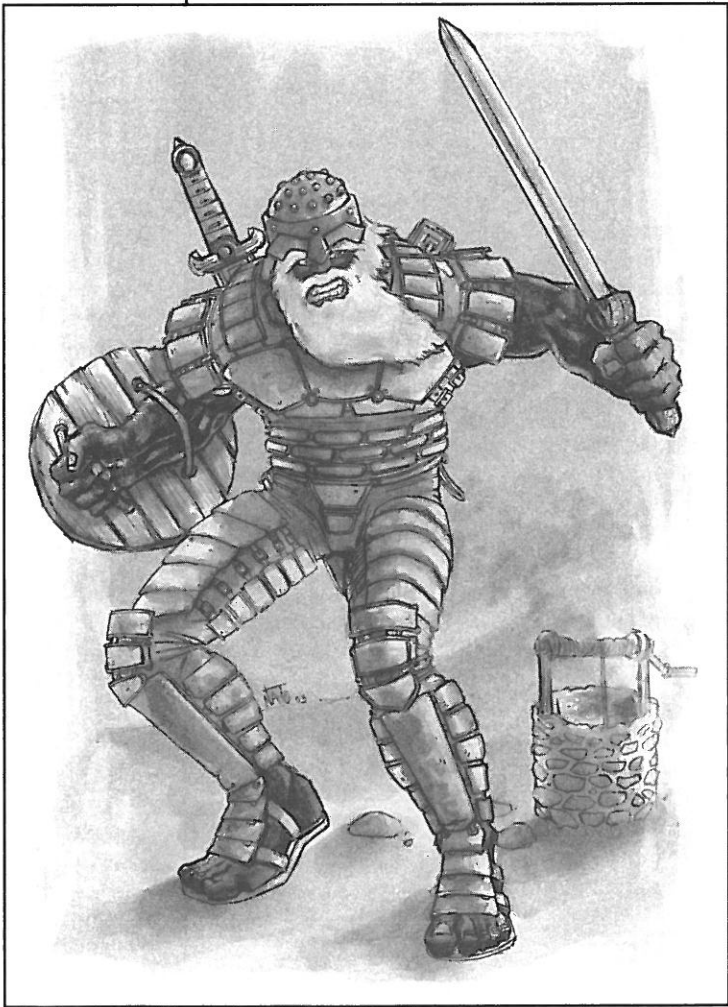
Cost Power

60	Giant's Magic: 60 points' worth of Magic Skill(s) and spells (usually Fire Magic)
-35	Enraged: Berserk in combat (Very Common), go 11-, recover 11-

Description: Fire giants stand approximately 18 feet tall. They have charcoal-black skins, reddish eyes, and reddish hair (and beards, for men). They typically wear metal armor and carry metal weapons scaled to their size. They usually live underground near lava vents or volcanoes, using the lava not only as a source of heat, but to help them forge weapons and as a defense.

SURVALDRI

When a band of adventurers attacked his people years ago and caused his throne-chamber to collapse, Survaldri's legs were crushed by falling stones, crippling him for life. Unwilling to abandon his life or the rule of his people, Survaldri stubbornly fought his way back to health. Since he was no longer able to stand and fight, he devoted himself to the study of the arcane arts, that he might provide himself with weapons other than those wielded by warriors. He has become an accomplished alchemist (specializing in the creation of constructs), rune-wizard, and sorcerer. As familiars and servants he has two imps, Logi and Gulvi, who spend what little spare time they have playing tricks on his subjects; he also keeps a large, ferocious demon-hound, Brelga, as a pet.



STONE GIANT

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
16	DEX	18	12-	OCV: 5/DCV: 5
32	CON	44	15-	
30	BODY	40	15-	
12	INT	2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
35	PRE	25	16-	PRE Attack: 7d6
10	COM	0	11-	
18	PD	8		Total: 18 PD (0 rPD)
16	ED	10		Total: 16 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
16	REC	0		
64	END	0		
71	STUN	0		Total Characteristics Cost: 191 (+113 with NCM)

Movement: Running: 14"/28"
Leaping: 5"/10"

Cost	Powers	END
25	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 50 STR	2
10	<i>Heavy:</i> Knockback Resistance -5"	0
1	<i>Giantish Longevity:</i> Life Support (Longevity: lifespan of 200 years)	0
16	<i>Long Legs:</i> Running +8" (14" total)	0
6	<i>Giantish Senses:</i> +2 PER with all Sense Groups	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

15	+3 HTH
3	Climbing 12-
4	Survival (Mountains, Underground) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 88

Total Cost: 279

75+ Disadvantages

5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
194	Experience Points

Total Disadvantage Points: 279

OPTIONS

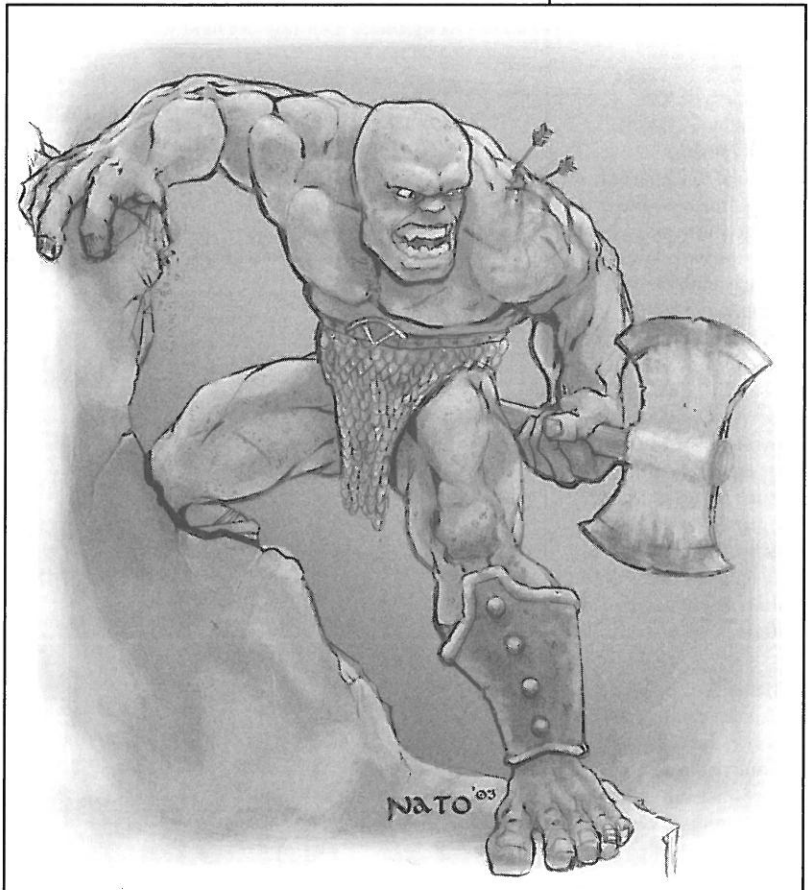
Cost	Power
70	<i>Giant's Magic:</i> 70 points' worth of Magic Skill(s) and spells (usually Earth Magic)
-20	<i>Tuurnngaq:</i> Add Psychological Limitation: Hatred Of Humans (Common, Strong)
-35	Enraged: Berserk in combat (Very Common), go 11-, recover 11-

Description: With skin the color of granite, and a giant-sized weapon in his hands, the 18-foot-tall stone giant (also known as a mountain giant) intimidates even the bravest warriors. Most have relatively little hair, but some are bearded. They usually do not wear armor, but will if they expect to fight.

Stone giants live in or around stone. Usually this means a cavern complex or underground warren of some sort, but sometimes they build castles of the living rock, shaping it to suit with their magics and strength.

Tuurnngaq

The *tuurnngaq* is a type of stone giant that has a special hatred for humans and other humanoids. When they encounter humans, they immediately attempt to kill them and then eat them.



ARISTOCLES
THE MIGHTY

One of the most powerful and mystically puissant of the cloud giant chieftains (he has Conjuraction 22-, Air Magic 24-, Water Magic 20-, Enchantment 16-, Thaumaturgy 21-, Wizardry 24-, and 120 points' worth of spells and magical abilities), Aristocles rules the Cloud-Lands over the Valician Hills and nearby regions. His mighty castle (a 350-point Vehicle) is made of purest marble, and his throne was carved by stone giant craftsmen from an enormous block of turquoise. His symbol, a griffin, adorns the throne and many other objects in the castle; he also has a large flock of hunting griffins (much like humans keep hounds or falcons).

Aristocles's beautiful daughter, Themia, recently became betrothed to Imbarrus, scion of the renowned Tinarac storm giant clan. While the two genuinely love one another, their parents arranged the match as much for giantish political reasons as affection. The wedding cements an alliance allowing them to oppose their mutual enemies — such as the southern fire giants — much more effectively. As a wedding gift, Aristocles gave Imbarrus a mated pair of griffins.

In battle, Aristocles wears plate armor of burnished silver; in the right light the reflections from the cuirass may blind his foes (Sight Group Flash 4d6, 0 END, Uncontrolled (lasts until something covers the armor or blocks the light), Activation Roll 10-, No Range). He wields a giant-sized enchanted greatsword he forged himself (HKA 3d6, STR Min 30, +2 OCV).

CLOUD GIANT

Val	Char	Cost	Roll	Notes
55	STR	45	20-	Lift 50 tons; 11d6 [5]
18	DEX	24	13-	OCV: 6/DCV: 6
35	CON	50	16-	
32	BODY	44	15-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
40	PRE	30	17-	PRE Attack: 8d6
12	COM	1	11-	
18	PD	7		Total: 18 PD (2 rPD)
18	ED	11		Total: 18 ED (2 rED)
4	SPD	12		Phases: 3, 6, 9, 12
18	REC	0		
70	END	0		
80	STUN	2		Total Characteristics Cost: 239 (+138 with NCM)

Movement: Running: 15"/30"
Leaping: 6"/12"

Cost	Powers	END
80	Cloud Giant Magic: 80 points' worth of Magic Skill(s) and spells	var
27	Sweeping Blow: Area Of Effect (One Hex; +½) for up to 55 STR	3
2	Toughness: Damage Resistance (2 PD/2 ED)	0
12	Heavy: Knockback Resistance -6"	0
2	Used To The High Airs: Life Support (Safe Environment: Intense Cold)	0
2	Giantish Longevity: Life Support (Longevity: lifespan of 400 years)	0
18	Long Legs: Running +9" (15" total)	0



- 6 Giantish Senses: +2 PER with all Sense Groups 0
- 12 Cloud Giant's Eyes: +8 versus Range Modifier for Sight Group 0
- 9 Reach: Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Non-combat Stretching (-¼), No Velocity Damage (-¼) 0

Skills

- 20 +4 HTH
- 5 PS: Predict Weather 14-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 199
Total Cost: 438

75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 348 Experience Points

Total Disadvantage Points: 438

OPTIONS

Cost Power

- 42 Castle In The Clouds: Add 200-point Vehicle and Navigation (Air) 12-

Description: A cloud giant is usually around 20 feet

tall, though a few taller ones have been noted in the annals of adventurers. His skin is the color of his celestial domain — sky blue, cloud-white, cloud-grey — or some shade in between. His features are, for giants, fine, elegant, and even noble by both giantish and human standards; other giants often seek cloud giant maidens for their wives. Cloud giants usually dress in finely-made robes, tunics, and gowns.

Cloud giants have magical powers that vary from one giant to another based on their individual interests and needs. Some of them use their powers to create vast castles in the clouds, which they fly whither they will.

In combat, cloud giants usually wear chainmail or plate armor and wield gigantic swords or battleaxes. They may ride dragons or gigantic griffins into battle. Some of the most powerful cloud giants scorn physical combat, relying on their spells instead.

STORM GIANT

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
38	CON	56	17-	
34	BODY	48	16-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
45	PRE	35	18-	PRE Attack: 9d6
12	COM	1	11-	
20	PD	8		Total: 20 PD (4 rPD)
18	ED	10		Total: 18 ED (4 rED)
4	SPD	10		Phases: 3, 6, 9, 12
20	REC	0		
76	END	0		
83	STUN	0		Total Characteristics Cost: 274 (+157 with NCM)

Movement: Running: 15"/30"
Leaping: 6"/12"

Cost Powers END

100	<i>Storm Giant Magic:</i> 100 points' worth of Magic Skill(s) and spells	var
75	<i>Control The Weather:</i> Change Environment 8" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); No Range (-½), Extra Time (1 Turn to activate; -¾)	0
67	<i>Lightning Blast:</i> RKA 3d6, Indirect (any angle from above; +½)	7
30	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 60 STR	3
4	<i>Toughness:</i> Damage Resistance (4 PD/4 ED)	0
12	<i>Heavy:</i> Knockback Resistance -6"	0
3	<i>Giantish Longevity:</i> Life Support (Longevity: lifespan of 800 years)	0
18	<i>Long Legs:</i> Running +9" (15" total)	0
6	<i>Giantish Senses:</i> +2 PER with all Sense Groups	0
9	<i>Reach:</i> Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

20	+4 HTH
20	KSs of the GM's choice
7	PS: Predict Weather 17-
4	Survival (choose environments) 13-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 379

Total Cost: 653

75+ Disadvantages

5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
10	Physical Limitation: Enormous (8m; -4

DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)

563 Experience Points

Total Disadvantage Points: 653

Description: Storm giants are the tallest of all giant-kind, sometimes reaching heights of 25 feet or more. Their skins tend to be the color of dark stormclouds (though sometimes they're lighter in hue), and their eyes have a yellowish or bluish tint that suggests a strike of lightning. They usually keep their hair long (shoulder-length for men, longer for women), often tying it back with fillets to keep it out of their eyes. Their garb varies depending upon their station or preferences; some wear ordinary-looking tunics, while others dress in regal finery. When they get angry, stormclouds gather and sparks of lightning often dance about their heads and hands.

Although storm giants tend to be noble-hearted and true when push comes to shove, they have notoriously stormy tempers. They dislike intrusions on or disturbances of their privacy, as well as impositions of any sort, and may not react kindly to someone who offends them (inadvertently or not). Some of them may even think of themselves as gods (perhaps because the local peoples worship them!), making them even trickier to deal with.

Most storm giants are solitary, or associate with just a few others of their kind, cloud giants, or gods. Due to their long lifespans, they often become quite wise and learned, and may assemble extensive libraries... and hoards of treasure.

In combat, storm giants rely on their magical powers and lightning bolts; they rarely use weapons (but favor swords when they do). They sometimes wear elaborate plate armor (often forged for them by fire giant vassals).



Goblin

Val	Char	Cost	Roll	Notes
9	STR	-1	11-	Lift 87.5 kg; 1½d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	10		Phases: 4, 8, 12
4	REC	0		
20	END	0		
20	STUN	2		Total Characteristics Cost: 2

Movement: Running: 4"/8"

Cost	Powers	END
3	<i>Sharp Teeth:</i> HKA 1 point; No STR Bonus (-½)	1
-4	<i>Short Legs:</i> Running -2" (4" total)	
5	<i>Goblin's Eyes:</i> Nightvision	0
Skills		
10	<i>Hard To Hit:</i> +2 DCV	
5	Concealment 13-; Self Only (-½)	
7	Stealth 13-	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 30
Total Cost: 32

75+	Disadvantages
5	Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)

Total Disadvantage Points: 80

OPTIONS

Cost	Power
5	<i>Claws:</i> HKA 1 point (½d6 with STR)
+1	<i>Leathery Skin:</i> Damage Resistance (1 PD/1 ED)
-10	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls in sunlight or bright light (Infrequently, Greatly Impairing)
-20	Psychological Limitation: Aversion To Sunlight (Common, Total)
-15	Psychological Limitation: Hatred Of [Another Tribe, Race, Or People] (Common, Strong)

Ecology: Like orcs — who often rule over them — goblins can live in virtually any environment. They prefer caves and caverns (or even deeper underground lairs), mountains, and forests, but adventurers have found fur-clad goblins in arctic regions and feather-garbed ones in jungles and on tropical islands. They typically form small tribes led by a chieftain or shaman... though a goblin leader's power lasts only as long as he's strong and wily enough to keep it.

Some types of goblins have a strong aversion to sunlight. They remain underground virtually all the time, creeping out of their caves only at night or during the most overcast days.

Personality/Motivation: Normal sentient humanoid motivations. In most settings, goblins are cruel and malicious, slavishly obeying the orders of more powerful evil humanoids if necessary, and oppressing, taunting, enslaving, or torturing those weaker than themselves. In other Fantasy worlds, they're just one race among many, interacting readily and freely with the others.

Powers/Tactics: Goblins use the full range of tactics available to sentient humanoids. Goblins fight frequently among themselves, with other goblin tribes, and against other humanoids. Spears, short swords, daggers, and short bows are the weapons they most commonly use; most goblin soldiers wear leather armor and carry shields.

Campaign Use: This character sheet represents a typical competent goblin the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser goblins — traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: A goblin is a small humanoid typically standing no more than three to four feet tall. He has dark green skin, a large, flat nose, and sharp teeth in his mouth. Some goblins have claws on their fingers.

Hobgoblin

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
11	DEX	3	11-	OCV: 4/DCV: 4
12	CON	4	11-	
11	BODY	2	11-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 4 ED (0 rED)
3	SPD	9		Phases: 4, 8, 12
4	REC	0		
24	END	0		
22	STUN	0		Total Characteristics Cost: 14

Movement: Running: 6"/12"

Cost Powers **END**
 5 *Hobgoblin's Eyes:* Nightvision 0

Skills

- 3 Concealment 11-
- 3 Stealth 11-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 15

Total Cost: 29

75+ Disadvantages

Total Disadvantage Points: 75

OPTIONS

Cost Power

- 10 *Fangs:* HKA ½d6
- 8 *Claws:* HKA ½d6; Reduced Penetration (-¼)
- 1 *Leathery Skin:* Damage Resistance (1 PD/1 ED)
- 10 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls in sunlight or bright light (Infrequently, Greatly Impairing)
- 20 Psychological Limitation: Aversion To Sunlight (Common, Total)
- 15 Psychological Limitation: Hatred Of [Another Tribe, Race, Or People] (Common, Strong)

Ecology: The hobgoblin is a crossbreed between an orc and a goblin that can breed true. Like its parent races, it's highly adaptable and lives throughout the world. Many evil lords recruit hobgoblins for their armies, finding them nearly as strong and tough as orcs but easier to control.

Personality/Motivation: Normal sentient humanoid motivations. Most hobgoblins are self-interested and greedy, making them difficult to lead or command except through force and fear.

Powers/Tactics: Hobgoblins use the full range of tactics available to sentient humanoids. They favor swords, axes, and flails as weapons, and usually equip themselves with leather, scale, or chain armors and shields.

Campaign Use: This character sheet represents a typical competent hobgoblin the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser hobgoblins — traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Resembling a cross between a goblin and an orc, the hobgoblin is about five feet tall, broad-shouldered, and hirsute (though usually lacking facial hair). His skin tends to be green-black, but sometimes takes on a more reddish or purplish sheen.



Ifrit

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
21	DEX	33	13-	OCV: 7/DCV: 7
25	CON	30	14-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	
12	PD	5		Total: 12 PD (6 rPD)
12	ED	7		Total: 12 ED (6 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
12	REC	0		
50	END	0		
60	STUN	9		Total Characteristics Cost: 198 (+69 with NCM)

Movement: Running: 12"/24"
Flight 30"/60"

Cost	Powers	END
186	<i>Ifrit Powers:</i> Variable Power Pool, 75 base + 37 control cost; Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1) var	
29	<i>Kindle Fire:</i> RKA 1 point, Area Of Effect (8" Radius, +1¼), Selective (+¼), Area Of Effect (One Hex Accurate; +½), Continuous (+1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (fire ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½)	0
85	<i>Firestorm:</i> RKA 2d6, Area Of Effect (10" Radius; +1), Armor Piercing (+½), Continuous (+1), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½)	0
22	<i>Horns:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
12	<i>Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
60	<i>Ifrit Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
20	<i>Ifrit's Form:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
6	<i>Ifrit's Hide:</i> Damage Resistance (6 PD/6 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
50	<i>Ifrit Form:</i> Life Support (Total, including Longevity: Immortality)	0
90	<i>Ifrit's Wings:</i> Flight 30", Reduced Endurance (0 END; +½)	0
12	<i>Long Legs:</i> Running +6" (12" total)	1
42	<i>Ifrit's Sight:</i> Spatial Awareness (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range	0
10	<i>Ifrit's Eyes:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	<i>Ifrit's Eyes:</i> Nightvision	0
9	<i>Ifrit's Senses:</i> +3 PER with all Sense Groups	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat	

Stretching (-¼), No Velocity Damage (-¼) 0

Talents

20 Universal Translator 13-

Skills

10 +1 Overall
24 +3 with All Combat
8 +4 with Flight

6 KS: Arcane And Occult Lore 16-
6 KS: History 16-
6 KS: Legends And Lore 16-
3 Stealth 13-

Total Powers & Skills Cost: 731
Total Cost: 929

75+ Disadvantages

5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
849 Experience Points

Total Disadvantage Points: 929

Ecology: An ifrit (plural ifriti or efreeti) is a magical being, perhaps from the realm of Elemental Fire, perhaps formed of smoke and flame by the gods themselves. It has an affinity with Fire, though it sometimes lives in desert wastes or even bodies of water.

Personality/Motivation: Foul-tempered, surly, and thoroughly wicked, ifriti are difficult beings to deal with. Unless properly approached — with absolute confi-



Monsters, Minions, And Marauders

dence and overwhelming force, or utter servility and flattery — they typically leave people alone or inflict some horrible punishment on them (such as having them as a “snack”).

Ifriti loathe confinement, captivity, or obligation. If captured, they do everything in their power to escape; if it becomes obligated to someone, an ifrit pesters its “creditor” repeatedly until the creditor makes a request or wish the ifrit can grant with its powers.

Powers/Tactics: Ifriti possess great magical powers, many of them having to do with Fire or Smoke in some respect. Favorite uses for an ifrit’s VPP in combat include creating a gigantic sword of fire (HKA), Teleportation to move around the battlefield and attack opponents from behind, Transforming adversaries’ weapons and armor into serpents or dust, and enhancing the ifrit’s existing Kindle Flame and Firestorm powers.

Campaign Use: Given their power, ifriti are plot devices as much as anything; it’s unlikely most groups of adventurers could bring one to bay and slay it. Instead, they might accidentally get on an ifrit’s bad side and have to undertake a quest to make up for the insult, face an ifrit commanded by an enemy wizard, or free an imprisoned ifrit and earn themselves a wish.

Appearance: Dark cousin to the djinn, the ifrit is a gigantic humanoid-shaped being with reddish or blackish skin. Although not of the Infernal Realms, it has demonic features — cloven feet, horned head, clawed hands.

INSECT-FOLK

Insect-Folk are sentient insectile beings with humanoid bodies.

Ecology: The ecology of the Insect-Folk varies from one type to another, but usually relates to or apes the behavior of the base insect type in some respect: termite-folk build large earthen mound-dwellings; beetle-folk tend to be solitary, well-armored, and aggressive. Similarly, they often live in the same sorts of environments as the base insect.

Personality/Motivation: Varies, based on type. Many insect-folk derive from hive or social insects, and so tend to work well together but often possess little personal initiative. They may also have rigidly-defined responsibilities, with limited Skill sets to match. Types that evolve from more solitary insects are independent.

Powers/Tactics: Varies, based on type. A few, such as the Mantasi, have natural weapons and tend to rely on them; others, like the Myrmex, use weapons like humans do. Due to their natural exoskeleton-like armor, most Insect-Folk do not wear armor themselves, though they may carry shields. Insect-Folk tend to have highly-developed senses, which makes it difficult to surprise them in combat.

Campaign Use: Presented below are character sheets for two types of Insect-Folk: the Mantasi (mantis-folk) and the Myrmex (ant-folk). You can use these as guidelines and inspiration for creating other Insect-Folk races, if you like: beetle-folk; wasp-folk; fly-folk; and so forth.

MANTASI

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
6	PD	4		Total: 10 PD (4 rPD)
4	ED	1		Total: 8 ED (4 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
26	END	0		
24	STUN	0		Total Characteristics Cost: 36

Movement: Running: 7”/14”
Leaping: 4”/8”

Cost	Powers	END
12	<i>Arm-Blades:</i> HKA 1d6 (1½d6 with STR); Reduced Penetration (-¼)	1
12	<i>Chitinous Skin:</i> Armor (4 PD/4 ED)	0
2	<i>Mantasi Legs:</i> Running +1” (7” total)	1
2	<i>Mantasi Legs:</i> Leaping +2” (4” forward, 2” upward)	1
10	<i>Mantasi Eyes:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	<i>Mantasi Eyes:</i> Infrared Perception (Sight Group)	0

Skills

3	+1 OCV or DCV with Arm-Blades
3	Climbing 12-
3	Stealth 12-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 54

Total Cost: 90

75+ Disadvantages

0	Physical Limitation: Human Size
15	Experience Points

Total Disadvantage Points: 90

OPTIONS

Cost	Power
+6	<i>Warrior Mantai:</i> Add Armor Piercing (+½) for Arm-Blades
+11	<i>Scout Mantai:</i> Add +2 PER with all Sense Groups and Tracking for Normal Smell

Description: The mantasi (singular mantai) are mantis-folk — humanoid praying mantises standing nearly seven feet tall with long, muscular arms. They rarely wield melee weapons (relying instead on the sharp, chitinous ridges on their lower arms as natural weapons), but may carry throwing spears or blades for ranged combat.

The mantasi live in cities they build in jungles and forests; these cities blend almost seamlessly with

the earth, rocks, and trees, leading to multi-level buildings that range from the treetops to underground. Although not as rigidly organized as the myrmex, mantasi society is hierarchical, with all authority descending from a powerful "overqueen." Females, who are larger and stronger than males on the average, and often smarter as well, dominate in society.

MYRMEX

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
8	PRE	-2	11-	PRE Attack: 1½d6
6	COM	-2	10-	
4	PD	2		Total: 6 PD (2 rPD)
4	ED	2		Total: 6 ED (2 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
24	END	0		
21	STUN	0		Total Characteristics Cost: 18

Movement: Running: 6"/12"

Cost	Powers	END
6	<i>Chitinous Skin:</i> Armor (2 PD/2 ED)	0
5	<i>Myrmex Eyes:</i> Increased Arc Of Perception (240 Degrees) for Sight Group	0
5	<i>Myrmex Eyes:</i> Infrared Perception (Sight Group)	0
3	<i>Myrmex Senses:</i> +1 PER with all Sense Groups	0
6	<i>Myrmex Limbs:</i> Extra Limbs (2), Inherent (+¼)	0

Skills

5	+1 HTH
2	+1 DCV; Only When Using Shield Wall Maneuver (-1)
3	Climbing 11-
3	Stealth 11-
10	Two-Weapon Fighting (HTH)
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 52

Total Cost: 70

75+ Disadvantages

0	Physical Limitation: Human Size
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Total Disadvantage Points: 75

OPTIONS

Cost	Power
+10	<i>Myrmo Archer:</i> Add Two-Weapon Fighting (Ranged)
+17	<i>Myrmo Scout:</i> Increase to +3 PER with all Sense Groups, DEX +3, Stealth 13-
+29	<i>Myrmo Thinker:</i> -5 STR, -4 CON, -2 BODY, +5 INT, +5 EGO, +5 PRE, 40 points' worth of Magic Skills and spells, remove Two-Weapon Fighting and WFs
+3	<i>Myrmo Worker:</i> +5 STR, +3 CON, +3 BODY, remove Two-Weapon Fighting and WFs

Description: Myrmex (singular myrmo) are ant-folk — human-sized humanoid ants standing on two legs and using their other two limbs as arms. Some are reddish-skinned, others a glossy black, still others a sort of dusky gold-brown.

Myrmex warriors are fierce, well-disciplined fighters skilled at working together. Unlike many Insect-Folk, they often wear armor to supplement their chitinous skin, favoring leather and chain armors. In battle they carry two shields (see *Fantasy Hero*, page 114) and two weapons (typically long-swords, though spears and other polearms are not unknown). Myrmo archers can even fire two bows at once!

Myrmex society organizes the people into precisely-defined jobs or functions. This character sheet represents a myrmex warrior; myrmex who are breeders, workers, thinkers, or the like won't have the same Characteristics or Skills. A thinker myrmo, for example, is physically weak, but intellectually mighty, and can usually cast spells as well.



Jaculus

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	2		Total: 6 PD (3 rPD)
4	ED	1		Total: 4 ED (3 rED)
3	SPD	2		Phases: 4, 8, 12
7	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 41 (+2 with NCM)

Movement: Running: 6"/12"
Leaping: 7"/14"
Gliding: 10"/20"

Cost	Powers	END
10	Fangs: HKA ½d6, Armor Piercing (+½); No STR Bonus (-½)	1
70	Venomous Bite: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Fangs Must Do BODY (-½), Extra Time (takes effect 1 Segment after victim is bitten; -½), Linked (to RKA; -½) plus RKA 3d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Fangs Must Do BODY (-½), Extra Time (takes effect 1 Segment after victim is bitten; -½)	[4]
5	Coils: +10 STR; Only To Grab (-1)	1
3	Scaly Skin: Damage Resistance (3 PD/3 ED)	0
3	Coiled Leap: Leaping +3" (7" forward, 3" upward)	1
7	Wings: Gliding 10"; Restrainable (-½)	0

Skills

4	+2 OCV with Fangs/Venom
3	Climbing 13-
5	Concealment 13-; Self Only (-½)
3	Stealth 13-

Total Powers & Skills Cost: 113

Total Cost: 154

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
49	Experience Points

Total Disadvantage Points: 154

OPTIONS

Cost Power

+6 *True Wings*: Change Gliding to Flight 10"

Ecology: The jaculus is a large venomous serpent that lurks in the treetops. When prey — large mammals, including humanoids — wanders by below, it launches itself from the tree, using momentum and its small wings to glide into the victim like a missile. As it hits, it sinks in its fangs and injects a virulent poison into its victim, then feeds on the corpse after the victim dies.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: A jaculus's standard attack is described above. In later Phases it usually wraps itself around the victim to stop it from struggling or fleeing, and may bite it again to administer more poison if necessary.

Jaculi strongly prefer to attack from surprise. If attacked on the ground or in a tree, they usually flee.

Campaign Use: While not capable of fighting an entire group of adventurers by itself, a jaculus makes an excellent surprise encounter when the party is traveling. A group of jaculi could present a serious threat.

Appearance: The jaculus is a large serpent with bat-wings that allow it to glide.

Kallicantzari

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	3		Total: 5 PD (1 rPD)
4	ED	1		Total: 4 ED (1 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
30	END	0		
24	STUN	0		Total Characteristics Cost: 38

Movement: Running: 6"/12"

Cost	Powers	END
7	<i>Horns</i> : HKA ½d6; No STR Bonus (-½)	1
3	<i>Fangs</i> : HKA 1 point; No STR Bonus (-½)	1
1	<i>Tough Skin</i> : Damage Resistance (1 PD/1 ED)0	

Skills

3	Stealth 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 18
Total Cost: 56

75+ Disadvantages

0	Physical Limitation: Human Size
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Total Disadvantage Points: 75

OPTIONS

Cost Power

93	<i>Giant Kallicantzari</i> : Apply the <i>Enormous Size/Weight</i> Template and Physical Limitation from HSB 20, 27
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Ecology: Kallicantzari (the term is both singular and plural) are fanged, goat-headed humanoids. Although apparently derived from a vegetarian species, they are omnivores. They typically live in temperate plains and forests, shunning tropical climes, elevated areas, and cities with equal fervor.

Some adventurers have reported encounters with gigantic kallicantzari nearly as tall as storm giants. These titanic goat-men could be the gods or rulers of normal-sized kallicantzari, or may be as inimical to them as most ordinary giants are to humans.

Personality/Motivation: Normal sentient humanoid motivations. Unlike goblins and orcs, kallicantzari aren't noted for being generally evil or cruel, but many of them are temperamental. They also tend to be highly territorial, and fight fiercely to prevent intruders (including other kallicantzari) from invading their tribal space.



Although they normally prefer to remain in their own society, some kallicantzari venture out among other humanoids, often becoming mercenaries, herdsmen, or merchants renowned for their tenacious bargaining.

Powers/Tactics: Kallicantzari use the full range of tactics available to sentient humanoids. They favor spears, poleaxes, and axes as weapons, though one-handed weapon (swords, hammers) and shield combinations are not unknown. They wear armor as well, typically scale or chain mails.

Campaign Use: This character sheet represents a typical competent kallicantzari the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser kallicantzari — traders, craftsmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The kallicantzari are goat-headed, goat-legged humanoids, their bodies covered with short fur (different tribes have different-colored fur; some warriors dye their fur). In addition to their short, sharp horns and un-goat-like fangs, they usually wield weapons such as spears, poleaxes, or axes.



