

HEKATOTERATOS

A COMPENDIUM OF 100 CREATURES FOR MAZES & MINOTAURS



Legendary Games Studio



Welcome (Back) to the Labyrinth !

When the *Mazes & Minotaurs* roleplaying game first came up in 1972 (gee ! Is that *ten* years already ?), it included a selection of 92 folks, monsters, beasts, spirits and animates... then came *Men & Monsters*, which added 21 new beings (including the Tragic Floating Head, my all-time personal favorite) to the Maziverse. Then, over the years, dozens – no, *myriads* - of new creatures appeared in various adventure modules as well as in the ever-popular *Creatures Compendium* column of *Griffin* magazine.

The book you are holding in your hands compiles the very best of these contributions, along with a hefty dose of never-published-before material, for a grand total of exactly 100 creatures, hence the title. Hekato-what, you ask ? Well, for those who (like me) never really got into Ancient Greek, *Hekatoteros* apparently means something like « the book of 100 monsters » - and it was definitely a more stylish than our other ideas for a title, such as the very dull « Manual of Monsters » (my own suggestion), the somewhat pompous « Mythic Bestiary » or the improbable « Monstropaedia » (yes, Dave, that was your idea).

Rather than being presented as an A-Z list of 100 creatures, this astonishing assembly of dreadful denizens and bizarre beings has been divided into ten sections, with ten entries in each section.

Olivier Legrand

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Credits

Editors : Mike Smith & Olivier Legrand

Contributors (in alphabetical order) : Guy Hoyle, Jonas Mustonen, Olivier Legrand, Jeff Rients, Erik Sieurin and many uncredited *Griffin* readers without whom this supplement would never have existed.

Illustrators : Diverse Hands.

Three New Abilities

Cruise : This ability can only be possessed by marine creatures ; it has the same effects as *Gallop* for swimming. Glory = 0, Wisdom = 0.

Elemental Powers : The creature has the powers of an Elementalist (see *Myth & Magic*) with a level equal to the sum of Cunning and Mystique mods and the corresponding Power points, using Mystique as prime requisite. The specific distribution of mastery ranks between the four Elements varies with each creature. Glory = level x 10, Wisdom = level x 10.

Mimetic Camouflage : This ability allows the creature to « blend in » like a chameleon by mimicking its immediate surroundings. This form of camouflage confers a +4 stealth bonus as long as the creature remains motionless and a +2 bonus if moving. Glory = 5, Wisdom = 10.

From M&M to MMM

On the whole, the *Hekatoteratos* was well-received by Mazemasters, especially those looking for new creatures to surprise their blasé players (and kill characters in new, inventive ways). Back in the Bronze Age of gaming, this probably meant 80% of Mazemasters ; the other 20% gradually divorced from what they called 'maze crawling', preferring to explore either the 'mytho-epic dimension of the game' or its more cinematic, peplum-like aspects.

Diversity became division, division became schism and by the early 90s, these three groups had become established subcultures within the M&M community : Mazists (who just wanted to kill monsters, grab mythic items and burn temples), Mythists (who tried to reunite M&M with Homer and 'serious' Greek mythology) and Modernists (who sought inspiration in movies, fantasy novels and comics).

The *Hekatoteratos* was published a full decade before these divisions were formalized, but you can already discern their outlines in the diversity of the creatures it presents, a diversity which shows that by the 1980s, *Mazes & Minotaurs* had reached its maturity as the ancestor of all roleplaying games...

The Tragedy of Mike Smith

Before we embark on our monstrous odyssey, one last word must be said about Mike Smith, the editor in charge of the *Hekatoteratos*.

For some unknown reason, Mike decided to list the various Glory and Wisdom rewards for defeating the new creatures in a single master-table located at the end of the book (as in the original M&M rules) instead of giving them in the description of each individual creature, as was customary since the days of *Men & Monsters*.

This quickly became the most often voiced criticism about the *Hekatoteratos* and Mike Smith eventually stopped attending gaming conventions because he could no longer bear the pressure of having to answer : « Yes, you're right, it should have been done that way. » several hundred times a day.

