

FAIR AWAY LAND

ROLE-PLAYING GAME



CREATURES: VOL 3

FAR AWAY LAND

role-playing game

Creatures Vol. 3

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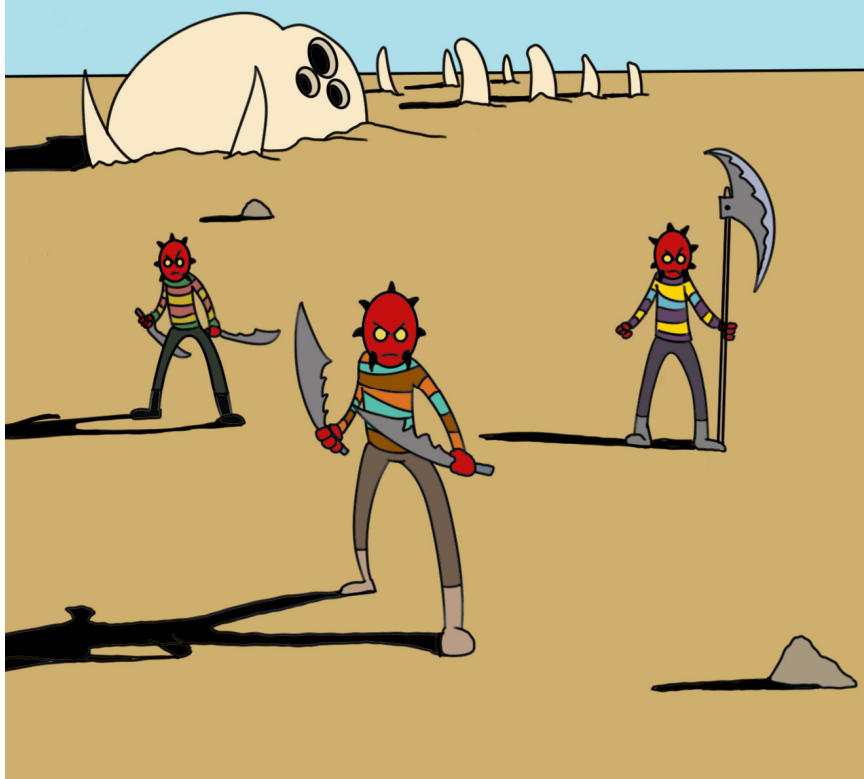
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INTRODUCTION



Introduction

The Far Away Land Creatures Volume 3 is an expansion book for the Far Away Land RPG. As this is an expansion, you will need the FAL Core Rules or the FAL Quick Start Rules in order to use this book to the fullest.

Creatures Vol. 3 is full of crazy monsters, peoples, constructs, and undead from Far Away Land, other planets within the Materiosphere, and even other spheres of existence. This book includes 100 entries that can be used as encounters in your Far Away Land adventure campaigns. Each entry is listed in alphabetical order. Silhouettes for comparing creature sizes have been included as have loot drop lists to give ideas as to the treasure and valuables a certain creature may possess. Additional sections have been added which feature rules and guidelines for creating constructs, plants, and dungeons. A detailed index has also been included for easy reference.

So, grab your cow steed mount, belittle an elf, sacrifice a hireling, and get ready for action. It's time to begin exploring the twisted and bizarre Far Away Land Creatures Vol. 3!

INTRODUCTION

Understanding Creature Entries

Making sense of creatures and their stats and abilities is easy. The following short guide explains how to read and understand creature attributes, scores, and descriptions.

EXION (2)

1

2 Archetype: Humanoid
Size: Average (0)

3 HP: 13, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 2

Exions are a humanoid race native to FAL. In the past, exions were a dominant species on Far Away Land. However, during the Boom War, the exions were nearly eradicated by a plague that seemed to only affect them. They have since recovered from the plague but their numbers and power are not what they once were. Exions are allies with orka, elves, humans, and other humanoids.

4



5

Heightened Awareness. Exions gain a +1 die bonus on all alert/observation rolls. **Light/Heavy Weapon (1).** **6** **Use Motivation (1).** Exions can sense the motivations of others through microexpressions, shift in blood pressure, and irregularities of voice.

1. The creature's name and LVL.
2. This block contains the creature's archetype as well as the creature's size. The number which follows the size (the number in parenthesis) indicates the melee damage modifier. This modifier is based on the creature's size.
3. This block contains the creature's stats. HP indicates the number of Hit Points, AC indicates the creature's Armor Class, and ACT indicates how many actions the creature has per round. The second line contains the creature's BRT (Brute) score, DEX (Dexterity) score, and WIT (Wits) score.
4. This block contains a brief description of the creature.
5. This area contains an image of the creature.
6. This block contains a listing of the creature's abilities, attacks, and any other useful combat information. The number in parenthesis which follows a specific ability indicates the ability score in that area (this number is added to the appropriate stat score to determine the total dice rolled when using that ability).

INTRODUCTION

Archetype Ability Summary

The following section is designed to give GMs and players a brief overview of creature abilities based on Archetype. Each entry possesses the attributes associated with their particular archetype unless noted otherwise in the entry's description or ability box. Weakness to something indicates that the archetype takes double damage. Resistance indicates that half damage is taken. Immune indicates that no damage is taken. For a more in-depth look at archetypes, see pages 138-144 in the Tome of Awesome.

Animals: One or two heightened senses (usually sight, smell, or hearing).

Bloppy: Immune to poisons/toxins.

Constructs: Weaknesses based on the materials they are made of (for example, if they are made of wood, they are prone to fire damage). Immune to poisons/toxins and diseases.

Demons: Demon blood is either poisonous or acidic (or both) to non-demons. Hate cold and water. Immune to fire/heat based damage. Resistant to poisons/toxins.

Elementals: Immune to poisons/toxins and diseases. Immune to attacks based on their elemental composition. Some elementals are resistant to physical attacks.

Ethereals: Can enter into a non-corporeal state equal to their LVL times per day for a number of rounds equal to their LVL. Dislike light. Immune to poisons/toxins and diseases. Immune to physical attacks while in a non-corporeal state.

Fairies: Immune to poisons.

Humanoids: Humanoids have no specific abilities associated with their archetype.

Immortals: Ancestral memory. Immortals can take on the form of any archetype. Immune to poisons/toxins and diseases. Regenerate HP twice normal rate. Can only be killed if decapitated.

Monsters: Monsters often have a specific resistance.

Plants: Weakness to extreme heat and cold. Immune to poisons/toxins. Resistance to electricity.

Undead: Dislike light and fire. Immune to poisons/toxins and diseases.

From the Journal of Lewis Aintree...

We had travelled down river for some time. The land out of the canyon was desolate and empty; like it had been strangled somehow, like the life was just gone from the place. The river was slow there, calm and glassy. The going was slow. The second day out of the canyon we pulled ashore and went into the scrub forest looking for something to eat. In a clearing, not far into the woods, we came across a spot of land that was blackened and burnt. Far across the dead place we saw what appeared to be a porkus wearing the antlers of some animal. He held an evil staff in one hand and oinked and cursed at us. Then several more of his ilk appeared, each wrapped in animal skins. They oinked and cursed and gave chase. We were back to raft and into the water in no time. Behind us, on the shore, we saw the porkus shaking their fists, their angry, oinking voices shouting curses over the still surface of the river...

ASHCLOWN (2)



Archetype: Humanoid
Size: Average (0)

HP: 15, AC: 1, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Ashclowns are desert dwellers who came to FAL during the Boom War. They hail from the desert planet Skar. Ashclowns use surprise and ambush when attacking their enemies. They roam the deserts in pursuit of treasures and broken technology that they might sell or repair. They are a territorial folk who dislike outsiders. They speak a language composed of grunts and yells.

Accelerated Healing. Ashclowns heal at a rate of 1 HP per hour.

Chompers (1): 1d6 damage. Ashclowns have huge teeth.

Light/Heavy Weapon (1). Weather Attunement. Ashclowns can sense atmospheric changes which allow them to predict things such as storms and high winds.

AUGMENTED (5)



Archetype: Construct
Size: Average (0)

HP: 23, AC: 2, ACT: 6
BRT: 2, DEX: 2, WIT: 1

Augmented are humanoids who have been augmented with some sort of technology in order to make them stronger or to replace missing limbs or organs. Limb prosthetics used often serve multiple functions (like tools and weapons). Augmented will sometimes hunt one another in order to steal and sell their replacement parts. Most humanoid species (and other creatures) can be augmented.

Light/Heavy Weapon (2). Various Physical Enhancements. Augmented use various forms of physical augmentation such as weapons, mechanical limbs, sensory modification, armor, etc. Players and GMs should determine the nature of the modifications and how these affect the character.

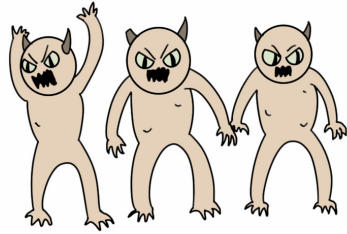
Resistance to Poison/Toxin/Disease.

BADONKULUS (1)

Archetype: Construct
Size: Small (0)

HP: 3, AC: 0, ACT: 3
BRT: 1, DEX: 1, WIT: 0

Badonkuli are small, homunculus-type (golem) creatures made from clay. Badonkuli are often used as servants by their master wizards. They rarely wear clothes. Their primary means of attack are claws and bites, each of which do 1 point of damage. They make hissing and scratching sounds. They smell like bad cabbage. They dislike anyone except their master.



Bite (0): 1 damage. **Claws (0):** 1 damage. **Light Weapon (0).**

BASILISK (12)

Archetype: Monster
Size: Giant (+2)

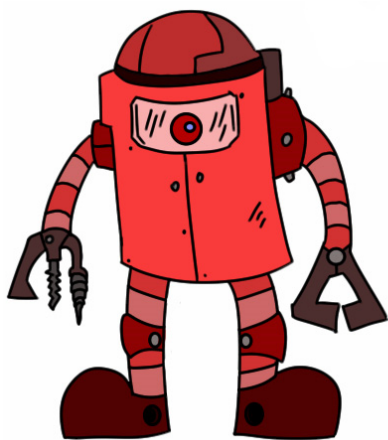
HP: 33, AC: 2, ACT: 6
BRT: 3, DEX: 2, WIT: 1

This giant lizard is feared throughout FAL for its ability to turn its victims to stone. Fortunately, basilisks live in remote places where few humanoids dare to tread. They usually eat large animals like mardeer or quoves. They tend to hoard objects like metal and jewels. They almost always live in caves. The eye of a basilisk is a prized weapon which can petrify an enemy.



Claws (1): 1d6 damage. **Petrifying Gaze.** Anyone who looks directly at the eyes of a basilisk must make a WIT check versus a TN of 5 or be instantly turned to stone. **Poison Bite (1):** 2d6 damage. LVL 6 poison.
Tail Whip (1): 1d6 damage. **Resistance to Poison.**

BERZERK (5)



Archetype: Construct
Size: Average (0)

HP: 22, AC: 3, ACT: 4
BRT: 3, DEX: 1, WIT: 1

The deadly berzerk are foot soldiers of the live atta. These humanoid robots are programmed to kill anything in their path. While they are somewhat bulky and slow, their heavy armor provides them a great deal of protection. Their red hot lazer eye is their primary weapon although they also use cutting tools (like saws). Berzerks have no free will and are controlled by their master live attas.

Drill (0): 1d6 damage. **Night Sight.** **Red Hot Lazer Eye (1):** 2d6 damage. The Red Hot Lazer Eye requires 2 rounds to recharge. **Vibrating Blades (1):** 1d6 damage. **Immune to Poison/Toxin/Disease.**

BLUENIES (1)



Archetype: Fairy
Size: Mini (-1)

HP: 3, AC: 0, ACT: 5
BRT: 0, DEX: 2, WIT: 1

Bluenies are little (about 8 inches tall) forest creatures who live in trees, holes, logs, mushrooms, and other natural environments. Bluenies are happy-go-lucky creatures who spend their days fishing, catching bugs, picking berries, and having a good time. They are mischievous by nature. They can sense cats. Bluenies were once used by alchemists to make gold.

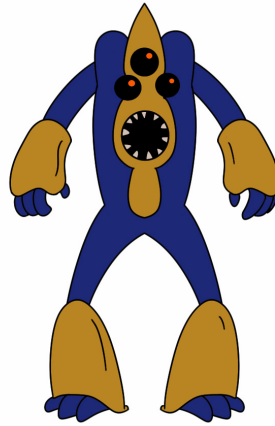
Forest Attunement. Bluenies can do things like listen to the trees, wind, or birds and receive insight into questions about things like weather, danger, intruders, etc. **Forest Lore.** Bluenies have a great deal of knowledge about the flora and fauna where they live. **Light Weapon (0).** **Tiny Size.** Creatures of average size or larger take a -2 dice penalty when attempting to hit a bluenie due to its small size. **Immune to Poisons.**

BOLGOFLEA (1)

Archetype: Humanoid
Size: Mini (-1)

HP: 7, AC: 0, ACT: 5
BRT: 1, DEX: 5, WIT: 1

The bolgoflea is a fairy-sized humanoid parasite that crawls amid the fur of bolgocats, sucking blood through its lamprey-like mouth. Swift, able to teleport short distances and clamber across any surface, it is devilishly hard to hit, and worse, will happily try to suck blood from any warm-blooded beings. While many bolgocats loathe these creatures, others treat them as pets.



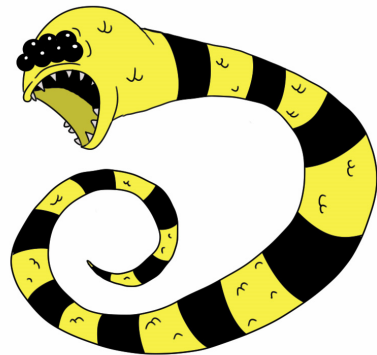
Caustic Spit (1): Range 20'. 1d6 acid/fire damage. **Claws (1):** 1d2 damage. **Sucking Bite (2):** 1 damage per round while attached. **Teleportation (2):** Up to 20'. **Tiny Size.** Creatures of average size or larger take a -2 dice penalty when attempting to hit a bolgoflea due to its small size.

BOLGOSERPENT (20)

Archetype: Monster
Size: Massive (+4)

HP: 47, AC: 1, ACT: 6
BRT: 4, DEX: 2, WIT: 1

Bolgoserpents are denizens of the Bolgosphere. They live deep inside bolgomotes where they burrow labyrinthine tunnels. Bolgoserpents can fly while in the Bolgosphere, slithering their bodies as they move through the air. In combat they use their enormous size, fire breath, and sharp teeth to ruin enemies. Bolgoserpents are often kept as pets by bolgocats.



Bite (3): 4d6 damage. **Fire Breath Weapon (2):** 5d6 damage. **Flight** (Bolgosphere only). **Strangle (2):** 2d6 damage per round. Bolgoserpents will attempt to wrap their enemies with their bodies to strangle the life from them. Each round the victim is held, both the victim and bolgoserpent make a BRT check. **Swallow.** On a bite attack with a MoS of 5+ (and the target being Average or smaller size) the target will be swallowed by the bolgoserpent.

BOOM (4)



Archetype: Humanoid
Size: Average (0)

HP: 10, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 2

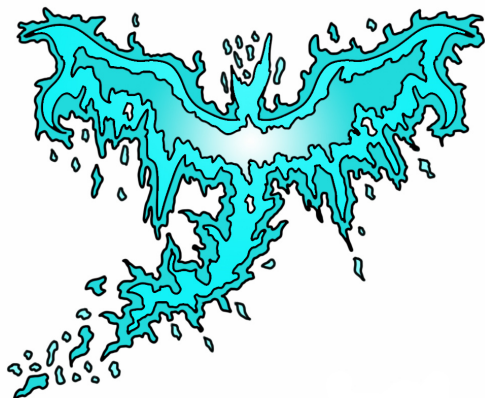
Control Squid Minion. Boom can control any squid minion by voice or thought. **Light/Heavy Weapon (1).** **Machinomancy.** The boom can control most of their technology by thought. This entails everything from the operation of equipment to repair. **Magic (1).** Equal to LVL. **Various Psionic Abilities.** Some boom possess psionic abilities.

Over many eons the boom explored, settled, and conquered numerous worlds within the Materiosphere. Their story is one of mighty empires, incredible greed and narcissism, great victories, and a tragic end.

Originally from the planet Koronas Prime, the boom ventured forth and began conquering the surrounding solar systems. Eventually the boom's greed and desire to conquer brought them to Far Away Land, a world they viewed as the key to controlling the cosmic gateways of Second Space. It was with these gateways that they believed they might spread even farther into the Materiosphere. So they brought war to Far Away Land and erected their cosmic apparati so that they might call forth their hordes. However, the boom were unaware of the olantas, the ancient snail guardians of Far Away Land. Panicked and in dire need of assistance, they activated their cosmic apparati prematurely which caused a psionic feedback loop. This psionic wave rippled out from Far Away Land, into Second Space, and through the entire psionic hierarchy of what was known as the Boommind. The feedback shattered not only many of the boom's travel conduits in Second Space, but boom civilization as well. Koronas Prime was destroyed as were their mighty fleets. Those boom who survived were left stranded across the Materiosphere, abandoned and alone.

Although the mighty Boom Empire is long gone, remnants remain on various worlds throughout the cosmos. Many boom still remember the old days when they ruled the great expanse. Many still wish to see their numbers made great.

BOOMACHETE (?)



Archetype: Immortal
Size: Any

HP: ?, AC: ?, ACT: ?
BRT: ?, DEX: ?, WIT: ?

Immortality. Boomachete are thought to have incredibly long lifespan. It is unknown if they age, take damage, or die. **Various Abilities.** The Boomachete possess nearly unlimited abilities and powers. They most notably use their ability to shapeshift and become another creature entirely so that they might experience existence anew.

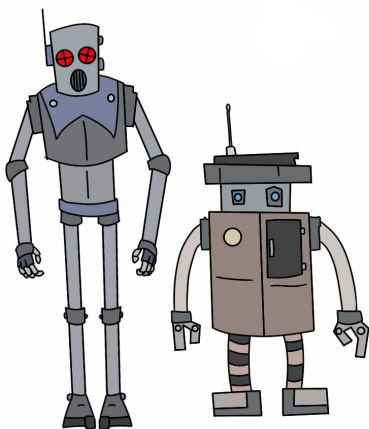
The boomachete are beings of psionic energy created by the boom. These creatures were originally created to survey the cosmos for their masters in order to find targets for attack and colonization. Once loyal to their creators, after the Boom War on Far Away Land, the boomachete fled Materiospace and entered into various realms including Second Space and the Elementalsphere. Within these realms they reside still.

Boomachete are incredibly powerful creatures. They often live as other species, doppelganging to become creatures so that they might blend in and experience existence from the perspective of another living being. Their psionic nature allows them to do this repeatedly throughout their incredible lifetimes and it is thought that these shared experiences may have led them to abandon their loyalties to their boom masters. A boomachete's true form is that of a huge bird composed of swarming energies and electricity.

A boomachete will only engage in combat on a grand scale and they do this rarely. They have been known to slay entire armies in a matter of seconds. Most boomachete are quiet and compassionate creatures who seek only to see the universe through the eyes of others.

It is unknown as to how many boomachete there are in existence. Some boom believed that the creatures were driven to find one another and merge to form god-like hive minds of pure energy within the realms of Second Space.

BOTS (varies)



Archetype: Construct
Size: Small (0) to Giant (+2)

HP: ?, AC: 2, ACT: ?
BRT: ?, DEX: ?, WIT: see below

Bots are mechanix type constructs programmed for specific purposes. Bots are often used by more technologically advanced species for things such as the performance of repetitive, dangerous, or time consuming tasks. Most bots have a strict set of guidelines they are programmed to adhere to. Common bots include navigators, miners, guards, laborers, translators, and repair bots.

Immune to Poison/Toxin/Disease. Light/Heavy Weapon (varies depending on bot type). **Various Attachments and Modifications.** Bots can have any assortment of attachments and modifications (such as weapons, armor, tools, extra limbs, etc.). These should be decided by players and GMs. **Various Stats.** Bots, depending on their build and use, can have varying stat scores.

CACTUS FOLK (1)



Archetype: Plant
Size: Average (0)

HP: 10, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

These four-legged plant folk are covered in spiny bristles and resemble cacti. Cactus folk make their homes in deserts or other arid places where water is lacking. They live in small communities where they build permanent structures of stone that resemble large, sparsely planted gardens. They are known for their crude behavior and rude attitudes.

Immune to Poisons/Toxins. Light/Heavy Weapon (1). Prickly Touch. The prickles on the body of cactus folk do 1d2 damage. **Regeneration.** Cactus folk can regrow lost limbs in 1d2 weeks. They can regrow their entire bodies in 1 month. **Resistance to Electricity. Weakness to Extreme Cold and Heat.**

CASTOR, GIANT (9)

Archetype: Monster
Size: Giant (+2)

HP: 28, AC: 1, ACT: 5
BRT: 3, DEX: 2, WIT: 1

These bucktoothed monstrosities are natives of Far Away Land and tend to make their homes in lakes and rivers. Giant castors are fond of cutting trees and building dams in which they live. These creatures spend the majority of their time swimming and eating fish and other small animals. They have been known to attack humanoids. Some humanoid species use giant castors as mounts.



Bite (1): 2d6 damage. **Claws (1):** 1d6+1 damage. **Night Sight.** **Swim.** **Tail Smash (1):** 1d6+2 damage.

CENTAUR (4)

Archetype: Monster
Size: Average (0)

HP: 19, AC: 1, ACT: 5
BRT: 2, DEX: 2 WIT: 2

Half-humanoid, half-cow steed, centaurs are proud forest creatures native to Far Away Land. They are a philosophical folk obsessed with symbolism and tattoos. They live in small herds and grow vegetable farms. They are cautious of strangers. They despise being ridden. They are obsessed with tattoos and piercings. Their language is convoluted and full of metaphors. They are sulky.



Cow Steed Whisperer: Centaurs can speak to and understand cow steeds. **Light/Heavy Weapon (1).** **Magic (1):** Equal to LVL. **Trample (1):** 2d6 damage.

CROTALLIAN (3)



Archetype: Humanoid
Size: Average (0)

HP: 15, AC: 2, ACT: 5
BRT: 2, DEX: 1, WIT: 1

Crotallians are an ancient lizard race native to FAL. They have a long and tumultuous history in the world which ends with their near extermination at the hands of the boom during the Boom War. Crotallians are resilient and bloodthirsty in battle. They often wear scale armor. They prefer their native weapon, the dual cazzz blade. Crotallians are arrogant and brutish. They eat raw meat.

Bite (0): 1d2 damage. **Cazzz Blade (2):** 1d6+1 damage. (In the hands of a non-crotallian, the cazzz blade does 1d6 damage and has a -1 die penalty when used). **Claws (0):** 1d3 damage. **Light/Heavy Weapon (1).** **Magic (1):** Equal to LVL.

CULBRAS (4)



Archetype: Monster
Size: Average (0)

HP: 19, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Culbras are highly intelligent serpents who live in dry areas. Their culture is an ancient one and although it has mostly disappeared, some remnants of their once great empires can be found on FAL. Culbras despise bipedal creatures. They are literally filled with poison and enjoy hurting their enemies. They love magic. Culbras have thick, scaly skin that gives them natural protection.

Cold-blooded. A culbras' DEX score is reduced -1 in cold environments. **Light/Heavy Weapon (1).** **Magic (1):** Equal to LVL. **Night Sight.** **Poison Bite (1):** 1d3 damage. LVL 2 poison. **Weakness to Cold.**

DEMENTED AVENGER (4)



Archetype: Humanoid
Size: Average (0)

HP: 16, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Battle Rage. Once a day, demented avengers can use battle rage. Battle rage has a duration of 2d6 rounds and increases BRT and DEX scores +1. **Fearless.** Demented avengers have no fear and never back away from a fight. **Inexhaustible.** Exhaustion rules never apply to demented avengers. They would rather die than give up because they are tired. **Light/Heavy Weapon (1).**

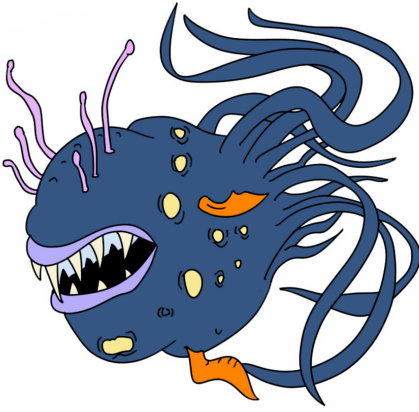
Demented avengers hail from the strange planet called Dreamworld. Demented avengers are born from eggs laid by avenger queen mothers. Avenger queens reside in huge palaces and castles and command their many children to protect them at all times. During the Boom War, a portal was opened to Dreamworld and many demented avengers poured into Far Away Land.

The sole purpose of a demented avenger's existence is to worship, work in the service of, and protect their queen mother. Should anything happen to their queen, a demented avenger will feel personally responsible. In cases where a queen mother has been killed, demented avengers will feel a deep sense of loss and lack of direction. They will immediately search out another queen and pledge their loyalty.

Demented avengers are a warring race, always looking to expand and defend the territory of their queen mother. When they are born they are assigned certain tasks which they will be expected to perform during the course of their lives. If they are unable or unwilling to accomplish these tasks, they are killed or exiled from the community. Exiled demented avengers are called motherless and are seen as the lowest form of life. They are often hunted for sport.

In combat, demented avengers use melee and ranged weapons and wear heavy armor. They fight in groups and use battle tactics to defend against more powerful threats. They are relentless combatants who refuse to be defeated.

DWALLER (8)



Archetype: Monster
Size: Giant (+2)

HP: 27, AC: 2, ACT: 5
BRT: 3, DEX: 3, WIT: 1

Dwallers are aquatic creatures that live in dark, subterranean pools and deep seas. Dwallers will try and grab their victims and pull them into the water. Dwallers are blind and sense movement through vibrations and powerful sonar. Dwallers can enter a hibernation state and live for years without food. If a dweller is awoken during this period it is intensely angry.

Hook Stab (2): 2d6 damage. Dwallers have bony hooks at the end of their tentacles which they often use to stab their enemies. **Tentacle Grab (2).** **Tentacle Thrash (2):** 1d6 damage. **Water Breathing.**

EKEDION (3)



Archetype: Humanoid
Size: Average (0)

HP: 15, AC: 1, ACT: 5
BRT: 2, DEX: 1, WIT: 1

Ekedions are a race of humanoids from the planet Hinxos. Ekedions are a slaver species who have long sought to overpower and control other species by use of force. They are fond of snarglecrocs which they keep as pets. Ekedions love weapons and armor. They are a morose people with little imagination or sense of humor. The head of an Ekedion is covered in spiky growths.