Lamia

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
9	PD	4		Total: 9 PD (4 rPD)
9	ED	5		Total: 9 ED (4 rED)
4	SPD	10		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
40	STUN	2		Total Characteristics Cost: 110 (+7 with NCM)

Movement: Running: 6"/12"

Cost	Powers	END
20	<i>Blood-Draining Bite:</i> Drain BODY 1d6, Continuous (+1), Delayed Return Rate (points return at the rate of 5 per Year; +2½), Reduced Endurance (0 END; +½); Points Return Immediately If Victim Hears Lamia's Shriek (-½), Lockout (see text; -½), Extra Time (Full Phase; -½)	0
12	<i>Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
16	<i>Assume Womanly Form:</i> Shape Shift (Sight and Touch Groups), Costs Endurance Only To Change Shape (+¼)	1
4	<i>Tough Skin:</i> Damage Resistance (4 PD/4 ED)	0
6	<i>Lamia's Senses:</i> +2 PER with all Sense Groups	0

Skills

10	+2 HTH
3	Climbing 13-
3	Mimicry 12-
3	Stealth 13-
3	Ventriloquism 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 84

Total Cost: 194

75+ Disadvantages

0	Physical Limitation: Human Size
119	Experience Points

Total Disadvantage Points: 194

OPTIONS

Cost Power

60	<i>Magic Powers:</i> 60 points' worth of Magic Skills and spells
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LAMIA HIT LOCATION TABLE

Roll	Location	BODYx	STUNx	NSTUN	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-8	Arms/Hands	x2	x½	x½	-5 OCV
9	Shoulders	x3	x1	x1	-3 OCV
10	Human Torso	x3	x1	x1	-3 OCV
11-12	Serpent Body	x3	x1	x1	-3 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Serpent Tail	x2	x½	x½	-5 OCV

Head Shot (-4 OCV): 1d6+3
 Body Shot (-1 OCV): 2d6+4
 Leg Shot (-4 OCV): 1d6+12

High Shot (-2 OCV): 2d6+1
 Low Shot (-2 OCV): 1d6+9



Ecology: Lamiae are bizarre creatures who feed on the blood of humans and other humanoid beings. They usually dwell in ruins, in the wilderness near well-traveled areas (such as roads or mountain passes), or even on the outskirts of cities — anywhere they can expect to find a reasonable supply of food. If necessary a lamia can assume the form of a human woman and mingle with her prey before selecting someone (typically a child or a young man) to feed upon.

Personality/Motivation: Normal sentient humanoid motivations colored by evil. Lamiae love to inflict harm and woe, and greedily gather treasure.

Powers/Tactics: A lamia's main attack is to bite its victim and begin drinking the blood. The Continuous effect represent its ability to keep drinking as long as it remains in contact with the victim; the Drain BODY

stops as soon as the lamia loses physical contact with the victim or does anything else. Unfortunately for the victim, even if he survives the attack the wound suppurates, remaining open and oozing blood for a year or more. (This doesn't inflict any additional damage; it just keeps the lost BODY from returning.) However, if the victim hears the shriek of any lamia, the wound instantly heals and all lost BODY is restored immediately.

Lamiae have melodic voices which they are skilled at manipulating. Using Mimicry and Ventriloquism, they can often lure a victim away from his friends, or wreak confusion among the members of an adventuring party.

The cleverest and most wicked lamiae often have magical powers. They use their spells not only to obtain food, but to manipulate nearby human societies for their own benefit.

Campaign Use: You can include a lamia in an adventure as an interesting change of pace from demons, undead, and other commonly-encountered monstrous beings. It possesses enough abilities to stand up to a group of adventurers (particularly if you use the Magic Powers option), but tends to rely as much on deception and misdirection as on straightforward confrontation. Using its Assume Womanly Form power, it could even become the consort of a nobleman and take advantage of that position to cause great trouble for the land.

Appearance: Fearsome and evil, the lamia has the body of a woman down to the waist, but a serpent's body and tail instead of legs.

LADY MALISIA

In the proud city of Sarkund, few nobles are as powerful as the Duke Emre. Widowed several months ago by the unexpected death of his wife, the Duke has lately been seen in the company of a newcomer to Sarkund society, the lovely Lady Malisia.

No one seems to know exactly where Malisia comes from, or her family, but no one can deny that she's been well-received by the nobles of Sarkund. Despite the bitter sniping of a few court gossips, she's made many friends — men and women alike taken in by her charm and wit.

Lady Malisia is not what she seems. She is a lamia using her powers to mingle in and meddle with human society for her own amusement. It was she who arranged the Duke's wife's death... with the Duke's collusion. Dissipated and selfish, Emre is willing to help Malisia in her "games" for the sheer thrill and distraction of spending time with her (and the possibility that he might use her to make a play for the throne). A few priests and wizards find Malisia's presence somehow "disquieting," but they cannot explain it.

Malisia has INT 20, EGO 20, PRE 25, Conversation 14-, High Society 14-, Persuasion 14-, Seduction 14-, +3 with all Interaction Skills, and the *Magic Powers* option. She also possesses a special hypnotic power (Mind Control 10d6, Telepathic, 0 END, Eye Contact Required) that she uses on victims who, unlike the Duke, aren't willing to do her bidding without coercion.

Leomachus

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
17	CON	14	12-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
7	PD	3		Total: 7 PD (1 rPD)
6	ED	3		Total: 6 ED (1 rED)
3	SPD	6		Phases: 4, 8, 12
7	REC	0		
34	END	0		
31	STUN	0		Total Characteristics Cost: 55

Movement: Running: 8"/16"

Cost	Powers	END
10	<i>Front Claw Swipe:</i> HKA ½d6 (1d6+1 with STR)	1
2	<i>Rear/Kick:</i> HA +1d6; Hand-To-Hand Attack (-½), Linked (to HKA; -½)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED); Activation Roll 11- (covers Hit Locations 11-18; -1)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
4	<i>Swift Runner:</i> Running +2" (8" total)	1
3	<i>Alert And Perceptive:</i> +1 PER with all Sense Groups	0
5	<i>Two Arms, Four Legs:</i> Extra Limbs (two legs), Inherent (+¼); Limited Manipulation (-¼)	0

Skills

3	Stealth 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 38

Total Cost: 93

75+ Disadvantages

5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
13	Experience Points

Total Disadvantage Points: 93

Ecology: The leomachi are a plains-dwelling species who shy away both from forested areas and elevated regions. They favor hotter climes (savannahs), but sometimes establish themselves in temperate plains instead (though they may migrate south in the winter). They're primarily carnivorous, and keep themselves supplied with meat through a combination of hunting and herding.

Leomachi typically organize themselves into tribe-like "prides." Within a pride, males rule, leaving the tasks of child-rearing and homemaking to the females (though some women scorn these roles to

become warriors and hunters anyway). Males' status depends primarily on herd ownership; he who owns the most herd animals rules the pride, though he may depend on coalitions of other property owners to maintain his power base. Skill at hunting, war, or magic can also earn a leomachus status, though rarely enough to elevate him over his propertied fellows.

Personality/Motivation: Normal sentient humanoid motivations.

Powers/Tactics: Leomachi use the full range of tactics available to sentient humanoids. They usually wear armor to cover their humanoid upper bodies (typically leather or scale armors); the most common weapons among them are bows, spears, and swords.

Leomachi also possess natural weaponry. They can use the claws on their feet to perform a vicious one-clawed swipe, and can also perform a rearing (or kicking) attack combining the claws with the powerful impact of the leomachus's body.

When someone attacks a leomachus, use the Centaur Hit Location Table (HSB, page 43) to determine where the blow falls.

Campaign Use: This character sheet represents a typical competent leomachus the PCs might encounter in a situation where you need a character sheet (i.e., combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chief-tain or Fighter. Lesser leomachi — herdsmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The leomachus is a lion-centaur — a being with the upper torso of a human, and the lower body of a lion. Fierce and warlike, leomachi usually wear armor and helmets to cover their human half and carry shields, spears, swords, and other weapons.



Leshi

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	6		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 ED (8 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
6	REC	0		
40	END	0		
30	STUN	5		Total Characteristics Cost: 138 (+29 with NCM)

Movement: Running: 11"/22"
Teleportation: 20"/2,500"

Cost	Powers	END
70	<i>Control The Weather:</i> Change Environment 4" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); No Range (-½), Extra Time (1 Turn to activate; -¾)	0
54	<i>Travelers' Hindrance:</i> Change Environment 4" radius, -5" of Running/Ground Movement, MegaArea (1" = 1 km broad and wide; +¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½)	0
58	<i>Forest Forms:</i> Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any forest being or object shape), Instant Change, Reduced Endurance (0 END; +½)	0
72	<i>As Tall As Trees:</i> Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 [105 feet] m tall, 16 m wide), Reduced Endurance (0 END; +½); Linked (to Shape Shift; -¼)	0
72	<i>As Small As Grass:</i> Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB), Reduced Endurance (0 END; +½); Linked (to Shape Shift; -¼)	0
8	<i>Forest Spirit Form:</i> Damage Resistance (8 PD/8 ED)	0
45	<i>Forest Spirit Form:</i> Life Support (Total)	0

29	<i>Hard To Kill:</i> Healing BODY 4d6 (Regeneration; 4 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0
52	<i>Traveling The Forest:</i> Teleportation 20", x125 Noncombat, Reduced Endurance (0 END; +½); Only Within The Bounds Of The Leshi's Forest (-1)	0
10	<i>Swift As The Wind:</i> Running +5" (11" total)	1
6	<i>Spirit Senses:</i> +2 PER with all Sense Groups	0

Skills

20	+2 Overall
7	Concealment 16-
7	Mimicry 16-
7	Stealth 16-
3	Tracking 14-
3	Ventriloquism 14-

Total Powers & Skills Cost: 523
Total Cost: 661

75+ Disadvantages

0	Physical Limitation: Human Size
10	Physical Limitation: Cannot Affect Persons Who Wear Their Clothing Backwards (Infrequently; Greatly Impairing)
576	Experience Points

Total Disadvantage Points: 661

Ecology: The leshi is a guardian spirit of the forest. Typically each forest has one leshi, though a large forest may have two or more. Some leshi are solitary; others have wives (lesovikha) and children (leshonki).

Personality/Motivation: Leshi have, by human standards, unusual and inscrutable personalities. On the one hand, some travelers tell stories about how a leshi helped them — led them out of the forest when they were lost, or scared away a fierce animal who tried to attack them. But even more people speak of leshis' mischievousness. They like to mislead, misdirect, and hinder travelers, deceive people with their ability to mimic animal noises, and play other "tricks" on people who wander into their domain (particularly people who seem intent on causing harm). To keep on a leshi's good side, many folk make regular offerings of salt and bread at the edge of the forest.

Powers/Tactics: As forest spirits, leshi possess great magical powers over nature. Some of the abilities they demonstrate include: the power to control

the weather (primarily to cause storms and floods); the ability to make it harder to travel through the forest; and the ability to cross a forest with great speed. They're also master shapechangers, able to assume the form of anything from the smallest blade of grass to the tallest tree. (The GM can also give a leshi other powers, such as the ability to Summon forest animals, if appropriate.) However, a leshi's powers have no effect against a character who puts his clothes and footwear on backwards (but this may slow down or otherwise impede the character, of course).

Campaign Use: Depending on the personality of an individual leshi, and how the PCs react to him, a leshi could become an unusual NPC in the campaign or a determined foe of the PCs. If the characters intentionally or accidentally insult a leshi, he'll use his powers to make their lives miserable (and perhaps even threaten them) as long as they're in his forest. On the other hand, if they propitiate him, or perhaps even do him a favor, he may become a quirky (and perhaps undependable) ally.

Appearance: A leshi looks like a human, but its flesh is strangely pale, its eyes a lambent green, and its beard and long, stringy hair also green. It wears clothes and boots, but puts the clothes on backwards and the boots on the wrong feet. It casts no shadow.

Leucrotta

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
18	CON	16	13-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
9	PD	5		Total: 9 PD (4 rPD)
7	ED	3		Total: 7 ED (4 rED)
3	SPD	6		Phases: 4, 8, 12
8	REC	0		
36	END	0		
40	STUN	8		
Total Characteristics Cost: 63				
(+3 with NCM)				

Movement: Running: 11"/22"

Cost	Powers	END
15	<i>Bony Badgerine Bite:</i> HKA 1d6 (2d6 with STR)	1
17	<i>Laughter Like Human Speech:</i> Hearing Group Images 1" radius, -4 to PER Rolls, Line Of Sight (+½), Reduced Endurance (0 END; +½); Set Effect (sounds like a human's cry for help; -1)	0
4	<i>Tough Skin And Flesh:</i> Damage Resistance (4 PD/4 ED)	0
4	<i>Heavy:</i> Knockback Resistance -2"	0
10	<i>Leucrotta's Legs:</i> Running +5" (11" total)	1
9	<i>Leucrotta's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Leucrotta's Nose:</i> Tracking for Normal Smell	0

Skills

6	+3 OCV with Bony Badgerine Bite
5	Concealment 13-; Self Only (-½)
3	Mimicry 11-
5	Stealth 13-

Total Powers & Skills Cost: 83

Total Cost: 146

75+ Disadvantages

10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
46	Experience Points

Total Disadvantage Points: 146

Ecology: No one knows exactly where the leucrotta comes from or how it evolved. Given its bizarre appearance — a blend of donkey, lion, badger, and deer — it's possible some wizard of ancient times "bred" it in his laboratory, or that a mad god created it as some sort of cosmic joke.

Leucrottas live in wilderness areas, often near roads, ruins, or other possible sources of its favorite food: human flesh. Although it's usually solitary (except during mating season), if the food supply can support multiple leucrottas they may den together for protection.

Personality/Motivation:

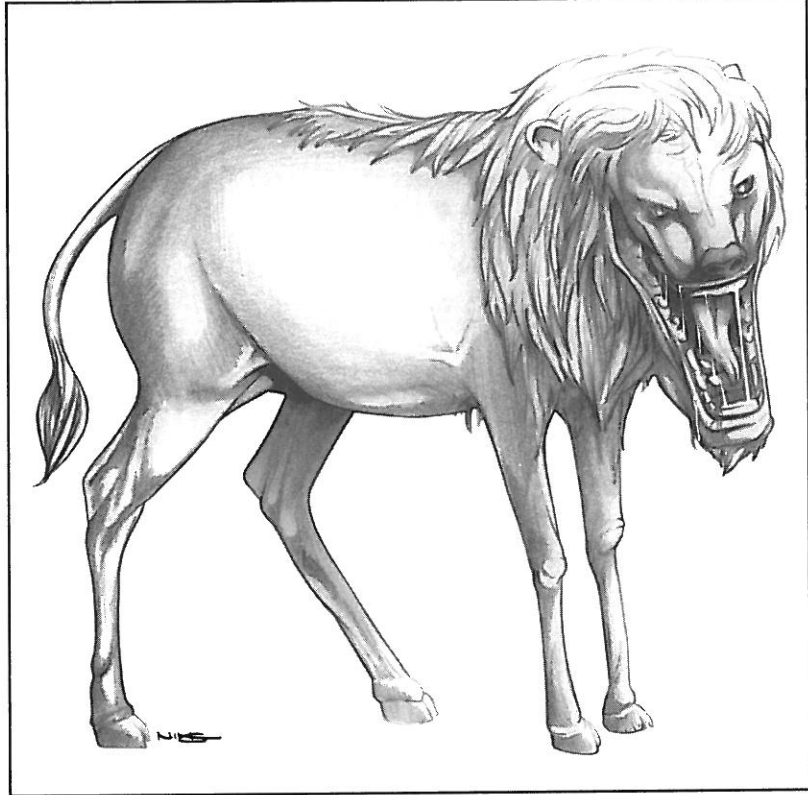
Normal animal motivations tinged with a seeming malice toward humankind.

Powers/Tactics: In combat the leucrotta relies upon its bite, which can inflict vicious wounds even through armor. It can also kick, though it prefers not to. If unable to achieve a quick victory over its prey, it runs away (but not too far, if it thinks the victim might bleed to death from his wounds).

Leucrottas prefer to attack from surprise. Their laughter, which sounds uncannily like a human's cry of distress, helps them lure unsuspecting travelers and adventurers into ambushes.

Campaign Use: The leucrotta provides an example of a "hybrid" monster taken one step further than normal. Instead of just combining the abilities of two or more animals, it has additional powers (its laugh) that make it more of a threat. You can use it as an example for creating similar monsters with "surprise" powers.

Appearance: This bizarre-looking creature has the body of a donkey, the neck and tail of a lion, the legs of a deer, and the head of a giant badger. Its mouth is so large that it nearly reaches to its ears, and in place of teeth it has a large, sharp, bony ridge in each jaw.



SADHUZAG

Possibly related to the leucrotta (or at least a creation of the same being), the sadhuzag has the body of a deer with the head of a goat; it's about the size of a full-grown bull. Seventy-four sharp horns adorn its head and body, and its bellow can terrify the bravest warrior. To create one, make the following changes to the leucrotta:

Cost Power

- 17 Remove Laughter Like Human Speech
- 16 *Horns:* HKA ½d6, Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)
0
- 9 *Terrifying Bellow:* +20 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼) 0
- +6 *Heavy:* Knockback Resistance +3"

Total Cost: +14 points.

Living Chest

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
12	DEX	6	11-	OCV: 4/DCV: 4
18	CON	16	13-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
7	PD	3		Total: 7 PD (4 rPD)
6	ED	2		Total: 6 ED (4 rED)
2	SPD	0		Phases: 6, 12
8	REC	0		
36	END	0		
30	STUN	1		Total Characteristics Cost: 26

Movement: Running: 1"/2"
Leaping: 0"/0"

Cost	Powers	END
18	<i>Monstrous Camouflage:</i> Shape Shift (Sight, Smell/Taste, and Touch Groups, any inanimate object), Imitation, Costs Endurance Only To Change Shape (+¼); Extra Time (1 Minute; -1½)	0
10	<i>Strangling And Crushing:</i> +20 STR; Only For Grabs (-1)	2
4	<i>Tough Skin:</i> Damage Resistance (4 PD/4 ED)	0
31	<i>Unusual Body:</i> Life Support (Self-Contained Breathing; Diminished Eating: once per week; Immunity: all diseases and poisons)	0
10	<i>Unusual Body:</i> No Hit Locations (see text)	0
10	<i>Unperturbable:</i> +20 PRE; Only To Protect Against Presence Attacks (-1)	0
-10	<i>Slow:</i> Running -5" (1" total)	
5	<i>Pseudopods:</i> Extra Limbs (as many as desired), Inherent (+¼); Limited Manipulation (-¼)	0
Skills		
6	+3 OCV with Grab	
9	Stealth 14-	

Total Powers & Skills Cost: 93
Total Cost: 119

75+ Disadvantages

10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
14	Experience Points

Total Disadvantage Points: 119

OPTIONS

Cost Power

72 *Living Jewelry:* Add Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB), Reduced Endurance (0 END; +½); Linked (to Shape Shift; -¼)

Ecology: Living chests are carnivores who obtain their prey by trickery. They disguise themselves as innocuous objects, wait for a person or animal to come with 1", then lash out with pseudopod-like tentacles to grab and crush the victim. After the victim dies, the living chest changes shape into its natural form and consumes it by oozing over it; its digestive juices destroy even metal and gems, leaving no traces of the meal.

Living chests live in temperate areas with enough animals to keep them fed. If possible, they choose underground areas to live in.

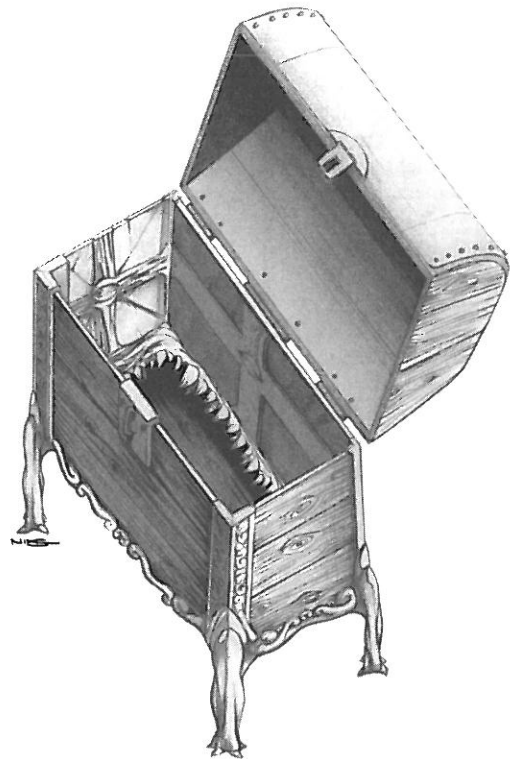
Personality/Motivation: Normal animal motivations.

Powers/Tactics: A living chest's greatest power is its ability to assume the form of any inanimate object of roughly human size. Usually it takes the form of a chest of treasure, but it could also become a piece of furniture, a large boulder, a statue, or the like (and some varieties can become as small as jewelry). As described above, it attacks by grabbing and crushing; usually it gets a Surprise Move bonus for its first attack.

The living chest has the *No Hit Locations* Automaton ability, even though it's not an Automaton, to reflect the unusual nature of its body.

Campaign Use: Living chests function like traps in story terms — they're more or less stationary and affect unwary adventurers. Unlike normal traps, they can't be detected with Security Systems, so they make an interesting alternative for GMs whose PCs have become too skilled at finding mundane protective devices.

Appearance: This deadly, camouflaged predator can alter its form to look like something ordinary that people want — often a chest of treasure (hence its name), but possibly a piece of jewelry, a valuable statue, or the like. Its natural form is a sort of protoplasmic blob of reddish-grey flesh.



NAMBARO

Deep in the Chekuru Jungle several small streams and rivers come together in a confluence, creating a large area of swamps. There almost half a dozen tribes of lizard-folk make their homes, and one of them, the Garu-garu tribe, is ruled by a crafty lizard-man named Nambaro.

While not the largest or strongest lizard-man in his tribe, Nambaro is pretty tough (+2 STR, +3 PD and ED, Resistance 3) and quick-witted and perceptive to boot (+3 INT, +2 PER with all Sense Groups). He has a knack for out-maneuvering his rivals and other tribal malcontents; he always seems to be two steps ahead of any schemers.

Recently one of the other tribes, the Jimsa-gel, began raiding Garu-garu lands seeking riches, slaves, and land. The Jimsa tribal elders are cruel and ruthless lizard-folk who would like to bring the other tribes under their heel. Determined to protect his people, Nambaro has put his tribe on a “war footing” and begun training all able-bodied males (and females who wish to fight) to wield weapons. He would welcome any sincere outside assistance, since the Jimsa-gel is a much larger tribe than the Garu-garu.

Lizard-Folk

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
12	CON	4	11-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
5	PD	3		Total: 5 PD (1 rPD)
4	ED	2		Total: 4 ED (1 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	0		
24	END	0		
24	STUN	0		Total Characteristics Cost: 35

Movement: Running: 6”/12”
Swimming: 4”/8”

Cost	Powers	END
10	Fangs: HKA ½d6 (1d6 with STR)	1
8	Claws: HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)	1
1	Lizard-Folk Skin: Damage Resistance (1 PD/1 ED)	0
2	At Home In The Water: Swimming +2” (4” total)	1
5	Tail: Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	0
Skills		
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 30
Total Cost: 65

75+ Disadvantages
0 Physical Limitation: Human Size

Total Disadvantage Points: 75

OPTIONS

Cost	Power
23	Venomous Bite: Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Fangs Must Do BODY (-½), Extra Time (takes effect 1 Segment after victim is bitten; -½), Linked (to RKA; -½) plus RKA 1d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Fangs Must Do BODY (-½), Extra Time (takes effect 1 Segment after victim is bitten; -½)
3	Watery Warrior: Environmental Movement: Aquatic Adaptation

Ecology: Lizard-Folk live in marshes and swamps, along coastlines, in jungles, and in other wet, hot, and/or humid areas. Although not cold-blooded, they dislike dry and cold weather and avoid areas that suffer from those conditions.

Lizard-Folk typically live in villages consisting of two or more extended clans; people support themselves through hunting and gathering, trade, selling craftworks, and the like. The young are hatched from eggs laid in the early spring by fertile females; many villages suffer from a certain level of overpopulation pressure that tends to make them more aggressive or daring than they’d otherwise be. Most clans and villages are matriarchal.

Personality/Motivation: Normal sentient humanoid motivations.

Powers/Tactics: Lizard-Folk use the full range of tactics available to sentient humanoids. They usually wear lighter armors (leather, scale) since they live in and around water. Most warriors fight with a one-handed weapon (sword, spear) and shield. Some clans rely on non-metallic substances for their weapons and armor (carved stone, specially-hardened wood or leather, shell, bone) due to the ease with which metal rusts in their native environment. If possible, Lizard-Folk try to lure opponents into or onto the water so they can exploit their swimming abilities for tactical advantage.

Campaign Use: This character sheet represents a typical competent Lizard-Folk the PCs might encounter in a situation where you need a character sheet (i.e., combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser Lizard-Folk — traders, craftsmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Lizard-folk are reptilian humanoids with short fangs and claws, forked tongues, and tails.



Masquer

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
26	STUN	0		Total Characteristics Cost: 58

Movement: Running: 6"/12"

Cost Powers END

24	<i>Masquing:</i> Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid form), Costs Endurance Only To Change Shape (+¼); Can Only Duplicate Flesh, Not Worn/Carried Items (-½)	3
7	<i>Masquing:</i> Imitation for Shape Shift, Reduced Endurance (0 END; +½); Only Works If Masquer Establishes Skin-To-Skin Contact With Person To Be Imitated (-1)	0
32	<i>Throttling:</i> RKA 1d6, NND (defense is having rigid armor on the neck, a PD Force Field, or Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (½ END; +¼); No Range (-½), Must Follow Grab (-½)	3
10	<i>Iron Grip:</i> +20 STR; Only For Grabs (-1)	0
3	<i>Masquer's Senses:</i> +1 PER w/ Sense Groups	0
5	<i>Masquer's Nose:</i> Tracking for Normal Smell	0

Skills

6	+3 OCV with Throttling
3	Climbing 12-
3	Concealment 14-; Self Only (-½)
3	Sleight Of Hand 12-
7	Stealth 14-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 107

Total Cost: 165

75+ Disadvantages

0	Physical Limitation: Human Size
90	Experience Points

Total Disadvantage Points: 165

OPTIONS

Cost	Power
+2	<i>Greater Masquer:</i> Change to Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid form), Imitation, Costs Endurance

Only To Change Shape (+¼); Can Only Duplicate Flesh, Not Worn/Carried Items (-½) (and remove Imitation as a naked Adder)

Ecology: Masquers are carnivores who eat the flesh of humanoids. They use their powers of shape-changing and shape-mimicking to approach their victims without arousing suspicion, then attack from surprise.

It's not known what sort of society (if any) masquers maintain, or how they reproduce. Some experts claim they breed like mammals; others say they create their young by budding. A few adventurers claim to have found entire underground cities of these beings, but most people consider those claims nothing but tavern tales.

Personality/Motivation:

Normal sentient humanoid motivations. Although they often seem "evil" to humans, masquers as a species aren't necessarily any more evil than any other predator that preys on humanoids.

Powers/Tactics: Masquers rely on stealth and surprise to make their attacks. All they have to do is get close enough to wrap their long, strong fingers around a victim's neck. If they fail to score a quick kill, or they're discovered before completing the task, they flee.

Although powerful, a masquer's shapechanging powers aren't unrestricted. First, they cannot duplicate a person's features unless they can touch that person's skin (the person does not have to be alive, but his corpse does have to be undecayed). Second, they can only duplicate flesh, not worn or carried items; they usually take the armor, weapons, and other possessions of their victims to complete their disguise. However, once it assumes a form, it can later assume that form at any time, even without re-establishing skin contact.

As intelligent humanoid beings, masquers can learn to cast spells or use Skills, though they usually do not.

Campaign Use: Like the living chest, the masquer is as much a trap as it is a creature. With the cooperation of a willing player, you can have a masquer infiltrate the party and wreak havoc as it manipulates events so it can kill and eat the entire group.

Appearance: The humanoid masquer has no features (facial or otherwise) and its skin has a bland, neutral grey color throughout. In most situations it retains the appearance and features of the last person it copied.



Mer-Folk

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
2	SPD	0		Phases: 6, 12
5	REC	0		
26	END	0		
25	STUN	3		Total Characteristics Cost: 17 (+1 with NCM)

Movement: Running: 0"/0"
Swimming: 6"/12"

Cost	Powers	END
5	<i>Gills And Lungs:</i> Life Support (Expanded Breathing: Breathe Oxygen)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environment: High Pressure, Intense Cold)	0
4	<i>Aquatic Body:</i> Swimming +4" (6" total)	1
-12	<i>Fish-Like Tail:</i> Running -6" (0" total)	
5	<i>Aquatic Eyes:</i> Nightvision	0
5	<i>Aquatic Eyes:</i> Infrared Perception (Sight Group)	0

Skills

2	Survival (Underwater) 11-
5	WF: Common Melee Weapons, Common Missile Weapons, Nets

Total Powers & Skills Cost: 17

Total Cost: 34

75+ Disadvantages

0	Physical Limitation: Human Size
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Total Disadvantage Points: 75

OPTIONS

Cost Power

- 5 *Only Gills:* Remove Life Support (Expanded Breathing: Breathe Oxygen) (character's default environment is underwater)
- 4 *Skilled Swimmer:* +2 with Swimming
- 20 *Allure Of The Mermaid:* Mind Control 8d6, Telepathic (+¼) (50 Active Points); Set Command (come join me in the sea; -1), Only Works On Men (-½)
- 15 *Psychological Limitation:* Hatred Of The Sharthak (Common, Strong)
- 15 *Psychological Limitation:* Hatred Of Surface-Dwellers (Common, Strong)

Ecology: Mer-Folk are human-fish hybrid creatures who live beneath the waves. Most can breathe in the open air as easily as they can underwater, but some races can only extract oxygen from the water.

Mer-Folk live in towns or cities built on the sea floor or the slopes of underwater mountains. They favor relatively shallow areas where some sunlight can still penetrate, regarding the unlit depths with the same potential dread humans reserve for tall mountains and dark forests. They mainly subsist by hunting and gathering, though sometimes they cultivate crops of kelp and other underwater plants.

Personality/Motivation: Normal sentient humanoid motivations. Some Mer-Folk have a well-deserved reputation for mischievousness and even wickedness; they fear and hate surface-dwellers and may send them to their deaths by causing ships to tear their hulls open on the rocks or luring sailors to jump overboard to embrace beautiful mermaids. Others are noble and true, often allying with coastal humans and elves to fight their mutual enemy, the deadly sharthak (page 95).

Powers/Tactics: Mer-Folk use the full range of tactics available to sentient humanoids, limited by the fact that they fight underwater. For example, they typically restrict themselves to tridents, spears, polearms, daggers (and similar small weapons), and nets, rather than ineffectual slashing or chopping weapons. They rarely wear armor, but if they do it's leather armor (made from sharkskin or the like).

When someone attacks a merman or mermaid, use the Lamia Hit Location Table (page 58) to determine where the blow falls.

Campaign Use: This character sheet represents a typical competent Mer-Folk the PCs might encounter in a situation where you need a character sheet (i.e., combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser Mer-Folk — tradesmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Mer-folk look like ordinary humans from the waist up, but have fishes' tails and fins from the waist down. They often wear jewelry, but usually little else in the way of clothing or ornamentation.



Migdalar

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
6	PD	3		Total: 6 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
10	REC	6		
40	END	0		
30	STUN	0		
Total Characteristics Cost: 98				

Movement: Running: 6"/12"

Cost	Powers	END
50	<i>Migdalar Brain:</i> Multipower, 50-point reserve	
5u	1) <i>Control The Mind:</i> Mind Control 8d6, Telepathic (+¼)	5
5u	2) <i>Trick The Mind:</i> Mental Illusions 8d6, Reduced Endurance (½ END; +¼)	2
5u	3) <i>Ravage The Mind:</i> Ego Attack 4d6, Reduced Endurance (½ END; +¼)	2
5u	4) <i>Torture The Mind:</i> Ego Attack 2½d6, Continuous (+1)	5
5u	5) <i>Explore The Mind:</i> Telepathy 8d6, Reduced Endurance (½ END; +¼)	2
5u	6) <i>Find The Mind:</i> Mind Scan 8d6, Reduced Endurance (½ END; +¼)	2
3u	7) <i>Shackle The Mind:</i> Major Transform 1d6+1 (humanoid being to migdalar's willing slave; heals back through another application of this power or various mind-curing spells), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼); Limited Range (20"; -¼), Limited Target (sentient humanoids; -½)	4
30	<i>Mindspeech:</i> Mind Link (any eight minds at once)	0
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
7	<i>Fangs:</i> HKA ½d6; No STR Bonus (-½)	1
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Tough Mind:</i> Mental Defense (10 points total)	0
1	<i>Underground Dweller:</i> Life Support (Expanded Breathing: Thin Air)	0
5	<i>Migdalar Eyes:</i> Nightvision	0
5	<i>Migdalar Eyes:</i> Infrared Perception (Sight Group)	0
6	<i>Migdalar Arms:</i> Extra Limbs (2), Inherent (+¼)	0

Skills

5	+1 with Migdalar Brain Multipower
3	Interrogation 13-
3	Stealth 12-
2	Survival (Underground) 13-

Total Powers & Skills Cost: 166

Total Cost: 264

75+ Disadvantages

0	Physical Limitation: Human Size
189	Experience Points

Total Disadvantage Points: 648

OPTIONS

Cost Power

60	<i>Migdalar Adept:</i> Add 50 points' worth of Mental Powers (enough to increase Multipower reserve to 75 points and all slots proportionately, or to buy additional powers) and increase Combat Skill Levels to +3 with Multipower
+53	<i>Migdalar Lord:</i> +5 STR, +5 DEX, +5 CON, +5 BODY, increase Claws and Fangs to HKA 1d6 each, and add 6 points' worth of WFs
60	<i>Migdalar Mage:</i> Add 60 points' worth of Magic Skills, spells, and abilities
var	<i>Slaves:</i> One or more Followers of various point totals and abilities

Ecology: The migdalar (the name is both singular and plural) dwell deep underground. They use their vast mental powers to attack, overwhelm, and capture food animals — humans and other humanoids — then carry them back to their vast, eerie underground cities to eat them alive or turn them into slaves. They particularly enjoy elven brains, which they consider a delicacy.