In 1986, the *Hekatoteratos* went through a second printing and this time, Glory and Wisdom awards were given in each individual description. But the curse did not end. A small comment from one of *The Wargamist's* game critics (« One has to wonder why it was not done in the first edition. ») delivered the coup-de-grâce to Mike's already crumbling sanity.

Dressed in an old convention costume (complete with tunic, helmet, sandals and sword), on a sunny June afternoon, Mike entered the offices of *The Wargamist* and started slaughtering people shouting things like : « How many Glory points do I get for YOU ? » or « I'm not done yet ! I still need eight stupid creatures to make it to the next level ! ». Mike was shot dead by the police before he could claim the life of his tenth victim.

This marked the end of *The Wargamist* magazine, which had lost most of its staff and readership in the tragedy.

Even to this day, Mike Smith is still remembered by the M&M community as 'the guy who forgot the Glory points' and we thought it would be a good idea to dedicate this e-Hekatoteratos to his memory.

That being said, he *should* have included the damn points.

I : UNDERGROUND DENIZENS

Capricorn Horror

Description : Huge, horned creature with a humanoid upper body and a snake-like lower body. Dwells in deep underground caverns.

Taxonomy : Monster

Number Appearing : 1d3

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 180'

Initiative : +4

Melee Attack : +7

Damage : 2d6 (claws & bite)

Defense Class : 18

Hits Total : 24

Danger Evasion : +2

Mystic Fortitude : +8

Special Abilities : Crushing Attack (constriction), Grapple (with tail, Might 20), Magic Resistance, Natural Armor, Regeneration (4 Hits/round), Supernatural Vigor.



Menacing Capricorn Horror (pleonasm)

Daughters of Arachne

Description : Cruel hybrid creature looking like a man-sized spider with the face of a beautiful woman. They love to play with their prey, taunting their victims with their mockingly gentle voices.

Taxonomy : Monster

Number Appearing : 1d6

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +6

Melee Attack : +9

Damage : 1d6 (legs)

Defense Class : 18

Hits Total : 12

Danger Evasion : +12 (+16 stealth)

Mystic Fortitude : +8

Special Abilities : Charge (+2), Entangle (webs, 12' range, Might 16), Magic Resistance, Poison (sting, paralysis), Sixth Sense, Stealthy, Supernatural Vigor, Tough Skin, Uncanny Agility.

Grotesks

Description : These malevolent subterranean creatures look like big bodiless heads with arms. They actually have several sticky pedoncles at the bottom of their head/body, which allow them to crawl on every surface.

Taxonomy : Folk

Number Appearing : 1d10

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' *

Initiative : +2

Melee Attack : +3

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 8

Danger Evasion : +2

Mystic Fortitude : +2

Special Abilities : Tough Skin, Wallcrawling.

** Their movement allowance is reduced because of their peculiar mode of travel.*

Lizardians

Description : Carnivorous reptilian humanoids akin to Troglodytes, but with greater cunning and stamina, as well as powers of regeneration (but missing the Troglodytes' resistance to magic). Lizardians may be mutant Troglodytes, artificially 'evolved' through magical means – or perhaps Troglodytes are simply degenerate Lizardians.

Taxonomy : Folk

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Normal

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 16 (18 with shield)

Hits Total : 12

Danger Evasion : +6 (+10 stealth)

Mystic Fortitude : 0

Special Abilities : Regeneration (3/rnd), Stealthy, Supernatural Vigor, Tough Skin, Uncanny Agility.

Lurkers

Description : Short-sized, grey-skinned and completely hairless humanoids whose ancestors were granted powers of Mimetic Camouflage by the gods as a « reward » for their cowardice.

Taxonomy : Folk

Number Appearing : 1d6

Size : Small

Ferocity : ~~Peaceful~~ Cowardly !

Cunning : Crafty

Mystique : Weird

Movement : 120'

Initiative : +3

Melee Attack : +3

Damage : 1d3 (weapons)

Defense Class : 13

Hits Total : 4

Danger Evasion : +10 (+16 stealth, +18 if hiding)

Mystic Fortitude : +2

Special Abilities : Mimetic Camouflage, Missile Weapons (darts, 1d6 per individual), Poison (poisoned darts), Sixth Sense, Stealthy.