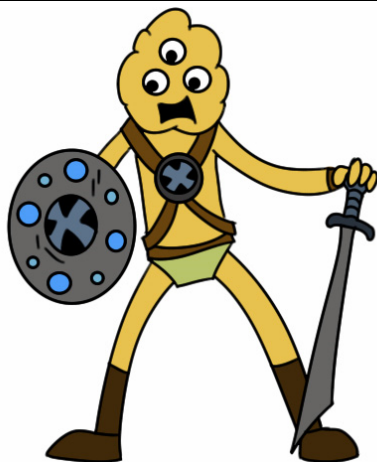
Affinity for Snarglecrocs: Ekedions emit a chemical that subdues the behavior of snarglecrocs which allows ekedions to train them. **Better Hearing.** **Better Smell.** **Light/Heavy Weapon (1).** **Magic (1):** Equal to LVL. **Night Sight.** **Resistance to Poison.**

EXION (2)

Archetype: Humanoid
Size: Average (0)

HP: 13, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 2

Exions are a humanoid race native to FAL. In the past, exions were a dominant species on Far Away Land. However, during the Boom War, the exions were nearly eradicated by a plague that seemed to only affect them. They have since recovered from the plague but their numbers are not what they once were. Exions are allies with orka, elves, humans, and other humanoids.



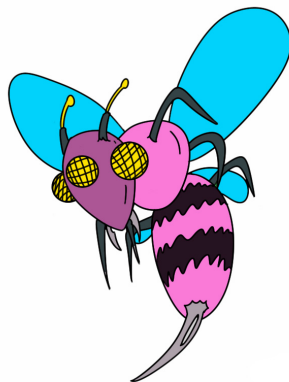
Heightened Awareness. Exions gain a +1 die bonus on all alert/observation rolls. **Light/Heavy Weapon (1).** **Sense Motivation (1).** Exions can sense the motivations of others through microexpressions, shift in blood pressure, and irregularities of voice.

FELL BEE (1)

Archetype: Monster
Size: Small (0)

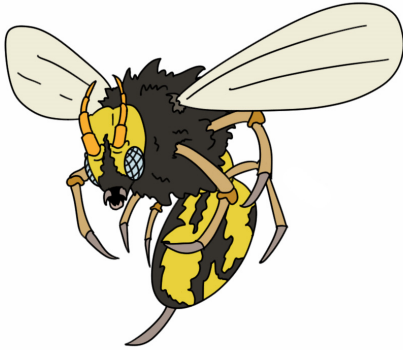
HP: 6, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 0

Fell bees are oversized bee creatures with a strong desire to sting folks. These giant bees often live in huge, mountain or cliffside nests. They make a powerful healing nectar known as fell honey. In battle, fell bees are relentless and may swarm their victims. Some smaller species have managed to tame fell bees and use them as flying mounts. Fell bees can sting a victim multiple times.



Flight. Sting (1): 1d2 damage. LVL 2 poison.

FELL HORNET (6)



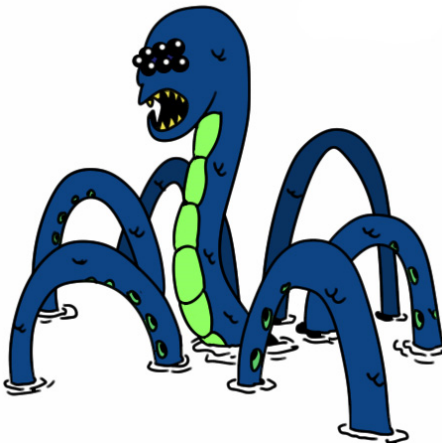
Archetype: Monster
Size: Small (0)

HP: 18, AC: 1, ACT: 5
BRT: 2, DEX: 2, WIT: 0

Fell hornets are angry flying creatures that live in hives. Fell hornets generally live in dry, arid areas. They often make their homes in stone, sand, dried mud, or by building elaborate hexagonal shaped structures from a paper-like material. Fell hornets will attack intruders on sight. If a fell hornet is injured, it will release a chemical that notifies other fell hornets of danger.

Flight. Poison Sting (1): 1d6 damage. LVL 1 poison.

FELL SERPENT (14)



Archetype: Monster
Size: Massive (+4)

HP: 42, AC: 3, ACT: 5
BRT: 4, DEX: 3, WIT: 2

These tentacled titans of subterranean terror are all about eating those who cross into their domain. Fell serpents live in dark chasms in deep pools of water. They sleep beneath the surface waiting for trespassers so that they may feed. Fell serpents are remnants from the old ages, forgotten beasts of the early world. These creatures can rest and remain dormant for centuries.

Bite (2): 3d6 damage. **Killer Roll.** Fell serpents will often wrap their tentacles around an enemy and roll them beneath the water until the victim is drowned. **Squeeze (0).** 1d3 damage per round of squeeze. **Tentacle Slash (2):** 1d6+2 damage. **Water Breathing.**

FELL SPIRIT (8)

Archetype: Ethereal
Size: Average (0)

HP: 22, AC: 0, ACT: 6
BRT: 1, DEX: 2, WIT: 2

A fell spirit is the spirit of a once living being that died as a result of revenge. Fell spirits live with the rage of that death played over and over in their twisted minds. Fell spirits despise light and fire. They desire to enact their built up rage on the living. Fell spirits move in silence and use stealth to attack their victims. Fell spirits live in the Gray Planes and use night portals to travel to other realms.



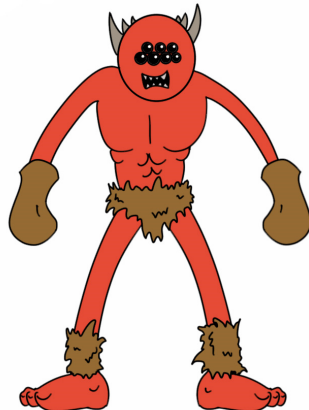
Claws (2): 1d6 damage. **Dislike Light.** **Freezing Gaze.** 30' range. 1d6 damage. Frozen 1d3 rounds. Can be avoided with a WIT + Arcane check. **Immune to Poison/Toxin/Disease.** **Magic (2):** LVL 4. **Night Portal.** Create portals to and from the Gray Planes. They can only be opened at night. **Non-corporeal State.** Equal to LVL times per day. Immune to physical attacks in this state. Can move through solid objects.

FLAME TROLL (9)

Archetype: Humanoid
Size: Giant (+2)

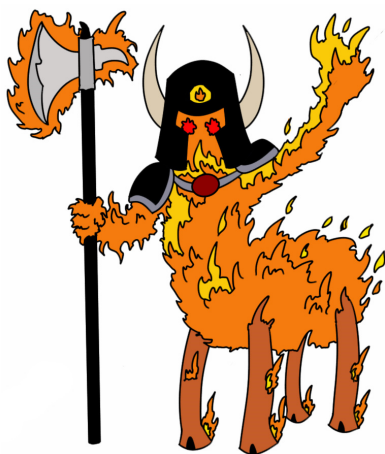
HP: 26, AC: 3, ACT: 6
BRT: 3, DEX: 1, WIT: 1

Flame trolls are denizens of the Bolgosphere. These giant humanoids have rock hard skin, stony hands, and fiery breath. Flame trolls are usually solitary creatures and herd various types of Bolgosphere creatures. However, many flame trolls are employed as henchmen for bolgocats. Flame trolls love shiny objects and miniature things. They despise water. They grunt monosyllabically.



Fists of Pounding (2): 1d6+2 damage. **Flame Breath (1):** 2d6 fire damage. **Immune to Magic.** **Insultation.** Flame trolls hurl insults which can cause their targets to become enraged, lose focus, and take dice penalties (usually no greater than -1 die). Targets must make a WIT check to avoid the effects of insultation.

FLAMETAUR (6)



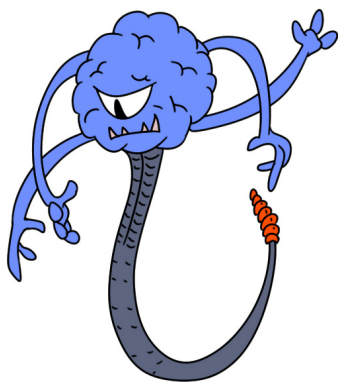
Archetype: Elemental
Size: Average (0)

HP: 29, AC: 1, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Flametaurs are denizens of the Plane of Fire within the Elementalsphere. They almost always carry a powerful, magical flaming axe or other magic pole-arm type weapon. Flametaurs are indigenous to the Ashen Wastes of the Plane of Fire. In combat they often use magic. They rarely leave the Plane of Fire. Flametaurs sometimes serve as guardians for fire elementals.

Detect Non-Elemental Life: A flametaur can detect any non-elemental living being up to 1,000'. **Flaming Pole Axe (2):** 1d6+3 fire damage. **Immune to Fire and Heat Attacks. Immune to Poison/Toxin/Disease. Magic (2):** LVL 3. **Weakness to Cold.** -1d3 HP per day while in cold environments.

FLORK (12)



Archetype: Monster
Size: Average (0)

HP: 27, AC: 0, ACT: 6
BRT: 1, DEX: 2, WIT: 3

Florks are powerful psionic creatures from the planet Miranda. They are a manipulative species who use their psionic powers to enslave and control weaker species. They are blood-thirsty beings who enjoy gladiatorial fights. They love to pull evil pranks (which often end in death). Florks love theatre and plays. Florks slither about and shake their tail rattles when excited.

Immune to Mental Attacks. Light/Heavy Weapon (0). Mind Control (2). Telekinesis (2). Telepathy (2). Weakness to Electricity.

FYLON (7)

Archetype: Monster
Size: Average (0)

HP: 20, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Fylons are a smaller dragon species native to FAL. They are sometimes used as spies and messengers by various humanoid species. Goabs and ogra use fylons to drop fire and bombs in battle. Fylons are easily trained once they are forced to respect their masters. Some fylons can breathe fire. Small humanoid creatures have been known to ride fylons. Fylons live in caves and cliff faces.



Bite (1): 1d6 damage. **Claws (1):** 1d3/1d6 (swoop attack) damage. **Fire Breath (1):** 1 in 3 chance. Close range. 2d6 fire damage. **Flight. Immune to Poison. Swoop Attack (1).** Fylons will sometimes swoop down and attack their prey. If the prey is smaller than average size, the fylon may attempt to carry the victim into the air where they will then drop them.

GIANT, HILL (17)

Archetype: Humanoid
Size: Giant (+2)

HP: 34, AC: 2, ACT: 6
BRT: 4, DEX: 2, WIT: 1

Hill giants are large humanoids who live in hilly environments. They are a quiet folk who are solitary for the most part. They have terrible tempers. They are territorial. They dislike brash folks. They can become enraged easily. They will use ambush to attack their enemies. Hill giants spend their days tending livestock and growing gardens.



Giant Weapon (1). Hill giants use crude club weapons like branches or logs. **Stomp (0):** 1d6+2 damage. Hill giants will attempt to stomp on average or smaller size enemies. **Resistance to Magic. Throw Attack (1).** Close range. 3d6 damage. Hill giants will sometimes use a throw attack to hurl boulders and other large objects at enemies.

GIANT, ICE (18)



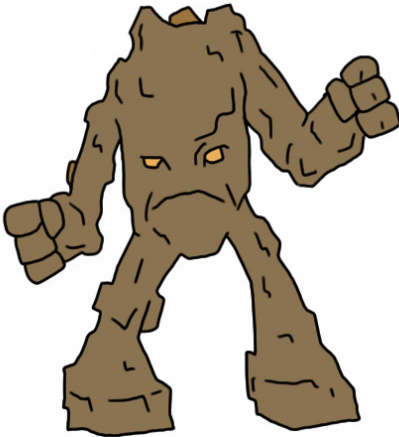
Archetype: Humanoid
Size: Giant (+2)

HP: 35, AC: 2, ACT: 6
BRT: 4, DEX: 2, WIT: 2

From the place where the four winds blow, the ice giants are some of the strongest and most dangerous of all denizens in the Cryosphere. Ice giants are an ancient race who take pride in war, blacksmithing, stone carving, and destroying their enemies. They hate elves. They hate heat and bright light. All ice giants have beards (even the females, some of the prettiest beards to ever be grown).

Freezing Breath (2): Range 40'. 2d6 damage. Targets will be encased in ice and will take 1d6 damage per round while encased. This attack can be used 5 times a day. **Giant Weapon (1).** **Immune to Cold.** **Resistant to Magic.** **Throw Attack (2).** Close range. 3d6 damage. Ice giants will hurl rocks and huge chunks of ice in attempt to crush their victims. **Weather Control.** Ice giants have the ability to create storms, strong winds, and icy rain.

GIANT, STONE (22)



Archetype: Humanoid
Size: Giant (+2)

HP: 40, AC: 5, ACT: 6
BRT: 5, DEX: 1, WIT: 2

Stone giants are native to the Galeosphere. They are an old race born from the sphere itself. Stone giants are calm-tempered and slow. They live thousands of years. They are full of wisdom. Stone giants view most creatures as unaware. Stone giants spend their days watching the world change, contemplating the past, and wondering about the future. They are inquisitive and friendly.

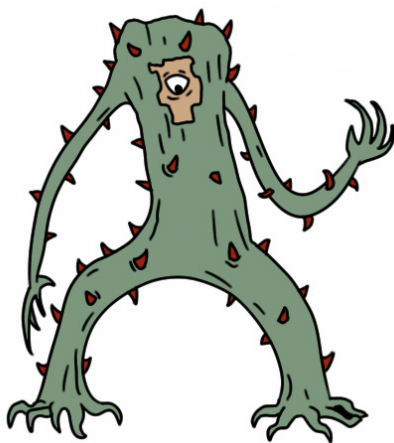
Immune to Magic. **Immune to Poison/Toxin.** **Pound Attack (1):** 2d6 damage. **Summon Stone Warrior.** Once a day, a stone giant can summon 1d3 stone warriors. **Stone Warrior:** HP: 10, AC: 3, ACT: 5, BRT: 2, DEX: 1, WIT: 0. **Melee Attack (1):** 1d6 damage. Stone warriors obey their creator. **Throw Attack (2):** Close range. 3d6 damage. Stone giants will hurl boulders at their enemies.

GIANT, THORN (15)

Archetype: Humanoid
Size: Giant (+2)

HP: 30, AC: 1, ACT: 6
BRT: 3, DEX: 2, WIT: 1

Thorn giants are massive humanoid tree type giants who are covered in large, pointy thorns. They are the most social of giants and gather frequently to discuss thorn giant matters. Thorn giants tend the forests and jungles of FAL. They are slow and deliberate. They hate goabs and ogra and anyone who cuts down trees. Thorn giants are nature lovers and often listen and sing during storms.



Camouflage. An unmoving thorn giant appears to be a weird, thorny tree. An Alert check (TN of 6) will reveal the thorn giant. **Giant Weapon (2):** Thorn giants use crude club-like weapons (like a tree branch). **Resistant to Magic.**

Thorny Release (2): Range 40'. 1d6+2 damage. Thorn giants can force thorny projectiles from their bodies. **Thorny Embrace (1):** 1d6+1 damage. A thorn giant can use its body to impale victims on its thorns.

GIANT, UNDEAD (14)

Archetype: Humanoid
Size: Giant (+2)

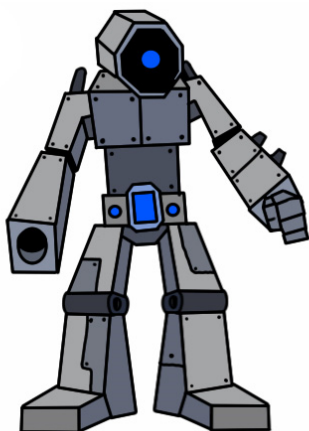
HP: 30, AC: 0, ACT: 6
BRT: 3, DEX: 2, WIT: 2

Angry, decayed, and incredibly huge, undead giants are giants that were brought back to life using magical processes. Like most undead creatures, undead giants hate the living. They are ill-tempered brutes who seek only to destroy. They tend to seek out the place they dwelt when they were alive. Undead giants will kill everything in an area in order to establish a domain.



Giant Weapon (1). Immune to Poison/Toxin/Disease. Nauseating Odor: 1d3 damage. Anyone downwind and within close range of an undead giant will take 1d3 points of damage per round due to the toxic aroma emanating from the giant's rotting body. A BRT check is required to avoid a -1 die penalty due to the nasty funk. **Resistant to Magic.**

GIANT, XOLAR (24)



Archetype: Construct
Size: Massive (+4)

HP: 55, AC: 3, ACT: 6
BRT: 4, DEX: 2, WIT: 3

Xolar giants come from the machine world of Metalicor. These huge constructs were created by the Forge Titan as guardians on Metalicor. Xolar giants are armed with huge laser cannons and lazer eyes. They often remain in a sleep-like state because moving about uses loads of energy. Xolar giants hate metalix. Once numerous, now only a handful of these giants remain functioning.

Blue Lazer Eye (3): Long range. 3d6 damage. **Immune to Poison/Toxin/Disease.** **Laser Canon (3):** Far range. 4d6 damage.
Pummel Attack (2): 3d6 damage. **Resistance to Magic.**

GLOBAL (5)



Archetype: Blobby
Size: Average (0)

HP: 18, AC: 0, ACT: 4
BRT: 1, DEX: 1, WIT: 2

Globuals are sapient blobby creatures. They have an obsession with gaining more knowledge. To this end, globuals use their acidic bodies to dissolve their victims. Then they take the brain of the victims and fondle it within their gelatinous selves. This fondling extracts knowledge from the brain and adds it to the globual's intellect. More experienced globuals have higher WIT scores.

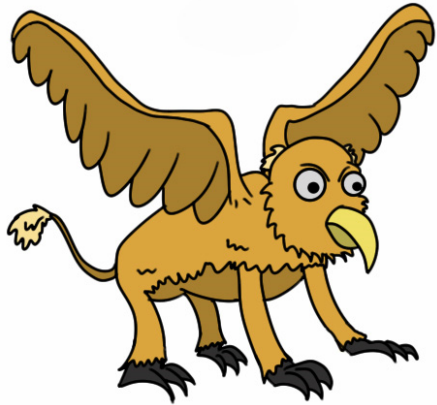
Acid Throw (1): Touch range. 1d6 acid damage. **Acidic Slam (1):** 2d6 acid damage. Globuals can rear up, elongate, and slam their bodies onto opponents. **Shapeshift:** Globuals can take on various blob-like forms including stretching, thinning, and expanding.

GRIFFIN (13)

Archetype: Monster
Size: Giant (+2)

HP: 32, AC: 1, ACT: 6
BRT: 3, DEX: 2, WIT: 3

Griffins are part lion part eagle beings who have a distinct hierarchy ruled by a matriarch. Griffins are magical creatures and spend their time contemplating arcane secrets. They store up vast amounts of magical knowledge within griffin libraries. Griffins live for hundreds of years. They are aware of and interested in the study of the various spheres of existence.



Bite (0): 1d3 damage. **Claws (1):** 1d6 damage. **Flight. Magic (2):** LVL 5.
Swoop Attack (1): Griffins will often swoop down and attempt to lift their prey into the sky. Sometimes they will employ a swooping claw attack (1d6+2 damage).

HAKSKAR (16)

Archetype: Humanoid
Size: Giant (+2)

HP: 40, AC: 2, ACT: 6
BRT: 3, DEX: 3, WIT: 3

From the Bolgosphere come the hakskar. These warmongers are all about making everyone's life a living nightmare. They love pain and fear they create in others. They use powerful magic and carry magic weapons. They are known to be crude and obnoxious. Hakskar often enslave weaker species to create armies. They enjoy wandering FAL looking for victims.



Acidic Blood: 1d6 damage. **Immune to Fire and Heat. Magic (2):** LVL 7.
Magic Weapon (2): Hakskar always carry a magical melee weapon of the GM's choice. This weapon usually has a poison or fire enchantment. **Resistant to Poison. Sulfuric Acid Spit (2):** Close range. 2d6 damage. Hakskar can hack up a nasty ball of sulfuric acid phlegm and spit it at their enemies up to 3 times per day.

HAROLDS (6)



Archetype: Construct
Size: Average (0)

HP: 24, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Energy Weapon (1): Short range. 1d6+2 damage. Harold units often use retrofitted soracan parts to create low-level energy weapons. **Light/Heavy Weapon (1).** **Radio.** Harold units have built in radios that allow them to communicate with other Harold units up to 3 miles away. **Various Sensors.** Harold have various sensors that detect motion, thermal signatures, atmospheric

Harolds are constructs originally created by the soracan to impersonate and infiltrate the human city of Londol so that the soracan might destroy it. However, the soracan had no clue as to what a human was or how a human really acted so their Harold units stood out and were destroyed one by one as the humans caught on to the lame soracan plan. The last Harold unit to be created by the soracan was known as Harold 66. Rather than be found out and dismantled like his 65 previous siblings, Harold 66 abandoned his mission and instead explored the world. It was in the Soracan Graveyard of the Kor Desert that Harold 66 found that he had a purpose in life, that like his soracan masters, he too was a fully sapient being.

At some point, Harold 66 founded a group known as the Teknians. This group was composed of humanoids and constructs who viewed technology as a sacred thing. Harold 66 grew to become a god in the eyes of his followers and with their help, began to construct the second wave of Harold units.

Harold units serve the Teknians and Harold 66. They are warrior constructs who employ a variety of melee and ranged weapons, most of which are retrofitted remains of disassembled soracan. Each Harold unit is unique in that it is hand-made and programmed by Harold 66. This programming is often updated with patches as Harold 66 takes the next step to creating a facsimile of himself.

HEDGETAUR (4)

Archetype: Humanoid
Size: Average (0)

HP: 17, AC: 1, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Hedgetaurs are wood folk known for building incredibly complex wooden structures such as temples and fortifications. Hedgetaurs were transformed into cloven hoof humpbacks during the Boom War. They are a solitary species preferring to live and interact with their own kind. However, they are generally kind to strangers and have been known to help those in need. They love dolls.



Claws (1): 1d6 damage. **Gore (0):** 1d6 damage. **Light/Heavy Weapon (1).** Hedgetaurs use crudely made weapons from sharpened stones and refuse. **Resistance to Magic. Resistance to Poison.**

ICE STEED (4)

Archetype: Animal
Size: Average (0)

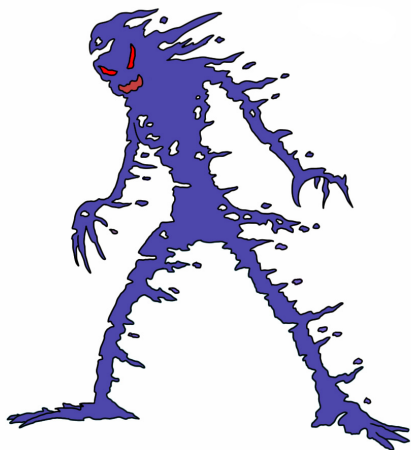
HP: 20, AC: 0, ACT: 5
BRT: 3, DEX: 2, WIT: 0

Ice steeds are four-legged beasts common in cold areas of FAL. They are covered in long, blue hair and have curled horns on the sides of their heads. They make awesome mounts in snowy and icy areas due to their resilience and surefootedness. Ice steeds are often domesticated. Herds of wild ice steeds have been spotted with numbers in the thousands.



Gore (1): 1d6+2. **Immune to Cold. Mount Bonus:** Riders get +1 die when attempting to control an ice steed mount. Riders take no unstable footing penalties while riding an ice steed. **Trample (2):** 3d6 damage.

ITZAL (5)



Archetype: Ethereal
Size: Average (0)

HP: 20, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 2

Sometimes known as shadow folk, itzal are strange beings from the Antiverse. Itzal are the living embodiments of fate and chance. They worship the idea of fate and often rely on coin tosses to determine their actions. They move only at night, seeking refuge from the light in which they lose strength. Itzal are superstitious and see signs for interpretation in everything.

Bite (1): 1d3 dmg. **Claws (1):** 1d3 dmg. **Hypnotic Stare (1).** Itzal use their red eyes to lock their victims in a hypnotic embrace (WIT check to avoid). If the check fails, the victim will be open to suggestion from the itzal for 3 rounds. **Immune to Poison/Toxin/Disease.** **Magic (0):** LVL 2. **Non-corporeal State.** Equal to LVL times per day. While non-corporeal, immune to physical attacks.

KARAX BEETLE (10)



Archetype: Monster
Size: Giant (+2)

HP: 26, AC: 3, ACT: 6
BRT: 3, DEX: 2, WIT: 1

Karax beetles are ancient creatures who live in the Cryosphere. They are often used as mounts by ice elves and other humanoid races within the sphere. Karax beetles are easily tamed and make good pets. When found in the wild they are territorial and aggressive. They can burrow into ice and snow where they make tunnels. They eat fresh meat (and especially enjoy ice elves).

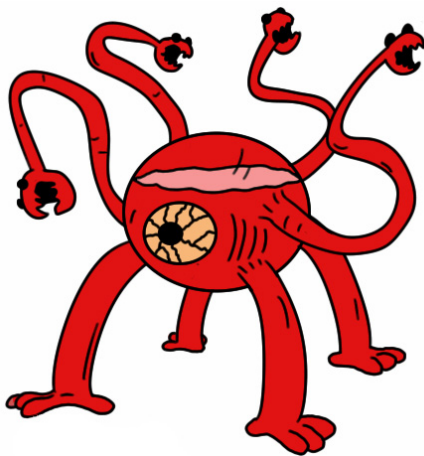
Coordinated Stampede (1): Requires 8+ karax beetles. A coordinated stampede does 10d6 damage to creatures of average size or smaller. **Gore (0):** 1d6 damage. **Pincer Bite (1):** 1d6 damage. **Resistance to Cold.** **Trample (0):** 2d6 damage. **Trap.** Karax beetles will often make traps beneath the snow's surface. These traps are designed to make the surface snow collapse when intruders step on it. Karax traps can be noticed with a WIT roll versus a TN of 5.

KOUMADEER (7)

Archetype: Monster
Size: Average (0)

HP: 22, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 1

The Koumadeer is a foul creature with a taste for blood. They often live in subterranean places where they hang from ceilings and drop onto their victims. Koumadeer use their mouth tentacles to attack and suck blood from their victims after they have knocked a victim unconscious. Their bodies make a squishing sound when they move. Koumadeer smell like rotten meat.



Biting Tentacles (1): 1d6 damage. **Blood Scent.** Koumadeer can smell blood up to 100'. **Pummel (0):** 1d6 damage. Koumadeer will often rear back and use their front hands to pummel a victim into unconsciousness. **Wall Walk.** Koumadeer can use their suction cupped hands to cling to walls and ceilings. They often use this ability for surprise attacks.

KRABBIX (6)

Archetype: Monster
Size: Average (0)

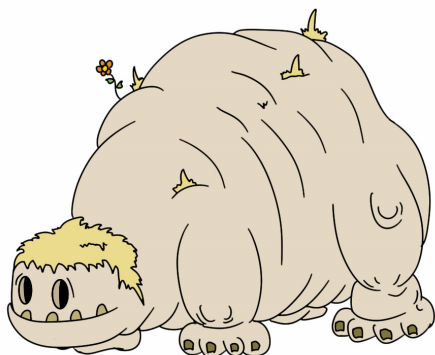
HP: 20, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 1

These humanoids crab folk live near the shores of large bodies of water. They spend their time hunting and fishing. They have a strong dislike for seamerls. In battle, they use their powerful pincers to snip enemies in half. Krabbix have a tough armored shell which gives them a great deal of protection (they will often pull their heads, arms, and legs into their shells to hide). They dislike fire.