It is unknown whether the migdalar have genders, or how they reproduce. All the migdalar encountered by adventurers look the same and have no overt gender characteristics.

Personality/Motivation: The migdalar are thoroughly evil and cruel. They delight in torturing helpless victims (perhaps feeding off the psychic cries of agony in the victim's brain), enslaving free-willed beings, and playing cat-and-mouse with adventuring parties using their illusion-powers. Other underground races sometimes ally with them due to their vast power, only to find out they're quick to abandon "friends" at the first sign of trouble (or the first opportunity to gain by double-cross).

Powers/Tactics: Migdalar use the full range of tactics available to sentient humanoids. Despite their generally evil, self-interested attitude, they work together well against a common foe (perhaps because they can maintain a constant line of communication via Mind Link). In combat they rely almost exclusively on their psionic powers, striking from surprise whenever possible.

Migdalar rarely wear armor or use weapons... but their slaves do. Since even the lowliest migdalar

has a few slaves at his beck and call (often bought as Followers), an encounter with one typically means encountering numerous slaves as well. Slaves are often equipped with arms and armor, and the migdalar have no scruples about having their slaves make suicidal attacks or defensive actions while they (the migdalar) beat a hasty retreat. Some slaves are spellcasters as well, or have been turned into living "psionic bombs" by their masters — upon receiving a mental trigger from their masters, they die, in the process emitting agonizing waves of "psychic death-energy" (a high-powered Ego Attack, Does BODY, or even an RKA, BOECV, Does BODY).

A few migdalar have developed their mental powers to a greater level, making them even more dangerous to adventurers. Others, known as "lords" to adventurers, are larger, stronger, and harder to kill. And occasionally heroes encounter a migdalar who has studied magic and can cast spells as well as use his natural powers!

When someone attacks a migdalar, use the accompanying Hit Location Table. It's easier than normal to hit a migdalar's vitals (because of its semi-translucent skin), but harder than normal to hit its brain (since it doesn't have a head in the human sense).

Campaign Use: This character sheet represents a typical competent migdalar the PCs might encounter in a situation where you need a character sheet (i.e., combat or the like). You can customize it by applying one of the templates from pages 117-19, such as

MIGDALAR HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-4	Brain	x5	x2	x2	-10 OCV
5-6	Hands	x1	x½	x½	-6 OCV
7-8	Arms	x2	x½	x½	-5 OCV
9-10	Shoulders	x3	x1	x1	-3 OCV
11-12	Chest	x3	x1	x1	-3 OCV
13	Vitals	x4	x1½	x2	-6 OCV
14	Thighs	x2	x1	x1	-4 OCV
15-16	Legs	x2	x½	x½	-6 OCV
17-18	Feet	x1	x½	x½	-8 OCV

High Shot (-2 OCV): 2d6+1

Body Shot (-1 OCV): 2d6+4

Low Shot (-2 OCV): 1d6+9

Leg Shot (-4 OCV): 1d6+12

Chieftain or Fighter. Lesser migdalar — the young, the elderly, and the like — would of course have slightly lower Characteristics and so forth.

Appearance: The horrifying migdalar is acephalic, with just a slight ridged between its shoulders where a human's head would be. Its brain is in its chest, and it has eyes and a large, fanged mouth in its torso as well. Its four arms have three clawed fingers each, and its feet three taloned toes (two forward, one back). Its skin is slick and slimy, without any hair at all, and so pallid that it's semi-translucent; not only do its black-blooded veins stand out clearly, but the faint outlines of internal organs can sometimes be seen.

UUC'SYTH-TA

Of all the mighty Migdalar lords, perhaps the mightiest is Uuc'syth-ta, who rules a vast realm in the underground below Thûn. Possessing both vast psionic powers and the ability to cast spells, he has the unquestioning obedience not only of legions of slaves, but hundreds of migdalar as well.

Uuc'syth-ta's rule rests not just on his personal power, but on the resources he commands. Decades ago, some of his slaves discovered rich veins of gold and gems in a cavern unclaimed by any denizen of the Sunless Lands. Uuc'syth-ta moved quickly to take it over and had his dwarven slaves start mining. Soon he was incredibly wealthy. He used his riches to buy goods from other peoples, recruit followers among the migdalar, and set himself up as a king among his people.

To ensure that he would never lack slaves to mine his caverns, Uuc'syth-ta began, in effect, "ranching." He forced his slaves to breed and then raise the children to be slaves themselves. Today he has thousands of slaves, many so used to servitude that the thought of doing anything but obeying Uuc'syth-ta's every whim never even occurs to them. His "plantations" also ensure Uuc'syth-ta a constant supply of elven and human brains for his table, which is famed among the migdalar.

Uuc'syth-ta has all three optional packages — Adept, Lord, and Mage. He also has 12 points' worth of Money, and 200 points' worth of Followers. Unlike most migdalar, he even has a few Contacts among surface folk (primarily Thûnese sorcerer-priests).



Myceton

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
6	COM	-2	10-	
6	PD	4		Total: 6 PD (2 rPD)
3	ED	0		Total: 3 ED (2 rED)
3	SPD	10		Phases: 4, 8, 12
5	REC	0		
30	END	0		
23	STUN	0		Total Characteristics Cost: 22

Movement: Running: 6"/12"

Cost	Powers	END
12	<i>Spore Puff:</i> Sight and Smell/Taste Group Flash 4d6; No Range (-½), 8 Charges (-½) [8]	
15	<i>Fungus Body:</i> Physical Damage Reduction, Resistant, 50%; Does Not Apply To Slashing/Chopping Attacks (-1)	0
2	<i>Tough Hide:</i> Damage Resistance (2 PD/2 ED)	0
5	<i>Myceton Senses:</i> Nightvision	0
5	<i>Myceton Senses:</i> Infrared Perception (Sight Group)	0
5	<i>Myceton Senses:</i> Tracking for Normal Smell	0
6	<i>Myceton Senses:</i> +2 PER with all Sense Groups	0

Skills

3	Stealth 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 57

Total Cost: 79

75+ Disadvantages

0	Physical Limitation: Human Size
10	Vulnerability: 1½ x STUN from Fire (Common)
10	Vulnerability: 1½ x BODY from Fire (Common)

Total Disadvantage Points: 95

OPTIONS

Cost Power

20	<i>Choking Spores:</i> Entangle 3d6, 3 DEF, Takes No Damage From Attacks (+½); No Range (-½), Cannot Form Barriers (-¼), 8 Charges (-½)
27	<i>Sleep Spores:</i> Drain STUN 4d6; 8 Charges (-½)
6	<i>Many-Limbed:</i> Extra Limbs (typically 2-4), Inherent (+¼)
10	<i>Many-Eyed:</i> Increased Arc Of Perception (360 Degrees) for Sight Group

Ecology: Mycetons (MY-kuh-tons) are fungus-folk — sentient, humanoid-shaped fungi (or masses of fungi) — who live underground in large colonies. They feed on fungus and dead and decaying vegetation, which they either grow or drag down into their caverns from the surface. They reproduce through a form of budding; they do not seem to have genders the way humans, dwarves, and most other sentient species do.

Personality/Motivation: Normal sentient humanoid motivations. Although they normally seem somewhat placid and slow, in truth mycetons are fiercely territorial, quick to fight if they think another species is invading their space or otherwise threatening them.

Powers/Tactics: Mycetons use the full range of tactics available to sentient humanoids. In battle they mainly fight with weapons (favoring clubs and club-like weapons such as maces), but can also emit small, short-range clouds of spores that sting the eyes. Some have other spore weapons as well. They rarely wear armor, relying instead on their natural resilience.

Campaign Use: This character sheet represents a typical competent myceton the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser mycetons — fungus farmers, tradesmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Mycetons are pallid, shambling, humanoid masses of fungus. They have no obvious eyes or other sensory organs, though they do have head-like protrusions (which sometimes resemble large mushrooms). Their appearance can vary wildly, even within the same colony — some have multiple arms or heads, or different skin colors, or more fingers on their hands than normal.

Naga

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
25	DEX	45	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
12	PD	9		Total: 12 PD (10 rPD)
12	ED	8		Total: 12 ED (10 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
7	REC	0		
40	END	0		
40	STUN	12		Total Characteristics Cost: 174 (+56 with NCM)

Movement: Running: 8"/16"
Leaping: 0"/0"
Swimming: 8"/16"

Cost	Powers	END
100	<i>Naga Magic:</i> 100 points' worth of Magic Skills, spells, and abilities	var
60	<i>Naga's Eyes:</i> Mind Control 12d6, Telepathic (+¼), Reduced Endurance (½ END; +¼); Eye Contact Required (-½)	3
7	<i>Naga's Bite:</i> HKA ½d6; No STR Bonus (-½)	0
131	<i>Naga's Venom:</i> Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Day; +1½), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 8 Charges (-½), Bite Must Do BODY (-½), Extra Time (takes effect 1 Segment after victim is bitten; -½), Linked (to RKA; -½) plus RKA 5d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 8 Charges (-½), Bite Must Do BODY (-½), Extra Time (takes effect 1 Segment after victim is bitten; -½)	[8]
10	<i>Naga's Scales:</i> Damage Resistance (10 PD/10 ED)	0
5	<i>Aquatic Adaptation:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
4	<i>Swift:</i> Running +2" (8" total)	0
6	<i>Swift:</i> Swimming +6" (8" total)	0
6	<i>Naga's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	

Talents

20	Universal Translator 14-
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Skills

30	+3 Overall
3	Climbing 14-
3	Concealment 14-
3	Conversation 14-
3	Deduction 14-

3	High Society 14-
20	KSs of the GM's choice
3	Persuasion 14-
3	Paramedics (Healing) 14-
3	Stealth 14-

Total Powers & Skills Cost: 428

Total Cost: 602

75+ Disadvantages

5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
507	Experience Points

Total Disadvantage Points: 602

OPTIONS

Cost Power

16	<i>Assume Human Form:</i> Shape Shift (Sight and Touch Groups), Costs Endurance Only To Change Shape (+¼)
60	<i>Master Of Serpents:</i> Summon up to 16 serpents built on up to 200 Character Points, Slavishly Loyal (+1); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½) <i>Multi-Headed Naga:</i>
6	<i>Multiple Heads:</i> +2 PER with all Sense Groups
10	<i>More Eyes Better:</i> Increased Arc Of Perception (360 Degrees) for Sight Group
5	<i>Extra Heads:</i> Extra Limbs (more heads), Inherent (+¼); Limited Manipulation (-¼)

Ecology: Nagas are human-headed serpents, usually about the same overall size and weight as humans, but sometimes much larger. Although they normally use their magic powers to feed on arcane essences and rare perfumes, some of the more evilly-inclined among them also enjoy the taste of flesh (human or otherwise).

Nagas live in tropical and subtropical regions; jungles and swamps are their favorite abodes. Some reside in temples instead, having established a special relationship with the gods and/or their priests. Similarly, sometimes the gods assign a naga to guard a holy site or a wondrous treasure.

Personality/Motivation: Normal sentient motivations. Some nagas are wise guardians of temples and sacred sites, and may use their powers or knowledge to aid adventurers of like mind and goals. Others are wicked and depraved, often destabilizing entire regions, acquiring wealth, and oppressing the people with their spells and powers.

Powers/Tactics: Nagas use the full range of tactics available to sentients. Since they have no limbs, they do not fight with weapons (unless a spell allows them to do so, or they can assume human form). Instead, they employ their natural weapons — hypnotic gaze, venomous bite — and their spells and mystic powers.

Campaign Use: You can use nagas in many ways in your game. Evil nagas make excellent foes for PC

groups; their spells and powers grant them a measure of security, forcing the adventurers to find other ways to oppose and defeat them than fighting. Good nagas may act as patrons for an adventuring group, or give valiant heroes a quest to perform.

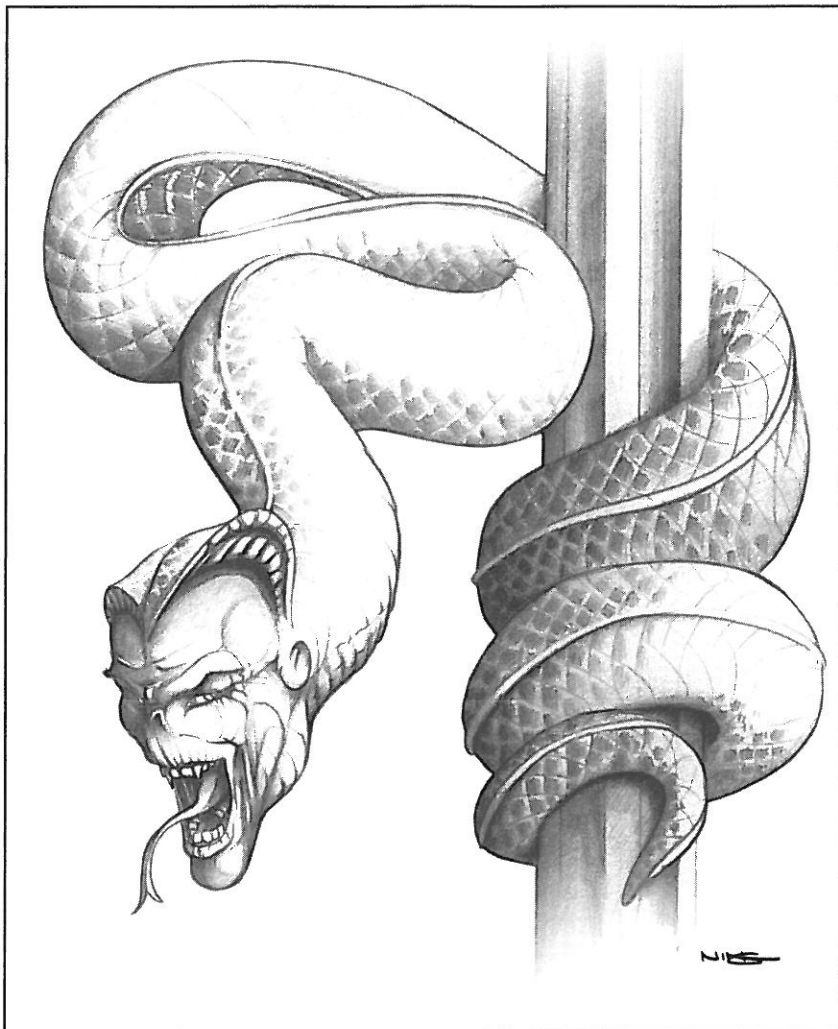
Appearance: A naga is a large, human-headed serpent of regal appearance. Depending on region, race, family, or the like, it may have a distinctive color pattern to its scales, a notable shape to its face or eyes, or other distinguishing features. Some nagas have multiple heads, or lamia-like bodies with human torsos and snakes' tails.

GANARU

Black-scaled Ganaru is a naga of great power — he has 130 points' worth of magic spells and abilities, and the *Assume Human Form* and *Master Of Serpents* optional powers to boot. Once kind-hearted and wise, he was chosen by the Scarlet Gods to guard one of their temples, and they corrupted him, making him nearly as foul and evil as they.

Ganaru lurks within the heart of the temple, and the priests know to give him a wide berth. Sometimes he wraps himself around the central altar, but at most times he lairs in the temple treasury, having taken the priests' vast wealth for his own. But if anyone enters the temple without permission or harms its priests, Ganaru responds swiftly, attacking with his most potent spells. He cares not if he harms the priests or the temple with his powers, for the Scarlet Gods charged him to slay interlopers and invaders, not to keep the walls intact or the priests alive.

Several of the priests resent Ganaru's presence and high-handedness. They would welcome an opportunity to get rid of him, and perhaps even covertly assist the naga's foes....



NYMPHS

Nymphs are nature spirits in the form of beautiful maidens. They live in isolated wilderness areas, encountering humans (and similar races) only rarely. They may enjoy good relations with elves who live in their forests and treat them with respect.

Ecology: As spirits, nymphs need not eat or drink and are immune to many forms of damage. However, they can be hurt by direct attacks, and often other means as well. They are usually “tied” to some specific area or region; if they leave it they may suffer and die.

Personality/Motivation: Nymphs are not evil so much as they are selfishly carefree. They simply want to be left alone to enjoy themselves... but sometimes “enjoying themselves” requires the unwilling company of human men. If denied or angered, they may respond by trying to harm their tormentor in some way, or just flee.

Many nymphs serve as guardians of a particular place or natural object. As such, they fight fiercely to protect it, and use their powers harshly against anyone who threatens it.

Powers/Tactics: Nymphs have no liking for, or ability in, physical combat; they fight with their magical powers and feminine wiles.

Campaign Use: In a dramatic sense, nymphs represent a fear both of the wilderness and of female

sexuality — pretty heady stuff for most *Fantasy Hero* campaigns. But you can also use them as unusual “monster” encounters, a source of adventures, and even for comedic purposes. Imagine, for example, what happens if a hero and a dryad fall in love and he has to go on a quest to find a way to “free” her from her tree, or if the local naiad ends up serving as a sort of advisor for lovelorn PCs.

DRYAD

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
24	COM	7	14-	
5	PD	3		Total: 5 PD (5 rPD)
5	ED	2		Total: 5 ED (5 rED)
4	SPD	10		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
23	STUN	0		Total Characteristics Cost: 97 (+2 with NCM)

Movement: Running: 6”/12”
Teleportation: 20”/20”

Cost	Powers	END
50	<i>Dryad Magic:</i> 50 points’ worth of Magic Skills and spells related to nature	var
30	<i>Dryad’s Allure:</i> Mind Control 15d6; Set Command (stay with me and protect me and my tree; -1), Only Works On Men (-½)	7
50	<i>Dryad’s Home:</i> Desolidification (affected by magic or any attack that affects her tree while she’s within it), Reduced Endurance (0 END; +½), Persistent (+½), Usable Simultaneously (+½); Only To Merge With Her Tree (-1)	0
5	<i>Nymph’s Form:</i> Damage Resistance (5 PD/5 ED)	0
60	<i>Nymph’s Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
45	<i>Nymph’s Form:</i> Life Support (Total)	0
12	<i>Dryad’s Path:</i> Teleportation 20”; Only To Return To Her Tree (-2), No Noncombat Multiple (-¼)	4

Talents	
3	Bump Of Direction
20	Universal Translator 12-

Skills	
5	Conversation 14-
5	Persuasion 14-
5	Seduction 14-

Total Powers & Skills Cost: 290
Total Cost: 387



75+ Disadvantages

- 0 Physical Limitation: Human Size
- 5 Susceptibility: takes any damage inflicted on her tree; number of dice and interval varies (Uncommon)
- 30 Susceptibility: takes 3d6 per Segment if goes more than 20" from her tree (Uncommon)
- 277 Experience Points

Total Disadvantage Points: 387

Description: A dryad, also known as a hamadryad, is a tree-spirit in the shape of a beautiful human maiden with long, blonde hair, typically wearing a diaphanous gown or a short tunic. Sometimes the dryad's appearance changes to mirror the seasons of the year, or her features seem to age as her tree ages.

Every dryad is linked to a specific tree — usually a large, strong one such as an oak. She can "merge" with that tree, stepping into it as if it weren't solid, and can grant that power to one other person (e.g., a man under the effect of her Mind Control). Her life force intertwines with the tree so strongly that she cannot go more than 20" from it, or she quickly withers and dies; similarly, any damage inflicted on the tree she takes automatically.

Typically, a dryad has two purposes in life. The first is to protect her tree, and to a lesser extent the trees around it that do not have their own dryads. She's quick to use her magic powers against anyone or anything that seems to present a threat to her tree. Second, she seeks male company to live with her and serve her. Many a hapless woodcutter, ranger, or scout has found himself snared in the wiles of a beautiful dryad and is never seen alive again. However, some dryads are more kindhearted and friendly, willing to help lost travelers or assist adventurers.

Dryads' magical powers all relate to nature in some way. Typical examples include animating trees and plants to fight for her, summoning animals, controlling the weather, and the like; see the *Druidry* section of *The Fantasy Hero Grimoire* for plenty of examples.

NAIAD

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
14	CON	8	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
24	COM	7	14-	
5	PD	3		Total: 5 PD (5 rPD)
5	ED	2		Total: 5 ED (5 rED)
4	SPD	7		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
22	STUN	0		Total Characteristics Cost: 101 (+16 with NCM)

Movement: Running: 6"/12"
Swimming: 10"/20"

Cost	Powers	END
50	<i>Naiad Magic:</i> 50 points' worth of Magic Skills and spells related to water	var
27	<i>Blinding Splash:</i> Sight, Hearing, and Smell/Taste Group Flash 6d6; Only Works On Targets In Or Within 2" Of The Naiad's Pool (-½)	4
30	<i>Naiad's Allure:</i> Mind Control 15d6; Set Command (stay with me and protect me and my pool; -1), Only Works On Men (-½)	7
5	<i>Nymph's Form:</i> Damage Resistance (5 PD/5 ED)	0
60	<i>Nymph's Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
45	<i>Nymph's Form:</i> Life Support (Total)	0
6	<i>Naiad's Travel:</i> Swimming +6" (10" total)	1

Talents

- 3 Bump Of Direction
- 20 Universal Translator 12-

Skills

- 5 Conversation 14-
- 5 Persuasion 14-
- 5 Seduction 14-

Total Powers & Skills Cost: 261

Total Cost: 362

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 30 Susceptibility: takes 3d6 per Segment if goes more than 20" from her pool (Uncommon)
- 257 Experience Points

Total Disadvantage Points: 362

OPTIONS**Cost Powers**

- 38 *Strike Blind:* Major Transform 7d6 (sighted person to blind person); Limited Range (50"; -¼), Limited Targets (sighted beings; -½), All Or Nothing (-½), Only

Works On Those Who Have Gazed On The Naiad Without Her Permission (-½)

Description: A naiad is a water-spirit in the shape of a beautiful human maiden, with large, blue eyes. Her abode is a lake or pool of water in the wilderness, usually a picturesque one fed by a stream or two. Unlike other nymphs, who are solitary, she often lives there with several of her sisters — the larger the body of water, the more naiads it can support.

Naiads are shy, and tend to flee into the depths of the water if confronted with force. However, they must protect their pools, and fight fiercely if anyone tries to spoil or harm them. When possible, they prefer to seduce men into fighting on their behalf; if that doesn't work, they rely on their magical water abilities. A few possess the power to strike blind anyone who gazes at them without their leave.



OREAD

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
24	COM	7	14-	
6	PD	3		Total: 6 PD (6 rPD)
6	ED	2		Total: 6 ED (6 rED)
4	SPD	10		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
29	STUN	0		Total Characteristics Cost: 112 (+2 with NCM)

Movement: Running: 9"/18"
Teleportation: 40"/80"

Cost	Powers	END
50	<i>Oread Magic:</i> 50 points' worth of Magic Skills and spells related to nature	var
43	<i>Cause Rockslide:</i> Energy Blast 14d6, Indirect (always "from above"; +¼); Only Versus Properly-Positioned Targets (-1)	9
30	<i>Oread's Allure:</i> Mind Control 15d6; Set Command (stay with me and protect me and my mountain; -1), Only Works On Men (-½)	7
50	<i>Oread's Home:</i> Desolidification (affected by magic or any attack that affects a rock while she's in it), Reduced Endurance (0 END; +½), Persistent (+½), Usable Simultaneously (+½); Only To Merge With The Rocks Of Her Mountain (-1)	0
6	<i>Nymph's Form:</i> Damage Resistance (6 PD/6 ED)	0
60	<i>Nymph's Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
45	<i>Nymph's Form:</i> Life Support (Total)	0
6	<i>Oread's Swiftenss:</i> Running +3" (9" total)	1
32	<i>Oread's Path:</i> Teleportation 40"; Only In And Around Her Mountain (-1½)	8

Talents

3	Bump Of Direction
20	Universal Translator 12-

Skills

5	Conversation 14-
5	Persuasion 14-
5	Seduction 14-

Total Powers & Skills Cost: 360
Total Cost: 472

75+ Disadvantages

0	Physical Limitation: Human Size
30	Susceptibility: takes 3d6 per Segment if goes more than 20" from her pool (Uncommon)
364	Experience Points

Total Disadvantage Points: 472

OPTIONS

Cost Powers

- 38 *Strike Blind*: Major Transform 7d6 (sighted person to blind person); Limited Range (50"; -¼), Limited Targets (sighted beings; -½), All Or Nothing (-½), Only Works On Those Who Have Gazed On The Oread Without Her Permission (-½)

Description: An oread is a mountain-spirit in the shape of a beautiful human maiden with short hair, typically wearing a short tunic. She serves as a guardian of a particular mountain and everything on it, and will use her powers against those who seek to invade or despoil it without her permission. If necessary, she can even cause a rockslide, but this only works against targets in a position to be hurt by one (at the base of a slope with loose rocks on it, for example).

**Ogre**

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
23	CON	26	14-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
11	PD	5		Total: 11 PD (2 rPD)
8	ED	3		Total: 8 ED (2 rED)
3	SPD	6		Phases: 4, 8, 12
11	REC	0		
46	END	0		
47	STUN	0		Total Characteristics Cost: 90 (+19 with NCM)

Movement: Running: 8"/16"

Cost	Powers	END
10	<i>Fangs/Tusks</i> : HKA ½d6 (1d6+1 with STR)	1
2	<i>Ogreish Hide</i> : Damage Resistance (2 PD/2 ED)	0
4	<i>Ogreish Legs</i> : Running +2" (8" total)	1
5	<i>Ogreish Eyes</i> : Nightvision	0
3	<i>Ogreish Senses</i> : +1 PER with all Sense Groups	0

Skills

- 2 Survival (one environment) 11-
4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 30

Total Cost: 120

75+ Disadvantages

- 45 Experience Points

Total Disadvantage Points: 120

OPTIONS

Cost Option

- +5 *Large-Fanged Ogre*: Increase Fangs/Tusks to HKA 1d6 (2d6 with STR)
8 *Claws*: HKA ½d6; Reduced Penetration (-¼)
6 *Multiple Heads*: +2 PER with all Sense Groups
10 *More Eyes Better*: Increased Arc Of Perception (360 Degrees) for Sight Group
5 *Extra Heads*: Extra Limbs (more heads), Inherent (+¼); Limited Manipulation (-¼)
-15 Psychological Limitation: Hatred Of [Another Tribe, Race, Or People] (Common, Strong)
-20 Psychological Limitation: Aversion To Sunlight (Common, Total)

Ecology: Ogres are like orcs (page 77) in many ways, and may in fact be related to them. Tough and hardy enough to survive almost any environment, they prefer hills, mountains, and northern climes. They usually live in caves or ruined buildings; they often lack the skills and patience to construct their own dwellings.

Ogres tend to live by themselves, or in small bands. They rarely form the large social units lesser humanoids seem to prefer, though they can be extremely territorial in some circumstances. Like orcs, they can eat just about anything, but prefer meat.

Personality/Motivation: Normal sentient humanoid motivations. Brutish and crude, ogres usually have simple motivations: hunger, comfort, greed. The latter arises whenever they encounter an opportunity to gain treasure, which they covet. Sometimes their desire for wealth and material comforts leads them to take service among humans or other sophisticated folk — they make superb shock troops and guards, provided the tasks assigned them don't require much mental acumen.

Powers/Tactics: Ogres use the full range of tactics available to sentient humanoids. They rely on their brute strength in battle, wielding large weapons and

inflicting terrible wounds with virtually every hit. Most favor swords, clubs, and axes; for missiles they typically use spears. They wear armor if they can get it in a size that fits them, and if not they can piece something together from several smaller suits. If necessary, they can use their sharp teeth as weapons; some stop in mid-battle to have an impromptu feast on the succulent flesh of their fallen foes.

Some ogres have unusually high intelligence, and can learn to cast spells. They become shamans or wizards, and often leaders of their people.

Campaign Use: This character sheet represents a typical competent ogre the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser ogres — the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Ogres are big and tough — a challenging foe for all but the most accomplished heroes. A group of them could turn the tide in just about any battle, thanks to their strength.

Appearance: Ogres are six to eight foot tall humanoids with dun, ochre, or dark skin (a few sub-races have more unusual skin tones, such as bluish or reddish). They have thick, squat, prognathous heads featuring large jaws, heavy browridges, and pointed ears. They often wear armor and carry large weapons.

Some types of ogres have even more unusual appearances. Multiple-headed ogres are not uncommon in some regions, and they tend to be even stronger and fiercer than single-headed ogres. In other parts of the world, ogres tattoo themselves with bizarre symbols and pictures.

OGGSBOD

Oggsbod, the Snow Ogre, is the terror of the Gorthundan nomads. He lives in the far north — some say on a field of ice, others in a cave high atop a snow-covered mountain. In the wintertime, when bitter cold and deep snows lie over the land, he leaves his lair and stalks the steppes, killing and eating anyone he encounters. Some of the Gorthunda claim he once fought ten of their warriors simultaneously — and not only did he slay them all, but not a one of them so much as cut him with a blade! A few say he even has power over the storms, and can make it snow or thaw at will.

The truth is less spectacular. Oggsbod does indeed live in the north — in a hut built partly into an enormous oak tree. He does indeed hunt the Gorthunda and other men, and eat them — but he hasn't slaughtered thousands of warriors. In fact, he's just a much smarter, sneakier, and tougher warrior than the average ogre. He has DEX 18, +4 HTH, Stealth 13-, Tracking 11-, +3 PER with all Sense Groups, a greataxe, and a suit of heavy chainmail.



ORC

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 100 kg; 2d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
13	CON	6	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
5	PD	3		Total: 5 PD (1 rPD)
4	ED	1		Total: 4 ED (1 rED)
3	SPD	8		Phases: 4, 8, 12
6	REC	2		
26	END	0		
26	STUN	0		Total Characteristics Cost: 27

Movement: Running: 6"/12"

Cost	Powers	END
1	<i>Orcish Hide:</i> Damage Resistance (1 PD/1 ED)	0
5	<i>Orcish Eyes:</i> Nightvision	0
3	<i>Orcish Senses:</i> +1 PER with all Sense Groups	0

Skills

3	Stealth 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 16

Total Cost: 43

75+ Disadvantages

None

Total Disadvantage Points: 75

OPTIONS

Cost	Option
10	<i>Fangs:</i> HKA ½d6
8	<i>Claws:</i> HKA ½d6; Reduced Penetration (-¼)
9+	<i>Black Orc:</i> Buy Fangs and Claws (above), and add +3 STR, +2 CON, +1 BODY
+12	<i>Grey Orc:</i> Reduce STR to 10 and add +3 DEX, +5 INT
-20	Psychological Limitation: Aversion To Sunlight (Common, Total)
-15	Psychological Limitation: Hatred Of [Another Tribe, Race, Or People] (Common, Strong)

Ecology: Orcs, like humans, can live just about anywhere, but they favor underground areas (caves and the like), hills, mountains, and forests. As omnivores, they eat anything they can get their hands on in lean times, but prefer meat whenever possible (particularly the meat of men or elves). They typically live in tribes or clans, and may have an intense dislike for orcs from other tribes or regions — but sometimes a powerful leader welds the tribes together into a crude nation for a time.



In some settings, orcs have evolved various sub-races besides the standard greenish-skinned variety. "Black orcs" have skin so dark it borders on the black; they're stronger, tougher, meaner, taller, and never have an aversion to sunlight. "Grey orcs" are a little smaller and weaker than greenskins, but much smarter and more agile; they often become shamans, rogues, or even chieftains.

Personality/Motivation: Normal sentient humanoid motivations. In most settings, orcs are violent, cruel, and rapacious; they may be Evil, or simply barbaric. They often enjoy oppressing and exploiting lesser races (such as goblins) and may keep slaves. They have little in the way of culture in such settings. But in some Fantasy worlds, orcs are simply one more race among many, neither inherently Good nor inherently Evil. They may have art, loving families, strong castles, or the like; it all depends on how an individual orc is raised and what opportunities come his way.

Powers/Tactics: Orcs use the full range of tactics available to sentient humanoids. Orcish society is violent; even the most minor quarrel can escalate into a fight in the blink of an eye. As a result, most orcs know how to use weapons (daggers, at least), and keep them handy at all times. They don't fight well in units unless commanded by a strong leader... or a leader they fear more than they hate. Even then, it's not uncommon for an orc's temper or hatred to get the better of him and make him rebel.

Orcs' favored melee weapons tend to be scimitars, short swords, daggers, spears, and axes; for ranged combat they prefer bows, crossbows, and thrown spears. They typically wear scale mails, but sometimes have chainmail or plate armor taken from defeated foes.

Campaign Use: This character sheet represents a typical competent orc the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser orcs — slaves, traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Orcs represent a typical low-level humanoid foe in most *Fantasy Hero* campaigns. Although not as strong as ogres or trolls, they breed quickly, and may present a serious threat in large numbers or when well-led.

Appearance: Orcs are green-skinned humanoids, typically about five to six feet tall. They often have prominent noses (sometimes pig-like) and/or chins, pointed ears, teeth large and sharp enough to qualify as fangs or tusks, or nails large and hard enough to function as claws. They usually wear ragged clothing or armor — often cast-off bits scavenged from other races — and carry weapons.