Morlocks

Description : Morlocks are degenerate Derros who lack the technical knowledge and acumen of their parent race. Physically, they look like bloated, hairy albino Derros – not a very attractive combination.

Taxonomy : Folk

Number Appearing : 2d6

Size : Small

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : +2

Melee Attack : +3

Missile Attack : +2

Damage : 1d3 (clubs)

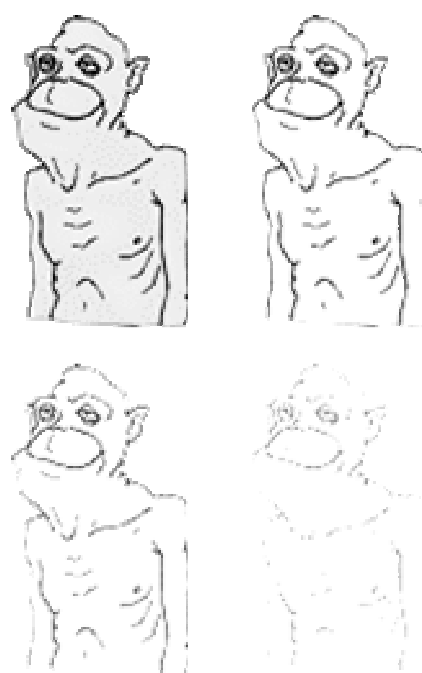
Defense Class : 14 (16 vs missiles)

Hits Total : 4

Danger Evasion : +2 (+6 stealth and detection)

Mystic Fortitude : +4

Special Abilities : Magic Resistance, Sharp Senses, Stealthy, Tough Skin.



*Now you see me, now you don't...
the four stages of the Lurkers Secret Survival Technique*



*A Valorous Obsidian Spearman
taking the pose for our illustrator*

Obsidians

Description : Obsidians are humanoids whose skin resembles black bronze – and are thus often mistaken for Animates. They live in deep underground caverns and are sworn enemies of the Derros, who once enslaved their entire race.

Taxonomy : Folk

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : +2

Melee Attack : +3

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 17 (21 with helmet & shield)

Hits Total : 12

Danger Evasion : +2

Mystic Fortitude : +6

Special Abilities : Charge (+2), Grapple (Might 16), Magic Resistance, Missile Weapons (javelins, range 100'), Natural Armor, Supernatural Vigor.

Ratlings

Description : Sneaky and malevolent rat-headed humanoids who live in deep underground caves.

Taxonomy : Folk

Number Appearing : 2d6

Size : Small

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 90'

Initiative : +5

Melee Attack : +4

Missile Attack : +3

Damage : 1d3 (weapons)

Defense Class : 14 (16 vs missiles)

Hits Total : 4

Danger Evasion : +8 (+12 detection & stealth)

Mystic Fortitude : 0

Special Abilities : Lightning Fast, Missile Weapons (darts), Poison (poisoned darts), Sharp Senses, Stealthy, Uncanny Agility.

Tetrax

Description : Four-armed ape-like humanoids with chitinous grey skin.

Taxonomy : Folk

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : +2

Melee Attack : +3

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 13

Hits Total : 12

Danger Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge (+2), Grapple (Might 20), Missile Weapons (javelins, 100'), Supernatural Vigor, Tough Skin, Uncanny Agility.

Note : Their four arms enable Tetrax to make one extra attack per battle round - for a total of 2 attacks per round against men-sized opponents : these two attacks may be made against different opponents or against the same target (make two simultaneous attack rolls and, if necessary, two damage rolls). Their extra arms also increase their Grappling Might, as shown above.

Zorbas

Description : A race of very ugly anthropophagous dwarves, with red beards and reddish skin. They inhabit the Helicon mountains east of Sybaris, preying on Wildmen and the occasional adventurer. Some of them have been enslaved by decadent Sybarian nobles who use them as spies and assassins.