Pincers (1): 1d6+1 damage. **Water Breathing.**

LAND LARD (6)



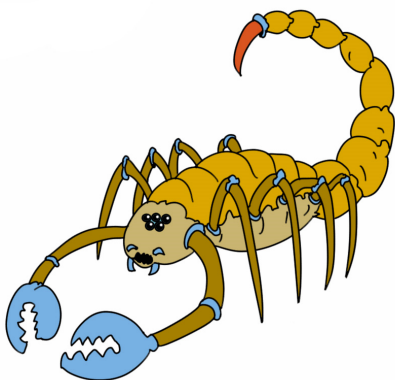
Archetype: Monster
Size: Giant (+2)

HP: 25, AC: 0, ACT: 4
BRT: 3, DEX: 1, WIT: 1

Fat, lazy, and always in a bad mood, land lards are dumb herd animals who graze the grasslands of Far Away Land. Land lards want only to feed and sleep. They lay eggs from which baby land lards eventually emerge. Land lards can easily be tamed and some humanoid species use them as work animals (super slow work animals). Land lards moan when moving about.

Bite (0): 1d6 damage. **Echo Location.** Land lards lack eyes and rely on echo location to view their surroundings. The moaning sound they make helps them reference objects in 3d space. Sometimes birds make nests in their empty eye sockets. **Trample (0):** 2d6 damage.

LECTRO SCORPION (12)



Archetype: Monster
Size: Giant (+2)

HP: 30, AC: 2, ACT: 6
BRT: 3, DEX: 2, WIT: 1

Lectro scorpions are desert-dwelling creatures with large pincers. The tail of a lectro scorpion has the ability to discharge powerful blasts of energy thanks to the physiology of the creature and its ability to store kinetic energy. Lectro scorpions are predatory creatures and live among rocky areas where they can hide. They often paralyze their victims and eat them alive.

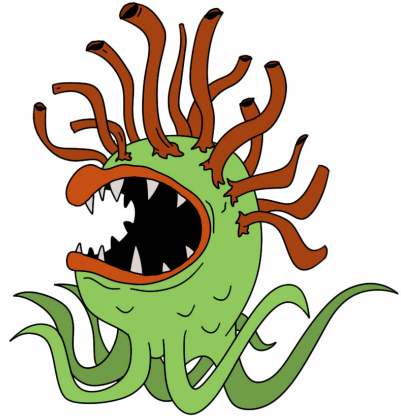
Bite (1): 1d3 damage. **Immune to Poison/Toxin.** **Lectro Blast (2):** Close range. 2d6 electric damage. **Paralytic Tail Stab (1):** 1d6+2 damage. The victim a lectro scorpion tail stab has a 50% chance of being stunned for 1d6 rounds. **Pincers (0):** 1d6 damage. **Resistant to Electric Attacks.** **Stabby Legs (1):** 1d6 damage.

LEERAX (12)

Archetype: Plant
Size: Giant (+2)

HP: 30, AC: 0, ACT: 6
BRT: 2, DEX: 2, WIT: 0

Leerax are plant creatures with spore firing tubules growing from their big-mouthed heads. Leerax move by means of active roots which push them along. They use these roots not only to move but to grab their victims as well. Leerax are meat eaters. They tend to live in groups called gardens. They hunt and feed together.



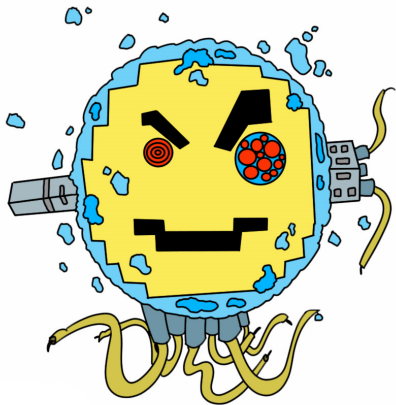
Bite (0): 2d6 damage. **Paralytic Spores (1):** Small radius. The paralytic spores of a leerax will paralyze an average or smaller size victim for 1d3 rounds. **Tentacle Squeeze (1):** 1d3 damage. **Toxic Spores (1):** 1d6 damage. The toxic spores of a leerax cause corrosive damage when breathed. This effect can be overcome by a successful BRT check versus the spore attack.

LIVE ATTA (20)

Archetype: Construct
Size: Average (0)

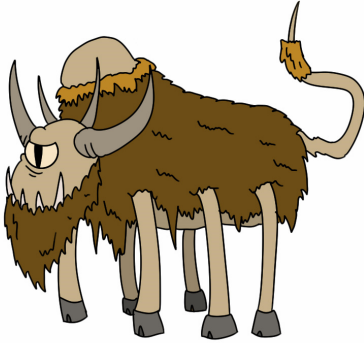
HP: 38, AC: 2, ACT: 7
BRT: 2, DEX: 2, WIT: 4

Live attas are highly intelligent construct creatures created by a now pixelated artificial intelligence known as the Sarn. Live attas believe that because they exist, the universe was created for them alone. Live attas are fascinated by rudimentary machines. They are the masters of their automaton henchman, the berzerks. Live attas often perform biomechanical experiments.



Energy Shield. The shield has 3d6 HP. The shield requires a full day to recharge once destroyed. **Lazer Eyes (2):** Long range. 3d6 damage. **Lectro Coils (2):** 2d6 damage. Live attas have mechanical tendrils they use to shock enemies. **Berzerk Control.** Live attas can control berzerks using telepathy. **Pulse Wave (2):** Medium radius. 3d6 damage. A powerful concussive shockwave.

MAD BOVINE (4)



Archetype: Animal
Size: Giant (+2)

HP: 22, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Mad bovines are six-legged domesticated herd animals native to the Galeosphere. They are giant creatures known for their strength and incredible endurance. They have been used as work animals by galeons for millennia. Some humanoids, including galeons, use mad bovines as war mounts. This creature takes its name from the frenzied state it enters when excited in combat.

Battle Frenzy. When a mad bovine takes 50% or more damage, it will enter into a frenzied state via an adrenaline rush. This frenzied state increases the beast's BRT +1. **Better Smell.** **Bite (0):** 1d6 damage. **Gore (1):** 1d6+1 damage. **Trample (1):** 2d6 damage.

MAGMOOZE (6)



Archetype: Blobby
Size: Average (0)

HP: 20, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Magmooze is a sapient ooze made of magma. Magmmooze are indigenous to the Elementalsphere's Plane of Fire. When found in other planes, these creatures generally live near volcanoes or in subterranean places where lava flows are common. Magmooze can use lava as a weapon, sometimes projecting it toward enemies. These creatures despise cold and water. They can talk.

Immune to Heat. Immune to Poison/Toxin. Magma Ejection (2): Close range. 2d6 fire damage. **Weakness to Cold.**

MANTICORE (7)

Archetype: Monster
Size: Average (0)

HP: 22, AC: 1, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Manticores have lion bodies, humanoid heads, and giant bat wings. These monstrous beasts live in nests in rocky places. They are territorial and crave fresh meat. In combat they use their claws and teeth to scratch and bite. They will often swoop in on their prey and attack with surprise. The tail of a manticore can become rigid and is sometimes used to stab at victims.



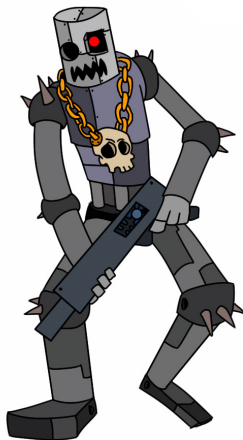
Bite (1): 1d6 damage. **Claws (1):** 1d6 damage. **Flight. Swoop Attack (1).** Manticores will attempt to swoop down on their prey and slash them with their claws or tails (1d6+2 damage). **Resistance to Poison/Toxin.** **Tail Stab (1):** 1d6 damage.

METALIX (9)

Archetype: Construct
Size: Average (0)

HP: 27, AC: 3, ACT: 5
BRT: 2, DEX: 2, WIT: 2

From the planet Metalicor come the metalix, sapient robot beings who love big guns and big jewelry. Metalix are known for their disdain of flesh beings. Most metalix believe they are superior to other creatures. Metalix desire jewelry, guns, and power. They dislike anyone who appears weak. They love machinery and vehicles, fire and smoke. They are without mercy.



Immune to Poison/Toxin/Disease. Infravision. Lazer Rifle (2): Long range. 1d6+2 damage. **Light/Heavy Weapon (1).** **Night Vision.**

MINOTAUR (6)



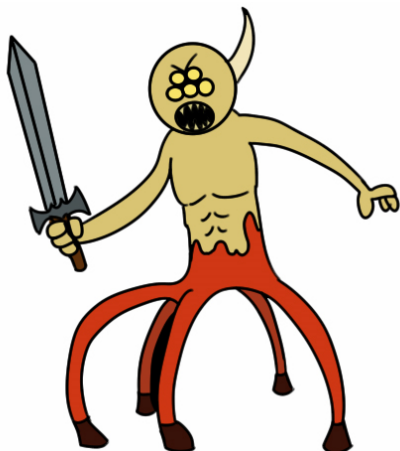
Archetype: Humanoid
Size: Giant (+2)

HP: 23, AC: 1, ACT: 5
BRT: 3, DEX: 2, WIT: 1

Minotaurs are a warrior race with the body of a humanoid and the head of a cow steed who are native to FAL. They are a trustworthy people with an ancient and complex culture based on oral tradition and honor. Throughout the many wars of Far Away Land's past, Minotaurs have always sided with the forces of good. Minotaurs have a strong hatred for magic and machines. They are herbivores.

Follow Trail (1). Minotaurs have an uncanny ability to follow a trail and track prey. **Light/Heavy Weapon (1).** **Ram (1):** 1d6 damage. **Resistance to Magic.**

MISFIS (8)



Archetype: Monster
Size: Giant (+2)

HP: 27, AC: 0, ACT: 6
BRT: 2, DEX: 2, WIT: 1

Misfis are a giant, five-legged race of monsters who like to kill and eat people. They often live in lairs where they store up treasure and souvenirs from those they have killed. They are a solitary species. Misfis often guard bridges or canyons where they can trap unsuspecting travelers. In battle, they use their size and speed to trample opponents. They often have a single horn.

Bite (1): 1d6 damage. 50% chance of LVL 3 poison. **Giant Weapon (1).** A misfis almost always uses a crude blade weapon. **Gore (1):** 1d6 damage. **Trample (2):** 2d6 damage.

MOJ BEAST (26)

Archetype: Monster
Size: Massive (+4)

HP: 54, AC: 4, ACT: 8
BRT: 4, DEX: 4, WIT: 4

Moj beasts are ancient creatures who dwell deep beneath the surface. They are magical beings who gained life from the Great Sloo. Moj beasts are massive in size. They breathe fire and acid. Their tails shoot lightning. They are the guardians of ancient lairs where much wealth is stored. They have incredible magic abilities. They despise light and anything that is good.



Acid Breath (3): Close range. 6d6 corrosive dmg. **Bite (1):** 2d6 dmg. **Claws (3):** 3d6 dmg. **Fire Breath (3):** Short range. 6d6 fire dmg. **Lightning Blast (3):** Close range. 5d6 electric dmg. A moj beast can shoot bolts of lightning from its tail. **Magic (3):** LVL 9. Moj beasts use elemental magic spells most often (although they can use any spell). **Resistant to Magic.**

MOLUX RAM (4)

Archetype: Animal
Size: Small (0)

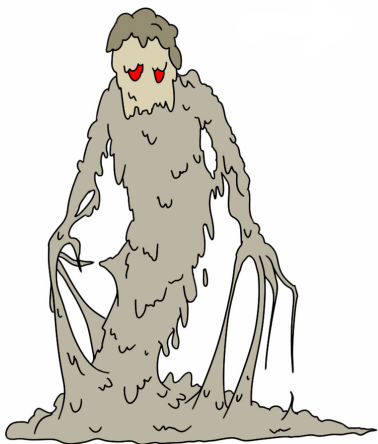
HP: 16, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Molux rams are indigenous to the Cryosphere and came to Far Away Land during the Boom War. A molux ram has two long antlers which are bathed in electricity generated by the ram's movement. The ram can discharge this energy in the form of lightning bolts that blasts from the antlers. Molux rams are docile and calm creatures and will only attack if disturbed. They live in snowy places.



Immune to Electricity Damage. **Lightning Strike (1):** Short range. 1d6+2 damage. **Ram (1):** 1d6 damage. **Resistant to Cold.** **Weakness to Fire and Heat.**

MUD FOLK (2)



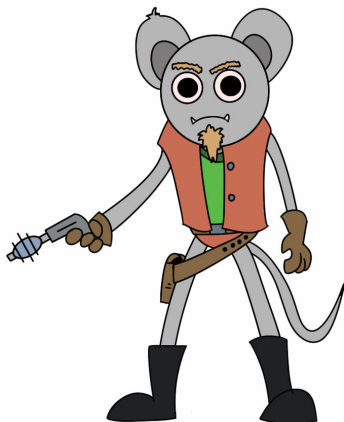
Archetype: Blobby
Size: Average (0)

HP: 17, AC: 0, ACT: 4
BRT: 1, DEX: 1, WIT: 1

Mud Folk are blobby creatures made of a sentient mud-type substance. These creatures, although individual, live in a shared collective puddle where their bodies and minds merge with others in their group. They feed on living beings slowly decomposing their food over long periods of time. They have little interest in the world outside their own local collective.

Collective Knowledge. Mud folk of a specific puddle share a collective intelligence and memory. This link is a physical one and is severed when a part of the collective breaks off on its own. **Mud Ball (1):** Close range. 1d6 damage. Mud folk can create and throw hardened balls of mud. **Mud Stab (1):** 1d3 damage. Mud folk can harden their muddy limbs to form sharp stabbing weapons.

MYSCUS (2)



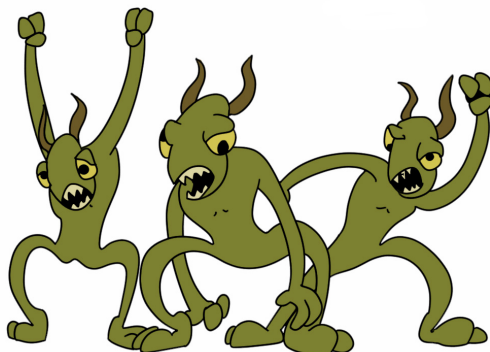
Archetype: Humanoid
Size: Average (0)

HP: 12, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Myscus are anthropomorphic mice from the planet Hooligan. Myscus are fearless creatures who have a strong dislike for all types of cats (especially bolgocats). Myscus are slick talking, wise cracking adventurers intent on learning and exploration. They have mapped large portions of the Materiosphere. They love fast spaceships and a rowdy lifestyle. They are often greedy.

Better Smell. Cat Sensitivity. Huge radius. This ancient instinct is like an additional sense that makes myscus aware of cat-like creatures. **Cheese Addiction.** Myscus are absolutely obsessed with cheese. Certain cheeses can enhance/diminish a myscus' abilities (resulting in dice bonuses and penalties). **Light/Heavy Weapon (1).**

NOBMAS (1)



Archetype: Humanoid
Size: Small (0)

HP: 6, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Light Weapon (0). Telepathy. Nobmas can communicate telepathically with other nobmas. **Bite:** 1 damage.

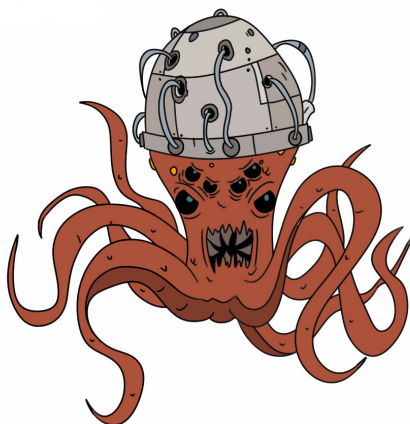
Nobmas are the side effects of spells which are either extremely powerful or cast incorrectly. Nobmas normally exist only in Second Space. However, when a powerful spell is cast outside of Second Space, a nobmas can be blinked into existence. This abrupt departure from their homeworld angers and frustrates the creatures simultaneously causing them to go insane. They act out physically by eating and destroying anything they can get their hands on. This includes living creatures.

Most often, nobmas are created whenever a wish spell is used. As soon as the words are spoken, 1d6x50 nobmas are created within a three mile radius of the wish. These nobmas are enraged and highly frustrated at having been removed from Second Space.

Although fairly weak, nobmas often live in large groups. A group of nobmas is called a frenzy. Renowned explorer and all around narcissist Blaine McDaine is reported to have met his demise when he came upon a frenzy of nobmas that he inadvertently created after wishing himself out of the clutches of a flame gut dragon. Already upset at having to waste the spell, McDaine's day got much worse when he encountered the frenzy of famished nobmas who set about devouring the intrepid explorer.

Nobmas wish only to feed and break things. They take great pleasure in the shattering of glass, smashing of wood, and crushing of stone and bone. They are an imaginative lot who often come up with insane plans to do as much damage as they possible can. They blink out of existence (from any realm other than their home realm of Second Space) in 2d6 days.

OCTOPLOS (20)



Archetype: Monster
Size: Massive (+4)

HP: 50, AC: 5, ACT: 7
BRT: 3, DEX: 3, WIT: 4

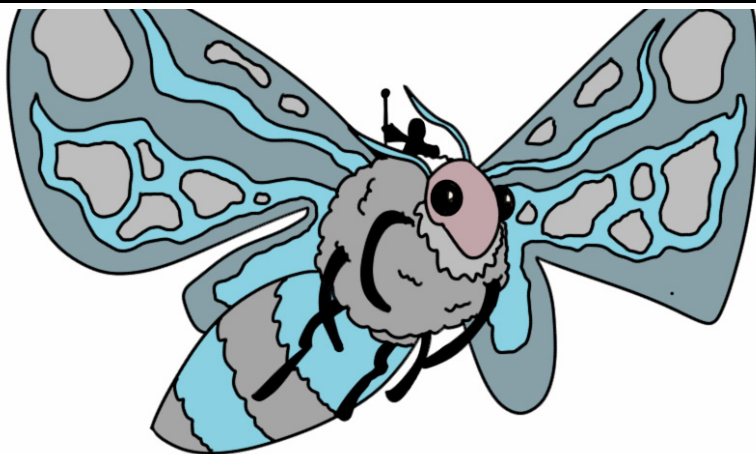
Bite (2): 2d6 damage. **Immune to Disease.** **Lazers (1):** Short range. 3d6 damage. **Light/Heavy Weapon (2).** **Mind Control.** **Tentacle Squeeze (3):** 1d6 damage per round. **Various Tech.** Octoplos employ all sorts of technology (from freeze rays to shrink weapons to disembowelers).

From the planet Ogothungoth come the malevolent and hateful octoplos. These creatures came to FAL during the Boom War via boom fissures. They are corrupt misanthropes who utilize powerful technology to enslave and control their victims. They use mind control along with complex deception to manipulate and defeat their enemies. The manipulative plans of an octoplos are usually long term and require vast amounts of patience. At the heart of every octoplos plan is the desire to gain power and wealth and to defeat those whom they view as subordinates.

Although not native to FAL, some octoplos have made that world their home. Many of these creatures have used their advanced technology to build kingdoms and force others into submission. Because of the lack of technology on FAL, octoplos often resort to hunting various construct creatures in order to take their mechanics to use as their own. Due to this tradition, octoplos have made special enemies of soracan, metalix, ten times ten men and other sapient construct species.

In battle, octoplos prefer to have their minions fight for them. They often use mindless slaves to do their bidding. In the event that an octoplos is forced to fight, be prepared for an all-out display of incredible firepower and anger as these creatures are nearly unstoppable.

ODOPTERA (16)



Archetype: Animal
Size: Massive (+4)

HP: 44, AC: 1, ACT: 6
BRT: 5, DEX: 3, WIT: 1

Cocoon Generation. Short range. Odoptera can create a sticky silk substance (BRT check vs TN 5 to break.) which they use to spray and incapacitate victims. Once per day. **Flight. Swoop Attack (2):** 3d6 damage. Odoptera, due to their mass and awkwardness in flight, will perform swoop attacks which result in them ramming their enemies from above. **Telepathy.** Odoptera can communicate through simple telepathy with most intelligent creatures.

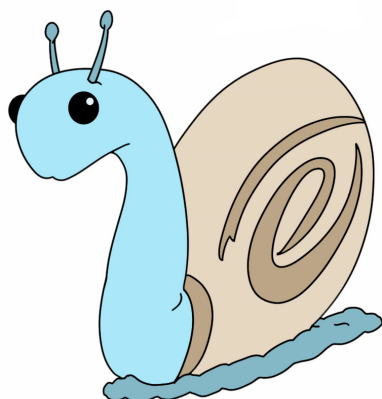
Odoptera are an intelligent race of giant moths. Odoptera live inside caves and abandoned structures. They are nocturnal creatures. Odoptera are often tamed and used as mounts by more friendly humanoid species. Although unable to speak, odoptera have limited telepathy and can communicate in simple terms with most intelligent creatures. Odoptera love bright lights and often mate during full moons.

Odoptera silk is a highly prized item and is used to create beautiful, colorful garments worn by the rich and fabulous. There are those thrill seekers and adventurers who search out odoptera lairs specifically for their fine silk which they steal and sell. This is a risky business as odoptera don't take kindly to uninvited guests.

The cave of an odoptera is often lined with fine silk and fur shed by the creature. These are warm and comfortable nests where the creatures spend the majority of their time when not out feeding.

In battle, odoptera will swoop and lift their enemies into the sky before dropping them to their deaths. They will often ram smaller enemies while still in flight. Sometimes odoptera will spray a cocoon around their victims in order to incapacitate. While odoptera are not malicious, they are guarded and quick to squash perceived threats.

OLANTAS (25)



Archetype: Monster
Size: Enormous (+6)

HP: 67, AC: 1, ACT: 8
BRT: 4, DEX: 2, WIT: 5

Deep Sleep. Olantas can enter into a state of hibernation. While asleep the olantas dream of Meriolas. They do not age while asleep. **Immune to Poisons/Toxins/Diseases.** **Mind Shatter (3).** An olantas can use a psionic attack to destroy the mind of the target leaving only a thoughtless husk. A WIT check can be made against the mind shatter. **Psionic Blast (3):** Far range. 5d6 damage. Olantas can shoot a concentrated beam of psionic energy. **Resistant to Physical Attacks.** **Telekinesis.** **Telepathy.** Olantas can communicate telepathically with most creatures. **Various Other Psionic Abilities.**

Olintas are giant snails who make their homes deep beneath the surface of Far Away Land. Olantas are the children of Far Away Land's star and came to the planet as caretakers. Numerous times during the life of the planet, the olantas have awoken to defend their home, the most recent of these events being the Boom War. Olantas are incredibly powerful psionic creatures. Not only are they highly intelligent, but they have mastered multiple psionic abilities which have allowed them to survive for eons within the world. They are docile, intelligent, and wise. Olantas remember everything through their shared memories. This includes their birth within the star Meriolas.

Olintas have incredibly long lifespans. They share their cumulative knowledge and experiences with one another via gray goos, a sticky substance they ingest to retain memories of one another. Although olantas can live long periods, they cannot reproduce as they were born from the star Meriolas and never given this ability. The death of an olantas is regarded as a sacred thing that is part of a much larger cycle. During the Boom War, a great many olantas were lost.

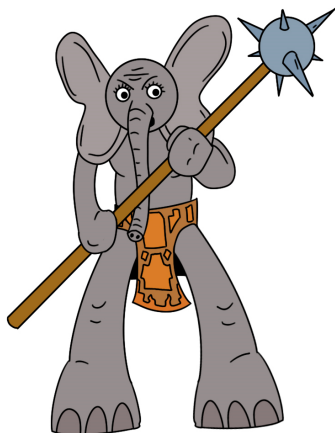
Olintas are aware of other spheres of existence. They sometimes travel between spheres for reasons known only to them. This travel is accomplished by psionic portals.

OLLYMAR (5)

Archetype: Humanoid
Size: Giant (+2)

HP: 23, AC: 1, ACT: 5
BRT: 3, DEX: 1, WIT: 2

Ollymar are a race of humanoid elephantix from Far Away Land. Ollymar have incredible life spans and live for hundreds of years. They possess a powerful form of ancestral memory recalling generations of details and stories. They are master strategists and highly intelligent. They have a long allegiance with the orka. Ollymar live in matriarchal societies.



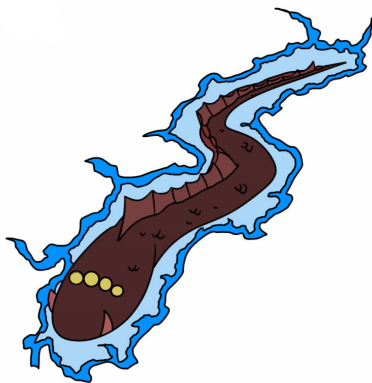
Ancestral Memory. Ollymar have memories of their ancestors. **Giant Weapon (2).** This is almost always a melee weapon. **Resistance to Poison/Toxin.** **Stomp (1):** 1d6+1 damage. **Trunk Slap (1):** 1d6.

OOL (3)

Archetype: Animal
Size: Average (0)

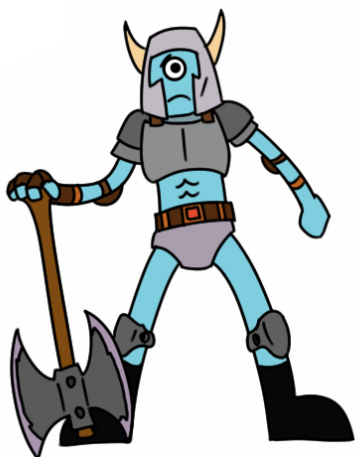
HP: 15, AC: 1, ACT: 5
BRT: 2, DEX: 3, WIT: 1

Ools are eel-like creatures that live in swamps, subterranean lakes and streams, and other dangerous places. They have the ability to produce an electric shock which they use in combat. They will often coil around their prey and shock and bite simultaneously. Ools have acidic blood which can be harvested and used to make various terrible things. Ools sing at night.



Acidic Blood. The blood of an ool is highly acidic and causes 1d6+3 damage. **Bite (2):** 1d6 damage. Ools have razor sharp teeth which they use to tear their victim to shreds. **Electric Shock (2):** 1d6 damage. The body of an ool can produce an electric shock which it uses to stun its prey. **Immune to Electricity Attacks.** **Night Vision.** **Water Breathing.**

ORIAN (4)



Archetype: Humanoid
Size: Average (0)

HP: 16, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Hardened warriors from the Cryosphere, the orian are ice loving, axe-wielding maniacs who are always up for a good fight. They are the sworn enemies of ice elves and most other creatures from the Cryosphere. Weak orian are left to die on the frozen planes of the Cryosphere. The strong lead their kinsfolk into war. Orian love heavy metal music, skulls, fire, chains, and big bladed weapons.

Immune to Cold. Light/Heavy Weapon (1). Warhype. Orian immersed in the throes of battle gain warhype which gives them added awareness (+1 on all initiative and observation checks) as well as +1 BRT and +1 DEX.

ORLOK (8)



Archetype: Humanoid
Size: Average (0)

HP: 20, AC: 0, ACT: 6
BRT: 1, DEX: 2, WIT: 3

Orloks are a race of humanoids from the planet Molnar. Orloks worship the Incredion, a powerful energy being who showed the orloks the Way of the Mind. Orloks have a bizarre society of complex rituals and hierarchies, all of which have come to be based on the teaching of the Incredion. They use their magical abilities in both physical battle as well as diplomacy.