KORGAR BROKETOOTH

Among the Black-Ear orc tribe, Ulgresh is chieftain and war-leader, and rightly so given his brawn and ferocity. But what he has in strength he sometimes lacks in wit, and thus the true power among the Black-Ears is his chief advisor — the tribal shaman Korgar Broketooth.

Although no smaller or weaker than the average Black-Ear, Korgar realized early he was cleverer than his fellows, and soon "apprenticed" himself to the tribe's shaman by bullying the weak old orc into taking him on as a student. When he felt he'd learned enough of the shaman's secrets and powers, Korgar killed him and took his place as tribal shaman.

Korgar's main interest is himself. While he's loyal to Ulgresh and the Black-Ears, it's only because that's what he sees as expedient right now. Given the right opportunity, he'd betray the tribe or try to seize power. To protect himself, he's learned some Necromancy spells and used them to create skeleton and zombie bodyguards. The other orcs loathe these undead servants, but as long as Ulgresh protects Korgar they can do nothing about them.

For Korgar, give him the *Fangs* optional power, then apply the *Shaman* template from page 118. In addition to the listed spells, give him *Create Skeleton* and *Create Zombie*.

Orobon

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	14-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
12	PD	7		Total: 12 PD (8 rPD)
9	ED	4		Total: 9 ED (8 rED)
3	SPD	5		Phases: 4, 8, 12
10	REC	0		
46	END	0		
50	STUN	7		
Total Characteristics Cost: 97 (+24 with NCM)				

Movement: Running: 6"/12"
Leaping: 2"/4"
Swimming: 8"/16"

Cost	Powers	END
15	<i>Fangs</i> : HKA 1d6 (2d6 with STR)	1
8	<i>Claws</i> : HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)	1
8	<i>Armor-Like Hide</i> : Damage Resistance (8 PD/8 ED)	0
6	<i>Heavy</i> : Knockback Resistance -3"	0
1	<i>Aquatic Adaptation</i> : Life Support (Extended Breathing: 1 END per Turn)	0
6	<i>Webbed Paws</i> : Swimming +6" (8" total)	0
6	<i>Orobon's Senses</i> : +2 PER with all Sense Groups	0
5	<i>Orobon Nose</i> : Tracking for Normal Smell	0
5	<i>Tail</i> : Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	0

Talents

3 Environmental Movement: Aquatic
Movement (no penalties in water)

Skills

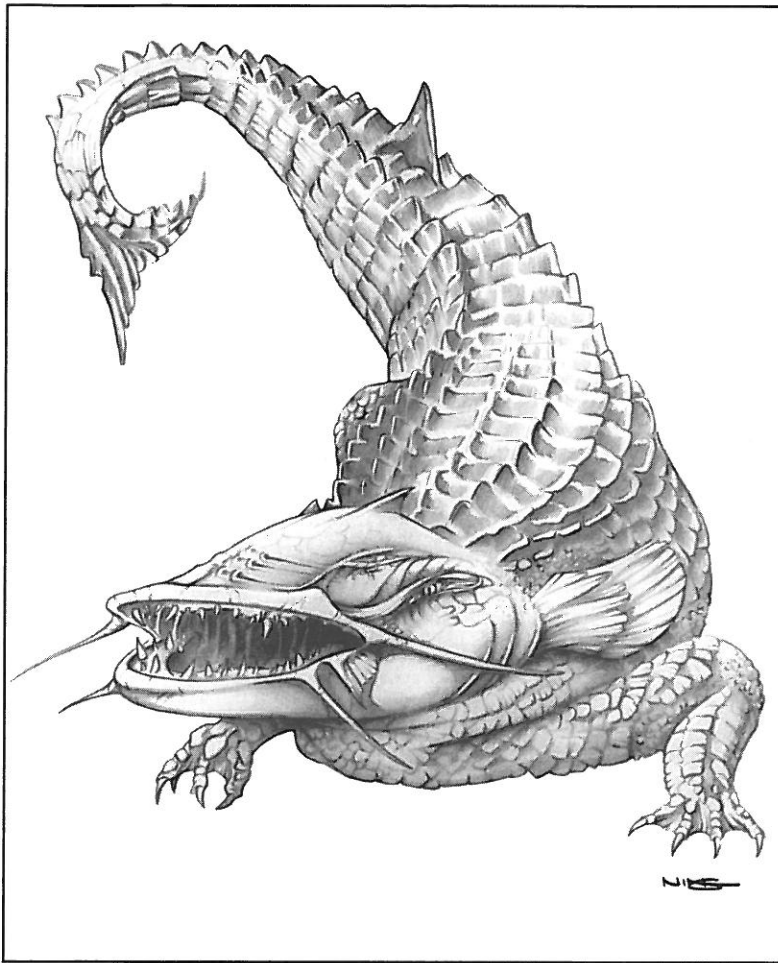
10 +2 HTH

4 Concealment 14-; Self Only (-½), Only
In The Water (-½)

5 Stealth 14-; Only In The Water (-½)

Total Powers & Skills Cost: 82

Total Cost: 179



Ecology: The orobon is a predator who lives in rivers, lakes, swamps, and other bodies of fresh water in tropical or subtropical regions. As a large, strong carnivore, it requires a great deal of meat to remain healthy and alive; it's usually at the top of the local food chain... until some other monster or a group of adventurers happens along.

Although they hunt by themselves, orobons often congregate together along muddy shores and in the shallows for basking and sleep. Mating takes place in the spring, with the young hatching from eggs laid in still, shallow waters in mid-summer. Some wizards and rangers have succeeded in training hatchlings to serve as guardian beasts, but this is difficult at best.

Personality/Motivation: Normal animal motivations. Orobons are touchy and temperamental, often attacking humans who stray too near them or into their "territory."

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 64 Experience Points

Total Disadvantage Points: 179

Powers/Tactics: An orobon fights with its natural weapons — a mouthful of short, sharp fangs and four clawed paws. Additionally, it has a long, strong tail which functions as a battering weapon if necessary.

Orobons prefer to attack from surprise and overwhelm their prey quickly. If the initial attack doesn't significantly handicap (*i.e.*, Stun or inflict at least 3 BODY damage to) the target, the orobon often flees.

Campaign Use: In addition to making an excellent aquatic encounter for unwary adventurers, orobons could be trained to serve as steeds or war-beasts for the Uthosa and other aquatic humanoids.

Appearance: The ten foot-long orobon resembles a cross between a monstrous fish and an alligator, with a head that has some feline features as well. Its tail is long and flexible; thick, scaly, leathery skin covers its body. It has four webbed paws with claws.

Pakasa

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
9	CON	-2	11-	
9	BODY	-2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
4	REC	0		
18	END	0		
19	STUN	0		Total Characteristics Cost: 18

Movement: Running: 8"/16"
Leaping: 4"/8"

Cost	Powers	END
8	<i>Claws:</i> HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)	1
4	<i>Cat's Swiftess:</i> Running +2" (8" total)	1
2	<i>Cat's Pounce:</i> Leaping +2" (4" forward, 2" upward)	1
5	<i>Cat's Eyes:</i> Nightvision	0
2	<i>Cat's Nose:</i> +1 to Smell/Taste PER Rolls	0
5	<i>Tail:</i> Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	0
Skills		
3	Climbing 12-	
3	Stealth 12-	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 36
Total Cost: 54

75+ Disadvantages
0 Physical Limitation: Human Size

Total Disadvantage Points: 75

OPTIONS

Cost	Power
+9	<i>Simburu (Lion-Folk):</i> reduce DEX to +2, add +2 STR, +3 CON, +2 BODY
+4	<i>Dumawe (Cheetah-Folk):</i> Increase to Running +4"
+10	<i>Feline Bond:</i> Animal Handler (Felines) (PRE +4)

Ecology: The Pakasa (singular paka), or Cat-Folk, are a race mixing the features of humans and felines. Soft fur covers their bodies. Although they all belong to the same species, they have "sub-species" just like humans do: tall, lean, fast cheetah-folk (the Dumawe); broad-shouldered, strong lion-folk (the Simburu); and others. Pakasa can live just about anywhere in a Fantasy world, though they tend to prefer either plains or forests in temperate, subtropical, and tropical regions.

Pakasa typically congregate in villages with their own kind. Most of them don't like living among other peoples, or having other peoples live in their villages — but as always, exceptions exist, and sometimes a paka goes out into the world to mingle with men, elves, gnomes, and drakine. In their villages, the paka are open and friendly, with the entire community working together to raise children, ensure that everyone has enough to eat (an oft-difficult task for a race that so strongly prefers meat to other types of food), and so forth.

Personality/Motivation: Normal sentient humanoid motivations. Additionally, Pakasa often have Disadvantages reflecting their feline nature. They may hate the water, or have reduced inches of Swimming. They may be very fussy about their food and their environment, insisting that things be "just right." Some of them display a streak of independence, even stubbornness.

Powers/Tactics: Pakasa use the full range of tactics available to sentient humanoids. In combat, they rely on their swiftess and agility, which make them excellent warriors, hunters, and scouts. If a paka knows he has a SPD advantage over an opponent, he'll often Hold his Action, waiting for the best opportunity to strike. They prefer lighter armors, spears, short bladed weapons, and throwing weapons (the Simburu are an exception; they can bear the weight of heavier armors and carry heavier weapons).

Campaign Use: This character sheet represents a typical competent paka the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser Pakasa — traders, craftsmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The Pakasa are humanoids about the same size and slightly less heavy, on the average, as humans. They have large eyes, large cat-like ears, and tiny claws on their fingertips. Short fur covers their bodies, often in spotted or striped patterns similar to those of leopards or tigers.

Phantasmite

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
6	DEX	-12	10-	OCV: 2/DCV: 2
8	CON	-4	11-	
7	BODY	-6	10-	
23	INT	13	14-	PER Roll 14-
23	EGO	26	14-	ECV: 8
18	PRE	8	13-	PRE Attack: 3½d6
6	COM	-2	10-	
3	PD	2		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
4	SPD	24		Phases: 3, 6, 9, 12
3	REC	0		
16	END	0		
14	STUN	0		
Total Characteristics Cost: 45 (+9 with NCM)				

Movement: Running: 3"/6"

Cost	Powers	END
175	<i>Mental Powers:</i> Multipower, 175-point reserve	
13u	1) <i>Hallucinations:</i> Mental Illusions 18d6 (Human and Animal classes of minds), Reduced Endurance (0 END; +½)	0
17u	2) <i>Group Hallucinations:</i> Mental Illusions 12d6 (Human and Animal classes of minds), Area Of Effect (10" Radius; +1), Reduced Endurance (0 END; +½)	0
7u	3) <i>Sleep/Mental Pain:</i> Ego Attack 5d6, Reduced Endurance (0 END; +½)	0
6	<i>Strong Mind:</i> Mental Defense (11 points total)	0
-6	<i>Short Legs:</i> Running -3" (3" total)	
Skills		
20	<i>Hard To Hit:</i> +4 DCV	
7	Concealment 16-	
15	Stealth 16-	
1	WF: Daggers	

Total Powers & Skills Cost: 255

Total Cost: 300

75+ Disadvantages

10	Physical Limitation: Diminutive (.5m; +6" KB) (Frequently, Slightly Impairing)
215	Experience Points

Total Disadvantage Points: 300

Ecology: Phantasmites can live virtually anywhere other than arctic regions or other cold areas. All they need is a steady supply of food — preferably sentient humanoids, but large animals will do if need be. Some daring phantasmites even inhabit cities, dwelling in the sewers or ruined buildings and creeping out at night to seek victims to prey upon.

A phantasmite feeds by using its powers of illusion creation to incapacitate its victims. Once a victim is thoroughly wrapped up in an illusion (*i.e.*, the phantasmite achieves an EGO +30 result or uses its Sleep/Mental Pain ability to Knock a victim Out), it quickly and stealthily approaches him, uses its wickedly curved dagger to slit his throat, and then cuts off the top of his skull to feed upon his brains.

Most phantasmites prefer to hunt and live by themselves, but a few seek the company of their kind in families or small "gangs."

Personality/Motivation: Malicious and manipulative, phantasmites use their powers not just to obtain food, but to inflict pain and misery on others. They love to stir up trouble between friends (or lovers), create political dissension by orchestrating coups and revolts, and trick people into beggaring themselves. They are also viciously vengeful, inflicting nonstop torment on anyone who harms them (or even tries to).

Powers/Tactics:

Phantasmites use their psionic powers in combat, scorning physical conflict entirely. If possible they create an illusion powerful enough to allow them to feed (or flee); if that fails, they'll try to use their Ego Attacks to lay their attackers low. They're quick to retreat if injured or the fight doesn't go their way.

Campaign Use:

Instead of using phantasmites just as combat-oriented opponents, think of them as plot generators. The right illusion placed in the right head at the right time could foment a civil war (or a guild war), start or topple a religion, and cause all other sorts of havoc that creates adventures for your PCs.

Appearance: A phantasmite is a tiny humanoid no more than a foot tall with an ugly, oversized head. Its skin is a sickly sort of grey-gold color, and it wears clothes made of the finest cloth or stolen garments it can obtain.



PLANTS, MONSTROUS

Like the Giant Carnivorous Plant (HSB, page 198), monstrous plants are large, dangerous vegetation that might attack, harm, or hinder adventurers.

Ecology: Monstrous plants live in temperate, subtropical, and/or tropical regions; they cannot survive in arctic climes, deserts, or above the treeline in mountains. Some only thrive in very specific ecological zones.

Almost all monstrous plants eat meat (otherwise, they wouldn't be very monstrous, would they?). Their preferred prey, and how they lure and slay it, differs from species to species; for example, some consume live prey, while others kill their victims and then consume the carrion after it rots a little.

The reproduction methods of monstrous

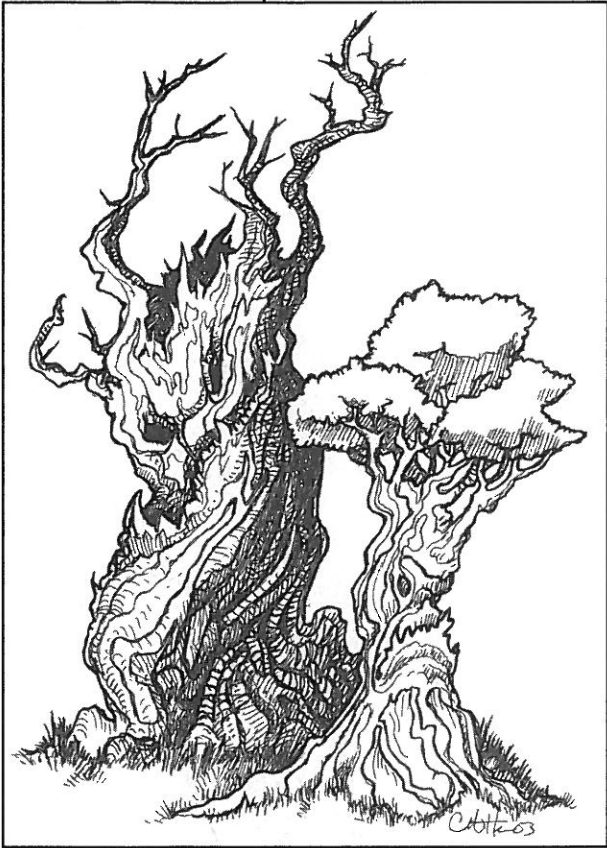
plants are similar to those of regular plants — seeds and the like. Most project or disperse their seeds over great distances to eliminate the possibility of competition from their offspring.

Personality/Motivation:
Normal “animal” motivations.

Powers/Tactics:
Varies (see individual descriptions). If monstrous plants can move at all, they're too slow to catch PCs, and they generally have limited reach or range as well, so they have to rely on a powerful initial attack or some other

special ability if they're going to have a chance of surviving an encounter with a band of heroes.

Campaign Use: In most cases, monstrous plants serve as surprise encounters in wilderness areas, or as unsleeping guardians of the strongholds of druids, mad wizards, and the like.



CARNIVOROUS TREE

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
13	DEX	9	12-	OCV: 4/DCV: 4
25	CON	30	14-	
25	BODY	30	14-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
9	PD	3		Total: 9 PD (9 rPD)
7	ED	2		Total: 7 ED (7 rED)
3	SPD	7		Phases: 4, 8, 12
11	REC	0		
50	END	0		
60	STUN	7		Total Characteristics Cost: 111 (+38 with NCM)

Movement: Running: 0"/0"
Leaping: 0"/0"

Cost Powers END

42	<i>Strangling Branches:</i> RKA 1d6+1, NND (defense is having rigid armor on the neck, a PD Force Field, or Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (½ END; +¼); No Range (-½), Must Follow Grab (-½)	4
8	<i>Ironbark:</i> Damage Resistance (9 PD/7 ED)	0
24	<i>Rooted:</i> Knockback Resistance -12"	0
5	<i>Unperturbed:</i> +10 PRE; Only To Resist Presence Attacks (-1)	0
3	<i>Tree Form:</i> Life Support (Diminished Sleep: no need to sleep)	0
-12	<i>Can't Move:</i> Running -6" (0" total)	
-2	<i>Can't Move:</i> Swimming -2" (0" total)	
39	<i>Sense Vibrations:</i> Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Sense, Targeting	0
6	<i>Many Branches:</i> Extra Limbs (numerous branches), Inherent (+¼)	0
9	<i>Reach:</i> Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

12	+4 OCV with Grab, Punch, and Strangling Branches
4	<i>Look Like An Ordinary Tree:</i> Concealment 14-; Only To Make Self Look Like A Normal Tree (-1)

Total Powers & Skills Cost: 138
Total Cost: 249

75+ Disadvantages

- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 10 Physical Limitation: Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
- 6 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 20 Psychological Limitation: Pyrophobia (Fear Of Fire) (Common, Total)
- 10 Vulnerability: 1½ x BODY from Fire (Common)
- 93 Experience Points

Total Disadvantage Points: 249

OPTIONS**Cost Power**

- 11 *Vampiric Leaves*: Drain BODY ½d6, Continuous (+1), Delayed Return Rate (points return at the rate of 5 per Month; +2), Reduced Endurance (0 END; +½); Must Follow Grab (-½), Extra Time (Full Phase; -½)

Description: Carnivorous trees are evil-looking old trees, their bark partly twisted in one place to look like a face, their branches long and spindly and bare of leaves as likely as not. A few look younger and healthier, with a full complement of leaves, and these tend to be the most dangerous of all.

Carnivorous trees resemble ordinary trees at first (they're skilled at concealing their true nature). However, once they sense the approach of a victim (due mostly to their ability to detect the vibrations of someone walking or climbing), they prepare to attack. They start with a Grab maneuver using two or more of their many branches (which end in long, strong, finger-like twigs). Then they begin strangling the victim (or if that's not possible, they do squeezing damage instead). When the victim is dead, a mouth-like orifice opens near the base of the tree and the tree stuffs the corpse inside to digest it. If necessary, a carnivorous tree can also "punch" by swinging its branches or balling its "hands" up into "fists." Some varieties of carnivorous trees can also drink victims' blood directly by contacting the victim's skin with their leaves.

Since they're made mostly of wood, carnivorous trees take extra damage from fire. They fear fire greatly, and can sometimes be scared into submission if threatened with so much as a torch.

THORNSHOOTER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
18	CON	16	13-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	2		Total: 6 PD (6 rPD)
5	ED	1		Total: 5 ED (4 rED)
3	SPD	3		Phases: 4, 8, 12
8	REC	0		
36	END	0		
40	STUN	6		Total Characteristics Cost: 67

Movement: Running: 0"/0"
Leaping: 0"/0"

Cost	Powers	END
21	<i>Thornshooting</i> : RKA 1d6, Armor Piercing (+½), Autofire (5 shots; +½), 64 Charges (+½); -2 Decreased STUN Multiplier (-½), Limited Range (20"; -¼)	[64]
5	<i>Tough Fibers</i> : Damage Resistance (6 PD/4 ED)	0
16	<i>Rooted</i> : Knockback Resistance -8"	0
7	<i>Unperturbed</i> : +15 PRE; Only To Resist Presence Attacks (-1)	0
3	<i>Plant Form</i> : Life Support (Diminished Sleep: no need to sleep)	0
-12	<i>Can't Move</i> : Running -6" (0" total)	
-2	<i>Can't Move</i> : Swimming -2" (0" total)	
10	<i>Many Eyes</i> : Increased Arc Of Perception (360 Degrees) for Sight Group	0
6	<i>Many Tendrils</i> : Extra Limbs (numerous branches), Inherent (+¼)	0
22	<i>Long Tendrils</i> : Stretching 3", Reduced Endurance (0 END; +½)	0

Skills

- 8 +4 OCV with Thornshooting
- 4 *Look Like An Ordinary Bramble*: Concealment 14-; Only To Make Self Look Like A Normal Bramble (-1)

Total Powers & Skills Cost: 88

Total Cost: 155

75+ Disadvantages

- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 10 Physical Limitation: Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 0 Physical Limitation: Human Size
- 55 Experience Points

Total Disadvantage Points: 155

BURNOAK BURLWOOD

In one of the forests in the kingdom of Umbr there's an enormous old oak tree growing out of the side of a hillock — a tree so large that a stream actually flows out of the hill from beneath its very roots! A scar from a lightning-strike mars the side of the tree, standing out starkly against its unusually dark bark. If one gets close, one can see a few knots in the wood that seem to form a face...

...and once you've gotten that close, it's too late! This ancient carnivorous tree, called Burnoak Burlwood by the denizens of the forest who know to avoid him, greedily grabs any humanoid or large animal who comes within range, stuffing them into his enormous maw to feed his insatiable appetite for flesh. Normally he must subsist on water and fish from the stream, so a bite of warm, red meat, still struggling feebly in his grip, is most welcome.

In the large pool where the stream comes out from beneath his roots lie many small treasures dropped by Burnoak's victims — gold coins tumbled from pouches rotted in the water, an enchanted dagger covered with mud and grime, a sealed scroll-tube bearing who knows what map or message....

OPTIONS

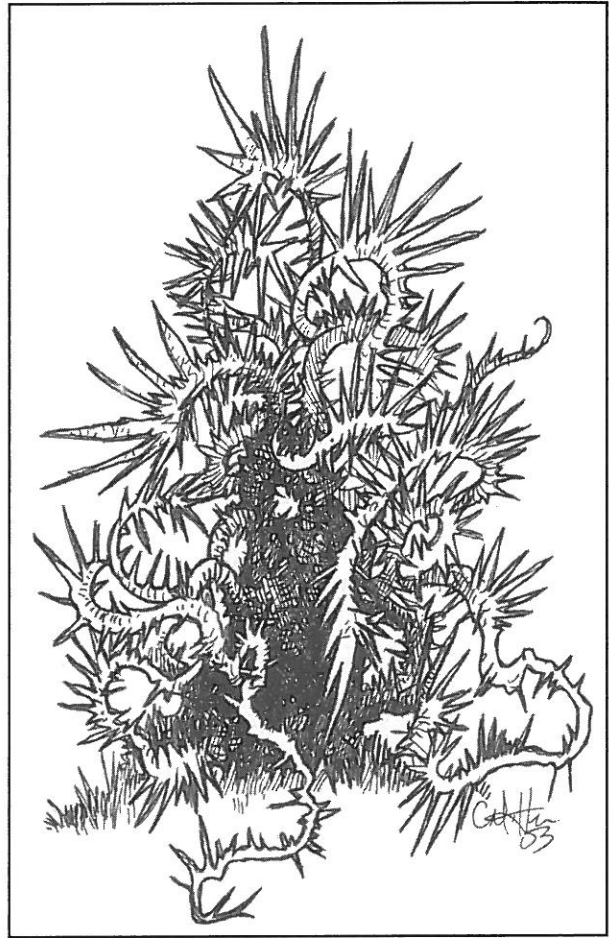
Cost Power

38 *Digging Thorns*: RKA ½d6, NND (defense is not taking BODY damage from Thornshooting or having innate rPD based on the toughness of one's flesh; +1), Does BODY (+1), Continuous (+1), Trigger (when Thornshooting does BODY damage; +¼), Reduced Endurance (0 END; +½); Linked (to Thornshooting; -¼)

Description: A thornshooter resembles a large mass of brambles (thorned vines) around a central stump-like body about the size of a human head. At most times it looks like a fairly ordinary plant; people don't notice the tiny, beady eyes on the tendrils, nor the fact that the thorns are unusually large and tinged with an almost blood-red color at the tip.

When the thornshooter spots potential prey within 6" (the furthest distance at which it can grab a corpse and drag it to itself), it unleashes a volley of thorns — by swinging its tendrils properly, it can "throw" thorns at a target within 20". Once a victim dies, the thornshooter draws it into itself and consumes it in about a day (the same length of time it takes to regrow thrown thorns).

Some thornshooters have an even more insidious attack. If a thrown thorn sticks in a victim's flesh (*i.e.*, if Thornshooting does BODY damage), it begins burrowing inward toward the victim's heart. Unless the victim quickly removes the thorn (the GM decides what this requires; at a minimum the character has to make a DEX Roll), it will eventually kill him.



TRAPWEED

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (4 rPD)
2	ED	-1		Total: 2 ED (2 rED)
2	SPD	0		Phases: 6, 12
5	REC	0		
28	END	0		
17	STUN	0		Total Characteristics Cost: 1

Movement: Running: 0"/0"
Leaping: 0"/0"

Cost Powers**END**

7	<i>Root-Fanged Mouth:</i> HKA ½d6, Armor Piercing (+½); No STR Bonus (-½), Must Follow Grab (-½), Automatically Targets Hit Location 18 (-0)	1
28	<i>Venomous Bite:</i> RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Root-Fanged Mouth Must Do BODY (-½), Extra Time (takes effect 1 Segment after victim is bitten; -½)	[4]
10	<i>Iron Grip:</i> +20 STR; Only For Grabs (-1)	0
3	<i>Tough Fibers:</i> Damage Resistance (4 PD/2 ED)	0
16	<i>Rooted:</i> Knockback Resistance -8"	0
10	<i>Unperturbed:</i> +20 PRE; Only To Resist Presence Attacks (-1)	0
3	<i>Plant Form:</i> Life Support (Diminished Sleep: no need to sleep)	0
-12	<i>Can't Move:</i> Running -6" (0" total)	
-2	<i>Can't Move:</i> Swimming -2" (0" total)	
6	<i>Five Leaves:</i> Extra Limbs (1), Inherent (+¼)	0

Skills

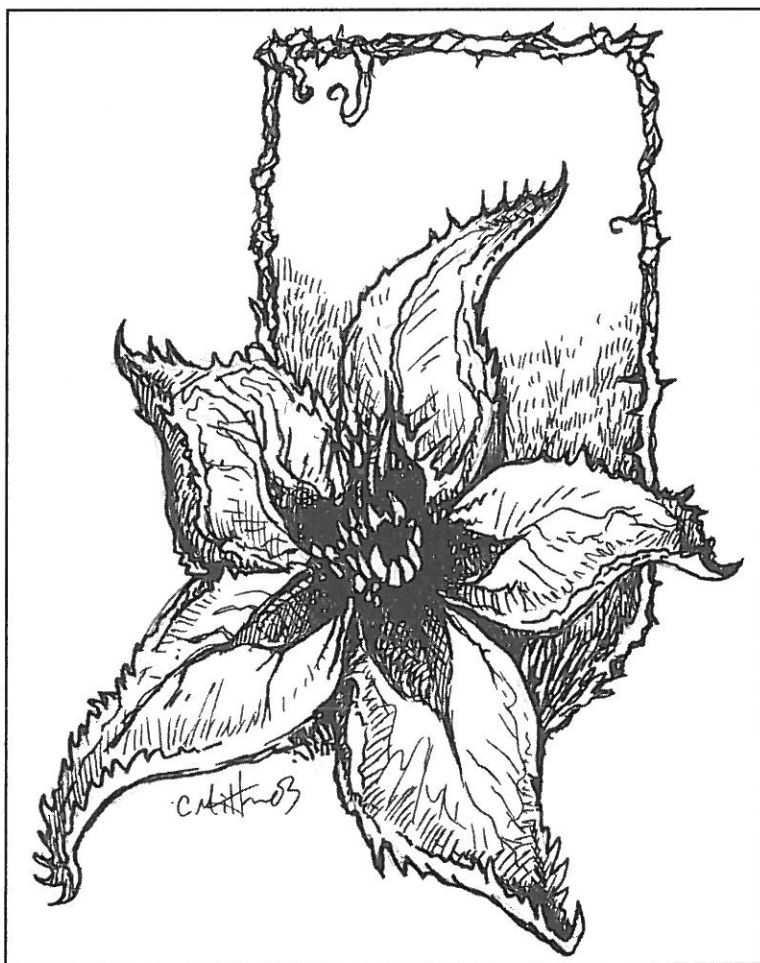
8	+4 OCV with Grab
4	<i>Look Like An Ordinary Plant:</i> Concealment 14-; Only To Make Self Look Like A Normal Plant (-1)

Total Powers & Skills Cost: 81

Total Cost: 82

75+ Disadvantages

10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
10	Physical Limitation: Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)



5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
0	Physical Limitation: Human Size

Total Disadvantage Points: 100

OPTIONS**Cost Power**

26	<i>Warning Shriek:</i> Hearing Group Images, +10 to PER Rolls, Reduced Endurance (0 END; +½); Set Effect (-1), Shriek Only Lasts For 2 Phases (-0)
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Description: A trapweed is a small plant with five large leaves in a star pattern. It sits low to the ground, its leaves spread out around it. When a person or creature steps on the central part of the plant (or puts his hand or other part of his body on it), the five leaves snap up to grab it in a tenacious grip. After it establishes a hold, it opens its mouth (located in the central body in the middle of the five leaves), which is filled with venom-tipped root-like teeth and bites the victim's foot. If all goes well, the victim dies, collapses, and is slowly consumed by the plant over about a week.

Wizards who use trapweeds as guardians of their gardens and towers have bred a version that can also emit a piercing shriek when it catches prey at least as large and heavy as a halfling. This warns the wizard intruders are present.

QLIPHOTHIC MONSTERS

The Qliphothic planes are realms “behind” the dimensions in which humans (and similar beings) live. The forms of “life” there are extremely strange... and dangerous... by human standards.

Ecology: Unknown. Qliphothic beings appear in this plane only when summoned by evil spellcasters, or when some sort of “dimensional rift” grants them access. They can remain here indefinitely without apparent ill effects.

Personality/Motivation: Uncertain, but they seem utterly inimical to human life. Whether this is because they are Evil (as many spellcasters argue) or just because they look upon humanity as nothing more than a food source is unknown.

Powers/Tactics: Qliphothic monsters usually use natural weapons of some sort in combat (tentacles with barbs or sharp, bony ridges seem common), but some have strong magical powers that prove strangely difficult for spellcasters in this plane to dispel. On the other hand, because their presence in this plane is so unnatural, Qliphothic monsters are easy to banish; they have a Vulnerability to Dispel Summon that applies regardless of whether the Dispel is used directly against them, or against the spellcaster who Summoned them.

Just looking at a Qliphothic monster may imperil a character’s sanity. The monster’s Drain EGO power represents this. If a character’s EGO reaches negative its starting total (for example, -10 if the character normally has 10 EGO), you should consider him utterly, gibberingly insane until he “heals.”

Campaign Use: Qliphothic monsters give you the chance to depart, even if only briefly, from the usual run of orcs, dragons, and manticores. They’re so unknown, and so bizarre, that you can give them virtually any appearance or abilities that you want. Their motivations should always remain inscrutable (at best), but should make them seem utterly evil and cruel even when compared to demons.

QLIPHOTHIC HOUND

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
0	COM	-5	9-	
10	PD	6		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
40	STUN	0		Total Characteristics Cost: 147 (+14 with NCM)

Movement: Running: 0”/0”
Leaping: 0”/0”
Flight: 6”/12”

Cost	Powers	END
22	<i>Bone-Edged Tentacles:</i> HKA 1d6 (1½d6 with STR), Armor Piercing (+½)	2
52	<i>Mind-Blasting Horror:</i> Drain EGO 2d6, Area Of Effect (22” Radius; +1¼), Delayed Recovery Rate (points return at the rate of 5 per Month; +2), Continuous (+1), Personal Immunity (+¼), Reduced Endurance (0 END; +½), Persistent (+½); Always One (-½), No Range (-½), Only Affects People Who Can And Do Look At Hound (-½)	0
10	<i>Qliphothic Flesh:</i> Damage Resistance (10 PD/10 ED)	0
45	<i>Qliphothic Form:</i> Life Support (Total)	0
16	<i>Qliphothic Mind:</i> Mental Defense (20 points total)	0
12	<i>Qliphothic Form:</i> Power Defense (12 points)	0
15	<i>Qliphothic Walking:</i> Flight 6”, Usable Underwater (+¼)	1
-12	<i>Can’t Walk:</i> Running -6” (0” total)	
-2	<i>Can’t Swim:</i> Swimming -2” (0” total)	
6	<i>Qliphothic Senses:</i> +2 PER with all Sense Groups	0
10	<i>Qliphothic Senses:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	<i>Qliphothic “Eyes”:</i> Nightvision	0
5	<i>Qliphothic “Eyes”:</i> Infrared Perception (Sight Group)	0
5	<i>Qliphothic “Eyes”:</i> Ultraviolet Perception (Sight Group)	0
20	<i>Qliphothic Senses:</i> Tracking for Sight and Smell/Taste Groups	0
12	<i>Bone-Edged Tentacles:</i> Stretching 2”, Reduced Endurance (0 END; +½); Limited Body Parts (tentacles only; -¼)	0
Skills		
20	+4 HTH	
5	Stealth 14-	

Total Powers & Skills Cost: 246

Total Cost: 393

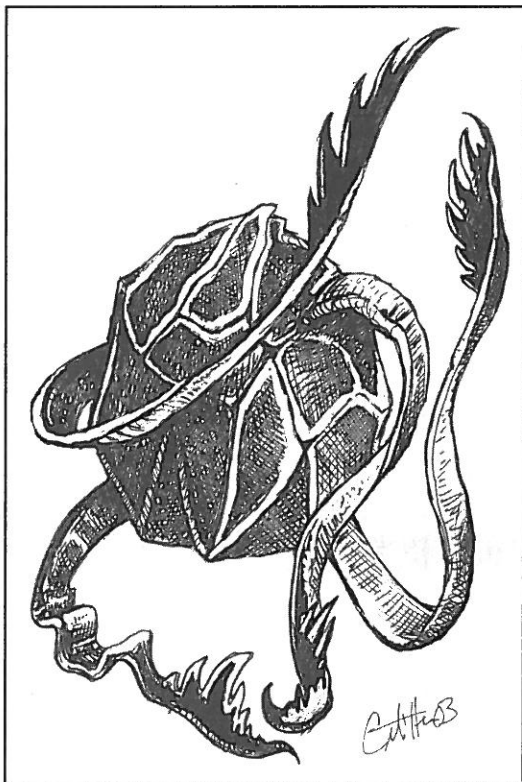
75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 0 Physical Limitation: Human Size
- 20 Vulnerability: 2 x Effect from Dispel Summon (Common)
- 293 Experience Points

Total Disadvantage Points: 393

Description: So called because it's usually conjured to track down and slay someone, a Qliphothic hound is a vaguely dodecahedral-shaped being, but on which none of the sides are quite the same size or shape. It has no apparent eyes or sensory organs, but four flattened tentacles with sharp, bony ridges on the tips project from its body at odd angles.

Thanks to its heightened senses (including the ability to track victims by sight or smell), a Hound is a superb hunter and scout. Once it catches up to its prey, it swoops in to attack, using its Bone-Edged Tentacles to do Move Bys from up to 2" away. If badly injured, it flees so it can heal up and return to the attack later.

**QLIPHOTHIC HUNTER**

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
24	DEX	42	14-	OCV: 8/DCV: 8
23	CON	26	14-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
0	COM	-5	9-	
8	PD	2		Total: 8 PD (8 rPD)
8	ED	3		Total: 8 ED (8 rED)
4	SPD	6		Phases: 3, 6, 9, 12
11	REC	0		
46	END	0		
50	STUN	3		Total Characteristics Cost: 167 (+46 with NCM)

Movement: Running: 14"/28"**Cost Powers**

		END
45	<i>Claws:</i> HKA 2d6 (3d6+1 with STR), Armor Piercing (+½)	4
115	<i>Invisible Form:</i> Invisibility to Sight, Smell/Taste, Radio, and Mental Groups and Detect Magic and Detect Invisibility, No Fringe, Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼)	0
8	<i>Qliphothic Flesh:</i> Damage Resistance (8 PD/8 ED)	0
45	<i>Qliphothic Form:</i> Life Support (Total)	0
8	<i>Qliphothic Mind:</i> Mental Defense (12 points total)	0
10	<i>Qliphothic Form:</i> Power Defense (10 points)	0
16	<i>Qliphothic Swiftess:</i> Running +8" (14" total)	2
10	<i>Qliphothic Walking:</i> Clinging (normal STR)	0
6	<i>Qliphothic Senses:</i> +2 PER with all Sense Groups	0
5	<i>Qliphothic "Eyes":</i> Nightvision	0
5	<i>Qliphothic "Eyes":</i> Infrared Perception (Sight Group)	0
5	<i>Qliphothic "Eyes":</i> Ultraviolet Perception (Sight Group)	0
10	<i>Qliphothic Senses:</i> Tracking for Smell/Taste Group	0

Skills

- 20 +4 HTH
- 5 Stealth 15-

Total Powers & Skills Cost: 313

Total Cost: 480

75+ Disadvantages

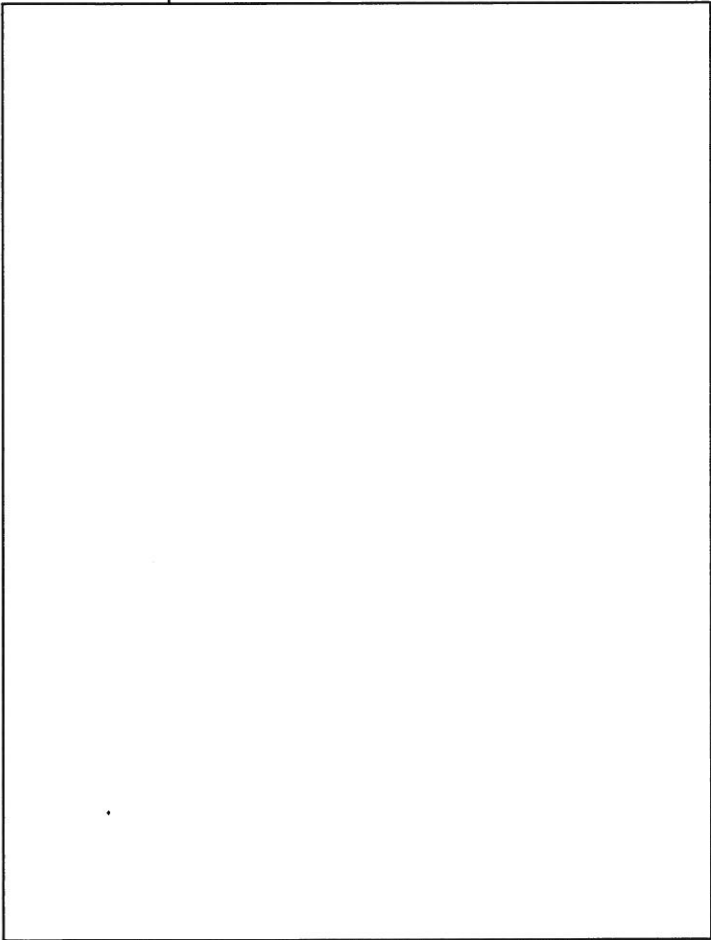
- 0 Physical Limitation: Human Size
- 20 Vulnerability: 2 x Effect from Dispel Summon (Common)
- 385 Experience Points

Total Disadvantage Points: 480

Description: Qliphothic hunters are always invisible. Even when they die and the invisibility fades, all that can be seen is a mass of rapidly deliquescing greenish-yellow slime with no limbs or features of any sort.

The Hunter's Invisibility is bought as covering Detect Magic and Detect Invisibility, both fairly common in most *Fantasy Hero* campaigns. If other Detects (such as Detect Monsters or the like) are also common, you should extend the power to cover those senses as well; the whole point of the creature is that it *cannot* be perceived by any commonly-available means. However, after encountering hunters at least once, a character could develop a special Detect Qliphothic Hunter spell to perceive it, if the GM permits.

Evil spellcasters summon Qliphothic hunters so the monsters may serve them as assassins. Once unleashed against a victim, a Qliphothic hunter pursues him without stopping until the victim dies, it dies, it performs all the services required of it by the spell, or someone banishes it back to the Qliphothic planes. In combat it relies on its claws and STR, plus of course its invisibility.



Artist's depiction of a Qliphothic Hunter

Ran-Tari

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
3	PD	1		Total: 3 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
24	END	0		
21	STUN	0		Total Characteristics Cost: 18

Movement: Running: 5"/10"
Leaping: 4"/8"
Swimming: 4"/8"

Cost	Powers	END
1	<i>Amphibious:</i> Life Support (Extended Breathing: 1 END per Turn)	0
-2	<i>Weak Runner:</i> Running -1" (5" total)	
3	<i>Strong Leaper:</i> Leaping +2" (4" total)	1
2	<i>Webbed Hands And Feet:</i> Swimming +2" (4" total)	1
5	<i>Ran-Tari Eyes:</i> Nightvision	0

Talents

3 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

3 Stealth 11-
5 WF: Common Melee Weapons, Common Missile Weapons, Blowguns

Total Powers & Skills Cost: 20
Total Cost: 38

75+ Disadvantages

0 Dependence: must immerse self in water at least once per day or take 1d6 damage (Very Common)
0 Physical Limitation: Human Size

Total Disadvantage Points: 75

OPTIONS

Cost	Power
16	<i>Poison-Squirting Glands:</i> Sight Group Flash 6d6, Personal Immunity (+¼); Limited Range (3"; -¼), 4 Charges (-1)

Ecology: The ran-tari (the term is both singular and plural) are batrachoids — human-sized frog-men. They're omnivores who dwell in swamps, marshes, rain forests, and like environments. As amphibians, they must keep their skins moist, which requires them to immerse themselves at least once per day (they can accomplish this by standing in the rain or



Campaign Use: This character sheet represents a typical competent ran-tari the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser ran-tari — traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: A ran-tari looks like a humanoid frog or toad with greyish, greenish, or yellowish skin, long fingers, and powerfully-muscled legs. Specific skin-markings or patterns sometimes denote certain tribes.

WULLYUG

Among the ran-tari of the swamps near the Tarnwood, one name inspires fear more than any other: Wullyug. Older than the oldest tribal elder, gnarled and wrinkled beyond belief, Wullyug holds himself apart from the tribe but nevertheless seems

having water poured on them, if necessary).

Unlike most humanoids, ran-tari care little for their infants, which are born from eggs in "litters" of one to three dozen. Any child who survives for two years is regarded as worth paying attention to and inducted into ran-tari society in a religious ceremony. Children are considered adults at age 5, when they reach average adult height and strength. The ran-tari lifespan is about 30-40 years.

Ran-tari live in "tribes" of two or more families led by the most powerful male, the *goolthas*. The males hunt, gather food, grow crops (if possible), and defend the tribe; the females and young maintain the homes, build dwellings, and perform other chores.

Personality/Motivation: Normal sentient humanoid motivations. Since they can only live in certain places, they're territorial and fight fiercely to defend their lands and homes.

Powers/Tactics: Ran-tari use the full range of tactics available to sentient humanoids. They usually carry bows, blowguns, spears, clubs, and axes as weapons and often take advantage of their ability to remain underwater for long periods of time to stage ambushes. Some tribes have poison-squirting glands located near their eyes; the poison, while not fatal, is caustic enough to blind a non-ran-tari temporarily if it gets in his eyes.

to protect it... and demands tribute for doing so.

Wullyug is a powerful shaman-druid (Faith 26-, 70 points' worth of spells) who lives in a house made of reeds on a small island in the deepest, darkest heart of the swamp. As "pets" he keeps a pack of half a dozen giant frogs (HSB, page 75) who obey his every command. Additionally, he can use normal frogs and toads in the swamps as his eyes, ears, and even messengers. If anyone or anything threatens him or the ran-tari, he uses his powers to destroy the danger, then shows it to the tribes so they send him gold and captives (the latter Wullyug eats, or so the ran-tari say; they're certainly never seen again).

Wullyug owns two enchanted items (in addition to various potions which he brews himself). One is a staff, a crooked, weak-looking stick of wood that allows him to summon and control one swamp elemental (HSB, page 71-72) per week. The other is a powerful Glittergem (FHG, page 138 — it does Sight Group Flash 10d6 damage).

Tales told by the ran-tari claim Wullyug is the servant of an enormous frog-god who was once worshipped at a golden temple now lost in the depths of the swamp. If so, Wullyug says nothing of it.

Ratling

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
8	CON	-4	11-	
5	BODY	-10	10-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
8	PRE	-2	11-	PRE Attack: 1½d6
8	COM	-1	11-	
				Total: 2 PD (0 rPD)
2	PD	1		Total: 2 ED (0 rED)
2	ED	0		Phases: 6, 12
2	SPD	0		
3	REC	0		
16	END	0		
12	STUN	0		Total Characteristics Cost: -15

Movement: Running: 3"/6"

Cost Powers END
-6 Short Legs: Running -3" (3" total)

Skills
20 Hard To Hit: +4 DCV

7 Climbing 13-
11 Concealment 15-
11 Stealth 15-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 47
Total Cost: 32

75+ Disadvantages
10 Physical Limitation: Diminutive (.5m; +6" KB) (Frequently, Slightly Impairing)

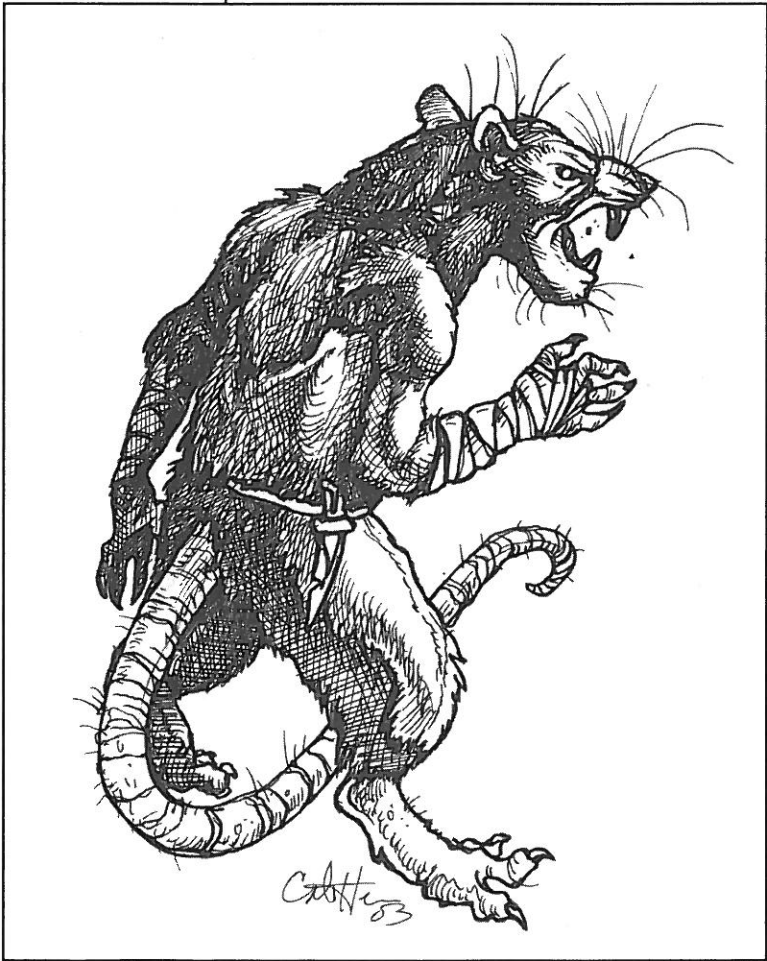
Total Disadvantage Points: 75
Ecology: Ratlings are, like rats, omnivores who'll eat just about anything. They prefer fresh meat if possible, but since they don't hunt they only get it if they can steal it. They live in underground areas in and around human habitations, or sometimes in ruins; some of their "cities" number in tens of thousands of inhabitants (often as many as 10-20 times the number of local humans).
Some ratlings ally themselves with or serve one or more wererats (HSB, page 99), relying on them for protection and providing information and food in return.

Personality/Motivation: Normal sentient humanoid motivations. Ratlings regard "large folk," such as humans, as big, clumsy, stupid beings to be manipulated, tricked, and exploited. They often use their ability to move around virtually unnoticed to gather information to use in plots against humanity.

Powers/Tactics: Ratlings use the full range of tactics available to sentient humanoids. Since they're poor combatants, they usually try to flee confrontations so they can plan ambushes later, or gather information with which to blackmail their enemies. Stealth, sneakiness, and cunning, not brawn, are their forté.

Campaign Use: This character sheet represents a typical competent ratling the PCs might encounter in a situation where you need a character sheet (i.e., combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser ratlings — the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Ratlings are one foot-tall rats with human-like hands and intelligence. They do not wear clothes, but often have leather belts from which to hang weapons, tools, and the like.



Rootling

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
13	CON	6	12-	
8	BODY	-4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 ED (4 rED)
3	SPD	8		Phases: 4, 8, 12
5	REC	0		
26	END	0		
20	STUN	0		Total Characteristics Cost: 18

Movement: Running: 5"/10"
Tunneling: 1"/2"

Cost	Powers	END
4	<i>As Tough As Roots:</i> Damage Resistance (4 PD/4 ED)	0
2	<i>Skilled Digger:</i> Tunneling 1" through 1 DEF material, Extra Time (1 Turn; -1¼)	1
-2	<i>Short Legs:</i> Running -1" (5" total)	

Skills

10	<i>Hard To Hit:</i> +2 DCV
7	Climbing 13-
7	Concealment 13-
7	Stealth 13-
2	Survival (Temperate/Subtropical Forests, Tropical Forests) 11-
6	WF: Common Melee Weapons, Common Missile Weapons, Sling, Staff Sling

Total Powers & Skills Cost: 43

Total Cost: 61

75+ Disadvantages

5	Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
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Total Disadvantage Points: 75

OPTIONS

Cost	Power
9	<i>Rootling Trapster:</i> Add Security Systems 14-
5	<i>Rootling Poisoner:</i> Add PS: Brew Poison 14-

Ecology: Rootlings are small humanoids who seem to be made out of roots and vegetable matter, but in fact are flesh and blood like most other humanoids. They live in forests where they dig burrows beneath the roots of large, old trees. The darker the forest, and the larger the tree, the better the rootlings like it; some deep forests have entire rootling "cities."

Rootling families center around a dominant male who has one or more female "wives"; the females are notably smaller and weaker than the males. If several families live in the same area, the largest, strongest, and/or cleverest male serves

as "chief" (though infighting and backbiting are common).

Some adventurers claim other types of rootlings — water rootlings, who live in stagnant pools and foul rivers, and mountain rootlings, who live deep underground — exist. If so, there is as yet no proof.

Personality/Motivation: Normal sentient humanoid motivations tainted by malice. Despite their mostly vegetarian diet, rootlings loathe and despise other humanoids and are quick to attack, hinder, or harm them if given the chance.

Powers/Tactics:

Rootlings use the full range of tactics available to sentient humanoids. Their favorite weapons include daggers, slings, darts, and viciously spiked small clubs (treat as a mace). Given their small size, they avoid open combat, preferring ambushes, sneak attacks, and other device stratagems. They're masters at setting traps, and often use poison on their darts, arrows, and other weapons.

Campaign Use:

This character sheet represents a typical competent rootling the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser rootlings — the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: A rootling is a two to three feet tall humanoid the brown color of old roots. Its skin is gnarled and tough like a root, its dark eyes glitter with malevolence, its mouth looks as if it were torn or gouged out of its body, and its fingers and toes are long and root-like.



Sarkany

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
10	PD	6		Total: 10 PD (3 rPD)
10	ED	5		Total: 10 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
13	REC	0		
50	END	0		
55	STUN	2		Total Characteristics Cost: 151 (+41 with NCM)

Movement: Running: 8"/16"



Cost	Powers	END
105	<i>Petrification</i> : Major Transform 8d6 (living things to stone, heals back through restorative magics), Personal Immunity (+¼), Reduced Endurance (0 END; +½); All Or Nothing (-½), Limited Range (10"; -¼), Limited Target (living things; -¼)	0
16	<i>Create Storms</i> : Change Environment 4" radius (create stormy weather), -3 to Sight PER Rolls, MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); No Range (-½), Extra Time (1 Turn to activate; -¾)	0
3	<i>Tough Skin</i> : Damage Resistance (3 PD/3 ED)	0
4	<i>Heavy</i> : Knockback Resistance -2"	0
4	<i>Long Legs</i> : Running +2" (8" total)	0
9	<i>More Heads Better</i> : +3 PER with all Sense Groups	0
10	<i>More Eyes Better</i> : Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	<i>Extra Heads</i> : Extra Limbs (6 more heads), Inherent (+¼); Limited Manipulation (-¼)	0
4	<i>Reach</i> : Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Perks
40 Follower: one 200-point pegasus (HSB, page 106)

Skills
5 PS: Predict Weather 14-
3 Stealth 12-
4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 212
Total Cost: 363

75+ Disadvantages
5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
283 Experience Points

Total Disadvantage Points: 363

Options
Cost Power
50 <i>Magical Powers</i> : 50 points' worth of Magic Skills, spells, and abilities

Ecology: The sarkany feeds on flesh — and since it has nine mouths, it eats frequently! Human flesh is a favorite, but by no means the only type of meat a sarkany eats.

Most sarkany are solitary, living in ruins, isolated mountain castles, and sometimes mountain-side caves. Sometimes two or more live together if there's enough food to support them, but usually their stormy tempers soon drive them apart.

Personality/Motivation: Normal sentient humanoid motivations. Sarkany anger easily, and when in a rage express themselves through slaughter and destruction.

Powers/Tactics: Sarkany use the full range of tactics available to sentient humanoids. They favor the sword, either the greatsword or a sword-and-shield combination, though they don't always wear armor. But their fighting skills are not their greatest weapon. That would be their power to turn their enemies to stone! Anyone who approaches a sarkany thinking it just another brutish ogre may soon find himself a statue. Some sarkany have other magical powers as well.

Sarkany have the ability to create storms. They love to ride their flying horses (which are like pegasi, but without wings) through the thunderclouds, reveling in the noise and turmoil. At such times they're particularly eager to fight and will attack just about anything.

Campaign Use: Sarkany are excellent adversaries for low-powered groups of adventurers. Although too strong and tough for any one character to cope with, they're a good match for a band of young heroes... assuming, that is, they can find some way to counteract or avoid the sarkany's petrification ability...

Appearance: A sarkany is a ten-foot tall ogreish being with nine heads.

FIGHTING MULTI-HEADED HUMANOIDS

Several of the humanoid monsters in this book — such as the dev, the ettin, the sarkany, and various giants and trolls — have more than one head. This raises some interesting implications for combat.

First, even though these creatures have multiple heads, they suffer the same Hit Location modifiers for the Head as any other person. The GM may, in his discretion, reduce the OCV modifier (perhaps to -6) to reflect the fact that an attacker has so many more heads to strike at.

Second, loss of a head counts as a serious injury, and may involve enough BODY damage to kill the being, but doesn't automatically result in death the way it would for a human or dwarf. The creature has other heads and can keep right on fighting if it's Stunned or Knocked Out. In fact, in some legends, multi-headed trolls could put their severed heads back on their necks and restore them to life with a sip from a magic healing elixir!

Third, the GM may, if he wishes, impose other penalties on a multi-headed humanoid when it loses one or more heads. If the creature has abilities based on having more than one head — such as Increased Arc Of Perception for Sight or other senses, psionic powers, or heightened intelligence — the GM can get rid of or reduce those abilities. Loss of a head may automatically trigger an Enraged/Berserk.

If a multi-headed humanoid loses a head, it doesn't grow back. Healing — either natural or magical — can restore the lost BODY, but where there was once a head there's now just a stump. The Healing Power with the Can Heal Limbs Adder can regrow a lost head.

Scorpion-Man

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
22	CON	24	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
8	PD	3		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 ED (8 rED)
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	0		
44	END	0		
42	STUN	0		Total Characteristics Cost: 106 (+9 with NCM)

Movement: Running: 9"/18"
Leaping: 3"/6"

Cost	Powers	END
10	<i>Sting:</i> HKA ½d6 (1d6+1 with STR)	1
42	<i>Venom:</i> Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Sting Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½) plus RKA 3d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Sting Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½)	[4]
8	<i>Scorpion-Man Skin:</i> Damage Resistance (8 PD/8 ED)	0
6	<i>Hunter's Senses:</i> +2 PER with all Sense Groups	0
6	<i>Many Legs:</i> Running +3" (9" total)	1
5	<i>Eight Legs And A Tail:</i> Extra Limbs (7), Inherent (+¼), Limited Manipulation (-¼)	0

Skills

10	+2 HTH
3	Stealth 13-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 94
Total Cost: 200

75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 115 Experience Points

Total Disadvantage Points: 200

OPTIONS

Cost Power

- 10 Wall-Walking: Clinging (normal STR)

Ecology: Not fully known. Adventurers claim scorpion-men were created by the gods as guardians, hunters, and servants. What is known is that they eat meat of all sorts, including human flesh.

Personality/Motivation: Normal sentient being motivations. Although not necessarily “Evil,” scorpion-men do seem to hold a particular hatred for humans and their ilk.

Powers/Tactics: A scorpion-man has many options in combat. First, he usually carries weapons in his human hands. Bows, spears, swords, and axes are favored, usually with a shield in the other hand. Second, he has a powerful natural weapon — the poison-tipped stinger on the end of his tail.

If set as a guardian of some place or object by a powerful being, a scorpion-man usually fights to the death. Otherwise he retreats after suffering any significant injury or like setback, hoping for a

SCORPION-MAN
HIT LOCATION TABLE

Roll	Location	STUNx	N	STUN	BODYx	To Hit
3-5	Head	x5		x2	x2	-8 OCV
6-7	Arms/Hands	x2		x½	x½	-5 OCV
8	Shoulders	x3		x1	x1	-3 OCV
9-10	Human Torso	x3		x1	x1	-3 OCV
11-12	Scorpion Body	x3		x1	x1	-3 OCV
13	Vitals	x4		x1½	x2	-8 OCV
14-17	Legs	x2		x½	x½	-5 OCV
18	Tail	x2		x½	x½	-5 OCV

Head Shot (-4 OCV): 1d6+3
High Shot (-2 OCV): 2d6+1
Body Shot (-1 OCV): 2d6+4
Low Shot (-2 OCV): 1d6+9
Leg Shot (-4 OCV): 1d6+12
Low Shot (-2 OCV): 1d6+9
Leg Shot (-4 OCV): 1d6+12

chance to turn the tables on his foes later.

Campaign Use: Scorpion-men are often found by themselves, guarding something: a road; a mountain pass; a treasure; a doorway. However, being intelligent, they could also band together and try to carve out an empire for themselves from weak human kingdoms....

Appearance: A scorpion-man is a scorpion-centaur — it has the upper body of a man, and the lower body and tail of a scorpion. It may wear light clothing or armor on its upper torso, and often carries weapons.



Sharthak

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
28	STUN	0		Total Characteristics Cost: 48 (+2 with NCM)

Movement: Running: 4"/8"
Swimming: 7"/4"

Cost	Powers	END
10	Sharthak Jaws: HKA ½d6 (1d6+1 with STR)	1
2	Sharthak Skin: Damage Resistance (2 PD/2 ED)	0
5	Gills And Lungs: Life Support (Expanded Breathing: Breathe Oxygen)	0
3	Sharthak Body: Life Support (Safe Environment: High Pressure, Intense Cold)	0
5	Sharthak Body: Swimming +5" (7" total)	1
-4	A Bit Awkward On Land: Running -2" (4" total)	
3	Sharthak Senses: +1 PER with all Sense Groups	0
5	Sharthak Eyes: Nightvision	0
2	Sharthak Nose: +2 PER with Normal Smell	0
5	Sharthak Nose: Tracking for Normal Smell	0
5	Tail: Extra Limbs (1), Inherent (+¼), Limited Manipulation (-¼)	0
Skills		
3	Stealth 12-	
5	WF: Common Melee Weapons, Common Missile Weapons, Nets	

Total Powers & Skills Cost: 49
Total Cost: 97

75+ Disadvantages
0 Physical Limitation: Human Size
22 Experience Points

Total Disadvantage Points: 97

PTIONS

Cost Power
3 Skilled Sharthak Warrior: Teamwork 12-
Ecology: The Sharthak (the term is both singular and plural) are ocean-dwelling shark-men. They are carnivorous, feeding mainly on fish and whales but gladly taking human prey whenever they can. They live in undersea cities they build with stone blocks quarried from undersea mountains, or sometimes just tunnel out a warren of corridors and caverns in said mountains. Despite their generally selfish and cruel nature, they mate for life and enjoy loving marriages; children are usually born in the spring or summer.

Personality/Motivation: Normal sentient humanoid motivations. Sharthak tend to be cruel, greedy, temperamental, and vicious; civil wars and attempted rebellions are common in their society.

Powers/Tactics: Sharthak use the full range of tactics available to sentient humanoids. Like mer-folk and the uthosa, they favor thrusting and stabbing weapons — tridents, spears, daggers — over slashing and chopping ones, and can also use nets to good effect.

Sharthak prefer to overwhelm their enemies with swarms of warriors. They fight together well, and often learn the *Teamwork* Skill to represent that.

Campaign Use: This character sheet represents a typical competent sharthak the PCs might encounter in a situation where you need a character sheet (i.e., combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser sharthak — tradesmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.



Appearance: The sharthak are shark-men. Their bodies look like those of sharks, with arms and legs projecting from the side and a large fin on the back. They have similar, but smaller, fins on the top of the head and backs of the legs.

Shedu

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
25	BODY	30	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
12	PD	4		Total: 12 PD (12 rPD)
12	ED	7		Total: 12 ED (12 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
13	REC	0		
50	END	0		
60	STUN	2		Total Characteristics Cost: 199 (+65 with NCM)

Movement: Running: 10"/20"
Flight: 15"/30"
Leaping: 4"/8"

Cost	Powers	END
75	<i>Shedu Powers:</i> 75 points' worth of Magic Skills, spells, and abilities	
13	<i>Blessing:</i> +1 Overall, Usable Simultaneously (up to 8 people at once; +1); Costs Endurance (-½)	2
60	<i>Shedu's Touch:</i> Simplified Healing 6d6	6
72	<i>Shedu's Bulwark:</i> Force Wall (10 PD/10 ED, 5" long and 2" tall), Reduced Endurance (0 END; +½); Cannot Englobe (-¼)	0
12	<i>Divine Form:</i> Damage Resistance (12 PD/12 ED)	0
60	<i>Divine Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
45	<i>Shedu's Body:</i> Life Support (Total)	0
11	<i>Shedu's Body:</i> Mental Defense (15 points total)	0
12	<i>Shedu's Body:</i> Power Defense (12 points)	0
10	<i>Heavy:</i> Knockback Resistance -5"	0
20	<i>Wings:</i> Flight 15"; Restrained (-½)	3
8	<i>Long Legs:</i> Running +4" (10" total)	1
6	<i>Shedu's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Shedu's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Shedu's Eyes:</i> Ultraviolet Perception (Sight Group)	0
9	<i>Shedu's Eyes:</i> +6 versus Range Modifier for Sight Group	0

Skills

30	+3 Overall
3	Conversation 14-
3	Deduction 13-
3	High Society 14-
3	Oratory 14-
3	Paramedics (Healing) 13-
3	Persuasion 14-
30	Scholar and 27 points' worth of Knowledge Skills of the GM's choice

Total Powers & Skills Cost: 501

Total Cost: 700

75+ Disadvantages

- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 600 Experience Points

Total Disadvantage Points: 700

Ecology: Shedu (the name is both singular and plural) are divine beings, creations and servants of the gods. They are usually sent into the world to serve as guardians of palaces, temples, or important people, or perhaps to serve a holy man for a time or participate in a noble crusade. Female shedu are known as lamassu.

Personality/Motivation: Shedu are kind, noble, wise, faithful, and willing to do whatever they must to uphold the cause of Good. They bear nothing but goodwill for those of like mind, and nothing but ill will for the forces of Evil, whom they oppose implacably.

Powers/Tactics: In battle, shedu rely on their magical powers. They prefer to devote themselves to protecting the innocent and supporting others (such as a band of heroic PCs) with their magical powers, rather than attacking the enemy directly. They have no natural weapons, but can rear and kick with their powerful hooves if necessary. They often take to the air and remain there until the battle is done, since that in itself protects them from many attacks.

Campaign Use: You can use shedu to help, support, or heal a party that's run into a difficult situation or can't figure out a mystery. Characters who rescue a captive or wounded shedu may earn the favor of the gods.

Appearance: A shedu is a winged bull with the bearded head of a man. Its female counterpart, the lamassu, is a winged lion with a woman's head.

SPIRIT EAGLES

Spirit eagles are powerful spirits who take the shape of large birds of prey when they manifest in this world. Most represent some destructive element or force of nature, and even if they are well-intentioned toward man, their coming often heralds difficulties and disasters.

Ecology: As spirits, spirit eagles typically do not have to eat or the like (though some of the more monstrous ones do feed on humans). They appear only where and when they're needed... or when they want to prey on men.

Personality/Motivation: Since they are spirits, it's difficult to assign human motivations to spirit eagles. Some of them want to protect, preserve, or manifest the natural force they embody; others consider humans food; still others are totally inscrutable.

Powers/Tactics: Spirit eagles have two powerful weapons: their magic; and their claws and beaks. They try to remain in the air in battle, raining arcane devastation down on their foes, but if necessary will close to HTH Combat range to shred their opponents.

Campaign Use: Spirit eagles sometimes serve as opponents for the heroes to fight, but it's just as likely that they'll spark a scenario as become part of one. For example, if a spirit eagle visits a village, the villagers may hire the PCs to try to stave off (or at least defend the village from) the ill events the eagle serves as a harbinger of.