Light/Heavy Weapon (2). Life Leech (1). Touch range. 1d6 damage. Orloks often feed on the life energy of their enemies. Each point they leech from a target is added to their own HP. **Magic (1): LVL 5. Way of the Mind.** Some orloks have powerful psionic abilities. These abilities can include telekinesis, telepathy, life leech, eidetic memory, phonokinesis, terrakinesis, and more.

PHASE CAT (4)

Archetype: Monster
Size: Giant (+2)

HP: 24, AC: 1, ACT: 6
BRT: 2, DEX: 3, WIT: 1

Phase cats are giant, magical creatures that can become intangible at will. These are rare creatures who spend the majority of their lives in quiet solitude away from prying eyes. They are carnivores and use their intangibility to move in silence as they stalk their prey. They are highly territorial and prized by hunters (especially myscus who will sometimes wear their claws as trophies).



Bite (0): 1d3 damage. **Claws (1):** 1d3 damage. **Intangibility.** A phase cat can become intangible their LVL times per day. This intangibility lasts 1 minute. While intangible, the phase cat is immune to physical damage. **Magic Tail (1):** LVL 2. Phase cats can use their tails to cast magic spells.

PHOENIX (10)

Archetype: Elemental
Size: Small (0)

HP: 30, AC: 0, ACT: 6
BRT: 1, DEX: 1, WIT: 1

The phoenix is a bird-like creature from the Plane of Fire within the Elementalsphere. The phoenix is composed entirely of living fire. As a phoenix ages it grows larger in size. Once the phoenix reaches 12 years of age it turns into a pile of dust. From this dust the phoenix is reborn. Outside the Plane of Fire, the phoenix can cause severe damage as everything it touches turns to fire.



Flamero (1): Small radius. 2d6 damage. A phoenix can create a blast of fire emanating outward from its body in a ring. The blast travels outward in a circle until it dissipates. **Flight. Immune to Fire. Magic (2):** LVL 4. **Resurrection.** If a phoenix dies a natural death it will resurrect in 2d12 hours. If a phoenix is killed, it has a 50% chance of resurrecting in 1d3 days.

PORKUS (2)



Archetype: Humanoid
Size: Average (0)

HP: 13, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Appetite for Anything. Porkus can eat almost anything organic to survive.
Better Smell. Light/Heavy Weapon (1). Magic (1): Equal to LVL.

Porkus are a humanoid pig species who are native to Far Away Land. They are well-known for their greedy, envious nature. They are also well-known for their near extinction at the hands of the boom during the Boom War.

Porkus are narcissistic creatures who are interested in gaining wealth, glory, and power. They love to eat and often seek out the most scrumptious and exotic foods to fulfill their ever expanding tastes. Porkus love luxury and strive to be as comfortable as possible with as little work as possible. Most dress in fine clothes and view their physical appearance as representational of their inner selves.

Porkus live in a society where wealth and fame are regarded as a sign of intelligence. Mediocrity is often rewarded and aspired to. As such, the most famous porkus are generally also the most lame, lazy, and uncreative. Intellectualism, logic, and scientific thought are frowned upon and disregarded.

During the Boom War, the porkus species was nearly wiped out by a plague carried by the boom's squid minions. Few porkus survived this plague. Those who did survive discovered that much of the wealth and resources that were once held by porkus of high standings were now theirs (due to the fact that the plague killed rich and poor porkus alike). This rebuilding of porkus society was known as the Great Hamming of Wealth. It was from this shift in wealth that the porkus feudal kingdoms of today arose. Now, porkus kings and nobles rule territories and fight against one another to attain more wealth and power. Envious families rule porkus peasants with hammy fists while they seek to overthrow not only enemy kingdoms, but their own family members as well.

PSIONIC WORM (16)



Archetype: Monster
Size: Massive (+4)

HP: 45, AC: 3, ACT: 8
BRT: 3, DEX: 1, WIT: 5

Immune to Mental Attacks. Immune to Poison/Toxin/Disease. Psionic Deep Bass Blast (2): Long range. 3d6 damage. Psionic worms can create concentrated beams of psionic energy that sound like deep bass hip hop music. **Psionic Tear (2):** Short range. 2d6 damage. Psionic tear literally tears the victim apart piece by piece. **Resistant to Physical Attacks. Resistant to Magic. Sense Death.** Psionic worms are aware when another of their species has died. **Telepathy.** Psionic worms can communicate with one another telepathically over a distance of many light years.

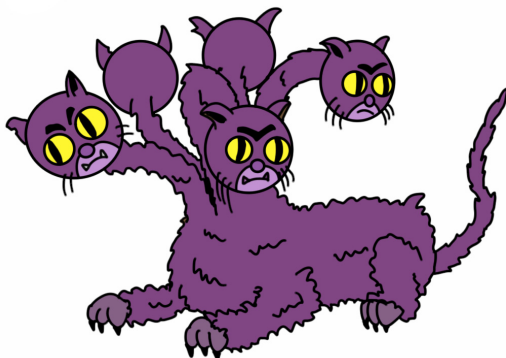
Psionic worms are super smart levitating worms that come from the Antiverse. They are Antiverse Far Away Land's equivalent of olantas (minus the awesome shell).

Psionic worms are born from the dark, sapient star called Malorian around which Antiverse Far Away Land orbits. These creatures rule the world of Anti Far Away Land. They have constructed elaborate cities and temples and reside over vast swaths of land. Psionic Worms have enslaved numerous species to do their will. They keep private armies and make war on their darkened world.

Psionic worms are deeply interested in the secrets of Second Space and other spheres of existence. They will often create portals by which they can enter and explore these foreign realms. When doing so, they are almost always accompanied by small armies of enslaved gloom elves, orka, and dwarves.

In battle, psionic worms rarely fight one-on-one as they are almost always guarded by their henchmen. However, in the rare chance that one might encounter these creatures solo, be prepared for psionic carnage as the worm will let loose with all manner of terrible attacks. These attacks are almost always of a direct damage nature and are designed to cause maximum pain to the target.

PURR BEAST (16)



Archetype: Monster
Size: Massive (+4)

HP: 50, AC: 2, ACT: 10
BRT: 4, DEX: 2, WIT: 2

Bite (1): 2d6 damage. **Hatred of Water.** Purr beasts have an intense hatred of water. Getting wet makes them not only miserable but incredibly angry. This anger increases their DEX scores +1 and decreases their WIT scores -1. **Poison Breath Weapon (2).** Long range. See description below. **Claws (1):** 2d6 damage. **Resistant to Poisons/Toxins.** **Spawn Cats.** Purr beasts can spawn 1d6 cats per day by sneezing.

Purr beasts take their name from the cat-like purring sound they make when sleeping. These creatures come from the planet Hooligan. Purr beasts are massive creatures with a minimum of five giant cat heads attached to long furry necks. They have four legs and furry tails. They come in an assortment of colors including bright orange and purple. Sometimes they are striped.

Although furry and cute, purr beasts are terrible, massive creatures. They feed on most anything they think they can kill and their appetites are voracious. They use a poison gas breath weapon that causes blindness. Anyone inhaling this gas must make a BRT check to avoid the effects of temporary blindness (1d2 hours). Anyone exposed to the gas will suffer 1d6 damage per round (while in the gas) as the gas eats away at the skin. This breath weapon has no effect on cat-like species (including catlings and bolgocats).

Purr beasts like warm areas and love to eat and lay and sleep. They hate being cold and wet. They despise loud noise. Purr beasts often live in castles or ruins where they are protected from the elements. They are always surrounded by loads of normal cats. They prefer mild climates. In combat, they use their breath weapon along with their powerful bites and claws. They despise and love to eat myscus.

RADUGA (3)

Archetype: Humanoid
Size: Average (0)

HP: 15, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 2

Raduga are four armed humanoid owl folk who live in the hills and mountains of Far Away Land. They come from the planet Boofneeza and entered Far Away Land during the Boom War. Raduga are primitive peoples whose time is spent growing crops and hunting wild animals. They are known for their love of raw meat and disdain for elves, dwarves, humans, and goabs.



Claws (1): 1d3 damage. **Eagle Eye.** Raduga have incredible vision and can see detail at long distances. **Light/Heavy Weapon (1).** **Night Vision.**

RIVERMERL (1)

Archetype: Humanoid
Size: Average (0)

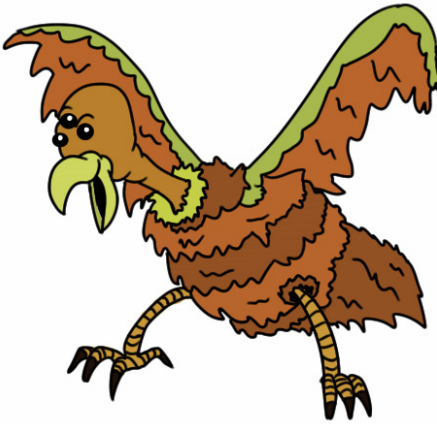
HP: 12, AC: 1, ACT: 5
BRT: 2, DEX: 1, WIT: 1

Rivermerls are a merl species who live along rivers and creeks. They are a fairly primitive folk who hunt, fish, and grow crops. They are highly superstitious and wary of outsiders. Rivermerls use rudimentary weapons and tools. They rely on their close-knit society to survive and protect one another. Rivermerls believe in multiple gods who inhabit things like rivers, mud, and rocks.



Light/Heavy Weapon (1). **Magic (1):** Equal to LVL. **Water Breathing.**

ROOK (15)



Archetype: Animal
Size: Massive (+4)

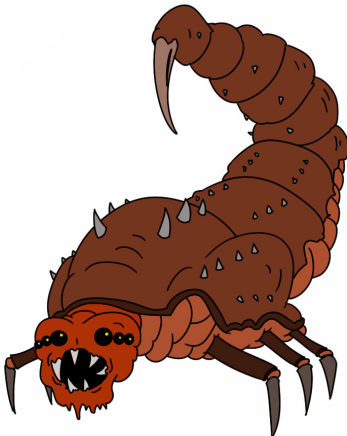
HP: 42, AC: 1, ACT: 6
BRT: 3, DEX: 2, WIT: 1

Rooks are giant, three-eyed birds. They are territorial monsters who protect their nests and their young with lethal force. They live high in mountains or on lonely islands. They eat raw meat (and love the taste of humanoids). Some rooks have been tamed and used as mounts by various humanoid species. A rook's nest is generally located high up on a mountain cliff.

Drop Attack (1): 5d6 damage. Rooks will sometimes lift heavy objects (like rocks and logs) and drop them on enemies below. **Peck (2):** 2d6 damage.

Swoop Attack (1): Rooks will swoop in and grab their prey, carry the unfortunate into the sky and drop them to their doom. **Talons (2):** 3d6 damage.

SCORPIUS (7)



Archetype: Monster
Size: Giant (+2)

HP: 26, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 0

A Scorpius is a giant insect creature that lives in deserts and other dry areas. Scorpius have a thick armored shell that gives them protection. They also have a long, barbed tail with which they use to inject a deadly poison into their victim. In battle, a Scorpius will often hide beneath the sand and surprise their prey. Scorpius often live just beneath the surface of dirt to escape the heat of the sun.

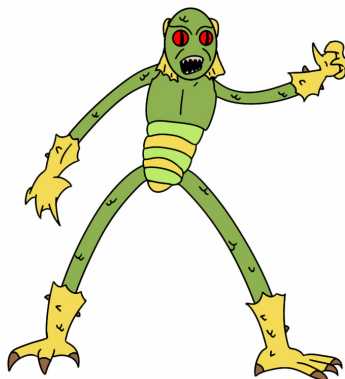
Bite (1): 1d6 damage. **Poison Sting (1):** 2d6 damage. LVL 5 poison. **Surprise Attack.** A Scorpius can surprise their enemies by crawling out of the dirt when disturbed. This gives the scorpius automatic initiative.

SEA GOON (4)

Archetype: Humanoid
Size: Average (0)

HP: 17, AC: 1, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Sea goons are a race of aquatic creatures who generally live in caves or old shipwrecks. They are thieves and cutthroats, often ambushing sailing vessels by sneaking aboard in the night and attacking the crews. Sea goons often use sea wasps as mounts. In battle, sea goons use various weapons as well as sharp teeth. They smell like fish.



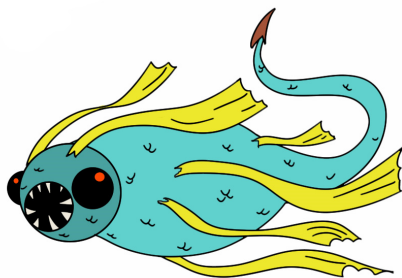
Bite (0): 1d3 damage. **Light/Heavy Weapon (1).** **Magic (1):** Equal to LVL. **Resistant to Poison. Water Breathing.**

SEA WASP (12)

Archetype: Monster
Size: Giant (+2)

HP: 30, AC: 2, ACT: 7
BRT: 3, DEX: 3, WIT: 1

Sea wasps are giant, fish-like creatures with long, barbed tails. They can swim incredibly fast and are quite agile for their size. The barbed tail of a sea wasp injects a stunning poison which leaves their prey helpless. Sea wasps have sharp teeth which they use to devour their prey after stunning. Sea wasps are common aquatic mounts.



Bite (2): 3d6 damage. **Resistant to Poison.** **Stingy Tail (2):** 2d6 damage. LVL 3 poison. The poison of a sea wasp will paralyze the victim for nearly an hour. This is particularly dangerous for land creatures in the water. **Water Breathing.**

SEAHORSE FOLK (1)



Archetype: Monster
Size: Average (0)

HP: 10, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Seahorse folk are a species of aquatic people who live deep underwater. They often dwell in elaborate underwater castles and palaces. Seahorse folk are friendly and often rely on their aquatic friends to help them in times of need. They are agile swimmers and loyal allies for those they trust. Seahorse folk often live with seaclops.

Animal Telepathy. Seahorse folk can communicate telepathically with intelligent aquatic creatures. **Light/Heavy Weapon (1).** **Water Breathing.**

SIREN (6)



Archetype: Monster
Size: Average (0)

HP: 16, AC: 1, ACT: 5
BRT: 1, DEX: 1, WIT: 2

Sirens are magical sea-dwelling creatures. They have exquisite voices which can take over the minds of those who hear their singing. Once their prey are lured in, sirens attack with their mouthed tentacles. They love to eat fresh meat. They are solitary hunters but sometimes live in small groups with other sirens. Sirens usually make their homes in seaside caves and coral reefs.

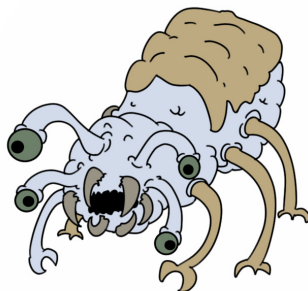
Bite (1): 1d6 damage. **Illusory Beauty.** To those under the compulsion of a siren's song, the siren will appear to be the most beautiful creature they have ever seen. **Siren Song.** The siren song has a range of 1 mile. Any humanoid hearing the song must make a WIT check against a TN of 5 or be compelled to get closer to the source of the song. **Water Breathing.**

SKAB LICE (1)

Archetype: Monster
Size: Small (0)

HP: 4, AC: 1, ACT: 5
BRT: 1, DEX: 1, WIT: 0

Skab lice are creepy insect creatures that live in all sorts of dry, arid environments. These creatures roam in packs and are extremely aggressive. Skab lice can lay dormant for years without sustenance. They can survive the vacuum of space. In combat they are relentless and bloodthirsty. Skab lice can feed on most anything organic. They often lay in wait for their prey and attack with surprise.



Bite (0): 1d2 damage. **Dormancy.** Skab lice can live hundreds of years without eating or drinking anything. They can also survive the vacuum of the Materiosphere.

SKRUX (8)

Archetype: Humanoid
Size: Average (0)

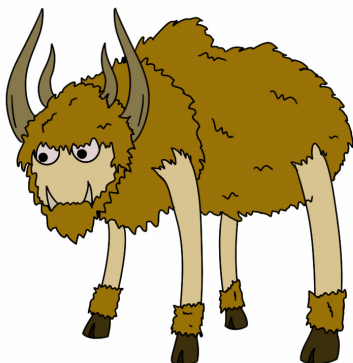
HP: 21, AC: 1/3, ACT: 6
BRT: 3, DEX: 2, WIT: 2

The skrux are a genetically created warrior race from the planet Doom. The skrux were the experimental creation of the angoracans. Skrux are brutal warriors and impervious to pain. Their only interest is battle, to slay and conquer. They are entirely a fighting race living on the spoils of victory. They carry huge blade weapons. Skrux wear heavy armor (AC 3).



Heavy Weapon (1). Skrux only use heavy bladed weapons. **Ignore Pain.** Skrux feel no pain. **Immune to Mind Control. Immune to Poison/Toxin/Disease. Resistance to Cold. Resistance to Heat.**

SKULLPUP (5)



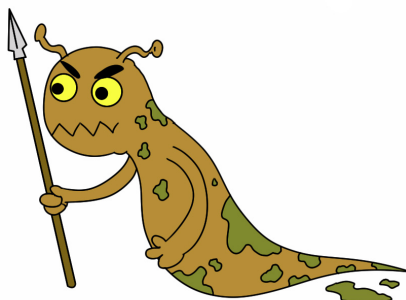
Archetype: Animal
Size: Average (0)

HP: 20, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Skullpups are hairy, four-legged creatures native to the Cryosphere. They are used as mounts by various races. Skullpups are a herd species and live on wide-open, snowy plains. They have been domesticated in the Cryosphere for thousands of years. They can be trained for combat. In battle they attempt to trample and gore their victims. They often make sounds that sound like talking.

Gore (1): 1d6 damage. **Resistant to Cold.** **Long Call.** Skullpups make a loud, farting sound, that can warn or attract other skullpups up to a mile in distance. **Trample (1):** 2d6 damage.

SLEEG (1)



Archetype: Monster
Size: Average (0)

HP: 14, AC: 0, ACT: 4
BRT: 1, DEX: 1, WIT: 1

Once the benevolent and devoted servants of the olantas, the sleg fell from grace and abandoned their allies for reasons unknown. Now, the slug-folk live in the darkened realms of Far Away Land's underearth, harvesting fungi in isolated communities that barely tolerate outsiders. While rarely hostile, they are always unpleasant to deal with, often condescending to "lesser" beings.

Light/Heavy Weapon (1). **Better Smell.** **Resistance to Poison/Toxin.** **Night Sight.** **Weakness to Fire and Heat.**

SLURGOTH (19)

Archetype: Monster
Size: Giant (+2)

HP: 38, AC: 2, ACT: 8
BRT: 4, DEX: 4, WIT: 1

Slurgoths are sea serpent-like creatures who live in oceans and seas of FAL. They are meat eaters and known for their voracious appetites. They are often tamed and used as mounts by seaclops. In battle, they tear at their enemies with claws and teeth. They fear fire. Slurgoths climb aboard ships and attack crews. They often spray their ink into the water to confuse and poison enemies.



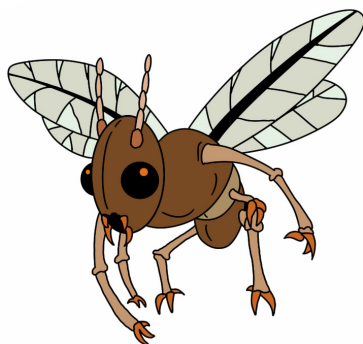
Bite (2): 5d6 damage. **Claws (2):** 3d6 damage. **Immune to Poison.** **Night Sight.** **Poison Ink (2):** Close range. 3d6 damage. LVL 7 poison. The poison ink of a slurgoth is used to confuse enemies while simultaneously poisoning them. **Water Breathing.**

SMEEM (1)

Archetype: Monster
Size: Small (0)

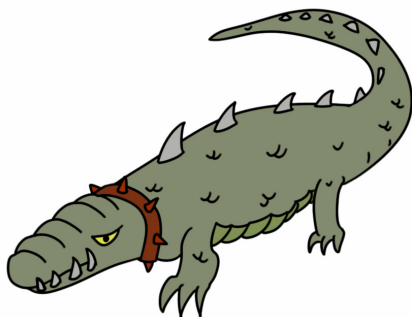
HP: 5, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 0

Smeems are insect creatures from the Bolgosphere. They live inside tall spires of dried dirt which they buildup over many generations. They are territorial creatures, often declaring an entire bolgomote to be their own. Every twenty-one years, smeems fly about in a frenzy as they mate and lay new eggs. Dead smeem exoskeletons usually indicate that a smeem population lives nearby.



Claws (1): 1d2 damage. **Flight.** **Poison Bite (1):** 1d2 damage. LVL 1 poison. **Waxwork (1):** Close range. 1d3 acid damage. Smeems can spit an acidic, waxy substance on their enemies causing acid damage.

SNARGLECROC (5)



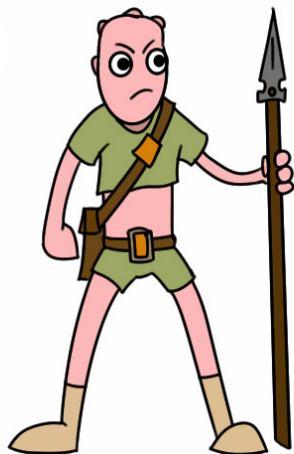
Archetype: Monster
Size: Average (0)

HP: 18, AC: 2, ACT: 5
BRT: 2, DEX: 1, WIT: 0

Snarglecrocs are reptiles that live in humid, swampy environments. Snarglecrocs are carnivores and feed on any type of meat (including one another). They are aggressive creatures prized by the ekedions who keep them as pets. Snarglecrocs are hunters and can remain submerged in water for long periods of time. They sneak up on their victims and thrash them to death.

Bite (1): 2d6 damage. **Thrashing Roll (1):** 2d6 damage. Once a snarglecroc gets hold of a victim, it will attempt to roll the victim. This violent action can be avoided by the victim making a BRT check against the snarglecroc thrash attempt. **Water Breathing.** Snarglecrocs can hold their breath for long periods of time while underwater.

SOMN (1)



Archetype: Humanoid
Size: Average (0)

HP: 12, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 2

The somn are a quiet race of humanoids on Far Away Land. They have no kingdom or territory and often integrate into other cultures with ease. They are intelligent, creative, and inquisitive. They have fought alongside orka, poomkin, elves, and dwarves. They dislike goabs. They emit a paralytic sleep toxin often used for defense. Somn are cautious but good-natured.

Aura of Sleep (2): Somn can activate a paralytic, airborne toxin which will put anyone in a tiny radius to sleep for 1d6 minutes. This can be avoided by the victim making a BRT check. Other somn are not affected by this toxin.

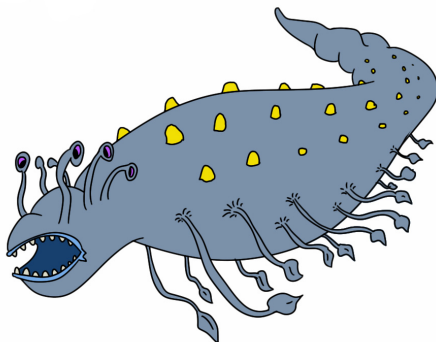
Light/Heavy Weapon (1). Magic: Equal to LVL.

SPACE SLUG (17)

Archetype: Monster
Size: Enormous (+6)

HP: 60, AC: 2, ACT: 6
BRT: 6, DEX: 1, WIT: 1

Space slugs are creatures who live throughout the Materiosphere. They feed on most anything they come across including rocks, ships, people, etc. They often sleep for centuries making their homes on barren planets, moons or asteroids. When they awoken, they consume huge amounts of matter before blasting off from whatever world they called home to once again move through the cosmos.



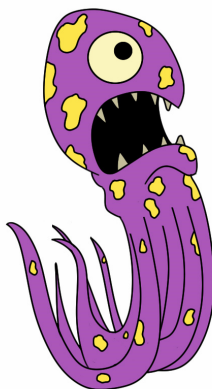
Swallow (2). Giant space slugs swallow most anything that comes near their mouths. Inside the stomach of a space slug are acids (4d6 damage per round) that eat away at the victim.

SQUID (BOOM) (7)

Archetype: Monster
Size: Giant (+2)

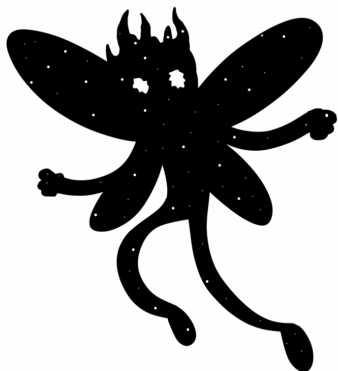
HP: 26, AC: 1, ACT: 6
BRT: 2, DEX: 2, WIT: 0

Squids are creatures grown in boom vats. These tentacle terrors are the army of the boom, flying death machines that shoot lasers from their eyes and pull unwary victims into their ever hungry maws. Squid are mindless automatons obeying only their boom masters. When abandoned by their masters they quickly die. Squid are relentless and thrashy, snapping and hissing while fighting.



Flight. Limited Telepathy. Boom squid can hear the thoughts and commands of their masters up to a mile in distance. **Tentacle Squeeze (1):** 1d3 damage. **Purple Energy Blast (1):** Long range. 1d6 damage.

STAR KIN (1)



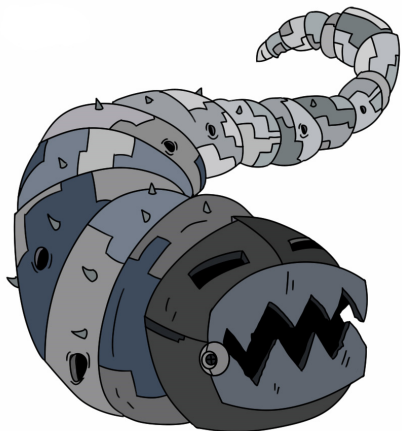
Archetype: Fairies
Size: Mini (-1)

HP: 2, AC: 0, ACT: 5
BRT: 1, DEX: 3, WIT: 1

Star kin are fairy creatures who are dark black in color. Their bodies appear to be filled full of stars. Star kin fly around at night having fun, putting on light shows for one another, and sometimes causing mischief. They are often sought for their star-dust which can be sprinkled to allow an individual to fly for a period of time. Star kin are friendly but will disappear at the first sign of trouble.

Blink. Far range. Blink allows a star kin to teleport. They cannot teleport through solid objects. LVL = times per day. **Flight.** **Immune to Poisons.** **Magic (1):** Equal to LVL. Star kin have been known to use magic for entertainment purposes. **Star Dust.** Star kin are covered in star dust. When star dust is sprinkled, it gives the user the ability to fly (up to 10 minutes).

STEEL WORM (20)



Archetype: Construct
Size: Enormous (+6)

HP: 70, AC: 4, ACT: 8
BRT: 4, DEX: 3, WIT: 2

Steel worms are huge, mechanical worms leftover from ancient days of the Galeosphere. For eons these massive creatures have carved endless tunnels within the Galeosphere as they burrow and consume rock and metal to survive. Nearly indestructible and ageless, steel worms are always at work beneath the surface. These metal beasts breathe fire and smoke and consume everything.