BMOLA

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
12	PD	8		Total: 12 PD (7 rPD)
12	ED	8		Total: 12 ED (7 rED)
4	SPD	6		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
35	STUN	0		
Total Characteristics Cost: 130 (+20 with NCM)				

Movement: Running: 2"/4"
Leaping: 2"/4"
Flight: 20"/40"

Cost	Powers	END
62	<i>Create Blizzard:</i> Change Environment 4" radius, -2 to Sight Group PER Rolls, up to -10 Temperature Levels, Multiple Combat Effects, MegaScale (1" = 1 km broad and deep; +¼), Reduced Endurance (0 END; +½); No Range (-½)	0
20	<i>Rain Of Icicles:</i> RKA 1d6, Area Of Effect (4" Radius; +1¼), Armor Piercing (+½); Only Works Against Targets Below Bmola (-½), 8 Charges (-½)	[8]
30	<i>Frigid Blast:</i> Energy Blast 6d6	3
15	<i>Beak:</i> HKA 1d6 (2d6 with STR)	1
18	<i>Talons:</i> HKA 1d6 (1½d6 with STR), Armor Piercing (+½); Reduced Penetration (-¼)	2
7	<i>Bmola's Form:</i> Damage Resistance (7 PD/7 ED)	0
60	<i>Bmola's Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
45	<i>Bmola's Form:</i> Life Support (Total)	0
-8	<i>Short Legs:</i> Running -4" (2" total)	
33	<i>Strong Wings:</i> Flight 20", Reduced Endurance (½ END; +¼); Restrained (-½)	2
9	<i>Bmola's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Bmola's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Bmola's Eyes:</i> Ultraviolet Perception (Sight Group)	0
12	<i>Bmola's Eyes:</i> +8 versus Range Modifier for Sight Group	0

Talents

3	Bump Of Direction
20	Universal Translator 12-

Skills

24	+3 with All Combat
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Total Powers & Skills Cost: 360

Total Cost: 490

75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 0 Physical Limitation: Human Size
- 400 Experience Points

Total Disadvantage Points: 490

Description: The bmola, or Wind Bird, manifests the power of the freezing winds and snows of the North. It looks like an enormous eagle with blue-white feathers. It carries the frigid North Wind underneath its wings, and ice and icicles drip from its body. It has no love for mankind.

In combat, the bmola has two attacks besides its beak and talons. First, it can fly above a target and shake its wings, causing a shower of razor-sharp icicles to rain down on its foes. Second, it can project a blast of such frigid cold that it can injure or kill.

HOKHOKU

Val	Char	Cost	Roll	Notes
25	STR	15	13-	Lift 800 kg; 5d6 [2]
21	DEX	33	13-	OCV: 7/DCV: 7
20	CON	20	13-	
18	BODY	16	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
12	PD	7		Total: 12 PD (6 rPD)
12	ED	8		Total: 12 ED (6 rED)
4	SPD	9		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
41	STUN	0		Total Characteristics Cost: 137 (+21 with NCM)

Movement: Running: 2"/4"
Leaping: 3"/6"
Flight: 20"/40"

Cost	Powers	END
30	<i>Beak:</i> HKA 1d6+1 (2d6+1 with STR), Armor Piercing (+½)	3
18	<i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½); Reduced Penetration (-¼)	1
6	<i>Hokhoku's Form:</i> Damage Resistance (6 PD/6 ED)	0
60	<i>Hokhoku's Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
45	<i>Hokhoku's Form:</i> Life Support (Total)	0
-8	<i>Short Legs:</i> Running -4" (2" total)	
33	<i>Strong Wings:</i> Flight 20", Reduced Endurance (½ END; +¼); Restrained (-½)	2
9	<i>Hokhoku's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Hokhoku's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Hokhoku's Eyes:</i> Ultraviolet Perception (Sight Group)	0
12	<i>Hokhoku's Eyes:</i> +8 versus Range Modifier for Sight Group	0
5	<i>Hokhoku's Nose:</i> Tracking for Normal Smell	0

Talents

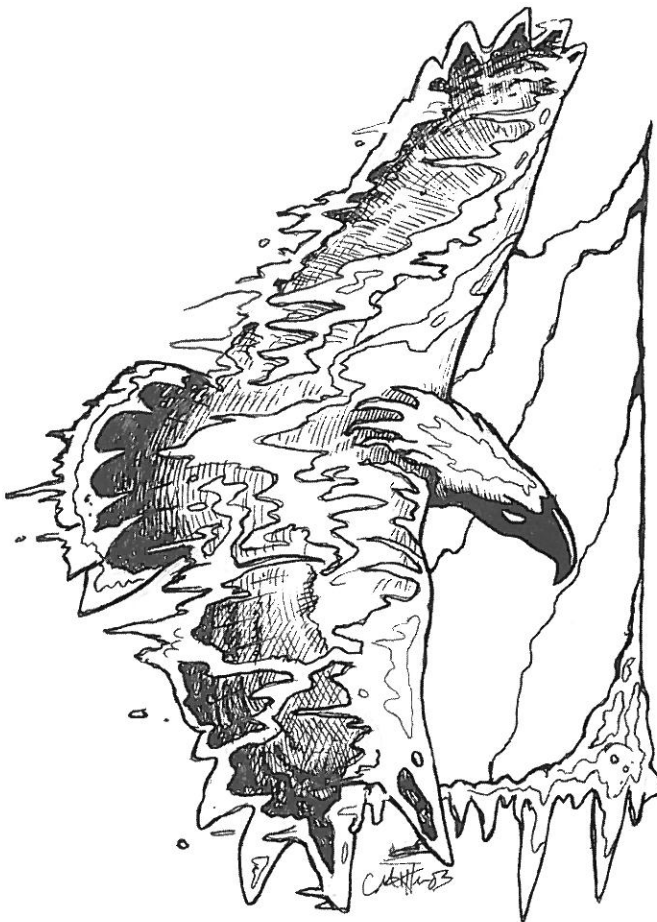
- 3 Bump Of Direction
- 20 Universal Translator 12-

Skills

- 16 +2 with All Combat
- 12 Targeting Skill Levels: +4 OCV versus Hit Location modifiers with All Attacks

Total Powers & Skills Cost: 271

Total Cost: 408



75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 0 Physical Limitation: Human Size
- 318 Experience Points

Total Disadvantage Points: 408

Description: The hokhoku is a terrifying bird-monster with a long, thin, strong beak. Extremely inimical to humans, it hunts them, using its bulk and strength to knock them down and then cracking open their skulls with its beak so it can eat their brains. Sometimes a flock of hokhoku descends on a village (or an adventuring party!) to eat the brains of everyone in it.

**THUNDERBIRD**

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
23	CON	26	14-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
30	PRE	20	15-	PRE Attack: 6d6
14	COM	2	12-	
15	PD	10		Total: 12 PD (8 rPD)
15	ED	10		Total: 12 ED (8 rED)
4	SPD	6		Phases: 3, 6, 9, 12
10	REC	0		
46	END	0		
45	STUN	0		Total Characteristics Cost: 166 (+52 with NCM)

Movement: Running: 2"/4"
Leaping: 3"/6"
Flight: 25"/50"

Cost	Powers	END
135	<i>Lightning Eyes:</i> RKA 4d6, Indirect (power can originate from thunderbird's eyes, beak, or wings; +¼), Armor Piercing (+½), Reduced Endurance (0 END; +½)	0
82	<i>Wing Thunderclap:</i> Hearing Group Flash 10d6, Area Of Effect (5" Radius; +1), Personal Immunity (+¼), Reduced Endurance (0 END; +½)	0
20	<i>Beak:</i> HKA 1d6+1 (2½d6 with STR)	2
18	<i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½); Reduced Penetration (-¼)	1
8	<i>Thunderbird's Form:</i> Damage Resistance (8 PD/8 ED)	0
60	<i>Thunderbird's Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
45	<i>Thunderbird's Form:</i> Life Support (Total)	0
-8	<i>Short Legs:</i> Running -4" (2" total)	
41	<i>Strong Wings:</i> Flight 25", Reduced Endurance (½ END; +¼); Restrained (-½)	2
9	<i>Thunderbird's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Thunderbird's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Thunderbird's Eyes:</i> Ultraviolet Perception (Sight Group)	0
12	<i>Thunderbird's Eyes:</i> +8 versus Range Modifier for Sight Group	0
5	<i>Thunderbird's Nose:</i> Tracking for Normal Smell	0

Talents

- 3 Bump Of Direction
- 20 Universal Translator 12-

Skills

- 16 +2 with All Combat
- 12 Targeting Skill Levels: +4 OCV versus Hit Location modifiers with All Attacks

Total Powers & Skills Cost: 488

Total Cost: 654

75+ Disadvantages

- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 0 Physical Limitation: Human Size
- 564 Experience Points

Total Disadvantage Points: 654

OPTIONS

Cost Power

- 50 *Assume Human Form*: Multiform (assume 250 point human form)
- 50 *Earth Powers*: 50 points' worth of Magic Skills and spells related to moving, manipulating, or affecting earth and stone
- 15 Psychological Manipulation: Hates Giant Snakes (Common, Strong)

Description: The thunderbird looks like an enormous eagle with blue-black or red feathers. Its wings beat as loud as thunderclaps, and bolts of lightning flash from its eyes at its enemies. In most places it represents the power of the storm (and sometimes of the summer as well); in others it has powers over earth and stone as well.

Some types of thunderbirds have a long-standing enmity with a race of giant horned serpents and fight them at every opportunity. Other types can change into human shape to mingle with men, teaching and learning from them.



SPIRIT, NATURE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
8	PD	6		Total: 8 PD (0 rPD)
8	ED	5		Total: 8 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
30	STUN	7		Total Characteristics Cost: 110

Movement: Running: 9"/12"
Teleportation: 20"/40"

Cost	Powers	END
60	<i>Spirit Powers</i> : 60 points' worth of Magic Skills, spells, and abilities related to the phenomena or substance the spirit embodies	var
60	<i>Spirit Form</i> : Physical and Energy Damage Reduction, Resistant, 50%	0
45	<i>Spirit Form</i> : Life Support (Total)	0
6	<i>Spirit Swiftess</i> : Running +3" (9" total)	1
20	<i>Spirit Travel</i> : Teleportation 20"; Extra Time (Full Phase; -½), Requires A Stealth Roll (-½)	4

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 3 Bump Of Direction
- 10 Lightning Reflexes: +10 DEX to act first with Spirit Travel
- 20 Universal Translator 13-

Skills

- 30 *Spirit Agility*: +6 DCV
- 9 Concealment 16-
- 3 Deduction 13-
- 9 Stealth 16-
- 3 Tracking 13-

Total Powers & Skills Cost: 284

Total Cost: 394 (plus see below)

75+ Disadvantages

- 5 Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Protective Of What It Embodies (Common, Total)
- 294+ Experience Points

Total Disadvantage Points: 394

Ecology: Nature spirits are magical manifestations of various substances, phenomena, and conditions in nature (and sometimes in man-made environments). The character sheet above represents a "basic" or "generic" nature spirit; the additional or altered abilities needed to create each type of nature spirit are listed below.

Personality/Motivation: Varies, often based on the qualities or substances the spirit embodies (fire spirits are fickle and temperamental, field spirits quiet and helpful, and so forth). However, most share two traits. First, they're protective of whatever they embody; water spirits don't want to see their pools fouled or drained, and forest spirits don't like it when people cut trees without asking permission. Second, many of them are mischievous and play minor tricks on people when they get the chance.

Powers/Tactics: Spirits' tactics and approach to combat vary based on the type of spirit, its powers, and so forth. Most are not belligerent or confrontational; while they'll fight fiercely to protect their domain, they usually prefer to flee or hide from attackers and then attack them or play tricks on them from surprise later.

Campaign Use: You can introduce spirits into your campaign in many different ways. First, you can use them as a random but colorful encounter. For example, when the PCs stop to rest beneath a grove of shady trees, a forest spirit might manifest to talk with them, just for fun. Second, they can help the PCs, assuming the PCs are both polite to them and deserving of help. If the PCs are lost, the curious forest spirit might, if they talk with it in a kindly and entertaining way, lead them out of the forest. Third, they can hinder or cause problems for the

PCs. If the heroes insult or dismiss the forest spirit, it might summon some bears or wolves to attack them, or really get them lost. Fourth, nature spirits might kick-start some adventures. The forest spirit might appeal to the PCs to track down an evil druid who's corrupting the forest... "And he stole my favorite pipe, too!"

Appearance: A nature spirit looks more or less like a small person displaying some of the qualities of what it embodies: a forest spirit is dark and gnarled like a tree; a water spirit has greenish skin and hair, moustache, and/or beard that constantly drip water; a stone spirit has grey skin and craggy, rocky features; and so forth.

NATURE SPIRIT TYPES

Cost City Spirit

- 8 CK: Spirit's City 18-
17 *Walls Are No Barrier:* Desolidification (affected by any attack), Reduced Endurance (0 END; +½); Only To Pass Through The Walls Of Buildings (-1), Does Not Protect Against Attacks (-1), Instant (-½) 0

Total Cost: +25 points

Cost Field Spirit

- 8 AK: Spirit's Region 18-
20 20 points' worth of PSs related to farming and agricultural fieldwork
2 +2 to Stealth; Only In Fields (-1)

Total Cost: +30 points

Cost Fire Spirit

- 21 *Kindle Fire:* RKA 1 point, Area Of Effect (One Hex Accurate; +½), Continuous (+1), Penetrating (+½), Reduced Endurance (0



END; +½), Sticky (only affects flammables; +¼), Uncontrolled (fire ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½)

- 20 *Immune To Fire*: Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Damage (fire; -½)
- 20 *Immune To Fire*: Armor (20 ED); Only Works Against Limited Type Of Damage (fire; -½)
- 2 *Immune To Fire*: Life Support (Safe Environment: Intense Heat)

Total Cost: +63 points

Cost Forest Spirit

- 8 AK: Spirit's Forest 18-
- 40 *Brother Of Trees*: Desolidification (affected by magic or any attack that affects a tree the spirit is inside), Reduced Endurance (0 END; +½); Only To Merge With Trees (-½) 0
- 31 *Lost In The Woods*: Sight Group and Bump Of Direction Images, -4 to PER Rolls, Increased Size (4" radius; +½), MegaArea (1" = 1 km broad and wide; +¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Set Effect (only to alter and confuse landmarks and other indicators of direction; -1)

Total Cost: +79 points

Cost House Spirit

- 20 20 points' worth of PSs related to housework

Total Cost: +20 points

Cost Stone Spirit (also Rock Spirit, Mountain Spirit, and the like)

- 8 AK: Spirit's Region 18-
- 40 *Brother Of Stone*: Desolidification (affected by magic or any attack that affects stone the spirit is inside), Reduced Endurance (0 END; +½); Only To Merge With Rock (-½) 0
- 29 *Stoneshaping*: Minor Transform 10d6 (stone object into differently-shaped stone object, heals back through another application of this power); Limited Target (stone; -¼), No Range (-½)

Total Cost: +77 points

Cost Water Spirit

- 8 AK: Spirit's Region 18-
- 40 *Form Of Water*: Desolidification (affected by magic or water attacks), Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½)
- 20 *Spirit Swimming*: Swimming +20" (22" total)

Total Cost: +68 points

BUCAR

Bucar is a forest spirit of notoriously temperamental disposition. The villagers and farmers who live near his forest have learned to give him a wide berth. If they hear thunder but there are no clouds in the sky, they take it as a sign that Bucar is especially angry for some reason. They bring the children inside and leave bread and bowls of their best beer at the forest's edge to placate him. Bucar enjoys good beer (and stronger drink), but has no stomach for it; consuming even a single bowl of beer often makes him tipsy. When drunk he becomes friendlier, and may even bestow gifts on people. Fortunately for the villagers, he never seems to wake up with a hangover.

Bucar particularly dislikes druids, whom he regards as ignorant meddlers. A druid who ventures into his forest can quickly become the target of all sorts of malicious (and potentially dangerous) pranks if he doesn't tread softly or find some way to propitiate the touchy forest spirit.

BROWN ANNIE

Brown Annie is a house spirit who looks like a wrinkled old brown-skinned woman wearing a tattered dress made of burlap or some other crude cloth. She seeks out homes where young, ignorant wives and mothers haven't yet learned how best to keep house. She takes up residence in some out-of-the-way spot — such as the attic, high in the rafters, or in some dark cupboard corner — and only comes out at night when everyone's asleep. Then she does all the chores the woman of the house has done badly, or hasn't had time to do. She scrubs floors and hearths, cleans walls, sweeps the stoop, washes dishes, and so forth.

As long as the housewife leaves her a bit of food (bread and milk) each night, Brown Annie stays in the same house for years and shoulders most of the burden of the housework. However, if anyone in the family gives her anything else by way of thanks — particularly clothes — she'll snatch up the gift with a cackle and flee into the night, never to be seen again.

FINN SHARPTOOTH

Finn, known as Sharptooth because of his large, scraggly teeth (HKA 1d6, No STR Bonus), is the water spirit of a large pond and the swift-running streams that feed into it. He's a malicious fellow who loves the taste of the flesh of drowned people, particularly children. If a child or weak person comes too close to the water and Finn sees him, he'll swim stealthily up to them, snatch them into the water, and hold them underneath the surface until they drown. Then he'll gnaw on the body some before allowing it to float back to the surface.

Thelgeth

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
22	CON	24	13-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
10	PD	4		Total: 10 PD (3 rPD)
8	ED	4		Total: 8 ED (3 rED)
3	SPD	5		Phases: 4, 8, 12
15	REC	10		
44	END	0		
50	STUN	8		Total Characteristics Cost: 110 (+20 with NCM)

Movement: Running: 12"/24"

Cost	Powers	END
3	<i>Tough Skin:</i> Damage Resistance (3 PD/3 ED) 0	
6	<i>Heavy:</i> Knockback Resistance -3" 0	
12	<i>Long Legs:</i> Running +6" (12" total) 1	
6	<i>Thelgeth Senses:</i> +2 PER with all Sense Groups 0	
10	<i>Thelgeth Nose:</i> Targeting for Normal Smell 0	
10	<i>Thelgeth Speech:</i> Mind Link (any four thelgeth minds at once); Only With Others Who Have Mind Link (-1) 0	
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) 0	

Skills

15	+3 HTH
3	Stealth 12-

Total Powers & Skills Cost: 69

Total Cost: 179

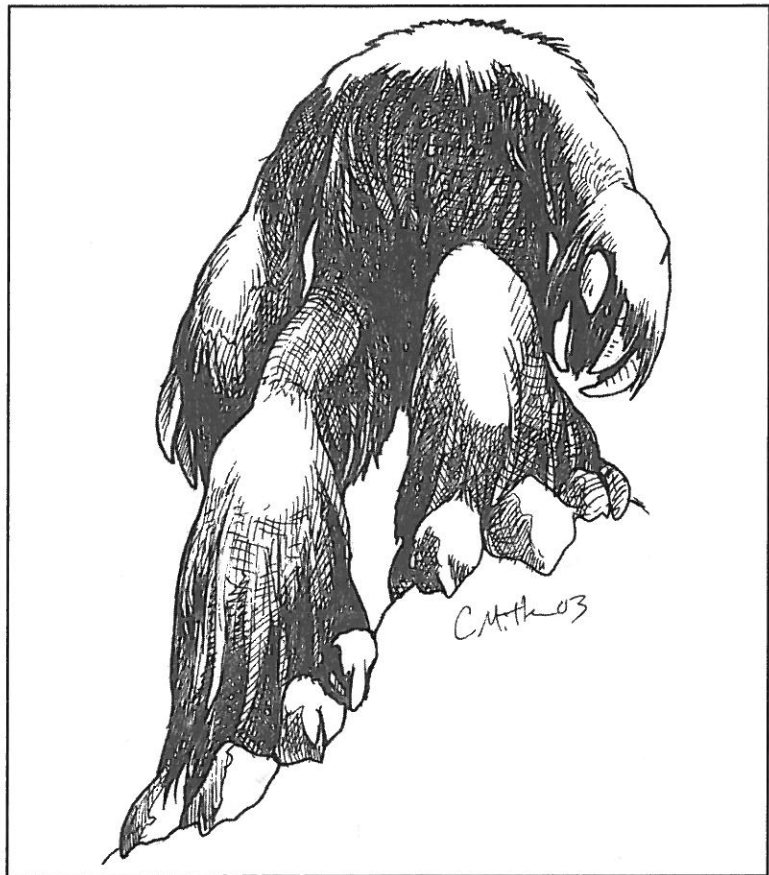
75+ Disadvantages

5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
99	Experience Points

Total Disadvantage Points: 179

Ecology: Thelgeth (the term is both singular and plural) prey upon humans, dwarves, and other living beings, whose flesh they devour raw (and, preferably, while still alive). They usually gather together in groups of six or more to search for food and plunder, though how they communicate and who leads these bands of marauders remains unknown.

Personality/Motivation: Thelgeth are malicious and cruel, hating all other forms of life. They take every opportunity to slay, destroy, and wreak havoc.



Powers/Tactics: Thelgeth rely on their prodigious strength in combat. They throw rocks and other heavy objects when fighting at range, but try to close as soon as possible so they can smash the foe with their massive fists. Despite their dull-minded appearance, they fight together well, often improvising tactics that take their foes by surprise.

Campaign Use: Thelgeth provide an intriguing change of pace from similar foes, such as ogres and giants. Not only do they sport a far more unusual appearance, but their ability to communicate mentally and to locate targets by scent alone allows them to fight cleverly even though they only use their fists (and, perhaps, clubs).

Appearance: A thelgeth is a gigantic (15 feet tall) headless humanoid whose body is covered with shaggy fur. It has no apparent eyes, ears, or other sensory organs.

TROLLS

Trolls are large, powerful humanoids standing about eight to ten feet tall. They're taller than ogres but smaller than giants in most cases (though in some settings, the situation may differ).

Ecology: Trolls usually live underground in hills or mountains, or in the depths of dark forests; rumors occasionally speak of aquatic trolls as well. They mostly live in northern climes, preferring the cooler, rainier weather to the heat and humidity of more southerly regions.

Trolls are carnivores. While they can eat some forms of vegetation, they need meat to survive and thrive. They often enjoy the flesh of humans and other such folk. They usually live in small families

or bands, but sometimes come together into larger nations or kingdoms.

Personality/Motivation:

Normal sentient humanoid motivations. In some settings, trolls are little better than orcs or ogres — savage, nigh-mindless creatures bent only on slaughter and destruction. In others they're a more sophisticated race, often with their own art, magic, crafts, and kingdoms.

Powers/Tactics: Primitive or bestial trolls rely on their strength and claws in battle. More sophisticated and intelligent clans or types of trolls wield weapons and wear armor. They favor large, heavy weapons such as maces, hammers, axes, and greatswords.

Even when they don't wear armor, trolls enjoy the protection of their tough skins and bodies. Sometimes leathery, sometimes scaly, and sometimes even stony,

trolls' skin can oft turn even large blades.

Campaign Use: Trolls make a tough opponent for any PC, particularly if the trolls have some of the optional abilities listed below or can cast spells. They're smarter than orcs and ogres, making it more likely they can fight in units or outwit PCs.



TROLL

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
25	CON	30	14-	
22	BODY	24	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
12	PD	5		Total: 14 PD (2 rPD)
8	ED	3		Total: 10 ED (2 rED)
3	SPD	6		Phases: 4, 8, 12
12	REC	0		
50	END	0		
53	STUN	0		Total Characteristics Cost: 119 (+38 with NCM)

Movement: Running: 9"/18"

Cost	Powers	END
15	Claws: HKA 1d6 (2d6 with STR)	1
6	Troll's Hide: Armor (2 PD/2 ED)	0
6	Heavy: Knockback Resistance -3"	0
6	Troll's Legs: Running +3" (9" total)	1
5	Troll's Eyes: Nightvision	0
6	Troll's Senses: +2 PER with all Sense Groups	0
4	Reach: Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

2	Survival (one environment) 11-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 52

Total Cost: 171

75+ Disadvantages

5	Physical Limitation: Large (Infrequently, Slightly Impairing)
91	Experience Points

Total Disadvantage Points: 171

OPTIONS

Cost	Option
10	Fangs: HKA ½d6 (1d6+1 with STR)
9	Trollish Regeneration: Healing BODY 1d6 (Regeneration; 1 BODY per Turn), Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (1 Turn; -1¼), Does Not Work Versus Flame Or Acid Damage (-½)
+12	Stony Skin: Increase Armor to (6 PD/6 ED)
	Many-Headed Troll: Add the following (total cost 21 points):
6	Multiple Heads: +2 PER with all Sense Groups
10	More Eyes Better: Increased Arc Of Perception (360 Degrees) for Sight Group
5	Extra Heads: Extra Limbs (heads), Inherent (+¼); Limited Manipulation (-¼)

- 75 *Troll Magic*: 75 points' worth of Magic Skills, spells, and abilities
- 40 *Susceptibility*: to direct sunlight, takes Major Transform 3d6 (troll to stone) per Segment of exposure (Very Common)

Description: The standard troll, such as the one depicted by this character sheet, is a massively-muscled humanoid with a skin tone ranging from dark to greenish. Trolls' skin may be warty, scaly, or stony. They look a little like giants, a little like ogres, and a little like no other type of creature.

Some types of trolls have the unusual ability to heal damage done to them in mere seconds. Only fire and acid inflict wounds they cannot heal. On the other hand, some trolls suffer from a mystic impairment: the light of the sun petrifies them. If exposed to daylight, they turn into stone statues.

In addition to their various special powers, some trolls can cast spells. If so, they often develop special trollish forms of magic.

Water Troll (Sjö troll)

The *sjö troll*, or water troll, lives underwater in pools, lakes, rivers, and seas. It eats not only fish, but any fishermen, sailors, and other unwary people it can get its claws on. To create one, add the following abilities to the Troll:

Cost Power

- 5 *Water Troll's Body*: Life Support (Expanded Breathing: Breathe Underwater)
- 3 *Water Troll's Hands*: Swimming +3" (5" total)
- Total Cost: +8 points**



CAVE TROLL

Val	Char	Cost	Roll	Notes
38	STR	28	17-	Lift 4,800 kg; 7 ½d6 [4]
14	DEX	12	12-	OCV: 5/DCV: 5
27	CON	34	14-	
24	BODY	28	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
12	PD	4		Total: 15 PD (3 rPD)
10	ED	5		Total: 13 ED (3 rED)
3	SPD	6		Phases: 4, 8, 12
13	REC	0		
54	END	0		
60	STUN	3		Total Characteristics Cost: 132 (+54 with NCM)

Movement: Running: 9"/18"

Cost Powers

	END
15 <i>Claws</i> : HKA 1d6 (2d6 with STR)	1
9 <i>Troll's Hide</i> : Armor (3 PD/3 ED)	0
6 <i>Heavy</i> : Knockback Resistance -3"	0
6 <i>Troll's Legs</i> : Running +3" (9" total)	1
5 <i>Troll's Eyes</i> : Nightvision	0
6 <i>Troll's Senses</i> : +2 PER with all Sense Groups	0
4 <i>Reach</i> : Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

- 2 Survival (Underground) 11-
- 2 WF: Common Melee Weapons

Total Powers & Skills Cost: 55

Total Cost: 187

75+ Disadvantages

- 5 Physical Limitation: Large (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Poor Eyesight In Light, suffers -3 to all Sight PER Rolls in sunlight (Infrequently, Greatly Impairing)
- 20 Psychological Limitation: Aversion To Sunlight (Common, Total)
- 20 Vulnerability: 2 x Effect from light-based Sight Group Flash Attacks (Common)
- 57 Experience Points

Total Disadvantage Points: 187

Description: Also known as stone trolls, cave trolls are stronger and tougher than the standard troll, and larger as well (they typically stand about ten feet tall, sometimes taller). They have dark grey skins and dark, shaggy hair (some even have multiple heads!). They despise sunlight (which blinds and pains them), and refuse to leave their caves until dusk (assuming they have any reason to want to leave). They love silver and gold, and hoard as much of it as they can get.

WAR TROLL

Val	Char	Cost	Roll	Notes
38	STR	28	17-	Lift 4,800 kg; 7 ½d6 [4]
17	DEX	21	12-	OCV: 6/DCV: 6
28	CON	36	15-	
24	BODY	28	13-	
12	INT	2	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
12	PD	4		Total: 15 PD (3 rPD)
11	ED	5		Total: 14 ED (3 rED)
4	SPD	13		Phases: 3, 6, 9, 12
14	REC	0		
56	END	0		
60	STUN	3		Total Characteristics Cost: 158 (+56 with NCM)

Movement: Running: 9"/18"

Cost	Powers	END
15	Claws: HKA 1d6 (2d6 with STR)	1
9	Troll's Hide: Armor (3 PD/3 ED)	0
6	Heavy: Knockback Resistance -3"	0
6	Troll's Legs: Running +3" (9" total)	1
5	Troll's Eyes: Nightvision	0
6	Troll's Senses: +2 PER with all Sense Groups	0
4	Reach: Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0



Skills

- 2 Survival (Underground) 11-
- 3 Tactics 11-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 60

Total Cost: 218

75+ Disadvantages

- 5 Physical Limitation: Large (Infrequently, Slightly Impairing)
- 138 Experience Points

Total Disadvantage Points: 218

Description: The largest of the trolls (sometimes as much as 12 feet tall), the war troll is also the strongest, toughest, and smartest. Unlike lesser trolls, he typically wears armor and carries weapons scaled to his size. Hammers, swords, axes, and clubs are his favorites.

GOSCHAR BONE-GNAWER

Making his lair in an old, abandoned mine in the mountains near the Crown March, where he rules over a small tribe of goblins and orcs, Goshar Bone-Gnawer is a clever old war troll who hungers for human flesh and thirsts for human blood. At night people say he creeps carefully from his mountain home down into the valleys, where he reaches into houses with his long arms and snatches people out of their beds so he can carry them back to his feasting-table.

The tales are not far wrong, though usually Goshar sends some of his orcs or goblins to do the snatching for him. Strong and smart (+2 STR, +6 INT), he knows it's better not to risk his own neck just to gather food. But if forced to fight, he's an eager combatant; he wields a curve-bladed short sword named Wolf's-Talon in his right hand and a battleaxe (Necknotcher) in his right using his Two-Weapon Fighting ability. Sometimes he switches to a human-sized greatsword in one hand and a human-sized tower shield (+4 DCV) to protect himself. He also knows a little troll-magic (Troll-Magic 15-, 14 points' worth of spells).

Goshar came to this old mine for a reason. From other trolls he once heard a legend of a powerful race of deep trolls who once lived in these mountains and worked mighty magics. He thinks this mine could be a gateway into their realm; he hopes to find his way to their ancient home and recover their magical weapons and secrets for himself!

Goshar once fought for the wizard Perezal as a captain in the mage's troll-army, but he left that life behind when he learned about the deep trolls, stealing much of Perezal's gold in the process. Perezal, never one to tolerate abandonment and betrayal, is eager to punish his former servant.

THE UNDEAD

This section contains several undead creatures to supplement the ones on pages 120-28 of *The HERO System Bestiary*.

Although they are not Automatons, some of these undead have the *No Hit Locations* and/or *Does No Bleed* Automaton Powers to represent the fact that their undead bodies withstand damage better than a living body.

LICH

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
20	BODY	20	13-	
25	INT	15	14-	PER Roll 14-
20	EGO	10	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
6	COM	-2	10-	
8	PD	4		Total: 8 PD (8 rPD)
10	ED	6		Total: 10 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
60	END	10		
40	STUN	0		
Total Characteristics Cost: 153				
(+22 with NCM)				

Movement: Running: 6"/12"

Cost Spells

Cost	Spells	END
6	Create Ghost (FHG, page 140)	
5	Create Mummy (FHG, page 141)	
3	Create Skeleton (FHG, page 141)	
13	Create Specter (FHG, page 142)	
5	Create Vampire (FHG, page 143)	
4	Create Wight (FHG, page 144)	
8	Create Wraith (FHG, page 144)	
3	Create Zombie (FHG, page 145)	
19	Death Touch (FHG, page 145)	
4	Druathek's Necromantic Fetters (FHG, page 146)	
9	History Of Blood (FHG, page 147)	
6	Sa'akiv's Soulripping (FHG, page 149)	
4	Soul Feeding (FHG, page 165)	
2	The Spell Of True Necromancy (FHG, page 162)	
1	Summon Ghoul (FHG, page 150)	
12	Thronek's Spell Of Withering (FHG, page 152)	
6	Veltharex's Spell Of Torment (FHG, page 153)	
3	Wall Of Bones (FHG, page 160)	
3	Wraithform (FHG, page 160)	
100	100 points' worth of other Magic Skills, spells, and abilities	

Cost Powers

Cost	Powers	END
10	<i>Untiring Body</i> : Reduced Endurance (0 END; +½) for STR	0
15	<i>Lich's Body</i> : Does Not Bleed	0
10	<i>Lich's Body</i> : No Hit Locations	0
9	<i>Lich's Body</i> : Damage Resistance (8 PD/10 ED)	0
1	<i>Lich's Body</i> : +2 PD; Only Protects Against	

	Slashing Or Piercing Attacks (-½)	0
1	<i>Lich's Body</i> : +2 PD; Only Protects Against Piercing Attacks (-1)	0
6	<i>Lich's Mind</i> : Mental Defense (10 points total)	0
10	<i>Lich's Body</i> : Power Defense (10 points)	0
50	<i>Lich's Vitality</i> : Life Support: Total (including Longevity: Immortality)	0
6	<i>Lich's Senses</i> : +2 PER with all Sense Groups	0
6	<i>Lich's Senses</i> : +4 PER with all Senses; Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
5	<i>Witchfire Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Witchfire Eyes</i> : Nightvision	0
20	<i>Lifesense</i> : Detect Life 14- (no Sense Group), Discriminatory, Range	0

Skills

12	+4 with Spells
3	Analyze Magic 14-
3	Concealment 14-
2	Cryptography 14-; Translation Only (-½)
3	Deduction 14-
3	Interrogation 14-
3	Inventor (Spell Research) 14-
35	Magic: Necromancy 30-
3	Stealth 13-
4	WF: Common Melee Weapons, Common Missile Weapons
3	Scholar
4	1) KS: Arcane And Occult Lore 16-
2	2) KS: Demons 14-
4	3) KS: Legends And Lore 16-
2	4) KS: The Mystic World 14-
4	5) KS: The Undead 16-
20	Other Skills of the GM's choice

Total Powers & Skills Cost: 480

Total Cost: 633

75+ Disadvantages

0	Physical Limitation: Human Size
558	Experience Points

Total Disadvantage Points: 633

OPTIONS

Cost Power

5	<i>Teeth</i> : HKA 1 point (½d6 with STR)
8	<i>Claws</i> : HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
80	<i>Lich's Touch</i> : Drain BODY and STUN 4d6, any two Characteristics simultaneously (+½), Reduced Endurance (0 END; +½)
-20	Psychological Limitation: Hatred Of The Living (Very Common, Strong)
-20	Psychological Limitation: Powerhungry (Very Common, Strong)

Ecology: Liches were once powerful spellcasters who, realizing that their natural lives were about to end, were unwilling to leave this plane of existence just yet. By working powerful, often evil, magics, they preserved their life-force in a powerful undead body so they would "live" forever. It's said some necromancers look forward to becoming liches, regarding it as the pinnacle of their careers and power.

Personality/Motivation: Normal sentient humanoid motivations. Most liches are thoroughly evil, desiring only to continue their foul arcane researches, slay the living, and acquire power by any means necessary. A rare few are somewhat more benevolent, at least at first, but even they inevitably seem to slide into madness and wickedness as the centuries pass.

Powers/Tactics: Liches typically fight with their spells — and they are powerful spellcasters indeed, with a wealth of magics both necromantic and otherwise. Most have servants to fight on their behalf as well: undead they have created; monsters they have summoned; acolytes and apprentices who hope to share in their power someday. A few are also capable HTH combatants, with finger-bones like claws or a touch that necromantically drains the vitality of the living.



The spells listed for the lich in this character sheet come from *The Fantasy Hero Grimoire*, but you can easily substitute others, or spells of your own creation, if you prefer. The important thing is not that the lich have these specific spells, but that he be magically very powerful, with lots of spells (and perhaps enchanted items) to use against the PCs.

Campaign Use: In many *Fantasy Hero* games, liches are the ultimate undead threat — one possessing not only a suite of undead powers, but a large arsenal of spells and an army of undead servitors. Perhaps the main villain of the campaign is a lich!

Because liches are so powerful, you should use them carefully to make sure you don't overwhelm the heroes. In most cases it should take a long time before the PCs actually meet or see a lich; before they get to him, they have to wade through encounters with his living agents, his armies of skeletons and zombies, his pet monsters, and the traps he uses to protect his lair. Only after surviving all of that will the heroes have the experience and power to confront the undead master himself.

Appearance: A lich is the skeleton, sometimes with a few scraps of dessicated flesh clinging to the bones, of a powerful wizard re-animated by Necromancy. Most liches wear rich and elegant robes, tattered and faded by the passing years like their bodies. An evil greenish fire fills the eye sockets of their skull heads.

IALGONT THE SCHOLAR

A young lich of little less than a century of unlife, Ialgont is nevertheless a creature of great power and malice. At first he sought lichdom that he might continue his researches into various fields (not only Necromancy, but Conjuraction, Alchemy, Sorcery and others even more enigmatic). But he has gradually come to embrace the Evil of his current state. Now he seeks greater sway within the world of the living, and subjects who call him lord.

In typical scholarly fashion, he's devised an unusual plan to achieve his goals. In his lair in the ruins beneath the free city of Aarn, he has established a school for necromancers. Those who would learn the secrets of unlife from the unliving seek him out to study at his bony feet and partake of his lichly wisdom. Unbeknownst to them, they're also bound to Ialgont's service by subtle spells of Sorcery, making them loyal to him and his goals. Ialgont's plan is simple, if long-term: as he trains more and more magically-loyal apprentices and sends them out into the world, he extends the reach of his arm and, eventually, will put himself in a position to obtain true power. Whether he will succeed of course remains to be seen....

SPECTER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
24	DEX	42	13-	OCV: 6/DCV: 6
20	CON	20	13-	
20	BODY	20	13-	
25	INT	15	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
5	PD	3		Total: 5 PD (5 rPD)
7	ED	3		Total: 7 ED (7 rED)
4	SPD	6		Phases: 3, 6, 9, 12
6	REC	0		
40	END	0		
50	STUN	15		Total Characteristics Cost: 173 (+37 with NCM)

Movement: Running: 6"/12"
Leaping: 0"/0"
Flight: 12"/24"

Cost Powers**END**

80	<i>Specter Powers:</i> 80 points' worth of spells and other magical powers (chosen by the GM) var	
30	<i>Specter Powers:</i> Elemental Control, 60-point powers	
130	1) <i>Spectral Touch:</i> Drain BODY and STUN 4d6, any two Characteristics simultaneously (+½), Affects Physical World (+2), Reduced Endurance (0 END; +½)	0
75	2) <i>Psychokinesis:</i> Telekinesis (20 STR), Affects Physical World (+2), Reduced Endurance (0 END; +½)	0
30	3) <i>Fading:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)	0
15	<i>Touch Of Fear:</i> +30 PRE; Only For Fear-Based Presence Attacks (-1)	0
60	<i>Spectral Form:</i> Desolidification (affected by magic), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
47	<i>Undead Vitality:</i> Life Support: Total (including Longevity: Immortality, but not Diminished Eating)	0
10	<i>Undead Form:</i> No Hit Locations	0
6	<i>Spectral Form:</i> Damage Resistance (5 PD/7 ED)	0
36	<i>Spectral Flight:</i> Flight 12", Reduced Endurance (0 END; +½)	0
27	<i>Spectral Senses:</i> Spatial Awareness (no Sense Group), Range	0
6	<i>Spectral Senses:</i> +4 PER with all Sense Groups; Only To Perceive Images Created By Means Other Than Necromancy (-1)	0

Skills

54 Skills and Talents possessed in life

Total Powers & Skills Cost: 626

Total Cost: 799

75+ Disadvantages

0	Physical Limitation: Human Size
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
20	Psychological Limitation: Hunger For Human Life (Very Common, Strong)
35	Susceptibility: to direct sunlight, takes 2d6 per Segment (Very Common)
664	Experience Points

Total Disadvantage Points: 799

OPTIONS**Cost Powers**

80	<i>Possession:</i> Mind Control 16d6, Telepathic (+¼), Reduced Endurance (0 END; +½); Must Merge With Victim's Body (-¾)
5	<i>Undead Mind:</i> Mental Defense (10 points total)

Ecology: Specters are extremely powerful ghosts (usually of wizards), typically with full recollection of their lives. Unlike ghosts they usually aren't tied to a specific location, but like them they do consume life-force by touch.

Personality/Motivation: Because they retain their free will, specters are, like wraiths and liches, malevolent and dangerous. They want to slay the living, acquire wealth and power, and perhaps even continue the magical experiments they began in life.

Powers/Tactics: In addition to their ghostly powers (such as Spectral Touch), specters possess magical powers. However, their powers tend to differ from one specter to another, making it impossible to gauge a specter's true strength by observation alone. They're difficult to slay, since both their intangibility and their innate resistance to injury protect them (and they can often boost their defenses with spells).

Campaign Use: Specters rank with liches and vampires as potential "undead master villains" for the PCs to encounter. While often not quite as powerful as those other two types of undead, specters are nothing for even experienced groups of adventurers to trifle with.



If a specter tries to continue its magical researches or other work it began in real life, it may need supplies, material components, or other equipment. If it can't obtain them itself, it may try to trick the PCs into getting them.

You can adjust a specter's power by removing or increasing the amount of points' worth of magical abilities it has. Still, even the weakest specter should outshine wraiths, ghosts, and other lesser incorporeal undead.

Appearance: A specter typically has the hazy look of a ghost, but usually one can see its entire body, and it displays no signs of wounds or other infirmities from life.

RELGULATH

Many centuries ago an evil wizard named Relgulath had his sanctum in the high mountains north of Thurgandia. From there he worked mighty magics, sending hordes of erqigdlit and demons to carry his banner against the Western lords and the Blue priests. Finally a band of adventurers, the Company of the Swan, crept into his castle and slew him, taking away much treasure and magic to boot.

But Relgulath did not die... or rather, did not remain dead. Infuriated beyond belief, his spirit called upon potent magics and returned to life as a specter. But he was weakened, and spent decades as little more than a ghost haunting his own home. Gradually he gained in power, slowly gathering back to himself his orcish and erqigdlit followers. Once or twice he even tracked down one of his former possessions in the hands of a descendant of a member of the Company of the Swan, and paid them a "visit" to regain it.

Two of those possessions are of particular note. One is a powerful Winterwild Staff (*Fantasy Hero*, page 285) with 73 Charges and an additional power, *Icy Touch* (RKA 2d6, Penetrating, No Range; does not use Charges) — Relgulath has a fondness for Ice Magic and crafted this staff long ago. The other is the Crown Of Daath, which grants him +10 PRE (+20 PRE versus demons) and contains within its accursed metal two iron demons which can manifest once per day for up to an hour at a time (Summon Iron Demons, Slavishly Loyal, return to the Crown after performing all services or an hour passes, whichever occurs first). He wields both items via his Telekinesis.

Today Relgulath's powers have waxed, making him nearly as powerful a spellcaster as he was in life (Conjuration 25-, Earth Magic 22-, Fire Magic 25-, Ice Magic 25-, Necromancy 26-, Witchcraft 20-, Wizardry 23-; 100 points' worth of spells and magical abilities). He ponders what to do: attack Thurgandia? seek the help of the demon lords in a plan of greater conquest? attempt to take control of the trade on Lake Beralka and corrupt the societies surrounding it? The possibilities are many for one who will never die....

WIGHT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 800 kg; 4d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
25	CON	30	14-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
6	PD	2		Total: 6 PD (4 rPD)
6	ED	1		Total: 6 ED (4 rED)
3	SPD	4		Phases: 4, 8, 12
9	REC	0		
50	END	0		
35	STUN	0		Total Characteristics Cost: 87 (+10 with NCM)

Movement: Running: 6"/12"

Cost	Powers	END
50	<i>Life-Draining Touch:</i> Drain BODY and CON 2d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½), Reduced Endurance (0 END; +½)	0
27	<i>Paralysis Of Fear:</i> Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½); No Range (-½), Susceptible (Presence Attack to arouse victim with +20 result or better, Common; -½), Cannot Form Barriers (-¼)	6
10	<i>Untiring Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Wight's Body:</i> Does Not Bleed	0
10	<i>Wight's Body:</i> No Hit Locations	0
4	<i>Wight's Body:</i> Damage Resistance (4 PD/4 ED)	0
1	<i>Wight's Body:</i> +2 PD; Only Protects Against Slashing Or Piercing Attacks (-½)	0
1	<i>Wight's Body:</i> +2 PD; Only Protects Against Piercing Attacks (-1)	0
50	<i>Wight's Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
5	<i>See Life:</i> Infrared Perception (Sight Group)	0
6	<i>Wight's Senses:</i> +2 PER with all Sense Groups	0
6	<i>Wight's Senses:</i> +4 PER with all Senses; Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
5	<i>Wight's Senses:</i> Nightvision	0

Skills

2	+1 OCV with Life-Draining Touch
3	Climbing 12-
1	Language (GM's choice)
7	Stealth 14-
4	WF: Common Melee Weapons, Common Missile Weapons
20	Other Skills and Talents (abilities and interests in life)

Total Powers & Skills Cost: 227

Total Cost: 314

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 20 Psychological Limitation: Hatred For The Living (or other strong motivation from life) (Common, Total)
- 219 Experience Points

Total Disadvantage Points: 314

OPTIONS**Cost Powers**

- | | | |
|-----|--|---|
| 5 | <i>Teeth:</i> HKA 1 point (½d6 with STR) | 1 |
| 8 | <i>Claws:</i> HKA ½d6 (1d6+1 with STR);
Reduced Penetration (-¼) | 0 |
| 17 | <i>Hunger For Life:</i> Detect Life 10-, Range, Sense | 0 |
| 60 | <i>Mage-Wight:</i> Add 60 points' worth of mystic spells and Skills | |
| -35 | <i>Susceptibility:</i> to direct sunlight, takes 2d6 per Segment (Very Common) | |

Ecology: Wights are the corpses of the dead, returned to life through Necromancy or other foul sorceries. Although superficially similar to zombies, they differ from them in two important respects. First, they're usually better preserved (typically because they were properly buried); second, they retain their own intelligence and malevolence (*i.e.*, they are not Automaton).

Most wights were in life important or powerful people who merited burial in crypts, mausoleums, barrows, or the like. The wight often keeps its burial-place as its lair, perhaps digging additional rooms or tunnels. It tends to know not just its lair, but the surrounding region, very well and uses its knowledge to ambush prey (or escape from adventurers).

Although the wight character sheet indicates Total Life Support (meaning the monster doesn't have to eat), some wights hunger for the souls of humans and use their Wight's Touch power to consume the life-force of their victims.

Personality/Motivation: Wights are filled with thoroughly evil intentions, including hatred for the living. They often exist solely to spread fear, dread, and chaos; others retain motivations from their living existence (such as greed, lust for power, or paranoia).

Powers/Tactics: In battle, wights typically rely on two special powers. The first is a "life-draining touch" that can kill with repeated use and leaves survivors weak and vulnerable. The second is a spell-like power to inspire such fear in living beings that they're paralyzed and unable to flee as the wight moves in to slay its victim.

A wight retains the knowledge of combat from its living existence and can use weapons, if they're available. Some wights keep magic weapons in their lairs for use against adventurers and victims. Other wights have such sharp teeth or nails that they function as natural weapons.

A few powerful wights, usually ones who were evil wizards or priests in life, have magic powers, such as the ability to cast spells. These wights may have lesser undead (skeletons, zombies, perhaps

even a mummy) serving them, and make deadly and tenacious foes.

Campaign Use: Wights are a powerful undead threat, but not nearly as dangerous to the PCs as a lich or vampire. They make a good "master villain" for lower-powered groups of adventurers; slaying the wight can signal that the group has become mighty enough to move on to greater things. They may also serve powerful necromancers.

To make a wight more powerful, increase its Characteristics and/or give it the magical powers listed under "Options." To weaken it, reduce its Characteristics and get rid of the Paralysis Of Fear ability.

Appearance: Wights are human corpses animated by necromantic magics. Depending on the condition of the corpse, the body may be dessicated and thin, bloated and foul, or something in between. But the wight's eyes always gleam redly with malevolence and hatred for all that lives.

WRAITH

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
18	CON	16	13-	
14	BODY	8	12-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
8	PD	8		Total: 8 PD (0 rPD)
8	ED	4		Total: 8 ED (0 rED)
4	SPD	9		Phases: 3, 6, 9, 12
4	REC	0		
36	END	0		
30	STUN	7		Total Characteristics Cost: 109 (+3 with NCM)

Movement: Running: 6"/12"
Leaping: 0"/0"
Flight: 10"/20"



Cost	Powers	END
120	<i>Wraithtouch</i> : Drain BODY and STUN 3d6, any two Characteristics simultaneously (+½), Affects Physical World (+2), Reduced Endurance (0 END; +½)	0
105	<i>Wraithshadows</i> : Darkness to Sight Group 3" radius, Affects Physical World (+2), Reduced Endurance (0 END; +½)	0
12	<i>Touch Of Fear</i> : +25 PRE; Only For Fear-Based Presence Attacks (-1)	0
60	<i>Wraithform</i> : Desolidification (affected by magic), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
47	<i>Undead Vitality</i> : Life Support: Total (including Longevity: Immortality, but not Diminished Eating)	0
10	<i>Undead Form</i> : No Hit Locations	0
30	<i>Wraithwalking</i> : Flight 10", Reduced Endurance (0 END; +½)	0
27	<i>Wraith Senses</i> : Spatial Awareness (no Sense Group), Range	0
17	<i>Hunger For Life</i> : Detect Life 12-, Range, Sense	0
6	<i>Undead Senses</i> : +4 PER with all Sense Groups; Only To Perceive Images Created By Means Other Than Necromancy (-1)	0

Skills

25 Various Skills possessed in life

Total Powers & Skills Cost: 459

Total Cost: 568

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Hunger For Human Life (Very Common, Strong)
- 35 Susceptibility: to direct sunlight, takes 2d6 per Segment (Very Common)
- 433 Experience Points

Total Disadvantage Points: 568

OPTIONS

Cost	Powers
157	<i>Wraith's Scythe</i> : HKA 3d6, Affects Physical World (+2), Penetrating (+½)
24	<i>At Home In Shadows</i> : Invisibility To Sight Group, Reduced Endurance (0 END; +½); Only When In Darkness/Shadows (-¼)
6	<i>Undead Mind</i> : Mental Defense (10 points total)

Ecology: Wraiths are incorporeal undead which, unlike ghosts, are not tied to any particular location. They often travel at night, seeking out the human lives on which they feed. Some maintain a permanent lair (perhaps filled with treasure), others journey from place to place. But all wraiths hide when dawn approaches, for they cannot stand the touch of the sun.

Personality/Motivation: A wraith returns to life either through necromantic magic or through some strong-willed hatred for those who live, and its personality reflects these terrifying origins. It hates those who live, and hungers to take their life-force with its Wraithtouch ability. A few wraiths retain motivations from life (such as a desire to acquire power or treasure).

Powers/Tactics: Wraiths typically fight with their mystic powers, relying on their natural intangibility to protect them (if possible, they attack spellcasters first, knowing their magic can inflict injury). They usually create one or more areas of Darkness first to serve as cover, then attack.

A wraith's main weakness is its lack of Resistant Defenses. Since any type of magic can affect it, its Desolidification cannot protect it from deadly spells. If confronted with too many opponents who have the means to harm it, a wraith typically flees.

A few wraiths carry mystic scythes as weapons. Able to cut through the toughest armor, these scythes work only for wraiths; if a living being picks up a wraith's scythe, the weapon crumbles into dust.

Campaign Use: Wraiths represent an excellent challenge for many adventuring groups. Although more powerful than ghosts in most ways, they're not as deadly as specters. If necessary, you can tailor them to the group — weaken them by diminishing abilities and Characteristics, strengthen them with additional mystic power or higher Characteristics.

Appearance: Wraiths typically look like ghosts, but formed of shadow instead of ethereal vapor. They often wear dark-colored robes, giving them a somewhat more "human" appearance. However, the red- or green-glowing eyes within the robe's hood clearly indicate the being's true nature and evil disposition.

Uthosa

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
13	CON	6	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (1 rPD)
4	ED	1		Total: 4 ED (1 rED)
2	SPD	0		Phases: 6, 12
6	REC	2		
26	END	0		
24	STUN	0		
Total Characteristics Cost: 14 (+2 with NCM)				

Movement: Running: 4"/8"
Swimming: 7"/14"

Cost	Powers	END
1	<i>Scaly Skin:</i> Damage Resistance (1 PD/1 ED)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environment: High Pressure, Intense Cold)	0
5	<i>Webbed Hands And Feet:</i> Swimming +5" (7" total)	1
-4	<i>Large, Webbed Feet:</i> Running -2" (4" total)	
5	<i>Aquatic Eyes:</i> Nightvision	5
5	<i>Aquatic Eyes:</i> Infrared Perception (Sight Group)	0
Skills		
2	Survival (Underwater)	11-
5	WF: Common Melee Weapons, Common Missile Weapons, Nets	

Total Powers & Skills Cost: 22

Total Cost: 36

75+ Disadvantages

0 Physical Limitation: Human Size

Total Disadvantage Points: 75

OPTIONS

Cost	Power
4	<i>Skilled Swimmer:</i> +2 with Swimming
-15	Psychological Limitation: Hatred Of [another underwater race] (Common, Strong)
-15	Psychological Limitation: Hatred Of Surface-Dwellers (Common, Strong)

Ecology: The uthosa (the name is both singular and plural) are piscine beings who dwell beneath the surface of large bodies of water: lakes; inland seas; underground seas; oceans (they can live in either fresh or salt water). If they live near the shore, they may establish a relationship with a surface-dweller community, trading fish and shells for things they cannot produce in the water.

Uthosa typically form small families. Two or more families related in some way come together to

form a *heeeelash*, or “clan”; two or more clans yield enough manpower to build towns or cities. They often compete with mer-folk and the sharthak for the best underwater territory.

The uthosa are omnivores. In addition to herding schools of fish, they hunt larger fish for food, gather edible vegetation, and also grow undersea crops if possible.

Uthosa can only breathe in the water. If they wish to visit the surface for longer than a few moments, they must hold their breath or use spells to enable them to breathe.

Personality/Motivation: Normal sentient humanoid motivations.

Powers/Tactics: Uthosa use the full range of tactics available to sentient humanoids, limited by the fact that they fight underwater. Like other underwater races, they favor stabbing and thrusting weapons (tridents, spears, daggers) and nets, since slashing and chopping are difficult underwater. If they wear armor, it's leather armor made from fish-skin or whale-skin, perhaps studded with shells or the like for strength.

Campaign Use: This character sheet represents a typical competent uthosa the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser uthosa — tradesmen, fish-herders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The uthosa are fish-folk — not half-man/half-fish like mermen, but piscine beings in humanoid form. Their heads resemble those of fishes (complete with gills along the neck), their skins are scaled, and their hands and feet are webbed.

Vulchine

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
9	BODY	-2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
4	REC	0		
20	END	0		
20	STUN	1		Total Characteristics Cost: 20

Movement: Running: 6"/12"
Flight: 8"/16"
Gliding: 6"/12"

Cost	Powers	END
7	Beak: HKA ½d6; No STR Bonus (-½)	1
4	Claws: HKA 1 point (½d6 with STR); Reduced Penetration (-¼)	1
13	Vulchine Wings: Multipower, 20-point reserve; all Restrainable (-½)	
1u	1) Flying: Flight 8"; Reduced Endurance (½ END; +¼); Restrainable (-½)	1
1u	2) Gliding: Gliding 6"; Restrainable (-½)	0
3	Vulchine Senses: +1 PER with all Sense Groups	0
6	Vulchine Eyes: +6 versus Range Modifier for Normal Sight	0
	Skills	
3	Concealment 11-	
3	Stealth 12-	
5	WF: Common Melee Weapons, Common Missile Weapons, Nets	

Total Powers & Skills Cost: 46
Total Cost: 66

75+ Disadvantages
0 Physical Limitation: Human Size

Total Disadvantage Points: 75

Ecology: Vulchines are bird-men who live in high places — along cliffs, in the tops of forests, and so forth. They favor warmer climes (temperate, sub-tropical, tropical), but sometimes find more northerly regions with enough food to support them.

Vulchines only eat meat, which they obtain by herding, hunting, and trade. They can survive by eating carrion, and some of them actually enjoy the taste of rotted flesh, but most prefer fresh food.

Personality/Motivation: Normal sentient humanoid motivations. Despite their somewhat disquieting appearance, vulchines often get along well with other humanoids, establishing relationships based on trade, sharing information, or military alliances. For example, they might serve as scouts

and information-gatherers for a human king, who in exchange would trade with them on favorable terms and protect them from their enemies.

Powers/Tactics: Vulchines use the full range of tactics available to sentient humanoids. They prefer to remain in the air, fighting flying opponents or attacking “groundlings” with missile weapons. Their favorite weapons are throwing blades, short swords, spears, and nets.

Campaign Use: This character sheet represents a typical competent vulchine the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it by applying one of the templates from pages 117-19, such as Chieftain or Fighter. Lesser vulchines — tradesmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Vulchines, or vulture-folk, are bird-men, their humanoid bodies covered in dark-colored feathers. Wings grow from the underside of their arms. The feathers stop at the neck, though, leaving the head with bare, wrinkled, reddish skin. Their four fingers and three toes have short claws on them, and sharp beaks cover the lower half of their faces.

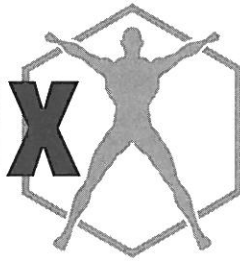
KARAWARLL

Among the feared Vulture-Men of Sind, who prey on the caravans and travelers of Shar and kingdoms south, few warriors are as renowned as Karawarll, called *Shahala-kreth*, “Drinker of Much Blood,” because of his many victories and the skill with which he raids the groundlings. Merchant-venturers have learned to dread the appearance of the tall, broad-shouldered vulture-man with the distinctive patch of white feathers in the ruff around his neck.

Karawarll's might comes not only from his size, but the fact that the gods of the Vulture-Men have blessed him: he has +10 STR, +3 DEX, +8 CON, +3 BODY, +5 PD and ED, +1 SPD, +10 STUN, and the *Divine* template from HSB page 23. What Karawarll did to earn the favors of heaven he will not say, and not even the wisest priests of the Vulture-Men can discern the truth.



APPENDIX



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Zimmerman, J.E. A *Dictionary Of Classical Mythology*

HUMANOID TEMPLATES

Pages 21-30 of *The HERO System Bestiary* have *templates* — packages of abilities and skills defining particular types or abilities of creatures — some of which are also appropriate for humanoid monsters such as orcs, ogres, and deep dwarves. For example, in some campaigns the heroes might encounter an Aquatic Orc, a Divine Sarkany, an Infernal human, a Fire Ogre, or the like. Additionally, you can use the following templates for humanoid monsters to create stronger-than-normal uthosa, orcish shamans, erqigdlit chieftains, and the like.

If a humanoid already has a Skill or other ability granted by a template, you can either use the points to increase it, substitute some other ability for it, or remove it. The Characteristic bonuses granted by these templates do not account for Normal Characteristic Maxima doubling; if a humanoid is already close to or past the point at which the cost of a Characteristic doubles, he won't get quite as much benefit from a template as a weaker humanoid will.

BARBARIC

A Barbaric humanoid is culturally more primitive and crude than most of his kind, but makes up for it by being tougher and stronger. He may come from a backwater area where survival requires brawn instead of sophistication, or may be a biological throwback to an earlier, less advanced type of his race.

BARBARIC TEMPLATE

Cost	Ability
3	+3 STR
6	+2 DEX
4	+2 CON
2	+1 BODY
2	+2 PD
1	+1 ED
2	Survival (choose environment, or add +2 Character Points to existing Survival)
3	Tracking
3	+1 PER with all Sense Groups
Total Cost: 26 points	

CHIEFTAIN

A Chieftain is the leader of a tribe, clan, or gathering of humanoids. He tends to be a little stronger and tougher than average, and also smarter and more impressive. He has wealth in the form of tribute, slaves, or other resources.

CHIEFTAIN TEMPLATE

Cost	Ability
1	+1 STR
2	+1 CON
3	+3 INT
5	+5 PRE
3	Oratory
3	Persuasion
2	Fringe Benefit: Chieftain (value may change depending on the size of the tribe and the character's political power)
3	Money
Total Cost: 22 points	

FIGHTER

A humanoid with this template is a trained warrior. Unlike his brethren, who may know how to use weapons and often get into fights, he's a highly-skilled fighter — disciplined, tough, and deadly. In addition to the abilities in this template, he usually has better weapons and armor than others of his kind.

FIGHTER TEMPLATE

Cost	Ability
3	+3 STR
3	+1 DEX
4	+2 CON
2	+2 PD
5	+1 with HTH Combat
3	Tactics
2	WFs (2 Character Points' worth)
Total Cost: 22 points	

MIGHTY

Some humanoids are bigger, stronger, tougher, and more vicious than their kin, and these two templates represent that. Since Mighty humanoids often become war-leaders, bodyguards, and military officers, one template is the "Lieutenant"

LIEUTENANT TEMPLATE

Cost	Ability
3	+3 STR
3	+1 DEX
6	+3 CON
4	+2 BODY
3	+3 PRE
2	+2 PD
2	+2 ED
3	Fringe Benefit: Membership (ranks higher in the group hierarchy than normal humanoids)
Total Cost: 26 points	

template, and the other the "Captain"; the latter is appropriate for the biggest, toughest members of a group of humanoids. The two are *not* cumulative; a character doesn't have to take the Lieutenant template before taking the one for Captains.

CAPTAIN TEMPLATE

Cost	Ability
5	+5 STR
6	+2 DEX
10	+5 CON
6	+3 BODY
5	+5 PRE
3	+3 PD
2	+2 ED
4	Fringe Benefit: Membership (ranks higher in the group hierarchy than normal humanoids)
Total Cost: 41 points	

PRIEST

For humanoids that have sophisticated religions, the Priest template represents a character who's devoted himself to serving the gods and has received magical abilities in return. The spells are taken from *The Fantasy Hero Grimoire*; you can easily substitute others if desired or to suit the nature of religions and priests in your campaign world.

PRIEST TEMPLATE

Cost	Ability
Spells And Other Priestly Abilities	
6	Blessing (FHG, page 260)
6	Cure Illness (FHG, page 246)
4	Eloquence (FHG, page 261)
10	Healing-Spell (FHG, page 247)
2	Safe Journey (FHG, page 253)
5	Sanctify Area (FHG, page 263)
3	Shield Of Faith (FHG, page 254)
6	Shield Of The Soul (FHG, page 256)
12	Turn Undead
Other Abilities	
2	+2 INT
6	+3 EGO
3	+3 PRE
5	Faith (EGO +1)
2	KS: Religious Doctrine 11-
3	Oratory
3	Paramedics (Healing)
2	PS: Priest Of [religion] 11-
3	Fringe Benefit: Religious Rank
Total Cost: 83 points	

PSIONIC

In *Fantasy Hero* games featuring psionic powers, this template can turn any normal humanoid into one who possesses those abilities. The listed powers are just suggestions; feel free to substitute others of the same cost, or to change them or add to them.

PSIONIC TEMPLATE

Cost	Ability
25	Psionic Powers: Multipower, 50-point reserve; all Activation Roll 15- (-¼), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½)
2u	1) Mind Domination: Mind Control 8d6, Telepathic (+¼); common Limitations as described above
2u	2) Mindscapes: Mental Illusions 10d6; common Limitations as described above
2u	3) Mindreading: Telepathy 10d6; common Limitations as described above
2u	4) Mind Attack: Ego Attack 4d6, Reduced Endurance (½ END; +¼); common Limitations as described above
25	Mindseeking: Mind Scan 10d6; Activation Roll 15- (-¼), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½)
24	Mindspeech: Mind Link, any 8 minds; Activation Roll 15- (-¼)
8	Mindshield: Mental Defense (8 + (EGO/5) points)
Total Cost: 90 points	

SHAMAN

Instead of having full-fledged wizards or priests, many humanoid groups have "shamans" instead. A shaman is a spellcaster who fills both a religious and a secular roll; he may also have a great degree of political power due to his influence over people or the ruler.

SHAMAN TEMPLATE

Cost	Ability
Spells And Other Shamanic Abilities	
6	Blessing (FHG, page 260)
6	Blight (FHG, page 204)
11	Blood Sacrifice (FHG, page 215)
17	Call To The Wilderness Denizens (FHG, page 39)
6	Cure Illness (FHG, page 246)
65	Doll Magic (FHG, page 205)
10	Healing-Spell (FHG, page 247)
8	Jezric's Spell Of True Seeming (FHG, page 190)
10	Khelred's Flammifer (FHG, page 94)
15	Lightning Strike (FHG, page 43)
14	Plague Of Serpents (FHG, page 208)
15	Spell Of The Sudden Fog (FHG, page 47)
2	Wilderness Comfort (FHG, page 53)
18	Witch's Plague (FHG, page 209)
Other Abilities	
3	+3 INT
6	+3 EGO
3	+3 PRE
2	KS: Shamanic Doctrine 11-
5	Magic: Shamanism (INT +1)
3	Oratory
3	Paramedics (Healing)
3	Fringe Benefit: Religious Rank
Total Cost: 231 points	

SKULKER

A humanoid with the Skulker template is a sneaky, clever person. He relies on his wits, dexterity, and gift of gab to achieve his aims. He's often devilish and manipulative, trying to achieve from behind the scenes what warriors and rulers do in the open, but he could be a spy serving a noble ruler, a selfish thief, or the like.