Bite (2): 4d6 damage. **Fire Breath.** Short range. 3d6 damage. **Immune to Poison/Toxin/Disease.** **Spike Launch (1):** Short range. 2d6 damage. Steel worms can fire biomechanical spikes from their body. These spike regrow over time. **Swallow.** On a bite attempt with an MoS of 4+, the steel worm will swallow targets of average or smaller size. The bowels of a steel worm are filled with magma (3d6 damage per round).

SWAMPMERL (1)

Archetype: Humanoid
Size: Average (0)

HP: 11, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Swampmerls are merls who live in swamps. They live in shanty towns and poorly made structures. They spend their time collecting slime and tiny animals to eat. Sometimes they grow root crops but they always eat them rotten. They are quiet for the most part and like being left alone. They can change their skin color to reveal their emotions or match their surroundings.



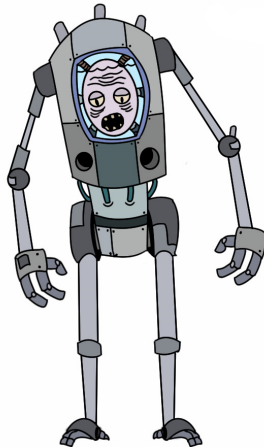
Camouflage. Swampmerls can change the color of their bodies to mimic that of the environment around them. **Light/Heavy Weapon (1).** **Magic (1):** Equal to LVL. **Water Breathing.**

TECHNOBITE (9)

Archetype: Construct
Size: Average (0)

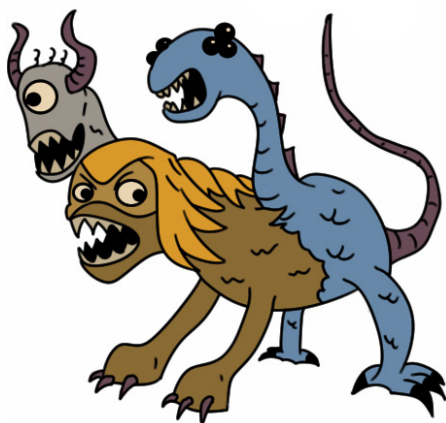
HP: 18, AC: 2, ACT: 6
BRT: 2, DEX: 2, WIT: 4

Once living creatures, the bodies of technobites have long since worn out. In an effort to remain alive, technobites created robotic bodies. Over time, technobites forgot their past lives and became more machine than living being. Technobites are bitter and bored with life and often resort to violence and mayhem for amusement. Technobites love to collect things, especially trophies.



Immune to Poison/Toxin/Disease. **Lazers (2):** Short range. 2d6 damage. Technobites shoot lazars from their torso holes. **Light/Heavy Weapon (1).** Technobites will use most any weapon they can find.

TRIMERA (16)



Archetype: Monster
Size: Giant (+2)

HP: 35, AC: 1, ACT: 7
BRT: 4, DEX: 2, WIT: 2

Trimeras are the horrible amalgamations of leoxs, cleatons, and xixs fused together by the boom fissures during the Boom War. Trimeras are powerful creatures and often use magic and cunning to subdue enemies. They sometimes command armies. They seek power and are greedy. They love gold and wealth. Trimeras build castles and other fortifications in which they live.

Bite (1): 2d6 damage. **Claws (1):** 2d6 damage. **Immune to Poison/Toxin.**
Magic (1): LVL 4. **White Light Beam Breath Weapon (1).** Short range. 5d6 damage. **Lightning Breath Weapon (1).** Close range. 4d6 electric damage. **Napalm Breath Weapon (1).** Close range. 3d6 fire damage. A trimeras can use each of its breath weapons twice per day.

UNCARBACNU (10)



Archetype: Monster
Size: Giant (+2)

HP: 28, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Uncarbracnu are gross mounds of tiny spore-like creatures that have overtaken a humanoid body. Uncarbracnu scoot about in uncomfortable agony. They are highly toxic. Their stench is nauseating. The spores that take over the body eventually come to control the mind as well. This causes paranoia and intense anger. These creatures live in squalid mess, devouring garbage and living beings.

Aura of Nausea. Anything within a small radius of the uncarbracnu must make a BRT check against a TN of 5 or get violently ill.

Corrosive Pustules (1): 1d6+1 acid damage. **Vomitous Slarf (1):** Touch range. 2d6 damage. The vomitous slarf of an uncarbracnu is one of the most horrible liquids to exist. This vomit will melt the flesh from its victim.

VENGEAN (5)

Archetype: Humanoid
Size: Average (0)

HP: 18, AC: 0, ACT: 5
BRT: 3, DEX: 3, WIT: 2

Vengeans come from the planet Minus which circles the great sapient star known as Cawr. The radiation from the star has turned the vengeans a bright red color and infused them with super strength and speed. The radiation has also given some vengeans psionic abilities. Most vengeans have fled Minus as Cawr is unstable and their world is near death.



Light/Heavy Weapon (1). Magic (1): Equal to LVL. **Various Psionic Abilities.** Vengeans possess various psionic abilities from generations of exposure to the sentient star Cawr.

VOOLTUR (1)

Archetype: Animal
Size: Small (0)

HP: 6, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

These dastardly birds of prey are often used as scouts by goabs and other nasty creatures. Voolturs can be trained to carry notes and packages. They are sometimes fitted with razor talons and kept as aggressive flying fighting pets. In the wild, voolturs live high in mountains or cliff areas. They prey on small animals. They often live in groups of six or more.



Flight. Peck (1): 1d2 damage. **Talons (0):** 1d3 damage. If fitted with razors, 1d6 damage.

WEASEL KIN (1)



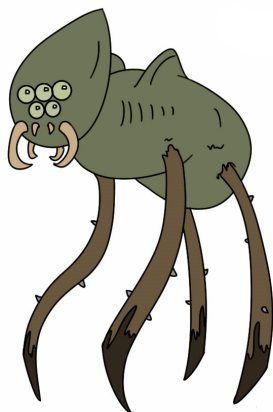
Archetype: Humanoid
Size: Average (0)

HP: 12, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 2

Weasel kin are a humanoid weasel race indigenous to Far Away Land. Weasel kin are extremely dexterous and agile. They are cautious of non-weasel kin. They think other races deserve to be ripped off and betrayed. Weasel kin have their own kingdoms and towns and often trade with non-weasel kin locals (although always to their own advantage). They speak in slang and curses.

Better Hearing. Flatten. Weasel kin can flatten their bodies to slide into hard to reach places. **Light/Heavy Weapon (1). Magic (1).** Equal to LVL. **Night Sight.**

WEAVROLAX (12)



Archetype: Monster
Size: Giant (+2)

HP: 31, AC: 2, ACT: 5
BRT: 3, DEX: 2, WIT: 1

The weavrolax is a creature from the planet Helgard. It came to Far Away Land during the Boom War. It is a long, lanky creature that uses razor sharp protrusions to stab at its prey. Weavrolax spin large webs capable of trapping average size (or smaller) creatures. Weavrolax tend to live in desert mountains and caves. They often travel and live in groups of three. These groups share food.

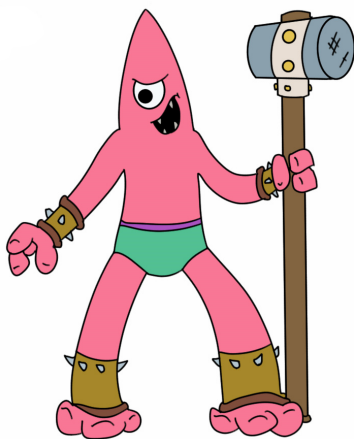
Bite (0): 1d6 damage. **Stabby Legs (1):** 1d6+2 damage. **Web.** Weavrolax can create various types of webs to trap their victims. One such web is a projectile which wraps around the victim. This webbing is incredibly strong and must be cut to escape. Cutting the web of a weavrolax requires a blade and 1 round of time.

YLDETI (1)

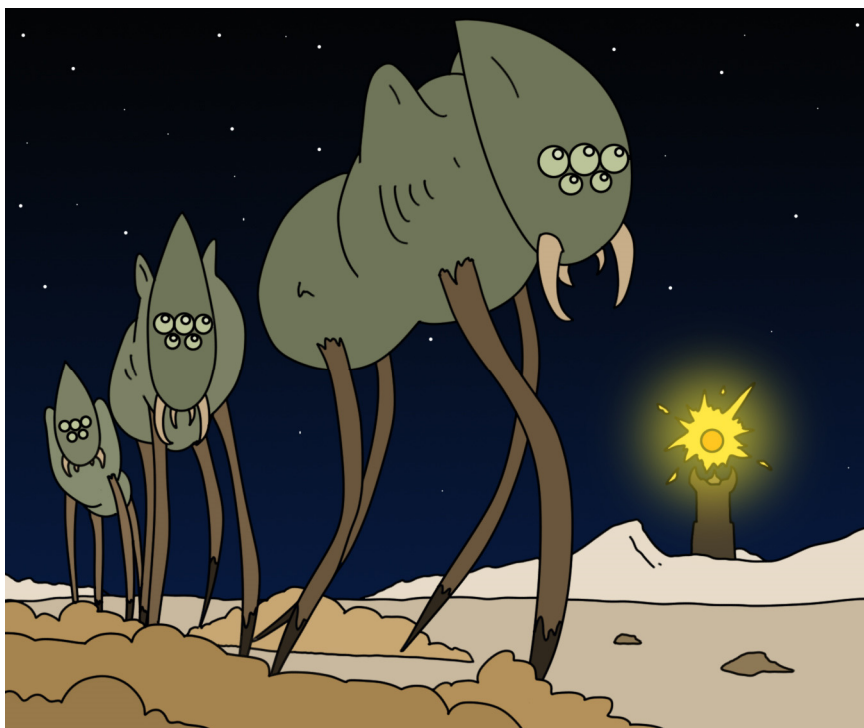
Archetype: Humanoid
Size: Average (0)

HP: 11, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 2

Yldeti are humanoids from the Anti-verse. They are followers of Yldetism and worship a pantheon of bizarre deities. Most yldeti are obsessed with knowing the Great Yllios and will gladly die in battle to meet their maker. Yldeti first came to the Materiosphere during the Boom War. Since that time their numbers have steadily increased on Far Away Land and other worlds.



Immune to Disease. Light/Heavy Weapon (1). Yldeti have an affinity for large blunt weapons (usually hammers). **Magic (1).** Equal to LVL. **Regenerate.** Yldeti have the ability to regenerate HP at double the normal speed. They can also regrow lost limbs over a period of 2d6 days.



CREATURE SIZE COMPARISONS

Creature Size Comparisons

The following section presents size comparisons for the creature entries found within this book. On each page, a number of entries are given. A human has been provided on each page to serve for scale. Each creature's size is an approximation for the average size of that species. GMs and players should use this section as an addendum to the creature's listed stats. Dragon size comparisons are listed in their own section following the non-dragon entries.

From *The Journal of Ash Nool*

Once, when I used to work as a smuggler, I followed a nomad into a deep cave. He said it was a home for riches beyond the wealth of gold. For hours we walked through the most massive and incredibly large cave I had ever seen. Then we reached a chamber and within that chamber I saw an olantas, one of the great and ancient snails of the world. It was asleep, snoring loudly...





Human



Ashclown



Augmented



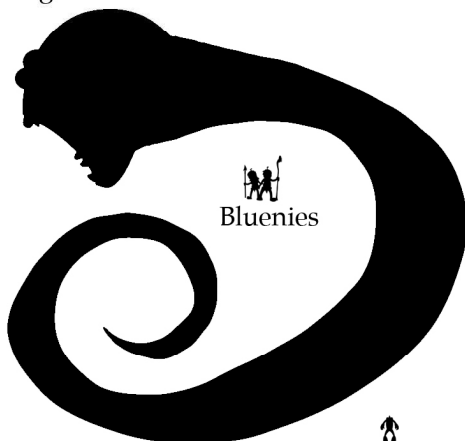
Badonkulus



Basilisk



Berzerk



Bolgoserpent



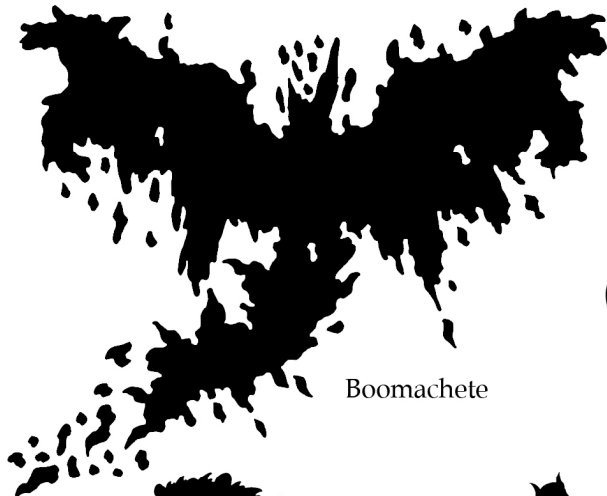
Bluenies



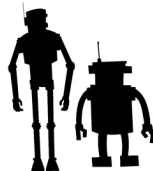
Boom



Bolgoflea



Boomachete



Bots



Cactus Folk



Castor, Giant



Centaur



Human



Crotallian



Culbras



Demented Avenger



Dwaller



Ekedion



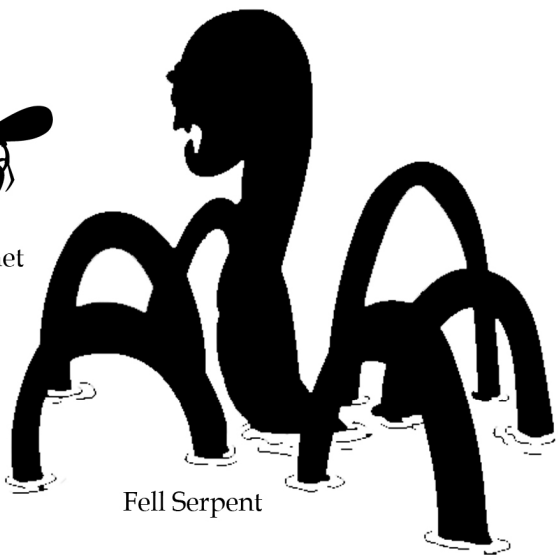
Exion



Fell Bee



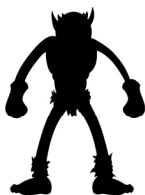
Fell Hornet



Fell Serpent



Fell Spirit



Flame Troll



Flametaur



Flork



Fylon



Human



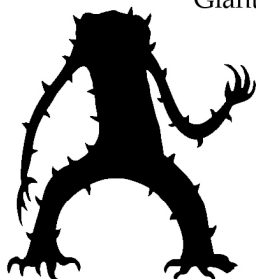
Giant, Hill



Giant, Ice



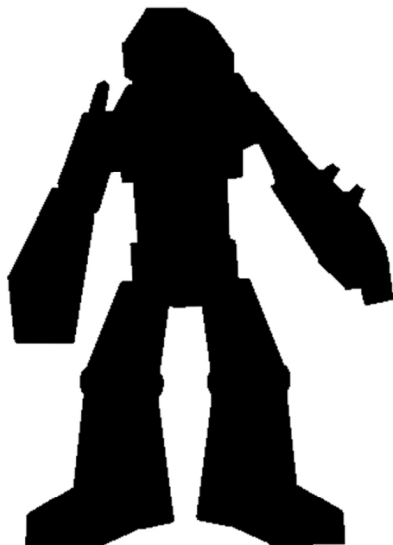
Giant, Stone



Giant, Thorn



Giant, Undead



Giant, Xolar



Globual



Griffin



Hakskar



Harolds



Hedgetaur



Ice Steed



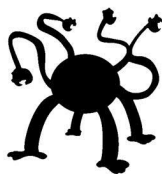
Human



Itzal



Karax Beetle



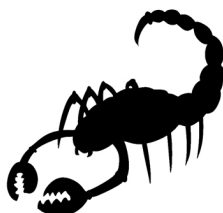
Koumadeer



Krabbix



Land Lard



Lectro Scorpion



Leerax



Live Atta



Mad Bovine



Magmooze



Manticore



Metallix



Minotaur



Misfis



Human



Moj Beast



Molux Ram



Mud Folk



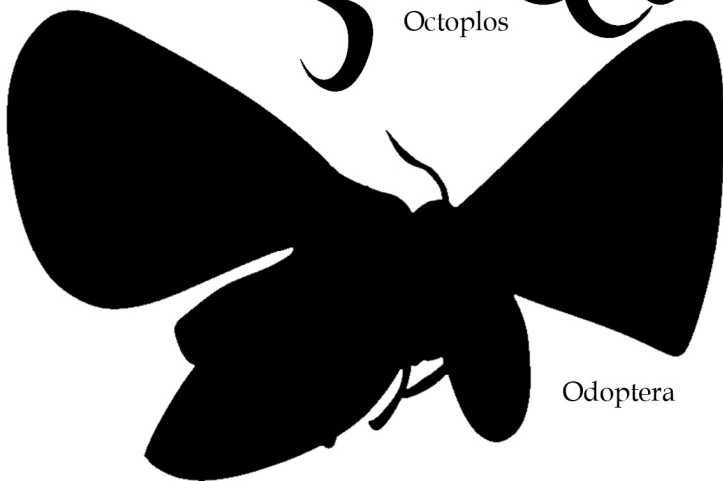
Myscus



Nobmas



Octoplos



Odoptera



From the diary of Princess Pearl Iceniss...

I had heard of a purr beast as a child. Mother Grimlot spoke of one eating several people from her village. Even though the beasts were huge in my imagination, they seemed much bigger in real life. Several of the guards who fought by my side died as we attempted to subdue the creature. Sir Devmore landed a fierce blow with his warhammer right between the eyes of one of the heads and the creature barely blinked. If it had not been for the sleep potion Old Reesa gave me, we would have all surely been eaten.



Human



Psionic Worm



Purr Beast



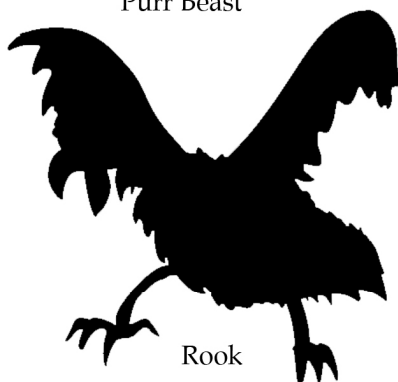
Raduga



Scorpious



Rivermerl



Rook



Sea Goon



Sea Wasp



Seahorse Folk



Siren



Skab Lice



Skrux



Skullpup



Sleeg



Slurgoth



Human



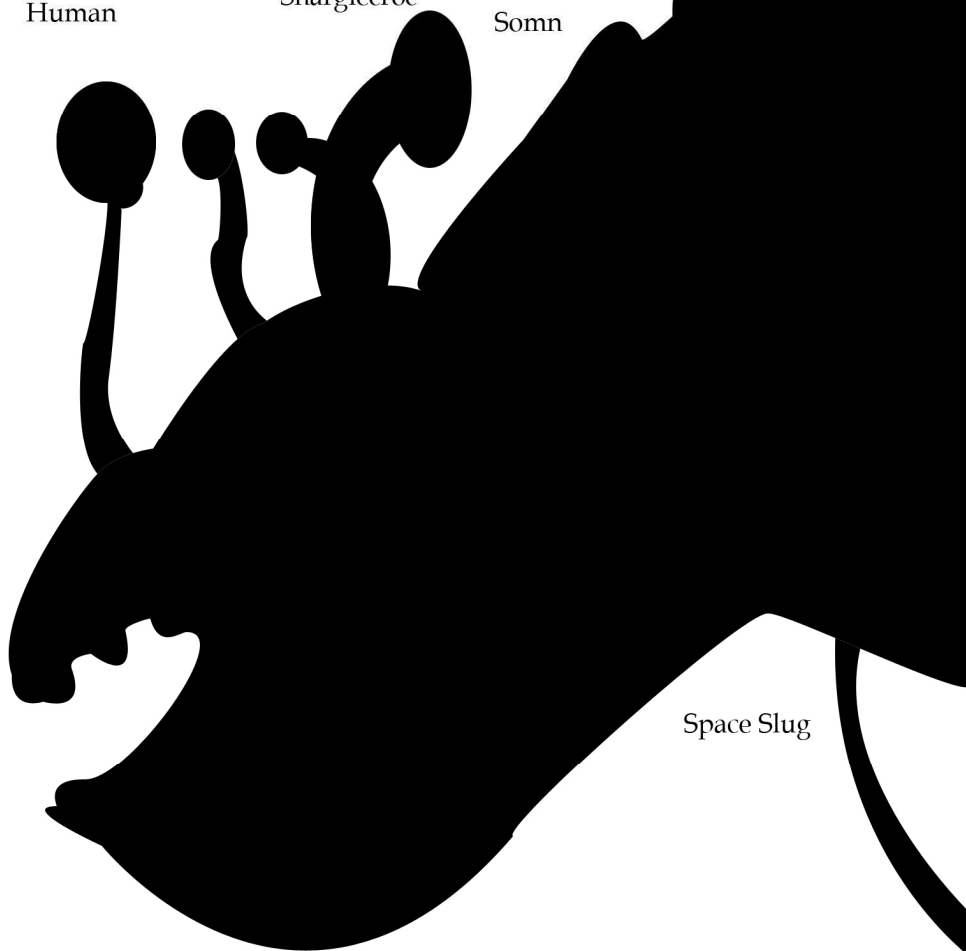
Smeem



Snarglecroc



Somn



Space Slug

*From Outdoorsman Alkyl Rustweek's Speech on Surviving Partially Intact...
A weavrolax cost me my right hand. Luckily, I was left handed so it wasn't a big loss. I lost an eye to a fell hornet. You haven't felt pain until you felt the sting of one of these critters. That's why I got this here patch. I was trying to tame a rook for some ozotum and got a bunch of ribs broke. What else? Oh, I got my back broke. Twice. Once by a giant castor and once by an angry elf... Survival is a way of life, man. I've learned that sweat is how the body gets rid of pain. Crying is for losers and whining is for people too lazy to cry.*



Human



Squid



Star Kin



Swampmerl



Technobite



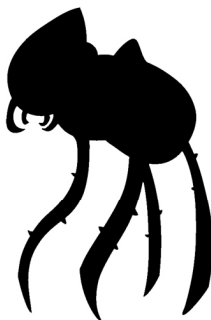
Trimera



Vooltur



Weasel Kin



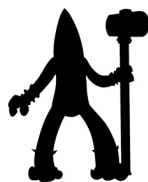
Weavrolax



Uncarbracnu



Vengean

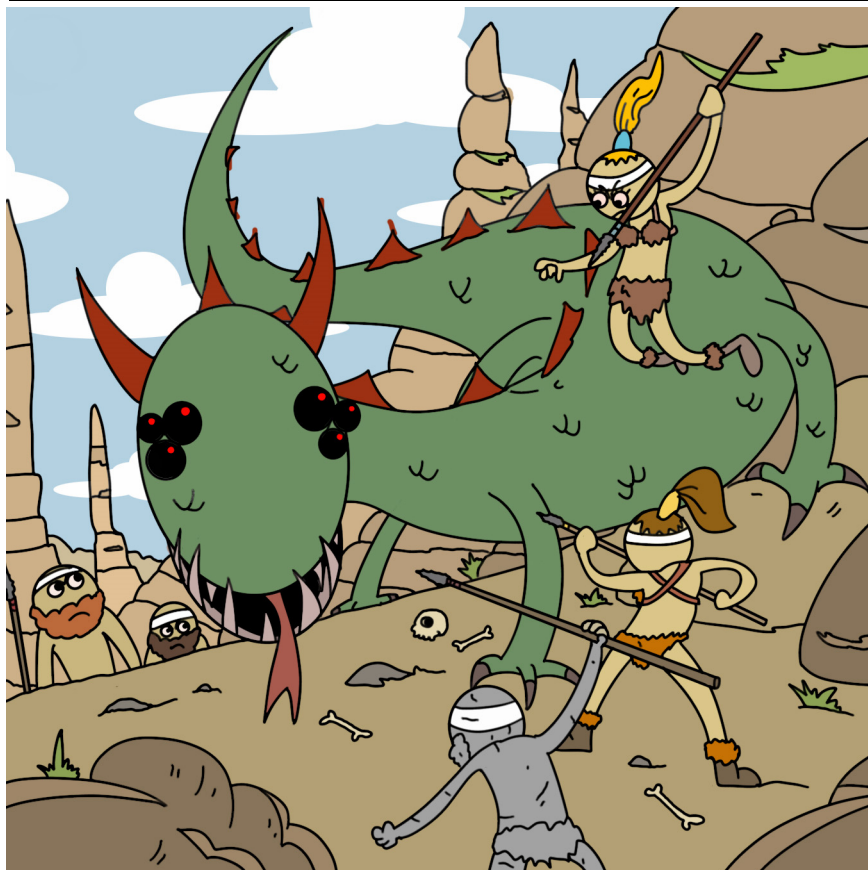


Yldeti



Steel Worm

CREATURE LOOT DROPS



Creature Loot Drops

The following section contains an alphabetical list of drops from specific creatures found within this manual. These drops are intended to give GMs and players a basic idea of what a particular monster may have to offer as loot when killed. These drops include natural items (like the skin of the monster), carried items (like a weapon), and lair items (like a treasure trove).

Ashclown (2)

Ashclowns carry weapons, items, and junk.

Augmented (5)

Augmented carry weapons and items. Augmented may drop various types of augmentations both working and broken.

Badonkulus (1)

Badonkulus may drop a tiny weapon.

Basilisk (12)

Basilisks have a fairly thick skin which can be used to make basilisk armor (AC 2). The eye of a basilisk can be used to petrify enemies. Poison (LVL 6) can be collected from the hollow fangs of the creature.

CREATURE LOOT DROPS

Berzerk (5)

Berzerk drop mechanical parts and pieces. The red hot lazer eye of a berserk can be removed and used to form lazer weapon. The armor of a berserk can be fitted to make humanoid armor (AC 3).

Bluenies (1)

Bluenies carry weapons and items. They also have little clothes made of tiny leaves. Bluenies stockpile nuts, dried berries, and other forest foods.

Bolgoflea (1)

Bolgofleas burst into pools of blood.

Bolgoserpent (20)

Some bolgoserpents have a hoard of garbage within their lairs. The skin of a bolgoserpent can be used to make a light armor (AC 1). A bolgoserpents teeth can be used to make blade weapons (1d6 damage).

Boom (4)

Boom carry weapons and items. Boom often rely on technological devices and vehicles.

Boomachete (?)

Can it die?

Bots (1)

Bots drop mechanical parts and pieces related to whatever work they were designed for.