SKULKER TEMPLATE

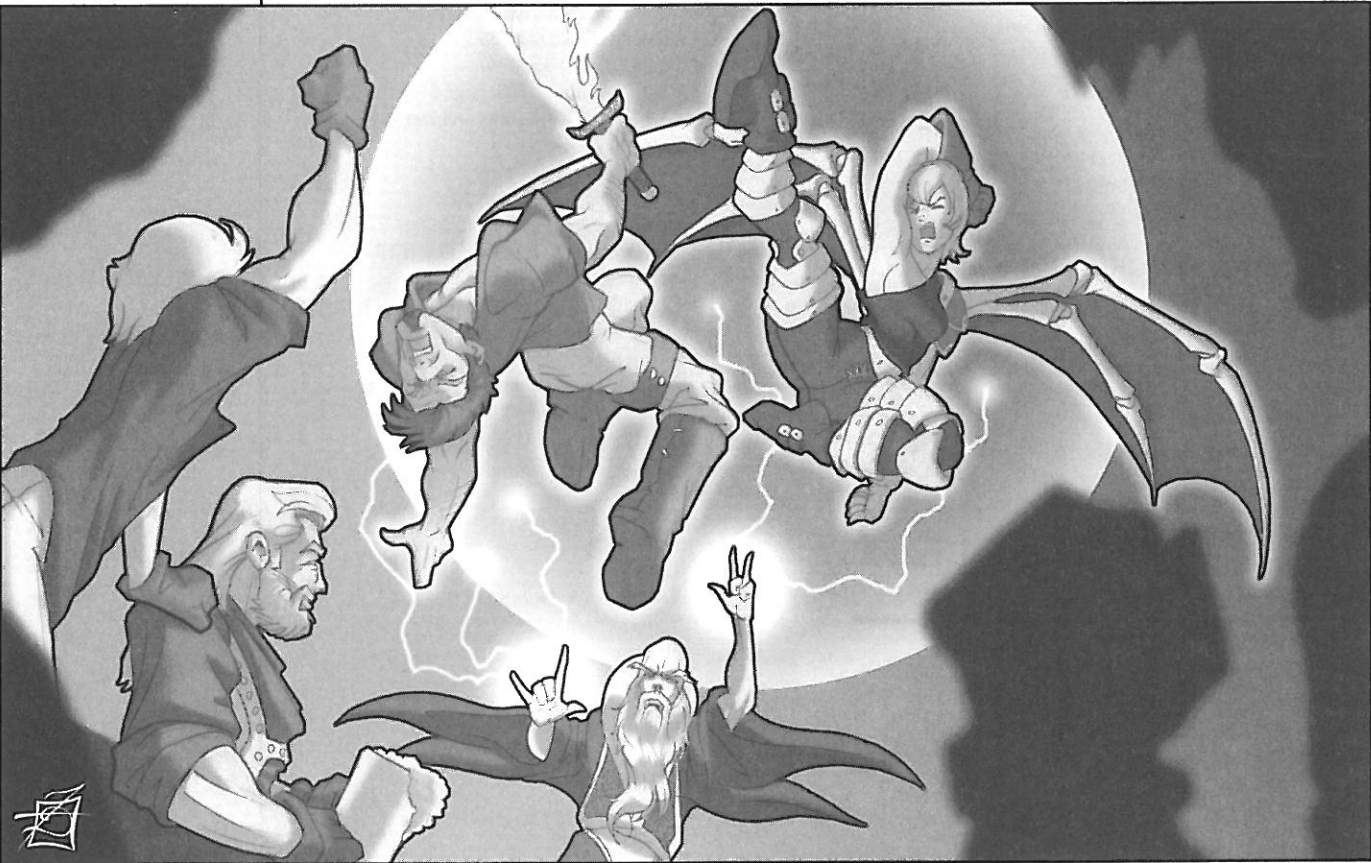
Cost	Ability
9	+3 DEX
3	+3 INT
3	+3 PRE
4	+2 to Concealment or Stealth (character's choice)
6	Choose two of the following Skills: Acrobatics, Breakfall, Climbing, Fast Draw, Lockpicking, Security Systems, Sleight Of Hand
6	Choose two of the following Skills: Conversation, Lipreading, Persuasion, Seduction, Shadowing, Streetwise, Trading
Total Cost: 31 points	

WIZARD TEMPLATE

Cost	Ability
Spells And Other Wizard Abilities	
60	60 points' worth of Magic Skills, spells, and abilities
Other Abilities	
5	+5 INT
4	+2 EGO
5	+5 PRE
3	Inventor (Spell Research)
2	KS: Arcane And Occult Lore 11-
8	KSs of the character's choice
1	Literacy
19	Magic (INT +8)
Total Cost: 107 points	

WIZARD

Humanoid groups sophisticated enough to have true priests instead of shamans may also have true wizards. Rather than listing specific spells, this template simply allots points for spells and the like, since magic systems tend to differ so much from campaign to campaign.



HUMAN ADVERSARIES



The following “generic” character sheets represent typical human NPCs and enemies *Fantasy Hero* PCs might encounter, such as city guards, merchants, and thieves. As always, you should change or supplement them as desired.

See the weapons and armor tables in *Fantasy Hero* for explanations of any abbreviations or symbols used in the “Suggested Equipment” section of each character sheet. A character doesn’t necessarily carry all of the listed weapons or gear with him at all times; you should, if appropriate, choose just one or two weapons or items for use in a particular encounter.

For the spellcasting adversaries — the Priest and the Wizard — the GM should choose an appropriate selection of spells from *The Fantasy Hero Grimoire* or his own spell lists. If necessary for the campaign’s magic system, remove the *Magic Skill* or make any other relevant changes.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR	Min	Shots
Battle Axe	0	—	2d6	0	13	—	—
Bow, Medium	0	0	1d6+1	0	9 †	10	RC
Dagger#	0	—	1d6-1	0	6	—	—
Longsword	0	—	1d6+1	0	12	—	—
Sling	0	-1	1d6+1	+1	8 †	10	RC
Spear, Short	0	0	1d6+1	0	8	—	—

Armor

Cuir-Bouilli Armor (DEF 3)
Small Shield (+1 DCV)

Gear: Horse, bedroll and tent, flint and tinder, rations
Clothing: Everyday clothes, cloak

BANDIT

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
11	BODY	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
4	PD	1		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	0		Total Characteristics Cost: 33

Movement: Running: 6”/12”

Cost Skills

5	+1 HTH
3	Climbing 12-
3	Concealment 11-
3	Fast Draw (Common Melee Weapons) 12-
2	AK: Local Forest/Region 11-
3	Riding 12-
3	Stealth 12-
2	Survival (choose one category) 11-
3	Tracking 11-
5	WF: Common Melee Weapons, Common Missile Weapons, Sling

Total Powers & Skills Cost: 32

Total Cost: 65

75+ Disadvantages

15	Hunted: by a local lord or sheriff 8- (Mo Pow, NCI, Limited Geographical Area, Capture/Kill)
0	Physical Limitation: Human Size
15	Psychological Limitation: Greedy, Selfish, And Cruel (Common, Strong)

Total Disadvantage Points: 105

BARBARIAN WARRIOR

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
17	CON	14	12-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	1		Total: 5 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
34	END	0		
32	STUN	0		Total Characteristics Cost: 54

Movement: Running: 6"/12"

Cost Skills

15	+3 HTH
3	Climbing 12-
2	AK: Home Region 11-
2	KS: Enemy/Rival Tribe 11-
3	Riding 12-
3	Stealth 12-
2	Survival (choose environment) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 34

Total Cost: 88

75+ Disadvantages

0	Physical Limitation: Human Size
13	Experience Points

Total Disadvantage Points: 88

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR	Min	Shots
Battle Axe	0	—	2d6	0	13	—	—
Bow, Heavy	0	0	1½d6	0	10†	10	RC
Dagger#	0	—	1d6-1	0	6	—	—
Javelin#	0	—	1d6+1	0	8	—	—
Greatsword	+1	—	2d6	0	17	—	—
Longsword	0	—	1d6+1	0	12	—	—

Armor

Chainmail Shirt (DEF 6, protects Hit Locations 8-13) (or Soft Leather [DEF 2] overall)
Medium Shield (+2 DCV)

Gear: Flint and tinder, whetstone, horse
Clothing: Furs, skins, leather clothing

CITY GUARD

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
3	PD	0		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	0		Total Characteristics Cost: 30

Movement: Running: 6"/12"

Cost Skills

5	+1 HTH
4	+2 OCV with one weapon of character's choice
3	Range Skill Levels: +2 versus Range Modifier with Light Crossbow
2	CK: city the character guards 11-
2	KS: Heraldry 11-
3	Riding 12-
3	Tactics 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 26

Total Cost: 56

75+ Disadvantages

0	Physical Limitation: Human Size
20	Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 95

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR	Min	Shots
XBow, Light	0	+1	1d6+1	0	12†	10	RC
Dagger#	0	—	1d6-1	0	6	—	—
Longsword	0	—	1d6+1	0	12	—	—
Pole Axe	-1	—	2d6	0	13	—	—
Spear, Med.#	0	—	1½d6	0	10	—	—

Armor

Chainmail (DEF 6) (or Brigandine [DEF 4] in smaller, less prosperous cities)
Medium Shield (+2 DCV)

Gear: Horse, metal polishing kit
Clothing: Fighting clothes

HORSE NOMAD

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	12-	OCV: 6/DCV: 6
14	CON	8	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
4	PD	1		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 43

Movement: Running: 6"/12"

Cost Skills

8	+1 with All Combat
2	Animal Handler (Equines) 12-
2	AK: Home Region 11-
2	KS: Enemy/Rival Tribe 11-
7	Riding 14-
3	Stealth 12-
1	Survival (Temperate Plains) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 29

Total Cost: 72

75+ Disadvantages

0	Physical Limitation: Human Size
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Total Disadvantage Points: 75

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR	Min	Shots
Bow, Medium	00	1d6+1		0	9 †	10	RC
Dagger#	0	—	1d6-1	0	6	—	—
Javelin#	0	—	1d6+1	0	8	—	—
Longsword	0	—	1d6+1	0	12	—	—
Scimitar	0	—	1d6+1	0	11	—	—
Spear, Medium#0	—	1½d6		0	10	—	—

Armor

Chainmail (DEF 6) (or Cuir-Bouilli [DEF 3])
Medium Shield (+2 DCV)

Gear: Horse, saddle and tack, flint and tinder, whetstone
Clothing: Riding clothes, everyday clothes

KNIGHT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	1		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
26	STUN	0		Total Characteristics Cost: 41

Movement: Running: 6"/12"

Cost Perks

2	Fringe Benefit: Knight
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Skills

5	+1 HTH
3	+1 with Longsword, Lance, and War Hammer
6	Riding Skill Levels: +2 OCV versus Mounted Combat penalties with All Attacks
3	High Society 12-
2	KS: Heraldry 11-
2	KS: Knights 11-
3	Persuasion 12-
7	Riding 14-
3	Tactics 11-
3	WF: Common Melee Weapons, Lance

Total Powers & Skills Cost: 39

Total Cost: 80

75+ Disadvantages

0	Physical Limitation: Human Size
15	Psychological Limitation: Code Of Chivalry (Common, Strong)
25	Social Limitation: Subject To Liege Lord's Orders (Very Frequently, Severe)

Total Disadvantage Points: 115

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR	Min	Shots
Dagger#	0	—	1d6-1	0	6	—	—
Hammer, War# -1	—	—	1d6+1	+1	13	—	—
Lance, Med.	0	—	1½d6	0	13 †	—	—
Longsword	0	—	1d6+1	0	12	—	—

Armor

Plate Armor (DEF 7)
Medium Shield (+2 DCV)

Gear: Horse, barding, heraldic banners and pennants
Clothing: Field clothes, fine/court clothes

MERCHANT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		
20	STUN	0		Total Characteristics Cost: 11

Movement: Running: 6"/12"

Cost Skills

3	Bribery 13-
3	High Society 13-
3	Persuasion 13-
3	PS: Merchant 12-
3	Riding 11-
7	Trading 15-
1	WF: Blades

Total Powers & Skills Cost: 23

Total Cost: 34

75+ Disadvantages

0	Physical Limitation: Human Size
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Total Disadvantage Points: 75

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR	Min	Shots
Dagger#	0	—	1d6-1	0	6	—	—

Armor

None

Gear: Writing kit, sample trade goods

Clothing: Everyday clothes appropriate to income

NOBLEMAN

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 100 kg; 2d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
11	CON	2	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	1		Total: 3 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
22	END	0		
22	STUN	0		Total Characteristics Cost: 37

Movement: Running: 6"/12"

Cost Perks

10	Contacts (GM's choice)
3	Fringe Benefit: Lordship
5	Money

Skills

3	Bureaucratics 13-
3	Conversation 13-
1	Gambling (Card Games) 8-
3	High Society 13-
1	KS: Heraldry 8-
2	KS: The Noble World 11-
3	Persuasion 13-
3	Riding 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 41

Total Cost: 78

75+ Disadvantages

0	Physical Limitation: Human Size
3	Experience Points

Total Disadvantage Points: 78

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR	Min	Shots
Dagger#	0	—	1d6-1	0	6	—	—
Longsword	0	—	1d6+1	0	12	—	—

Armor

Plate Armor (DEF 7)

Medium Shield (+2 DCV)

Gear: Just about anything he wants, within reason

Clothing: Fine clothing

PRIEST

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
10	DEX	0	11-	OCV: 3/DCV: 3
12	CON	4	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	10		Phases: 4, 8, 12
4	REC	0		
24	END	0		
21	STUN	0		Total Characteristics Cost: 40

Movement: Running: 6"/12"

Cost Powers END

- 61 *Priestly Magic:* 61 points' worth of spells and priestly abilities

Perks

- 3 Fringe Benefit: Religious Rank
1 Fringe Benefit: Right To Marry

Talents

- 12 Turn Undead

Skills

- 17 Faith 20-
3 High Society 12-
2 KS: Religious Doctrine 11-
1 Literacy
3 Oratory 12-
3 Persuasion 12-
2 PS: Priest Of [Religion] 11-
2 WF: Common Melee Weapons

Total Powers & Skills Cost: 110

Total Cost: 150

75+ Disadvantages

- 0 Physical Limitation: Human Size
25 Psychological Limitation: Devotion To The God And His Purposes (Very Common, Total)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
30 Experience Points

Total Disadvantage Points: 150



SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR	Min	Shots
Hammer, War#	-1	—	1d6+1	+1	13	—	—
Mace	0	—	1d6+1	0	10	—	—
Quarterstaff	+1	—	4d6 N	—	10	—	—

Armor

Chainmail (DEF 6)
Medium Shield (+2 DCV)

Gear: Holy symbol, copy of sacred text(s)
Clothing: Everyday robes, ritual vestments

PIRATE

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
11	BODY	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
4	PD	1		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	0		Total Characteristics Cost: 34

Movement: Running: 6"/12"
Swimming: 3"/6"

Cost Powers **END**
1 *Strong Swimmer:* Swimming +1" (3" total) 1

Skills

- 5 +1 HTH
- 3 Climbing 12-
- 7 Combat Sailing 14-
- 2 AK: Home Seas And Coasts 11-
- 2 KS: The Pirate World 11-
- 2 PS: Sailor 11-
- 3 Stealth 12-
- 3 Streetwise 12-
- 2 Survival (Marine) 11-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 34
Total Cost: 68

75+ Disadvantages

- 0 Physical Limitation: Human Size

Total Disadvantage Points: 75

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR	Min	Shots
Bow, Medium	0	0	1d6+1	0	9†	10	RC
Cutlass	0	—	1d6+1	0	12	—	—
Dagger#	0	—	1d6-1	0	6	—	—

Armor

Cuir Bouilli (DEF 3)

Gear: Flint and tinder, whetstone

Clothing: Everyday clothes

SOLDIER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
11	BODY	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
4	PD	1		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
26	STUN	0		Total Characteristics Cost: 35

Movement: Running: 6"/12"

Cost Skills

- 5 +1 HTH
- 4 +2 OCV with one weapon of character's choice
- 2 KS: Heraldry 11-
- 3 Riding 12-
- 3 Stealth 12-
- 3 Tactics 11-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 24

Total Cost: 59

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 95

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR	Min	Shots
Battle Axe	0	—	2d6	0	13	—	—
Dagger#	0	—	1d6-1	0	6	—	—
Longsword	0	—	1d6+1	0	12	—	—
Spear, Medium#0	—	—	1½d6	0	10	—	—

Armor

Brigandine (DEF 4) (or Chainmail [DEF 6] in more prosperous or well-equipped armies)

Medium Shield (+2 DCV)

Gear: Horse, metal polishing kit, flint and steel

Clothing: Fighting clothes

THIEF

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
3	PD	0		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	0		Phases: 4, 8, 12
5	REC	0		
20	END	0		
22	STUN	0		Total Characteristics Cost: 40

Movement: . Running: 6"/12"

Cost Skills

3	Acrobatics 13-
3	Breakfall 13-
1	Bribery 8-
3	Climbing 13-
3	Concealment 12-
1	Contortionist 8-
3	Lockpicking 13-
3	Security Systems 12-
3	Sleight Of Hand 13-
7	Stealth 15-
5	Streetwise 14-
5	WF: Common Melee Weapons, Common Missile Weapons, Garrote

Total Powers & Skills Cost: 40

Total Cost: 80

75+ Disadvantages

15	Hunted: by the city watch, a local lord, the sheriff, or the like 8- (Mo Pow, NCI, Limited Geographical Area, Capture/Kill)
0	Physical Limitation: Human Size

Total Disadvantage Points: 90

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR	Min	Shots
Bow, Light	0	0	1d6	0	8	†	10 RC
Club	0	—	4d6 N	—	10		—
Dagger#	0	—	1d6-1	0	6		—
Sword, Short	0	—	1d6	0	10		—

Armor

Cuir Bouilli (DEF 3)
Buckler (+1 DCV if character makes a DEX Roll)

Gear: Climbing tools, lockpicks and other thieves' tools, belt pouches

Clothing: Dark clothing appropriate to the setting

WIZARD

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
24	END	0		
21	STUN	0		Total Characteristics Cost: 44

Movement: Running: 6"/12"

Cost Powers**END**

57	Magic: 57 points' worth of spells and magic abilities
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Skills

3	Analyze Magic 13-
3	Inventor (Spell Research) 13-
3	KS: Arcane And Occult Lore 13-
3	KS: a type or school of magic 13-
12	KSs (GM's choice)
17	Magic 20-
3	Paramedics (Healing) 13-
3	Stealth 11-
2	WF: Blades, Staff

Total Powers & Skills Cost: 106

Total Cost: 150

75+ Disadvantages

0	Physical Limitation: Human Size
75	Experience Points

Total Disadvantage Points: 150

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR	Min	Shots
Dagger#	0	—	1d6-1	0	6		—
Quarterstaff	+1	—	4d6 N	—	10		—

Armor

None

Gear: Spellbooks, spell components, pouches (belt, scroll, wand)

Clothing: Wizard's robes, wizard's hat

MONSTER SUMMARY TABLE

The following table provides basic information about all the monsters described in this book for easy reference. All creatures are listed in alphabetical order. See the end of the table for an explanation of the notation used.

Name	STR	DEX	CON	BODY	PRE	PD/PPD	ED/ED	SPD	REC	STUN	OCV	DCV	MOVE	Attacks	Page
Agathodaemon	0	18	10	6	15	8/6*	8/6*	4	5	30	6	6	4" [10"]	1 point + poison, +20 STR to Grab	MMM 5
Ahuizotl	10	14	14	10	13	4/0	4/0	3	5	25	5	5	4" (6") [4"]	1d6	MMM 6
Assassin Bug, Green	0	12	8	4	10	6/2	4/2	3	2	8	4	4	3" 11"	½d6 + poison	MMM 7
Assassin Bug, Gold	5	12	8	4	10	6/2	4/2	3	2	8	4	4	3" 11"	½d6 + poison	MMM 7-8
Assassin Bug, Scarlet	0	12	8	4	10	6/2	4/2	3	2	8	4	4	3" 11"	1d6 + poison	MMM 7-8
Banewolf	15	20	18	12	20	6/4	8/4	4	7	30	7	7	8" [4"]	1d6, Drain Magic 4d6	MMM 9
Bulatsch	20	18	20	18	30	8/2*	8/2*	4	10	40	6	6	2" (5") [0"]	2d6 AP/1H/AF	MMM 10
Calopus	15	19	17	13	18	8/3	8/3	3	6	30	6	6	8" [6"]	1d6 AP, ½d6, ½d6 RP, ½d6 DS	MMM 11
Carrian Worm	25	15	20	18	20	10/6	10/6	3	9	50	5	5	9" (6") [0"] [5"]	1d6 AP, S (stench)	MMM 12
Cipactli	40	14	25	22	35	20/8	16/8	3	13	60	5	5	8" (6") [10"]	1d6+1, 1d6 DS	MMM 14
Cyclops	40	14	25	20	20	10/0\$	6/0\$	3	13	60	5	5	12" [4"]	(8d6), W	MMM 15
Delgeth	15	20	15	12	15	6/2	6/2	4	6	30	7	7	12" [5"]	1d6 AP, ½d6	MMM 16
Demon, Blood	20	20	20	10	25	6/2*	6/2*	4	8	30	7	7	6"	1d6 NND, Transfer 2d6	MMM 18
Demon, Dracodemon	30	20	25	20	25	10/6*	10/6*	4	11	50	7	7	7" [15"]	3d6 AE (18" Line, 10" Cone)	MMM 19
Demon, Erinyes	15	24	16	10	25	6/2*	6/2*	4	6	40	8	8	6" [10"]	2d6 Pen, 1 point + poison	MMM 20
Demon, Iron	40	14	25	25	20	14/14*	14/14*	4	13	60	5	5	6" [10"]	2d6, 1½d6 AP	MMM 22
Demon, Serpent	25	20	18	13	20	8/8*	8/8*	5	9	35	7	7	12"	2d6 + 5d6 NND poison	MMM 23
Demon, Spider	25	20	20	15	25	8/2*	8/2*	4	9	40	7	7	9" [8"]	Ent 5d6 5 DEF, 1d6 + 3d6 poison	MMM 24
Demon, War	35	21	22	20	20	12/6*	12/6*	4	11	50	7	7	6" [10"]	2d6 Pen, W	MMM 25
Dev	45	16	25	22	23	12/2\$	9/2\$	3	13	60	5	5	12" [5"]	(9d6), W	MMM 26
Djinn	30	30	30	20	30	12/12*	12/12*	5	12	50	10	10	6" [30"]	(8d6), SA	MMM 27
Dragon, Acid-Spitting	35	21	23	22	23	16/12*	16/12*	4	12	52	7	7	12" (5") [4"] [10"]	2d6 AE Pen, 1½d6, SA	MMM 29
Dragon, Miniature	8	20	15	10	15	8/2	8/2*	4	5	25	7	7	3" [12"]	1 point	MMM 30
Dragon, Spiked	40	18	25	20	25	15/15*	15/15*	4	15	55	6	6	6" [15"]	1d6+1 DS, 2d6 AE, SA	MMM 31
Drakine	13	14	13	12	13	4/2\$	4/2\$	3	6	26	5	5	6"	1 point, ½d6 RP, W	MMM 33
Dreamtalker	8	16	10	10	18	4/0	6/0	3	4	19	5	5	6"	Mental Illusions 8d6, SA	MMM 34
Dwarf, Dark	13	12	15	12	12	5/0\$	5/0\$	2	6	27	4	4	5"	W	MMM 35
Elf, Dark	10	14	10	10	13	3/0\$	3/0\$	3	4	20	5	5	8"	W	MMM 36
Erqigdlit	15	14	15	10	15	5/1\$	5/1\$	3	6	26	5	5	7"	1 point, W	MMM 38
Etin	40	15	23	25	20	10/1\$	10/1\$	3	13	60	5	5	11" [4"]	(8d6), W	MMM 39
Feathered Serpent	25	20	20	15	30	10/6*	10/6*	5	9	40	7	7	9" [0"] [15"]	1d6 + poison, SA	MMM 40
Flying Head	5	18	12	8	15	6/1	4/1	3	5	20	6	6	0" [8"]	1d6 Continuous	MMM 41
Giant, Cloud	55	18	35	32	40	18/2\$	18/2\$	4	18	80	6	6	15" [6"]	(11d6 1H), W, SA	MMM 48
Giant, Fire	50	16	30	30	35	18/0\$	16/0\$	3	16	70	5	5	13" [5"]	(10d6 1H), W	MMM 46
Giant, Forest	40	15	27	25	25	16/0\$	13/0\$	3	13	60	5	5	12" [4"]	(8d6 1H), W	MMM 44
Giant, Frost	45	15	30	28	30	18/0\$	16/0\$	3	15	66	5	5	12" [5"]	(9d6 1H), W	MMM 45
Giant, Hill	40	14	25	25	25	15/0\$	12/0\$	3	13	60	5	5	12" [4"]	(8d6 1H), W	MMM 43
Giant, Stone	50	16	32	30	35	18/0\$	16/0\$	3	16	71	5	5	14" [5"]	(10d6 1H), W	MMM 47
Giant, Storm	60	20	38	34	45	20/4\$	18/4\$	4	20	83	7	7	15" [6"]	(12d6 1H), W, SA	MMM 49
Goblin	9	10	10	8	10	3/0\$	3/0\$	3	4	20	3	5	4"	1 point, W	MMM 50
Hobgoblin	10	11	12	11	10	4/0\$	4/0\$	3	4	22	4	4	6"		MMM 51
Ifrit	35	21	25	20	30	12/6*	12/6*	5	12	60	7	7	12"	2d6 AE AP, SA	MMM 52
Insect-Folk, Mantasi	10	14	13	12	15	10/4\$	8/4\$	3	5	24	5	5	7" [4"]	1d6 RP, W	MMM 53
Insect-Folk, Myrmex	10	12	12	10	8	6/2\$	6/2\$	3	4	21	4	4	6"	W	MMM 54

Name	STR	DEX	CON	BODY	PRE	PD/rPD	ED/RED	SPD	REC	STUN	OCV	DCV	MOVE	Attacks	Page
Jaculus	20	18	15	8	15	6/3	4/3	3	7	30	6	6	6" [7"] 110"!	½d6 AP + poison	MMM 55
Kallicantzari	12	14	15	10	15	5/1\$	4/1\$	3	5	24	5	5	6"	½d6, 1 point, W	MMM 56
Lamia	25	20	20	15	20	9/4	9/4	4	9	40	7	7	6"	Drain BODY 1d6, 1d6, W	MMM 57
Leomachus	18	14	17	13	13	7/1\$	6/1\$	3	7	31	5	5	8"	½d6, W	MMM 59
Leshi	10	24	20	10	20	8/8*	8/8*	5	6	30	8	8	11" [20"!	SA	MMM 60
Leucrotta	20	14	18	13	15	9/4	7/4	3	8	40	5	5	11"	1d6	MMM 61
Lich	20	20	20	20	30	8/8*	10/10*	4	8	40	7	7	6"	SA	MMM 107
Living Chest	20	12	18	10	10	7/4	6/4	2	8	30	4	4	1"	(8d6)	MMM 63
Lizard-Folk	12	14	12	12	13	5/1\$	4/1\$	3	4	24	5	5	6" (4")	½d6, ½d6 RP, W	MMM 64
Masquer	15	15	15	10	15	5/0\$	5/0\$	3	6	26	5	5	6"	1d6 NND Continuous, W	MMM 65
Mer-Folk	10	12	13	10	10	4/0\$	3/0\$	2	5	25	4	4	0" (6")	W	MMM 66
Migdalar	15	15	20	12	20	6/2*	6/2*	3	10	30	5	5	6"	Mental powers, ½d6, ½d6 RP	MMM 67
Myrceton	10	10	15	10	10	6/2*	3/2*	3	5	23	3	3	6"	Flash 4d6, W	MMM 69
Naga	15	25	20	10	25	12/10	12/10	5	7	40	8	8	8" (8") [0"]	½d6 + poison, SA	MMM 70
Nymph, Dryad	10	20	15	10	20	5/5*	5/5*	4	5	23	7	7	6" [20"!	Mind Control 15d6, SA	MMM 72
Nymph, Naiad	10	23	14	10	20	5/5*	5/5*	4	5	22	8	8	6" (20")	Mind Control 15d6, Flash 6d6, SA	MMM 73
Nymph, Oread	15	20	18	12	20	6/6*	6/6*	4	7	29	7	7	9" [40"!	Mind Control 15d6, (14d6), SA	MMM 74
Ogre	30	14	23	20	15	1½\$	8/2\$	3	11	47	5	5	8"	½d6, W	MMM 75
Orc, Standard	12	12	13	13	10	5/1\$	4/1\$	3	6	26	4	4	6"	W	MMM 77
Orc, Black	15	12	15	14	10	5/1\$	4/1\$	3	6	26	4	4	6"	½d6, ½d6 RP, W	MMM 77
Orc, Grey	10	15	13	13	10	5/1\$	4/1\$	3	6	26	5	5	6"	W	MMM 77
Orobon	25	15	23	18	25	12/8	9/8	3	10	50	5	5	6" (8") [2"]	1d6, ½d6 RP	MMM 78
Pakasa, Standard	10	13	9	9	13	4/0\$	3/0\$	3	4	19	4	4	8" {4"}	½d6 RP, W	MMM 80
Pakasa, Dumawe	10	13	9	9	13	4/0\$	3/0\$	3	4	19	4	4	10" {4"}	½d6 RP, W	MMM 80
Pakasa, Simburu	12	12	12	11	13	4/0\$	3/0\$	3	4	19	4	4	8" {4"}	½d6 RP, W	MMM 80
Phantasmite	5	6	8	7	18	3/0*	3/0*	4	3	14	2	2	3"	Mental Illusions 18d6/12d6 AE	MMM 81
Plant, Carnivorous Tree	30	13	25	25	20	9/7	9/7	3	11	60	4	4	0"	1d6+1 NND Continuous, (6d6)	MMM 82
Plant, Thornshooter	20	17	18	15	15	6/4	7/4	3	8	40	6	6	0"	1d6 AF AP	MMM 83
Plant, Trapweed	10	15	14	5	10	4/2	2/2	2	5	17	5	5	0"	½d6 AP + 2d6 NND poison	MMM 84
Qliphothic Hound	20	20	20	20	30	10/10*	10/10*	4	8	40	7	7	0" [0"] [6"]	1d6 AP, Drain Ego 2d6 AE	MMM 86
Qliphothic Hunter	30	24	23	20	30	8/8*	8/8*	4	11	50	8	8	14"	2d6 AP	MMM 87
Ran-Tari	10	12	12	10	10	3/0\$	2/0\$	3	4	21	4	4	5" (4") [4"]	W	MMM 88
Ratling	5	12	8	5	8	2/0	2/0	2	3	12	4	8	3"	W	MMM 90
Rootling	10	12	13	8	10	4/4	4/4	3	5	20	4	4	5" [1"]	W	MMM 91
Sarkany	40	18	25	20	25	10/3\$	10/3\$	4	13	55	6	6	8"	Transform 8d6, W	MMM 92
Scorpion-Man	25	18	22	18	20	8/8	8/8	4	9	42	6	6	9" [3"]	½d6 + poison, W	MMM 93
Sharthak	15	15	15	12	15	6/2\$	5/2\$	3	6	28	5	5	4" (7")	½d6, W	MMM 95
Shedu	40	18	25	25	25	12/12*	12/12*	5	13	60	6	6	10" {4"} [15"]	(8d6), SA	MMM 96
Specter	10	24	20	20	30	5/5*	7/7*	4	6	50	6	6	6" {0"} [12"]	Drain BODY & STUN 4d6, SA	MMM 109
Spirit Eagle, Bmola	20	24	20	15	20	12/7*	12/7*	4	8	35	8	8	2" [2"] [20"]	(8d6), 1d6 AE AP, 1d6	MMM 97
Spirit Eagle, Hokhoku	25	21	20	18	25	12/6*	12/6*	4	9	41	7	7	2" {3"} [20"]	1d6+1 AP, 1d6 AP RP	MMM 98
Spirit Eagle, T"bird	25	24	23	20	30	12/8*	12/8*	4	10	45	8	8	2" {3"} [25"]	4d6 AP, Hearing Flash 10d6, 1d6+1	MMM 99
Spirit, Nature	10	20	15	10	20	8/0*	8/0*	4	5	30	7	7	9" [20"!	SA	MMM 100
TheIgeth	30	15	22	16	20	10/3	10/3	3	15	50	5	5	12"	(6d6)	MMM 103
Troll, Standard	35	14	25	22	25	14/2\$	10/2\$	3	12	53	5	5	9"	1d6, (7d6), W	MMM 104
Troll, Cave	38	14	27	24	25	15/3\$	13/3\$	3	13	60	5	5	9"	1d6, (7 ½d6), W	MMM 105
Troll, War	38	17	28	24	25	15/3%	14/3%	4	14	60	6	6	9"	1d6, (7 ½d6), W	MMM 106
Troll, Water	35	14	25	22	25	14/2\$	10/2\$	3	12	53	5	5	9"	1d6, (7d6), W	MMM 104-05
Uthosa	10	10	13	12	10	4/1\$	4/1\$	2	6	24	3	3	4" (7")	W	MMM 111

Name	STR	DEX	CON	BODY	PRE	PD/rPD	ED/rED	SPD	REC	STUN	OCV	DCV	MOVE	Attacks	Page
Vulchine	10	15	10	9	10	3/0\$	3/0\$	3	4	20	5	5	6" [8"] [16"]	½d6, 1 point RP; W	MMM 114
Wight	20	16	25	12	20	6/4*	6/4*	3	9	35	5	5	6"	Drain BODY & CON 2d6, Ent 4d6	MMM 110
Wraith	0	21	18	14	20	8/0*	8/0*	4	4	30	7	7	6" [0"] [10"]	Drain BODY & STUN 3d6, SA	MMM 112

NOTES

MS: MegaScaled
NND: No Normal Defense
Pen: Penetrating
RP: Reduced Penetration
SA: Special attack (see text)
SW: Creature can swallow characters whole
W: Weapons (creature carries, or can use, weapons)

\$. Creature can wear armor

Attacks

#: A Killing Damage attack.
(#): A Normal Damage attack
1H: Area Of Effect (One Hex)
AE: Area Of Effect

AF: Autofire
AP: Armor Piercing
DS: Damage Shield
Ent: Entangle

Movement

#: Running (ground movement)
(#): Swimming (listed only if creature can swim faster than 2")
[#]: Flight
{#}: Leaping (listed only if creature can leap a different distance than indicated by its STR)
!#!: Special mode of movement (e.g., Tunneling, Teleportation)

Defenses

*: Creature has additional, special defenses (e.g., Damage Reduction or Mental Defense, but not including Knockback Resistance)



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HOKHOKU — page 98

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