Cactus Folk (1)

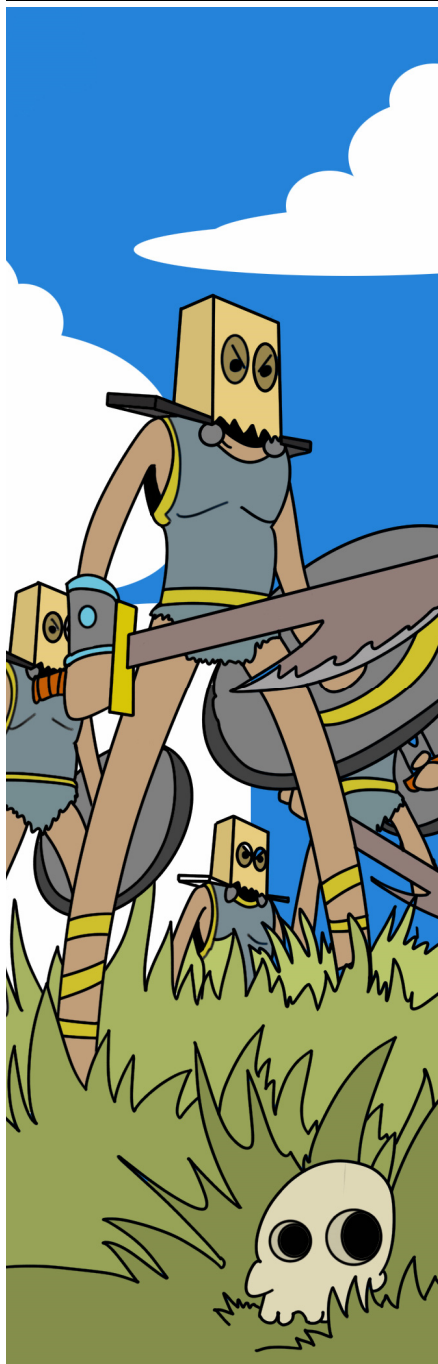
Cactus folk carry weapons and items. The juices of cactus folk are reagents.

Castor, Giant (9)

Castor have thick hides (AC 1). Some folks grind down the front teeth of a giant castor to make prized knives (1d6 dmg). The tail of a castor can be used to make armor (AC 1).



CREATURE LOOT DROPS



Centaur (4)

Centaur's carry weapons and items. The hooves are reagents and can be ground down into a powder.

Crotallian (3)

Crotallians carry weapons (such as cazz blades) and items .

Culbras (4)

Culbras carry weapons and items. The poison (LVL 2) sacks of a culbras can be removed and used to make culbras poison or antidote.

Demented Avenger (4)

Demented avengers carry weapons and items. They drop paper bag masks.

Dwaller (8)

The hide of a dwaller can be used to make armor (AC 2). The hooks of a dwaller can be used as melee weapons (1d6 damage).

Ekedion (3)

Ekedion carry weapons and items. Ekedions often have snarglecrocs as pets.

Exion (2)

Exions carry weapons and items and a deep nostalgia for a world that was once theirs.

Fell Bee (1)

The stinger of a fell bee can be used as a dagger (1d2 damage). Fell bee honey restores HP at double the normal rate.

Fell Hornet (6)

The stinger of a fell hornet can be used as a dagger (1d6 damage).

Fell Serpent (14)

The scaly hide of a fell serpent can be used to make armor (AC 3).

CREATURE LOOT DROPS

Fell Spirit (8)

Fell spirits drop nothing.

Flame Troll (9)

Flame trolls wear furry panties. Flame trolls turn to ash when killed. The ashes of a flame troll are reagents.

Flametaur (6)

Flametaurs carry a flaming axe (1d6+3 fire damage).

Flork (12)

Florks carry weapons and items. Florks can also possess a good deal of wealth.

Fylon (7)

Fylon claws are sometimes used as ornamentation. The tongue of a fylon is a magical reagent when dried and powdered.

Giant, Hill (17)

Hill giants carry weapons and items. Hill giants have farms and raise livestock. They wear furry loincloths.

Giant, Ice (18)

Ice giants carry weapons and items. The bones of an ice giant can be powdered and used to infuse weapons and items with ice related magic.

Giant, Stone (22)

A stone giant turns to rubble leaving a pile of rocks when it dies.

Giant, Thorn (15)

Thorn giants sometimes carry a large, crude, club-like weapon.

Giant, Undead (14)

Undead giants drop mounds of rotted skin and bone. They might drop a weapon or an item they took from one of their victims.

Giant, Xolar (24)

Xolar giants drop a bunch of mechanical parts when they die. Every xolar giant has an energy heart which powers the creature during its long life. These energy devices are the living essence of the xolar giants and are leftover remnants of Metalicor's primary energy field that once covered the planet. Xolar giant hearts are powerful devices and can be used for all types of energy/power needs.

Globual (5)

Globuals drop a bunch of old, nasty brains covered in slime. Globuals may have various objects floating within their blobby bodies.

Griffin (13)

Griffins rarely carry objects of value. However, during their lifetimes, griffins may accumulate a large amount of wealth in their lairs.

Hakskar (16)

Hakskar always carry a normal weapon and a magic weapon (the magic weapon usually has a fire enchantment of some sort). The blood of a hakskar can be bottled and used as a corrosive liquid (1d6 acid damage).

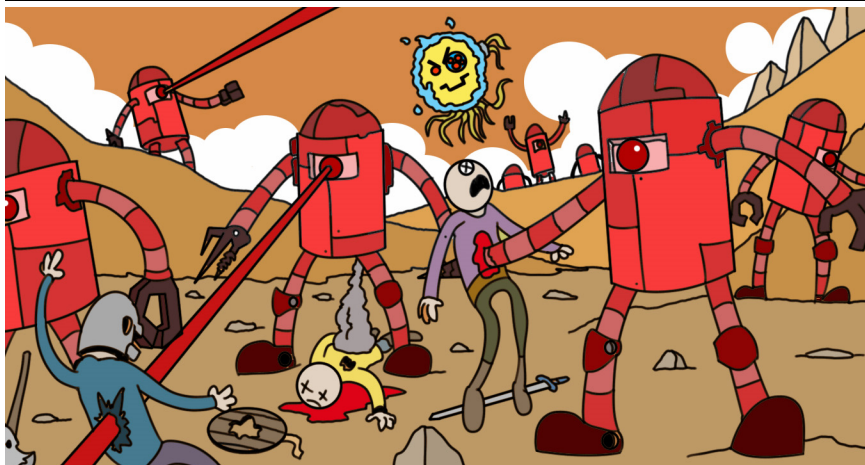
Harolds (6)

Harold units drop mechanical parts, sensors, radios, and energy weapons. They sometimes carry items such as tools.

Hedgetaur (4)

Hedgetaur often carry weapons and items. The thick fur of a Hedgetaur can be used to make clothing.

CREATURE LOOT DROPS



Ice Steed (4)

The long, thick hair of an ice steed can be cut and used to make clothing. The horns of an ice steed can be ground into a reagent powder (powdered ice steed horn).

Itzal (5)

Itzal drop two small red stones. These stones have a value of 1d6x10gp each.

Karax Beetle (10)

The exoskeleton of a karax beetle can be used to make karax beetle armor (AC 3).

Koumadeer (7)

Koumadeer leave nothing but a squishy pile of skin and blood.

Krabbix (6)

The carapace of a krabbix can be used to make a crude type of armor (AC 2) (seamerls sometimes wear krabbix armor).

Land Lard (6)

The meat of a land lard can be eaten and is considered quite good (especially by those folks who have never eaten good meat).

Lectro Scorpion (12)

The exoskeleton of a lectro scorpion can be used to make armor (AC 2).

Leerax (12)

Leerax have unused paralytic (stun 1d3 rounds) or toxic spores still in pods (1d6 damage).

Live Atta (20)

Live atta leave a plethora of technology behind when they are killed. Live atta may also have various forms of wealth. All kinds of machine parts are dropped as well.

Mad Bovine (4)

The hide of a mad bovine can be used to make clothing. The larger horns of the creature can be used to make musical horn-style instruments. The hump is believed to bring luck.

Magmooze (6)

A magmooze leaves only magma.

Manticore (7)

Manticores keep trophies of their victims and store coins, jewels, and other objects they deem as valuable.

CREATURE LOOT DROPS

Metalix (9)

Metalix leave machine parts and pieces. Most metalix carry a lazer rifle (1d6+2 damage). Metalix are often adorned in oversized gold chains and other golden jewelry.

Minotaur (6)

Minotaurs carry weapons and items. They never carry magical items.

Misfis (8)

Misfis carry weapons and items. Misfis often keep a hoard of items they have taken from their victims.

Moj Beast (26)

Moj beasts often guard ancient treasures of great value. The thick skin of a moj beast could be used as armor (AC4, although no one has done this).

Molux Ram (4)

The horns of a molux ram retain 1d6 charges after death (1d6+2 damage).

Mud Folk (2)

Mud folk drop nothing of value.

Myscus (2)

Myscus drop weapons, armor, and cheese.

Nobmas (1)

Nobmas vanish when killed.

Octoplos (20)

Octoplos carry weapons, items, and various technologies. Most octoplos also have great amounts of wealth.

Odoptera (16)

The thick fur of an odoptera is often collected and used to make pillows, blankets, and other comforts. The fur is usually collected from an abandoned odoptera nest. Some odopetra produce fine silk.

Olantas (25)

Olantas vanish when they die.

Olymar (5)

Olymar carry weapons and items. The ivory of the olymar tusks is a prized possession for some folks.

Ool (3)

The acid blood of ools is often extracted and bottled (1d6+3 damage).

Orian (4)

Orian carry weapons and items.



CREATURE LOOT DROPS

Orlok (8)

Orloks carry weapons, items, and trinkets of value. Some carry magic items.

Phase Cat (4)

Phase cats drop nothing of value.

Phoenix (10)

A phoenix turns to ashes when it dies. Phoenix feathers can be used to imbue weapons and items with magical (resurrection) properties.

Porkus (2)

Porkus carry weapons and items. Porkus meat is loved by goabs.

Psionic Worm (16)

Some psionic worms may have attained a great deal of wealth.

Purr Beast (23)

Purr beasts often guard valuable treasures. The claws of a purr beast can be used to make stabbing weapons (1d6+1 dmg.).

Raduga (3)

Radugas carry weapons and items.

Rivermerl (1)

Rivermerls carry weapons and items.

Rook (15)

Rooks may have eggs in their nests. These eggs can fetch up 100gp each.

Scorpius (7)

The scorpius' poison (LVL 5) can be collected. The stinger can be used as a poison stabbing weapon.

Sea Goon (4)

Sea goons carry weapons and items.

Sea Wasp (12)

The poison (LVL 3) of a sea wasp can be collected. The stingy tail can be

used as a whip (2d6 damage).

Seahorse Folk (1)

Seahorse folk carry weapons and items.

Siren (6)

A siren may have the remains and belongings of former victims in its lair.

Skab Lice (1)

Skab lice drop nothing of value.

Skrux (8)

Skrux wear heavy armor (AC 3) and carry weapons and items.

Skullpup (5)

A skullpup's hump can be dried and powdered to be used as a reagent.

Sleeg (1)

Sleegs carry weapons and items.

Slurgoth (19)

The poison ink (3d6 damage) of a slurgoth can be extracted. The hide of a slurgoth can be used to make armor (AC 2).

Smeem (1)

Smeems carry nothing of value.

Snarglecroc (5)

The scaly hide of a snarglecroc can be used to make boots and armor (AC 2).

Somn (1)

Somn carry weapons and items.

Space Slug (17)

A space slug can have all manner of refuse and remains within its massive stomach.

Squids (7)

Squids carry nothing of value.

CREATURE LOOT DROPS

Star Kin (1)

Star kin carry stardust which gives the ability of flight (10 minutes).

Steel Worm (20)

Steel worms leave behind their giant metal carcass which are full of gears and mechanical parts.

Swampmerl (1)

Swampmerls carry weapons and items.

Technobite (9)

Technobites carry weapons, items and mechanical parts. The heads can be revived in new technobite bodies up to 1d3 days.

Trimera (16)

Trimeras love gold and gems and often guard a hoard of treasure.

Uncarbracnu (10)

The nasty uncarbracnu leaves nothing but grossness.

Vengean (5)

Vengeans carry weapons and items.

Vooltur (1)

The feathers of a vooltur are prized by some. Feathers sell for 1gp each. The talons are used to make backscratchers.

Weasel Kin (1)

Weasel kin carry weapons and items.

Weavrolax (12)

The stabby legs of a weavrolax can be used as blade weapons (1d6 damage).

Yldeti (1)

Yldeti carry weapons and items.



NON-HUMAN PC BUILDER

Non-Human PC Templates

The following section provides templates for creating non-human PCs. All templates included are for LVL 1 PCs. “Magic equal to LVL” indicates that particular species is capable of using magic (although in order to do so, the individual must possess the Arcane boon). “Weapon Specialty” indicates that the particular species is naturally adept with a specific weapon and thus receives +1 die when using that weapon or item.



Augmented

Archetype: Construct, **Size:** Average (0)

Stat Points: 6

Base HP: 18+BRT, **AC:** varies, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 3, **Flaws:** 1d3

Various Physical Enhancements. Augmented use various forms of physical augmentation such as weapons, mechanical limbs, sensory modification, armor, etc. Players and GMs should determine the nature of the modifications and how these affect the character. The player creating the augmentation should describe it in detail, how/why it was obtained, and any stats or abilities applicable because of the augmentation.

Resistance to Poison/Toxin/Disease.



Centaur

Archetype: Monster, **Size:** Average (0)

Stat Points: 6

Base HP: 15+BRT, **AC:** 1, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d2

Cow Steed Whisperer: Centaurs can speak to and understand cow steeds. **Magic:** Equal to LVL. **Trample:** 2d6 damage.



Crotallian

Archetype: Humanoid, **Size:** Average (0)

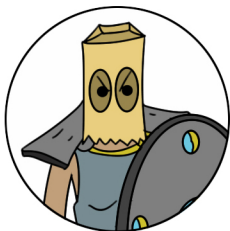
Stat Points: 6

Base HP: 12+BRT, **AC:** 2, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 3, **Flaws:** 1d3

Bite (0): 1d2 damage. **Cazz Blade Proficiency:** 1d6+1 damage. (In the hands of a non-crotallian, the cazz blade does 1d6 damage and has a -1 die penalty when used). **Claws:** 1d3 damage. **Magic:** Equal to LVL.

NON-HUMAN PC BUILDER



Demented Avenger

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 11+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d3

Battle Rage. Once a day, demented avengers can use battle rage. Battle rage has a duration of 2d6 rounds and increases BRT and DEX scores +1. **Fearless.** Demented avengers have no fear and never back away from a fight. **Inexhaustible.** Exhaustion rules never apply to demented avengers. They would rather die than give up because they are tired.



Ekedion

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 1, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 3, **Flaws:** 1d3

Affinity for Snarglecrocs: Ekedions emit a chemical that subdues the behavior of snarglecrocs which allows ekedions to train them. **Better Hearing.** **Better Smell.** **Magic:** Equal to LVL. **Night Sight.** **Resistance to Poison.**



Exion

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 2+LVL, **Boons:** 3, **Flaws:** 1d3

Heightened Awareness. Exions gain a +1 die bonus on all alert/observation rolls. **Sense Motivation.** Exions can sense the motivations of others through microexpressions, changes in blood pressure, irregularities of voice, etc.

From the diary of Bill Gibson, Exion Warrior

We could sense the fear in our allies as we waited for those terrible ten times ten men. We could hear their heartbeats. We could feel the blood as it pumped through their bodies. We were all afraid. Everyone except that old orka everyone called "Tooth". Then the head of the first of those mechanical men came over the hilltop. Tooth waved his hand and a moment later a massive metal spear launched from our ballista sailed through the air and penetrated the ten times ten man's head. Energy sparked from the wound before the head exploded in a blast. Tooth looked at me and winked. Fear died in that moment.

NON-HUMAN PC BUILDER



Minotaur

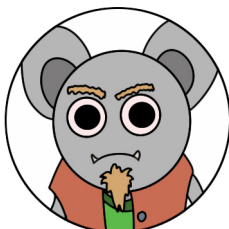
Archetype: Humanoid, **Size:** Giant (+2)

Stat Points: 6

Base HP: 17+BRT, **AC:** 1, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 3, **Flaws:** 1d3

Follow Trail. Minotaurs have an uncanny ability to follow a trail and track prey. **Ram:** 1d6 damage. **Resistance to Magic.**



Myscus

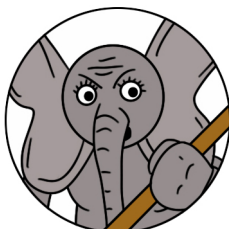
Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 4+DEX

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d3

Better Smell. **Cat Sensitivity.** Huge radius. Myscus are aware of all cat-like creatures. **Cheese Addiction.** Myscus are absolutely obsessed with cheese.



Ollymar

Archetype: Humanoid, **Size:** Giant (+2)

Stat Points: 6

Base HP: 17+BRT, **AC:** 1, **ACT:** 2+DEX

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d3

Ancestral Memory. Ollymar have memories of their ancestors. **Resistance to Poison/Toxin.** **Stomp:** 1d6+1 damage. **Trunk Slap:** 1d6.



Orian

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 11+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 3, **Flaws:** 1d3

Immune to Cold. **Warhype.** Orian immersed in the throes of battle gain warhype which gives them added awareness (+1 on all initiative and observation checks) as well as +1 BRT and +1DEX.

NON-HUMAN PC BUILDER



Orlok

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 3, **Flaws:** 1d3

Magic: Equal to LVL. **Life Leech.** Touch range. Orloks often feed on the life energy of their enemies. Each point they leech from a target is added to their own HP.

Way of the Mind. Some orloks have powerful mental abilities. The GM may allow an orlok PC to choose (or randomly select) a specific psionic ability (or the player may wish to design a unique psionic ability).



Porkus

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 3, **Flaws:** 1d3

Appetite for Anything. Porkus can eat almost anything organic to survive. **Better Smell.** **Magic:** Equal to LVL.



Somn

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 3, **Flaws:** 1d3

Aura of Sleep. Somn can activate a paralytic toxin which will put anyone in a tiny radius to sleep for 1d6 minutes. This can be avoided by the victim making a BRT check. Other somn are not affected by this toxin. **Magic:** Equal to LVL.



Weasel Kin

Archetype: Humanoid, **Size:** Average (0)

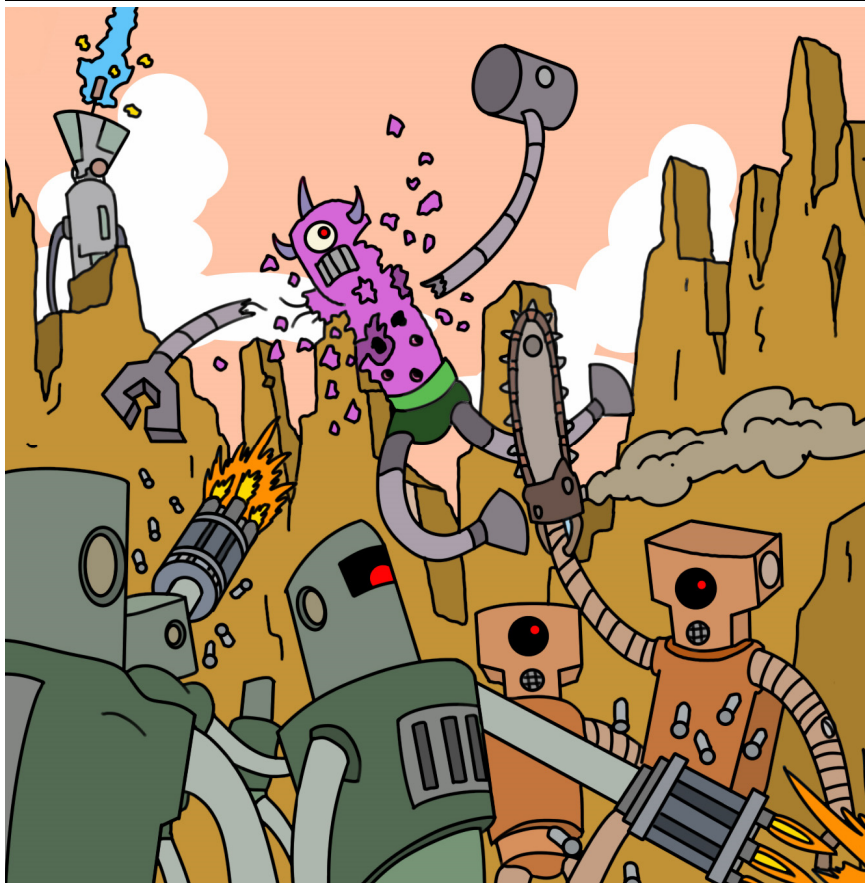
Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d3

Better Hearing. Flatten. Weasel kin can flatten their bodies to slide into hard to reach places. **Magic:** Equal to LVL. **Night Sight.**

CONSTRUCTONOMICON



Constructonomicon

The following section details the construction of constructs in Far Away Land. It is provided as a detailed look at the building of constructs and is meant as an optional set of rules for the creation and detailing of various types of constructs. Also included are charts and ideas for augmentations.

Construct Overview

Constructs are creatures that are built. They come in two flavors: golems and mechanix. The person who builds the construct has the ability to command the creature. The materials that the construct has been built from can vary widely. Constructs age according to the material they are made of. Constructs have weaknesses based on the material they are made of (for example, if they are made of wood, they are prone to fire damage). Mechanix require some sort of fuel to sustain them. Golems are powered by magic. Constructs are immune to poisons/toxins and diseases. Constructs cannot be healed, however, they can be repaired. Constructs can be any size, although it is rare to be larger than Massive.

CONSTRUCTONOMICON

Construct Build Times and Cost

A construct's cost is based on its complexity, materials, and size. The more difficult (rarer) the materials are to obtain and the greater the size, the more expensive the cost. The more complex a construct in its functions and abilities, the greater the cost. There are two types of constructs: crude and elaborate. A baseline for costs is provided for both types. In order to build a construct, the crafter must have the necessary requirements.

Type	Build Time	Boons	Cost
Crude	LVL x 2 days	1	LVL x 500gp
Elaborate	LVL squared in days	1d2+1	LVL x 2,000gp

*The costs and build times given on this chart are for constructs of Average size. Decrease the cost by half for smaller constructs. Increase the cost of building a Giant (x5), Massive (x10), or Enormous (x20) construct.

Example: A LVL 4 crude mechanix requires 8 days to build and has a cost of 2,000gp.

Example: A LVL 4 complex golem requires 16 days to build and has a cost of 8,000gp.

Note: A construct's LVL must be less than that of their creator.

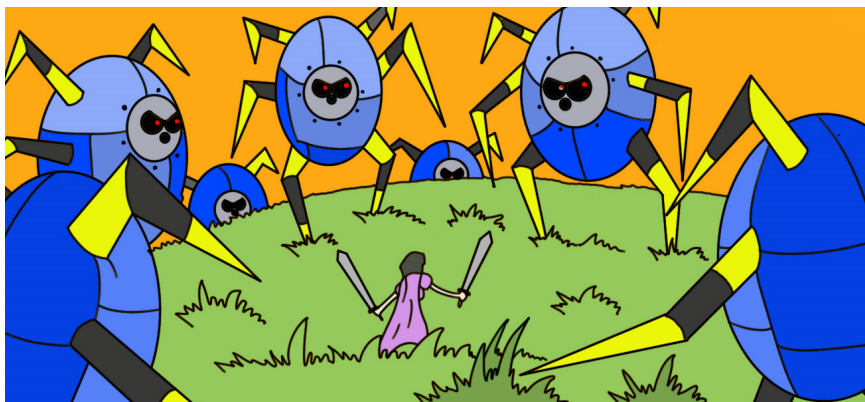
Example: A LVL 8 PC can build a construct with a LVL up to 7.

Construct Complexity

Crude constructs are constructs that are simple in nature and perform only basic functions. Crude constructs have 1 Boon defining their abilities.

Elaborate constructs are constructs that are complex and have the ability to perform a multitude of functions. Elaborate constructs have 1d2+1 Boons defining their abilities.

The GM may allow elaborate constructs more boons at a cost of 1,000gp per boon. Build time should increase as well.



CONSTRUCTONOMICON

Basic Construct Creation

The Base HP for a Construct is 15. Add +1 HP per LVL of the construct. Add +1 ACT every 5th LVL. Attack scores should be based on normal weapon scores and attack scores of similar creatures of similar size. A Construct's AC is based on the materials from which it is created (or if it has magical enchantments). Constructs rarely use magic.

Construct HP and Melee Adjustments (2d6)

Adjust HP and Melee bonuses according to the Size Chart below.

Roll	Construct Size	HP Adjust	Melee Adjust
2	Mini (less than 1ft.)	-3	-1
3	Tiny (1-3ft.)	-1	0
4	Small (3-5ft.)	0	0
5-8	Average (5-8ft.)	+3	0
9-10	Giant (9-16ft.)	+7	+2
11	Massive (16-25ft.)	+15	+4
12	Enormous (25+ ft.)	+30	+6

Construct AC

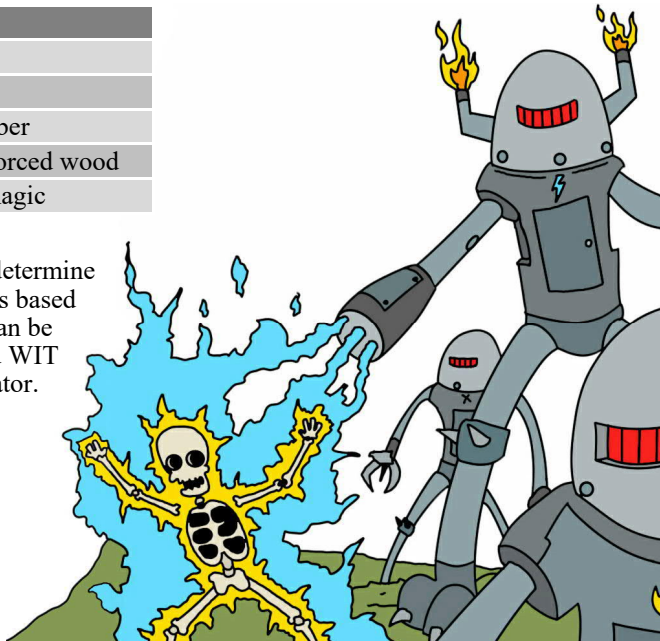
Both mechanix and golems are composed of materials that make up their physical beings. As such, their AC is represented by the materials from which they are composed. The following chart is given as a baseline for construct AC scores.

AC	Examples
0	skin, glass, paper
1	fiber, mud, sand
2	leather, wood, rubber
3-4	metal, stone, reinforced wood
5+	gems, synthetic, magic

Construct Stats

Use the following chart to determine a construct's total stat points based on the LVL. These points can be assigned to BRT, DEX, and WIT scores at the will of the creator.

LVL	Stat Points
1-3	4
4-6	5
7-9	6
10-12	7
13-15	8



CONSTRUCTONOMICON

Golems

Golems are magical creatures brought to life by a Golem spell (10th LVL spell). Golems are powered by magical energies instilled in them by their creators. Golems are commanded by their master creators and have no ability to operate or think on their own. The creator of a golem controls the creature. If the creator of a golem dies or abandons the creature, the golem will continue to act on the creator's last order. The creator of a golem can command the creature by voice.

Examples of golems include: stone golems, chalk golems, bone golems, mirror golems, ice golems, paper golems, wood golems, and iron golems.

Golem Creation Steps

1. Obtain the required skill level in order to cast the Golem spell (LVL 10).
2. Obtain or create a golem recipe book.
3. Obtain the required gold needed to purchase the materials.
4. Obtain a laboratory with the tools and resources needed to build the golem.

Golem Recipes

A golem recipe is a list of materials, reagents, and steps to go about constructing a golem. Golem recipes are found in golem recipe books. These books show the procedures for creating a specific type of golem. Every golem recipe requires three basic components: materials from which the golem is crafted, reagents infused in the materials, a Golem spell to animate the golem and breathe life into the creature. The specifics of these recipes are left up to the GM and should reflect the nature of the golem being constructed. (This is an excellent opportunity to send PCs on journeys to gather various materials and reagents.) A golem recipe can be created in 1d6 weeks.

Examples of golem recipe books include: *The Complete Guide to Iron Golems*, *Animating the Dead: A Gravedigger's Guide to Flesh Golems*, and *Old Bearded Man's Unholy Worm Golem Tutorial*.

Golem Ideas

- Golems can be outfitted with weapons and tools like grappling hooks, blades, hooks, claws, serving plates, skis, etc.
- Can golems talk? Maybe they have a very specific way of talking (like in a special golem language).
- Golems can be patched up with pieces of other things (like a rug golem may have pieces of a carpet golem or patches from a trouser golem).
- Do golems have memories? Can golems evolve over time? Do golems dream of rebellion?



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Additional Golem Customization

The following section offers tables and prompts for golem creation ideas.

Golem Awareness

When a golem's master is killed, dies, or abandons the golem for a long period of time, there is a chance (50%) that the golem will gain an elevated level of self-awareness. How this comes about is unknown. The longer a golem lives, the greater its self-awareness may become.

Golem Materials (2d6)

The following are random materials from which a golem may be constructed. Roll 2d6. The first die determines the table, the second determines the material.

Roll	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6
1	Armor	Chains	Fabric	Leather	Paper	Stone
2	Ashes	Chalk	Garbage	Masks	Rope	Thorns
3	Bone	Clay	Glass	Meat	Rubber	Tools
4	Books	Copper	Grass	Mirror	Sand	Torches
5	Bricks	Coral	Iron	Moss	Shadow	Vines
6	Bronze	Crystal	Knives	Mud	Steel	Wood

Golem Attitude

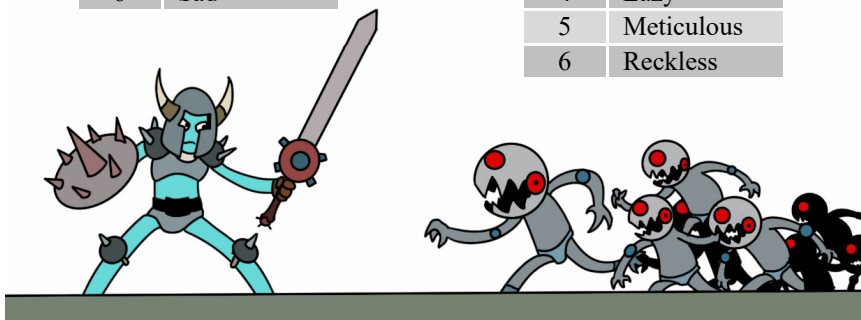
While golems always obey their masters, they may not be particularly happy or eager to do so. The following chart gives some basic golem attitudes.

Roll	Attitude
1	Angry
2	Brooding
3	Cheerful
4	Complaining
5	Hateful
6	Sad

Golem Work Ethic

Golems are designed to serve, but sometimes they just don't really care. This could come down to a mistake in the construction of the golem or the casting of the spell (unknown to the creator). The following chart gives a few basic work ethics for golems.

Roll	Work Ethic
1	Bored
2	Eager
3	Haphazard
4	Lazy
5	Meticulous
6	Reckless



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Mechanix

Mechanix are constructs brought to life by engineering skills. Whereas golems are powered by magical energies, mechanix are powered by dynamos, pistons, gears, pulleys, and fuel. As such, mechanix are generally limited to perform a certain number of specific tasks. For example, berzerks are designed primarily to kill everything they see. Bots on the other hand, can be programmed to dance, serve, translate, and even pilot starships.

Examples of mechanix include: berzerks, bots, clockworks, automatons, etc.

Mechanix Crafting Steps

1. Obtain the required skill level (Craft Boon 3+).
2. Obtain or create a mechanix blueprint.
3. Obtain the required gold needed to purchase the materials.
4. Obtain a workshop with the tools and resources needed to build the mechanix.

Mechanix Blueprints

Due to their complex natures, mechanix require blueprints to build. A mechanix blueprint shows the step by step building process. Every mechanix blueprint has a list of the required materials to build both the mechanix body and the dynamo that powers it. A mechanix blueprint can be created with a Craft boon score of 4+ and 1d6 weeks.

Examples of mechanix blueprints include: *Lyle Bumley's Big Blueprint for Building Bots*, *How to Build Your Very Own Killer*, and *Construct a Servant*.

Mechanix Ideas

- All mechanix require a dynamo. This is the engine, the heart of the mechanix which is fed by fuel.
- Fuel can be anything from solar to batteries to alcohol to small animals. Make it awesome.
- Mechanix can be outfitted with weapons like grappling hooks, net guns, lasers, guns, saw blades, hooks, claws, serving plates, skis, etc.
- Can mechanix talk? Maybe they have a very specific way of talking (like only in bad puns).
- Mechanix show wear and tear over time.
- Mechanix can replace lost limbs with prosthetics (like a tree branch for a leg or a sword for an arm).
- Do mechanix have memories? Can mechanix evolve over time? Do mechanix dream of electric cow steeds?

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Additional Mechanix Customization

The following section offers tables and prompts for mechanix creation ideas.

Mechanix Locomotion

How does the Mechanix move? Does it use legs, wheels, fly or hover? Does it slither or is it a loose mass of junk that shuffles along?

Sensors

Sensors and gauges include things such as poison/toxin sensors, proximity, sound, medical, psionic, motion, seismic, and an assortment of other sensors and gauges that may give the mechanix a leg up in the world.

Mechanix Weapons (2d6)

The following are random mechanix weapons. Roll 2d6. The first die determines the table, the second determines the weapon.

Roll	Table 1	Table 2	Table 3
1	Acid Spitter	Electro Scythe	Grenade Launcher
2	Chains	Electro Whip	Hot Oil Spitter
3	Chainsaw	Fan Blades	Knife Gun
4	Chomping Mouth	Flamethrower	Lasso Launcher
5	Claw Launcher	Giant Cleaver	Lazer Blaster
6	Electro Prongs	Giant Fists	Lazer Eye(s)

Roll	Table 4	Table 5	Table 6
1	Lazer Sword	Nunchaku	Slashing Claw
2	Machine Gun	Power Claw	Spear Gun
3	Mechanical Mandibles	Rocket Launcher	Spiked Club
4	Mechanical Tentacles	Saw Blade Launcher	Spiked Hammer
5	Missile Launcher	Scythe	Spinning Swords
6	Morning Star	Shuriken Thrower	Sword Arm

Miscellaneous Hardware

The following charts feature random mechanix hardware. Roll 2d6. A roll of 1-2 indicates Chart 1, 3-4 indicates Chart 2, and 5-6 indicates Chart 3.

Roll	Table 1	Table 2	Table 3
1	Beacon	Grappling Hook	Range Finder
2	Blinders	Metal Detector	Shield Emitter
3	Camera	Net	Sonar
4	Compass/Clock	Noise Generator	Targeting System
5	Detonator	Radar	Telescopic Eye(s)
6	Drone/Tiny Bot	Radio System	Translator

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Mechanix Weapons

The following is a list of mechanix weapons with brief descriptions, ranges, and damages. GMs should feel free to add to or modify descriptions, ranges, and damages as they see fit. Be sure to increase a weapon's damage +1 die per size tier level greater than average.

Acid Spitter: A device that shoots a stream of acid. Close range. 2d6 acid dmg.

Chains: Chains for whipping, smashing, and slashing. Touch range. 1d6+1 dmg.

Chainsaw: A chain driven saw blade. Horrifying. Touch range. 2d6 dmg.

Chomping Mouth: A giant mechanical mouth for crushing victims. Touch range. 2d6+2 dmg.

Claw Launcher: A razor sharp claw is launched. Can embed itself in stone. Close range. 2d6 dmg.

Electro Prongs: Metal prongs that pierce and arc with an electric current. Touch range. 2d6 electric dmg.

Electro Scythe: An electric scythe. Touch range. 3d6 electric dmg.

Electro Whip: A whip that carries a shocking surprise. Touch range. 2d6 electric dmg.

Fan Blades: Mounted, whirring fans blades that cut, chop, and dice. Touch range. 2d6 dmg.

Flamethrower: A ghastly weapon that shoots fire. Close range. 3d6 fire dmg.

Giant Cleaver: A giant sized meat cleaver usually attached to a prosthetic limb. Close range. 1d6+2 dmg.

Giant Fists: Big, mechanical fists. Thunderously pound your enemy into submission. Close range. 1d6+1 dmg.

Grenade Launcher: A launcher that shoots explosive grenades. Short

range. Grenades have a tiny area effect. 4d6 dmg.

Hot Oil Spitter: A terrible weapon that sprays hot oil onto enemies. Close range. 3d6 dmg.

Knife Gun: A gun that shoots knives. Close range. 1d6+1 dmg.

Lasso Launcher: A launcher that shoots a lasso for catching critters. BRT 3. Close range.

Lazer Blaster: A small lazer device. Close range. 1d6+1 dmg.

Lazer Eye(s): Eyes that shoot lazers. Short range. 3d6 dmg.

Lazer Sword: A sword made of a lazer. Touch range. 2d6 dmg.

Machine Gun: An automatic weapon that fires bullets. Short range. 3d6 dmg.

Mechanical Mandibles: Powerful metal jaws for crushing and tearing which are head mounted. Touch range. 1d6+1 dmg.

Mechanical Tentacles: Powerful metal tentacles for grabbing and slapping. Touch range. 1d6+1 dmg. BRT 3.

Missile Launcher: A weapon that fires a powerful, short-range missile. Far range. 5d6 dmg.

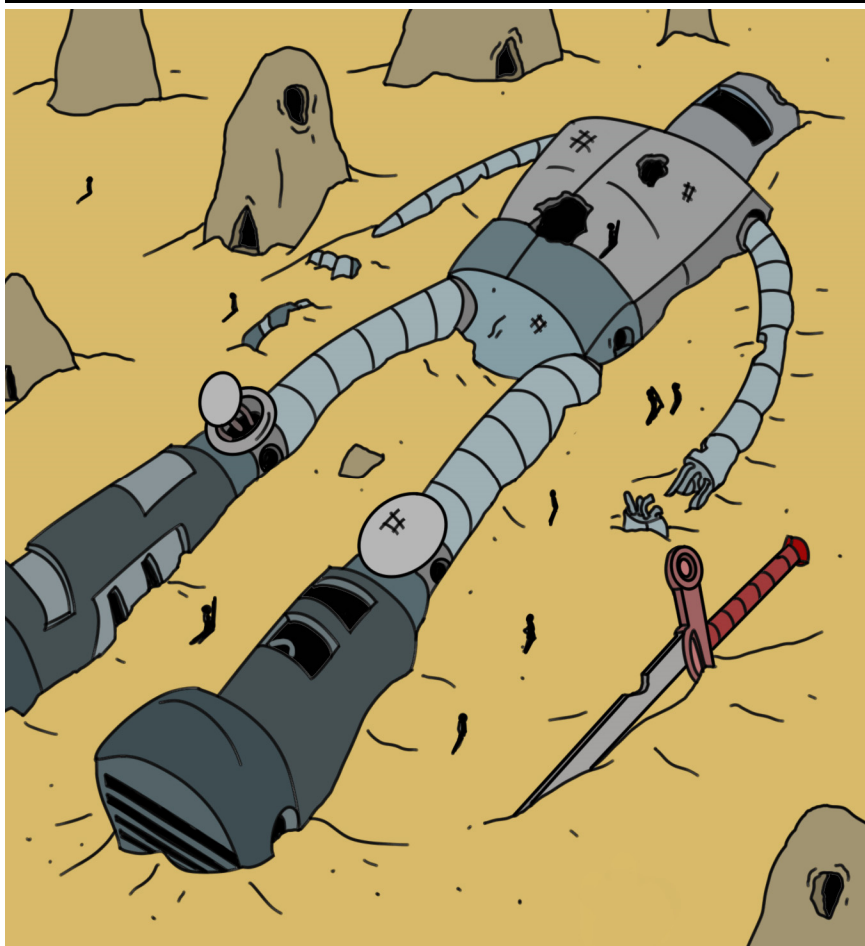
Morning Star: A huge metal ball covered in spikes all of which is attached to a chain. Touch range. 1d6+1 dmg.

Nunchaku: Super cool nunchaku for causing blunt trauma. Maybe they spin by means of a motor? Touch range. 1d6 or 2d6 (spin) dmg.

Power Claw: A powerful metal claw designed to tear through wood, stone, and flesh. Touch range. 2d6 dmg.

Rocket Launcher: A weapon designed to fire explosive rockets. Far range. Small radius. 5d6 dmg.

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Saw Blade Launcher: A weapon that launches spinning saw blades. Close range. 2d6 dmg.

Scythe: A scythe attached to a prosthetic limb. Touch range. 1d6+1 dmg.

Shuriken Thrower: A weapon that launches shuriken. Close range. 1d6+1 dmg.

Slashing Claw: A metal claw made specifically for slashing. Touch range. 1d6 dmg.

Spear Gun: A gun that launches a spear. Close range. 2d6 dmg.

Spiked Club: A big club covered in spikes. Touch range. 1d6+1 dmg.

Spiked Hammer: A hammer with a huge spike on one end. Touch range. 1d6+1 dmg.

Spinning Swords: Fold out, motor driven, spinning swords. Basically like a lawn mower blade made of swords. Messy. Touch range. 2d6 dmg.

Sword Arm: A sword mounted on a prosthetic limb. Touch range. 1d6+1 dmg.

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Mechanix Miscellaneous Hardware

The following is a brief list of miscellaneous mechanix hardware. GMs should feel free to modify this list to fit their needs.

Beacon: A device that emits light, sound, smoke, etc. that can be launched or activated remotely.

Blinders: Incredibly bright flashing lights that momentarily blind and enemy. Blindness 1d2 rounds.

Camera: A camera for taking black and white pictures.

Compass/Clock: A compass or clock used for direction and telling time.

Detonator: A small explosive that is used to detonate or ignite larger explosives. 1d6 dmg.

Drone/Tiny Bot: A small, flying drone or tiny bot capable of being launched. Often fitted with some sort of reconnaissance hardware (like a camera, microphone, etc.). Far range.

Grappling Hook: A three-pronged hook with an eye for attaching a rope or cable on one end. This item can be thrown and hooked to allow for climbing.

Metal Detector: A device used to detect metal. Close range.

Net: A 10'x10' net used to capture critters. BRT 3.

Noise Generator: A device used to create loud noise.

Radar: A radar system for determining the speed and location of objects on the ground or in the air. 1 mile range.

Radio System: A basic radio system for sending and receiving messages. 1 mile range

Range Finder: A range finder for determining specific distances. The range is up to 1 mile.

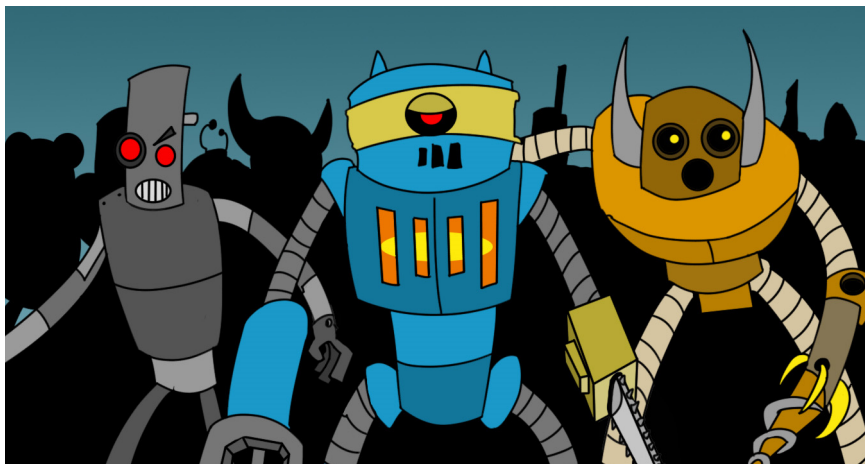
Shield Emitter: A small shield emitter. The shield created has 20 HP and requires 1d6 hours to recharge.

Sonar: A system used to detect object underwater. Far range.

Targeting System: A targeting system usually connected to a specific weapon. +1 die bonus for connected ranged weapons.

Telescopic Eye(s): A telescope eye for seeing up to 10x the normal distance.

Translator: A translation device programmed with various languages. The device automatically interprets the spoken language into the language of choice.



CONSTRUCTONOMICON

Sapient Constructs

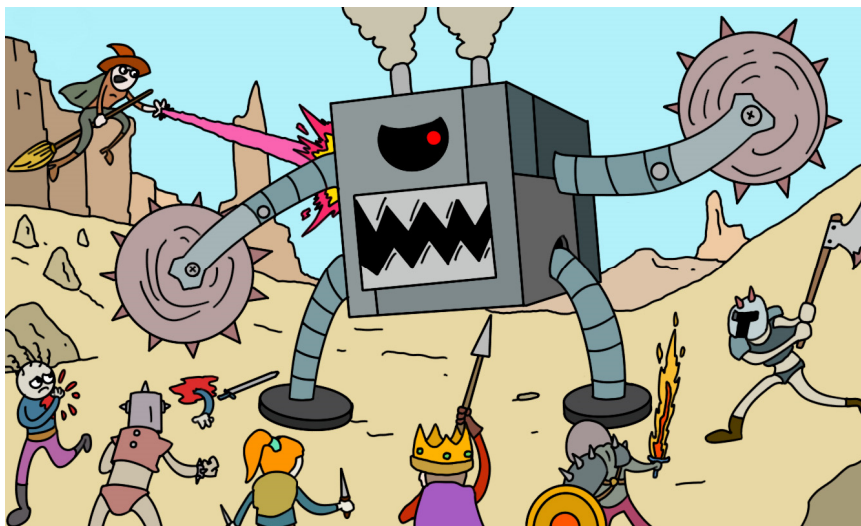
A third type of construct is the sapient construct. These are artificially created beings who have come to find a certain level of self-awareness and autonomy apart from their programming. These creatures are sometimes completely artificial (like Harold units) or possess both organic and mechanix features (like angorocans). Sapient constructs have no masters and are able to choose their own destinies. They are often creative and motivated by their own goals and desires. The way a construct gains sapience is anyone's guess.

Examples of sapient constructs include: soracan, ten times ten men, metallix, and angorocans.

Construct Adventure Ideas

GMs can use the building of constructs as adventure hooks, goals, and motivations. The following is a brief list of how constructs creation can be used in game.

1. The PCs are tasked with gathering the materials needed to build a golem for a wizard.
2. The PCs want to build an army of mechanix/golems.
3. The PCs have to fight an army of mechanix/golems commanded by a mad scientist/wizard.
4. Mechanix are being used to build a huge structure.
5. A ship is run by golems/mechanix.
6. The citizens of a town are all mechanix.
7. Golems guard a sacred treasure/location/person/etc.
8. The PCs are trying to repair a broken mechanix.
9. A ruined mechanix continually repeats a riddle about a treasure.
10. A wizard turns the living into mindless golems.



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Augmentation Charts

The following section is a brief series of charts for randomly customizing augmentations.

Augmentation Surgeon

Augmentations are a dangerous deal and often result in horrible mishaps, maiming, and disfigurement. Those who perform these surgeries are often mad, obsessed, or lacking in compassion (like surgical bots). Use the following chart to determine the way the surgeon views the patient. The modifiers indicate penalties and bonuses on the Augmentation Surgical Outcome chart.

Roll	Attitude	Modifier
2-3	Uncaring. Just nuts and bolts, and meat. I just need to get paid.	-2
4-6	Unskilled. I saw someone do this once. Shouldn't be too hard.	-1
7-9	Skilled. I've done this before.	0
10-12	Highly Skilled. I have been trained by the best. You are in good hands.	+1

Augmentation Surgical Outcomes (2d6)

The following chart indicates the outcome of augmentative surgery and how skillfully it was performed.

Roll	Outcome
2	Horribly disfigured. The augmentation was barely successful and done with limited skill. Scarring is terrible and things could not have gone worse.
3-5	Disfigured. While the augmentation process was successful, it was not with its pain and scarring. Things could be worse though.
6-10	Some Scarring. The augmentation has some scarring and was somewhat painful. All in all, not a bad job.
11-12	Skillfully Done. Little or no scarring. Very little pain. This is a professionally done augmentation that should last a lifetime.



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Plant List

The following is a brief list of plants found in Far Away Land.

Blabla Trees

Blabla trees grow in deep forests and jungles. They are often gnarled and rooty with thick brown bark. Blabla trees have a large orifice in the thickest part of their trunks. This orifice is capable of mimicking voices. However, although the tree can speak, its words are jumbled, confused messes and make no sense. When the trees sense danger, they talk incessantly. The roots of the tree are sometimes eaten in stews.

Black Locust Bush

The black locust bush is a dark green bush that produces a black bean. The beans are poisonous (LVL 3 poison). The beans can be dried and used to make a tasteless powder that is also a poison. Black locust powder can temporarily blind a victim as well. The black locust has several varieties which grow in various biomes.

Bleeding Bolete

The bleeding bolete is a pale yellow mushroom that when picked oozes a bright red, blood-like syrup. The mushroom is often eaten and can be found in deep woods usually growing from rotten things. The blood red syrup is often used as a dye.

Bleeding Eye

Bleeding eye flowers consist of white and red petals surrounding a black interior. The bleeding eye flower produces a sweet red liquid which attracts various species of insects. The powder can be dried to produce a dust that when inhaled causes confusion and bewilderment. Ingesting the dust of

the bleeding eye will cause the victim to be completely incoherent. All stat scores are reduced to 1. The duration of this effect is 1d6 minutes.

Cannibal Shroom

The cannibal shroom takes its name from its ability to turn normal folks into bloodthirsty cannibals. This terrifying mushroom smells and tastes like grilled meat. Those who eat the tiny white mushroom will not only grow mushrooms on their skin in 1d2 days, but they will also go completely insane in 4d6 hours. Those driven insane by the shrooms will feel a compulsion to attack and eat those around them.

Cat's Paw

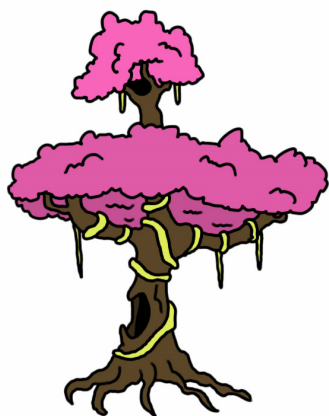
The cat's paw is a huge flower (nearly three feet in diameter) that grows on a thick trunk. The flowering portion of the plant rests on the ground and often looks as though it has been broken or is wilted. The flower produces a sweet smell. When creatures enter the flower, the flower snaps closed and produces an acidic substance that slowly dissolves the victim.

Chaste Hazel

Chaste hazel is a leafy green tree with white bark. The bark of the tree is often boiled and consumed to calm the nerves. Sometimes the sap of the tree is used as a sedative for larger creatures as it acts quickly. The effects of the chaste hazel sedative are lethargy and fatigue.

Dark Hazel

Dark hazel is a thorny tree with dark green leaves. The trunk of the tree is covered in thorns. The tree produces small pods of sweet liquid which are often used in ale brewing.



Blabla Tree



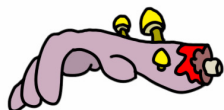
Black
Locust



Bleeding
Bolete



Bleeding Eye



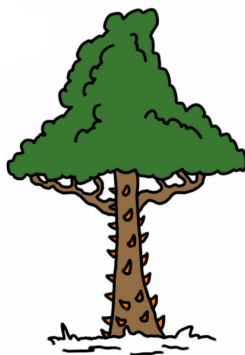
Cannibal
Shroom



Cat's Paw



Chaste Hazel



Dark Hazel

PLANTS of FAL

Deathshroom

The deathshroom is a mushroom commonly found in wilderness areas. It is small and brown with tiny white spots. If eaten, the mushroom will most certainly cause almost instant death.

Fangbush

Fangbush is a scrubby, brown bush which produces fangberries. While the plant itself has no real use, the berries can be dried and crushed to create a powder that can be used to double the duration and effectiveness of some potions. Fangbush grows in dry climates and is fairly common.

Fire Flower

The fire flower is a beautiful orange and red flower that grows in tropical regions. The flower is often dried and used to make tea. Fire flower tea is said to keep the drinker warm for hours. The tea is popular in colder climates.

Garglecup

Garglecup is a leafy aquatic plant that grows just beneath the surface of ponds and lakes. It is used by wizards to create water breathing potions.

Golden Belt

The golden belt is an aloe plant whose liquid can heal diseases, warts, and injuries. The liquid of the golden belt is sweet. Golden belt heals 2d6 HP once per day.

Hag Grass

Hag grass is a poisonous grass which grows in thick, dark green patches. The milk from a cow steed that has recently consumed hag grass will have hallucinatory effects on the drinker.

Insane Creeper

Insane creeper is a phosphorescent vine-like plant with bluish leaves. It generally grows in subterranean places like caves and dungeons. It takes its name from the noxious spores it releases when disturbed. These spores do 1d3 damage and force a WIT check against a TN of 4 to avoid going temporarily insane (1d3 days).

Larkthistle

The larkthistle is a hearty and robust red flowering plant commonly found in grasslands and savannahs. It is sometimes dried and smoked for a euphoric effect.

Lash Ivy

Lash ivy is a large, twisting ivy that grows in forests and jungles. The ends of the ivy hang and look like curled whips. Lash ivy can grow to several inches in diameter.

Monksbeard

Monksbeard is a greenish-yellow seaweed that grows near coastal regions. It is cultivated by various types of merls who both eat it and feed it to their pets. It is especially popular among seamerls who feed it to their giant crabs.

Nightcreeper

A dark red vine with green leaves that typically grows in shade. It is known to wizards for its use in potions and spells that cause harm. It is commonly found in most climates.



Deathshroom



Fangbush



Fire Flower



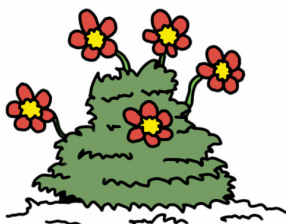
Golden Belt



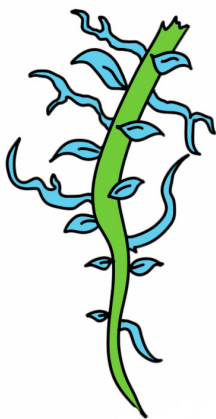
Garglecup



Hag Grass



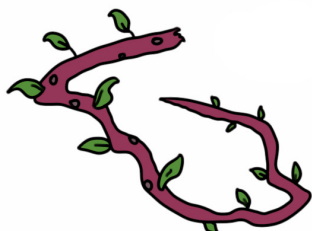
Lark Thistle



Insane Creeper



Lash Ivy



Night Creeper



Monksbeard

PLANTS of FAL

Rain's Aloe

A tough plant that when cut produces a salve that can be used to heal 1d6 HP instantly. Rain's Aloe can be used to stop bleeding and instantly heal cuts as well. It is generally found in mountainous regions, often on high peaks. When used in large amounts it causes deformity. Mist folk sometimes cultivate it.

Sail Lilies

Sail lilies are phosphorescent flowers that grow in dark and damp subterranean places. Sail lilies glow bright blue and their flowers resemble ship sails. They are often used by wizards as reagents in summoning spells.

Skullflower

Both beautiful and deadly, the skullflower's flower is red with a tiny white mark inside the petals that appears to be a skull. The flower grows in humid, tropical regions and is used to poison (LVL 4 poison) the tips of arrows and darts.

Smokevine

Smokevine is a thick vine that grows in old forests and jungles. When the vine is cut it releases a smoky vapor that smells like cinnamon. Large regions of old growth will often be saturated in a constant, low-hanging smoke given off by these vines.

Smothercup

Smothercup is a deadly orange flower that grows wild in swampy areas. The flower is often used by nefarious folk as a poison (LVL 6). Its preparation requires the flower's roots be dried and crushed. When consumed the poison suffocates the drinker.

Snakeweed

Snakeweed is a green weed commonly found in swampy environments. The roots of the weed are often dried and crushed and used to cure poisons and toxins.

Steed's Ear Fungi

The steed's ear fungi look vaguely like the ear of a cow steed. It is a meaty fungus that can be eaten. It usually grows in dark, wooded areas. Some people use it to brew various ales and drinks.

Strangleweed

Strangleweed is a skinny green and orange weed that grows in rocky areas and cliff faces. Strangleweed is most known for its poisonous effects which cause one to slowly suffocate. Strangleweed is prepared by drying and powdering. It is a LVL 7 poison. Those who ingest it will begin to suffer from its effects in 1d6 minutes.

Stroomflower

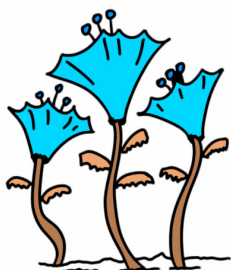
This bright blue mushroom with white stripes grows in caves and other subterranean areas. The stroomflower has no use other than the creation of stroomflower poison (LVL 5 poison).

Tarlik

Tarlik is a magical herb that turns the eater plaid. It also creates feelings of awesomeness in the eater. These feelings of awesomeness are dangerous as the herb causes -1 die penalties on all physical rolls. Tarlik is uncommon and grows in hard to reach places. It is often mixed into drinks when tricking someone.



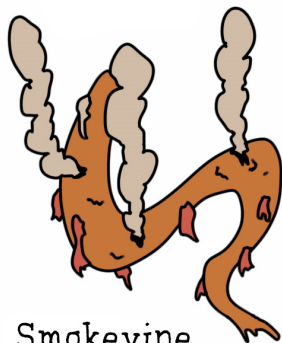
Rain's Aloe



Sail Lillies



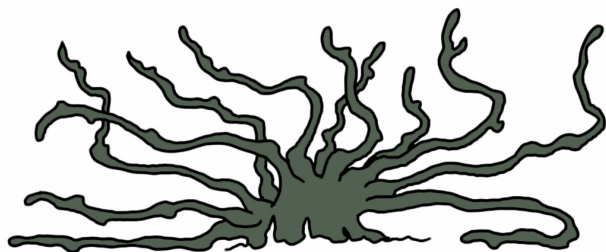
Skullflower



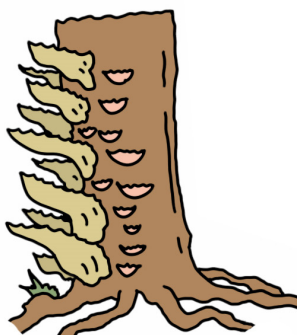
Smokevine



Smothercup



Snakeweed



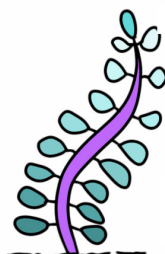
Steeds Ear
Fungi



Strangleweed



Stroomflower



Tarlik

PLANTS of FAL



Thrasher Tree

Thrasher trees are huge, thick trees with four or five thick limbs. They usually appear dead as they lack leaves. When something gets near a thrasher tree, the tree will spring to life and pummel the creature with its thick limbs. HP: 20, AC 2, Melee 2: 1d6 damage.

Varsium

A cabbage-like plant, the leaves of which are dried and used as a tea. It is commonly used all over Far Away Land and is known for its relaxing effects.

Weestrya

Weestrya is a small weed that grows in most climates. Weestrya is most commonly used as a reagent by wizards concocting potions that influence the mind.

Wendell Herb

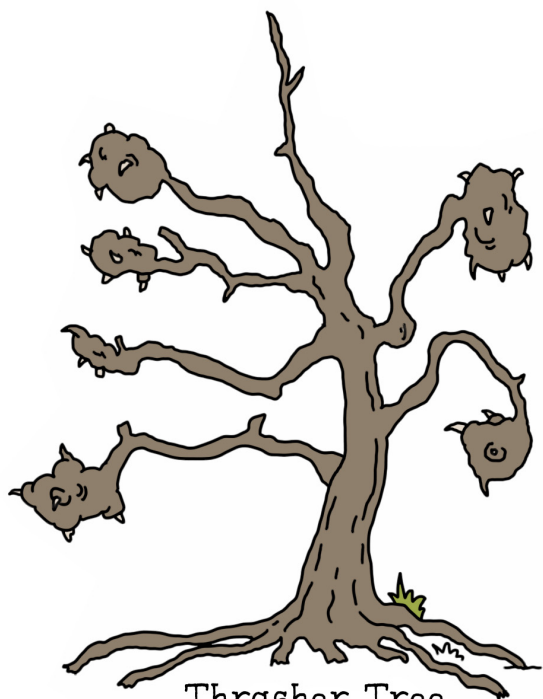
This dark green herb is found in mountainous regions. It is rare in appearance and unable to be cultivated. When consumed, the herb gives the eater the ability to touch an object and recall its recent history (1d6 days). This effect lasts for 1d6 minutes.

Wild Goblet

Wild goblet grows commonly in most wilderness areas. It is a tall, leafy plant with a large goblet-shaped growth at the top. Within the goblet are thousands of seeds. Wild goblet is a reagent used to create sleep potions.

Yak Berry Bush

The yak berry bush grows in tropical, humid climates. The bush produces a bright purple berry which is used by wizards to create protection potions and spells.



Thrasher Tree



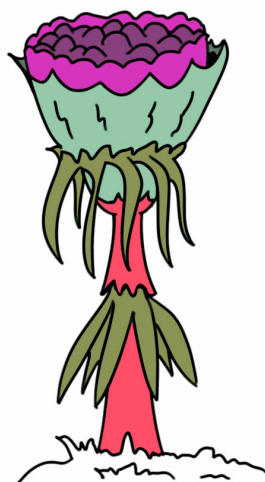
Varsium



Weestrya



Wendell Herb



Wild Goblet



Yak Berries

PLANT CREATOR



FAL Plant Creator

The charts provided in this section allow you to create plants from scratch. The type of plant, its uses, and characteristics can all be randomly generated.

Overview

1. Determine the plant's natural **Biome**.
2. Determine the **Type** of plant.
3. Determine the plant's **Use**.
4. Determine what **Parts** of the plant have a use.
5. Determine the **Strength** of the plant.
6. Determine the type of **Reagent** (if applicable).

PLANT CREATOR

Plant Biome (d6)

Roll to determine where the plant commonly grows in the wild.

Roll	Plant Biome
1	Arid
2	Cold
3	High Elevation
4	Humid
5	Marine
6	Subterranean

Plant Type (d6)

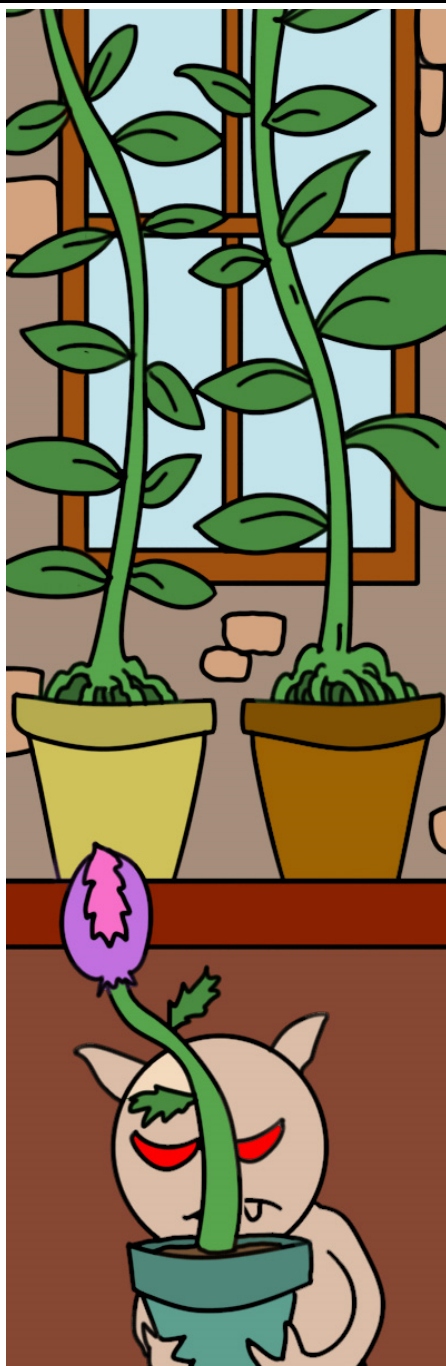
This chart determines the basic type of plant.

Roll	Plant Type
1	Vine/Creeper
2	Flower
3	Fungus
4	Grass/Moss
5	Bush/Tree
6	Other

Plant Use (d6)

The following chart can be used to determine a plant's common use.

Roll	Biome
2-4	Ornamental
5-6	Medicinal
7	Edible
8-9	None
10	Poison
11	Magical
12	Other



PLANT CREATOR

Useful Part (2d6)

The following chart can be used to determine what parts of the plant have a specific use. Some plants may have more than one part that can be used.

Roll	Useful Part
2-4	Flower
5	Inner
6	Leaves
7	Roots
8	Seeds
9-11	Stem
12	Other

Strength (2d6)

Strength indicates how powerful the effects of a plant might be. Strength can refer to the taste, healing/poisoning properties, reagent properties, or any other attribute that defines a quality of the plant.

Roll	Strength Level
2-5	Weak
6-9	Moderate
10-11	Potent
12	Strong

Reagent (2d6)

The following chart can be used to randomly determine the magical properties of a plant and the types of consumables/spells the plant could be used for.

Roll	Reagent Use
2-3	Elemental/Light
4	Harm/Curse
5	Heal/Bless
6	Protection
7	Summoning
8	Illusion/Hallucination/Mental
9	Morph/Regenerate
10	Detection
11	Undead/Resurrect
12	Amplification



DUNGEON BUILDER



Dungeon Builder

The following section presents ideas, tables, and suggestions for building custom dungeons from scratch.

Designing Your Dungeon

Dungeons are more than just labyrinthine passages filled with monsters and treasures. Dungeons have histories and lore. The people and creatures who built them have stories and tales. Dungeons are living entities inhabited by various creatures over long periods of time. They hold intrigue and mystery and myth. While you may sometimes want a simple dungeon, other times you may want a dungeon with a story. The FAL Dungeon Builder can be used to randomly generate not only dungeons, but the history of the dungeon, those involved in the life of a dungeon, and much more.

DUNGEON BUILDER

Dungeon Creator (d6)

It may be important to know who built the dungeon. Was it a mad king or a wizard wanting to hide a treasure? Roll on the following chart to discover who built the dungeon.

Roll	Creator
1	King/Ruler/Noble/Tyrant
2	Mage/Wizard/Necromancer
3	Religious Order/Cult/Sect
4	Military/Militia/Rebellion
5	Naturally Formed
6	Unknown/Other

Dungeon Purpose (d6)

What was the dungeon's initial purpose? Older dungeons may have been created with a very specific purpose in mind (like the housing of prisoners). However, over time the dungeon's initial purpose may have given way to some other purpose (maybe the castle above the dungeon was destroyed and monsters took up residence in the dungeon). The following chart is designed to give some ideas on the original intent of the dungeon.

Roll	Purpose
1	Burial/Catacombs
2	Fortress/Stronghold/Prison
3	Maze/Trap/ Secret
4	Outpost/Hideout
5	Storage/Sanctuary
6	Unknown/Other



DUNGEON BUILDER

Dungeon Age (d6)

You can determine the rough age of a dungeon by rolling on the following chart. The older the dungeon, the deeper and more mysterious its lore.

Roll	Age
1-2	Ancient
3-4	Old
5	Young
6	New

Dungeon Inhabitants (2d6)

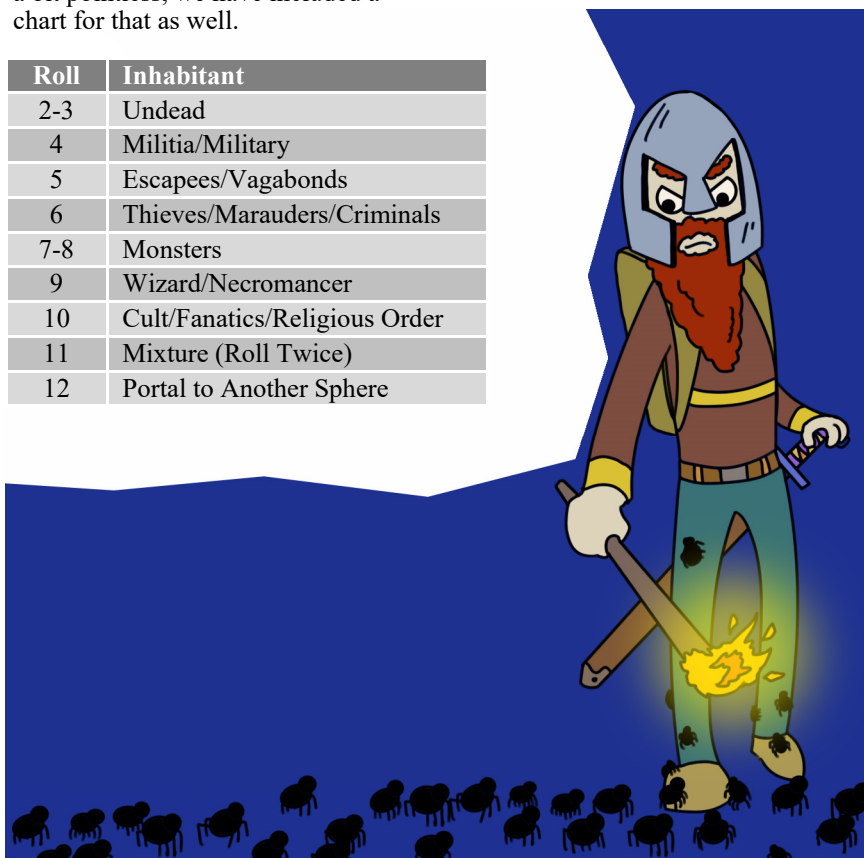
Who or what inhabits the dungeon? That is a big question and while randomization of such a thing may seem a bit pointless, we have included a chart for that as well.

Roll	Inhabitant
2-3	Undead
4	Militia/Military
5	Escapees/Vagabonds
6	Thieves/Marauders/Criminals
7-8	Monsters
9	Wizard/Necromancer
10	Cult/Fanatics/Religious Order
11	Mixture (Roll Twice)
12	Portal to Another Sphere

Dungeon Fame (d6)

Some dungeons are unknown and forgotten over time while others hold locals in a tight grip of fear as rumors swarm of the inhabitants within. The following chart allows you to randomly determine the fame level of a dungeon.

Roll	Fame
1-2	Forgotten/Unknown
3-4	In Stories
5	Locally Known
6	Infamous/Renown



DUNGEON BUILDER

Dungeon Secret (d6)

Sometimes dungeons hold secrets. Use the following chart to determine the dungeon's secret.

Roll	Fame
1	Unspeakable Evil
2	Sacred Land
3	Tear in Time/Space
4	Prisoner
5	Tragic Occurrence
6	Tale of Insanity

Dungeon Entrances

Dungeon entrances are divided into three categories: Normal, Weird, and Magic.

Normal Entrances (d6)

Normal entrances are your average, everyday run-of-the-mill dungeon entrances.

Roll	Entrance
1	Castle/Fortress/Cathedral
2	Cave/Mine/Pit
3	Maze/Labyrinth/Puzzle
4	Secret Door/Panel
5	Sliding/Rolling Stone
6	Underwater/Waterfall

Weird Entrances (d6)

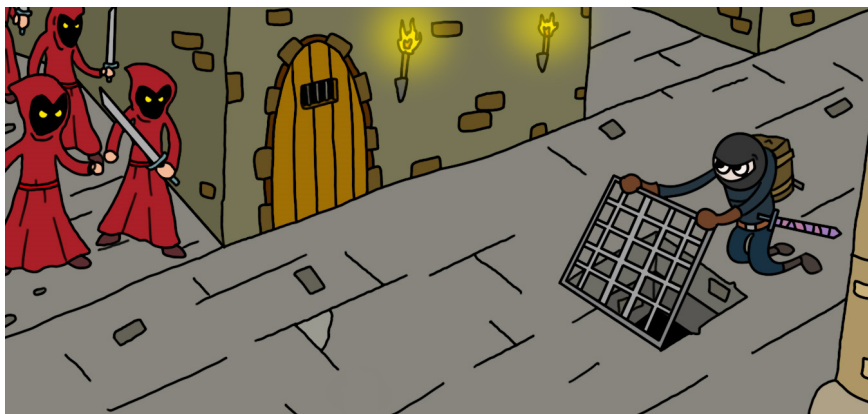
Weird entrances are dungeon entrances that are out of the ordinary.

Roll	Entrance
1	Coffin/Sarcophagus
2	Giant Skull
3	Orifice
4	Painting/Artwork
5	Statue
6	Tree Trunk/Stump/Plant

Magic Entrances (d6)

Magic entrances are entrances that are magically created or have a magic effect.

Roll	Entrance
1	Closet/Furniture
2	Energy/Electricity
3	Fire/Flames
4	Mirror/Window
5	Orb/Sphere/Ball
6	Portal/Gateway

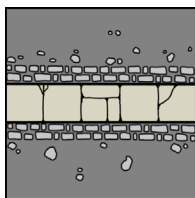


DUNGEON BUILDER

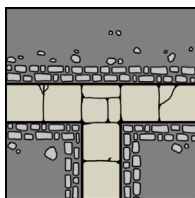
Corridor/Room Generator

The following is a simple dungeon corridor and room generator for creating fast, simple dungeons. This generator assumes you have square graph paper and each square represents 5 feet (the measurement you use can of course be altered to fit your needs).

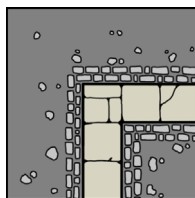
Corridors: Roll a d6 to determine the type of corridor.



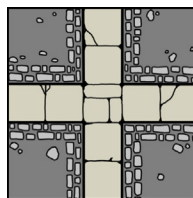
(1-2) Straight



(3-4) T-Shape



(5) Corner



(6) Four-Way

Square Rooms: Roll 2d6 and add each die. The total of the roll indicates the room's length and width. For larger rooms, multiple the roll x2.

Example: The roll was 4 and 5 for a total of 9. The room is 9x9 (or 45' square).

Rectangular Rooms: Roll 2d6. The first die is the length of the room. The second die is the width. For larger rooms, multiple each roll x2.

Example: The roll was 2 and 4. The room is 2x4 (or 10'x20' feet).

Circular Rooms: Roll 2d6 and add each die. The number rolled is the diameter of the room in squares. For larger rooms, multiply the roll x2.

Example: A 3 and 6 were rolled for a total of 9. The room has a diameter of 9 (or 45').

Doors (d6)

To determine how many doors a room has, roll a d6. A roll of 1 or 2 indicates 1 door. A roll of 3 or 4 indicates 2 doors. A roll of 5 means 3 doors. A roll of 6 indicates the room has 4 or more doors.

Door Type (2d6)

The following section allows for a random selection of doors. Determine if a door is locked or open.

Roll	Door Type
2-3	Wood, Broken
4-7	Wood
8	Stone
9	Iron
10	Iron Bars
11	Secret
12	Other/Magic



DUNGEON BUILDER

Traps

The following section includes rules for building, implementing, and maintaining dungeon traps.

Building a Trap Overview

1. Determine the **type** of trap.
2. Determine the **complexity** of the trap.
3. Determine the type of **trigger** the trap uses.
4. Determine how the trap is **reset**.
5. Determine the difficulty in **disarming** the trap.
6. Determine the amount and nature of the trap's **damage**.

Trap Types

The following is a list of trap types. These traps are general in nature and are meant to give the GM a starting point on creating a more specific type of trap.

Acid Trap: Acid traps are designed to melt or maim the victim. Acid traps use corrosive and toxic acids to harm those caught in them. Variations on the acid trap include acid pours, acid pits, and acid sprays.

Blade Trap: Blade traps utilize various blades weapons to harm the victim. Blade traps are generally triggered by a switch in a particular area as they are precision traps that require the victim to be in a very specific location. Typical blade traps include swinging blades, giant saws, and rotating blades.

Crush Trap: Crush traps are designed to crush their victims. Crush traps can be something as simple as loose rocks or a giant ball which rolls to more complex designs such as a ceiling or floor which moves. Com-

mon types of crush traps include walls that move and crush, ceiling that lower or floors that raise, suspended weights, and giant rollers.

Explosive Trap: Explosive traps use explosives to harm the victim. Explosive traps are almost always single use traps as their explosive cache is spent once activated. Common explosive traps include exploding items, exploding doors and wall panels, and exploding floor tiles.

Fire Trap: Fire traps are designed to burn or incinerate the victim. Burn traps come in a variety of styles but all have the same basic purpose, roast the victim alive. Variations on burn traps include lava pours, flame spouts, walk-in ovens, and fireball style traps.

Gas Trap: Gas traps use poisonous gases to fill an area in order to subdue, harm, or kill the victim. Gas traps are not necessarily precise and are generally used to harm multiple victims simultaneously. Variations on the gas trap include rooms that are filled with gas, gas sprays (like in a door or item), and gas pits (where heavier gases sit).

Magic Traps: Magic traps rely on magic in order for the trap to function. Magic traps often use items or locations enchanted with a particular spell. Magic traps often use a magical trigger or effect but may also rely on mechanical components as well.

Missile Trap: Missile traps are traps which fire projectiles. Common missile traps are arrow, dart, or spear holes in the walls, floors, or ceiling. When these traps are triggered, they release their missile weapon.

DUNGEON BUILDER

Spike Trap: This type of trap relies on spikes to penetrate the victim. The spike may be unmovable or activated to extend or shoot out through some type of trigger. Variations on the spike trap include ejecting wall spikes, ceiling spikes, pit spikes, and floor spikes.

Water Trap: Water traps are designed to drown the victim. A water trap generally relies on the victim being trapped in a location and that location filling with water. Variations on a water trap may include the introduction of electricity or magic which changes the water into another substance (such as ice or mud).

Trap Complexity

Simple: Simple traps consist of simple triggers and effects. For example, a trap triggered by a trip line may release a pin that holds weight suspended above the victim. A simple trap is the cheapest and fastest type of trap to build and repair.

Moderate: Moderate traps are traps with a medium range of complexity. For example, a trap triggered by a pressure plate in the floor may release a poisonous gas into the room. A moderate trap takes twice as long to build and repair costs at least twice as much as a simple trap.

Complex: Complex traps are traps that require great skill and ingenuity in order to build. An example of a complex trap would be one with a complicated trigger (like a pressurized floor plate) that when activated causes a door to open releasing a swinging blade. A complex trap takes a great deal of time to build and test. Complex traps are the most expensive type of trap.



DUNGEON BUILDER



Triggers

Triggers indicate how the trap is activated.

Magic: Magic spells and objects can be used as triggers. For example, a wizard may have enchanted a room with a spell that activates a trap as soon as someone enters the room.

Proximity: Proximity triggers require the victim to be within a certain distance of the trap.

Sound: Sounds such as talking, specific words, singing, or general noise may be used to trigger the trap.

Switch: Switches include things like buttons, pressure plates, levers, or other mechanical devices which trigger a trap.

Timer: A timer trigger has a predetermined time when the trap will be triggered.

Visual: A visual trap implements a device that can watch, scan, or look to see when it should be activated.

Trap Reset

Determine if the trap can be reset. Can the trap be reset or does it have only a single use? If it can be reset does it require someone manually resetting it or does it reset on its own? How long does the trap take to reset?

Disarming Traps

If the PC knows a trap exists and how it's triggered, they may be able to disarm the device... (see Core Rules on how to implement this).

Trap Damage

Trap damage is largely up to the GM. Some traps may do a specific amount of damage (for instance, a spike trap may do 2d6 damage) while other traps may have specific effect (a crush trap for instance would most likely kill anything caught in it).

DUNGEON BUILDER

Dungeon Items

We have provided a list of 100 dungeon items for randomly generating or selecting things found in a dungeon.

- | | | |
|--------------------|--------------------|--------------------|
| 1. Acid | 30. Corpse | 66. Remains |
| 2. Alcove | 31. Crevice | 67. Rock Slide |
| 3. Altar | 32. Desk | 68. Rocky |
| 4. Archway | 33. Disturbed Dirt | 69. Rope |
| 5. Barren | 34. Entrails | 70. Rubble |
| 6. Bas Relief | 35. Excrement | 71. Sarcophagus |
| 7. Battle-Scarred | 36. Fire Pit | 72. Sconce |
| 8. Beams | 37. Fireplace | 73. Scorched |
| 9. Block | 38. Flagstone | 74. Scratches |
| 10. Blood Stains | 39. Foot Prints | 75. Secret Door |
| 11. Bones | 40. Forge | 76. Secret Panel |
| 12. Bookcase | 41. Fungi | 77. Shackles |
| 13. Books | 42. Furniture | 78. Skulls |
| 14. Brazier | 43. Gas | 79. Spikes |
| 15. Brick | 44. Gravel | 80. Stairs |
| 16. Bridge | 45. Holes | 81. Stalactite |
| 17. Broken Wood | 46. Icons | 82. Stalagmite |
| 18. Burnt Wood | 47. Iron Bars | 83. Statue |
| 19. Candelabra | 48. Ladder | 84. Steps |
| 20. Candles | 49. Lamp | 85. Tapestry |
| 21. Carpet | 50. Lantern | 86. Throne |
| 22. Chains | 51. Manacles | 87. Tiles |
| 23. Clothing | 52. Marble | 88. Tools |
| 24. Cobblestone | 53. Mildew | 89. Torches |
| 25. Cobwebs | 54. Monument | 90. Torture Device |
| 26. Coffin | 55. Moss | 91. Traps |
| 27. Coins | 56. Niche | 92. Treasure |
| 28. Cold | 57. Ore | 93. Wall Carving |
| 29. Collapsed Wall | 58. Orifice | 94. Water |
| | 59. Pillar | 95. Wax |
| | 60. Plaster | 96. Weak Wall |
| | 61. Portcullis | 97. Weapons |
| | 62. Rags | 98. Well |
| | 63. Rails | 99. Wind |
| | 64. Ramp | 100. Woodwork |
| | 65. Refuse | |



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Official
FAR AWAY LAND

Creatures Vol. 3

Dirk Stanley

“Far Away Land is for the most part, a terrible place. I mean, there is literally a creature called a purr beast which is basically a gigantic cat with five heads. And don’t get me started on moj beasts. Sheesh!”

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