Taxonomy : Folk

Number Appearing : 2d6 in their natural habitat

Size : Small

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 90'

Initiative : +5

Melee Attack : +4

Missile Attack : +5

Damage : 1d3 (spears, knives or darts) + poison

Defense Class : 16 (18 vs missiles)

Hits Total : 4

Danger Evasion : +8 (+12 stealth and detection)

Mystic Fortitude : 0

Special Abilities : Lightning Fast, Marksmanship, Missile Weapons (darts), Poison (paralysis ; on darts, knives and spears), Sharp Senses, Stealthy, Tough Skin, Uncanny Agility.



A devious, treacherous, backbiting Zorba

From the Letters Page of Griffin Magazine...

Underground Denizens

Capricorn Horror : I love Capricorn Horrors. My players kept on complaining on the lack of new creatures so last night, I wiped out the entire party with two Capricorn Horrors. You want new ? I'll give you new.

Daughters of Arachne : Of course, such blatant sexist stereotypes (not to mention sickly Freudian overtones) seriously harm the image of M&M players as responsible, psychologically mature persons, but let's face it, these babies sure spin a mean web !

Grotesks : Giant rolling heads ? Have you guys gone nuts or something ? As if the Tragic Floating Head was not enough ! These are probably the most ridiculous monsters ever invented for the game !

Grotesks (again) : Since Grotesks are obviously based on the Ononoes from Edgar Rice Burroughs' *Tarzan* stories, they can't be *'the most ridiculous monsters ever invented for the game'*. Perhaps they could qualify as the most ridiculous monsters ever invented for a jungle adventure story, but that's another point entirely.

Lurkers : +18 bonus when hiding ??? Aren't things going a little over the top here ? How are we supposed to kill them if we can't even see them ? Uh ?

Tetrax : Four arms ? In combat ? Are there any plans for a Tetrax character class ?

Zorbas : Zorbas ? Are you people at LGS running a secret *'daftest Greek name for a creature'* contest or something ? What's next ? A living giant protoplasm called the Moussaka ?

II : MINOTAUR VARIANTS

Albinotaur

Description : A Minotaur with white skin, red eyes... and a superior Mystique.

Taxonomy : Monster

Number Appearing : 1

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 120'

Initiative : +4

Melee Attack : +7

Damage : 1d6 (claws & bite)

Defense Class : 16

Hits Total : 12

Danger Evasion : +2

Mystic Fortitude : +8

Special Abilities : Charge (+2), Crushing Attack (bear hug), Grapple (Might 16), Magic Resistance, Supernatural Vigor, Tough Skin.

Bronze Minotaur

Description : A Minotaur with a bronze-like skin, tougher (but less alert) than the standard species.

Taxonomy : Monster

Number Appearing : 1

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : +3

Melee Attack : +6

Damage : 1d6 (claws & bite)

Defense Class : 17

Hits Total : 12

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge (+2), Crushing Attack (bear hug), Grapple (Might 16), Magic Resistance, Natural Armor, Supernatural Vigor.



A Dancing Minotaur elegantly closing for the kill

Dancing Minotaur

Description : An amazingly agile Minotaur (thanks to his hooved legs). Unlike most other Minotaurs, Dancing Minotaurs prefer swords and other melee weapons to unarmed attacks.

Taxonomy : Monster

Number Appearing : 1

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : +4

Melee Attack : +7

Damage : 1d6 (sword)

Defense Class : 17

Hits Total : 12

Danger Evasion : +4 (+8 stealth)

Mystic Fortitude : +6

Special Abilities : Charge into Battle (+2), Magic Resistance, Stealthy, Supernatural Vigor, Tough Skin, Uncanny Agility.

Golden Minotaur

Description : As noble and honorable as standard Minotaurs are brutish and beastly, Golden Minotaurs may well be the last remnants of a once mighty race that eventually degenerated into the monstrous Minotaurs – another theory makes them the descendants of a forgotten king who was turned into a bull-headed humanoid by some angry deity.

Taxonomy : Monster

Number Appearing : 1

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 120'

Initiative : +4

Melee Attack : +6

Damage : 1d6 (axe)

Defense Class : 15 (19 with shield & breastplate)

Hits Total : 12

Danger Evasion : +4

Mystic Fortitude : +6

Special Abilities : Charge (+2), Grapple (Might 16), Magic Resistance, Supernatural Vigor, Tough Skin.

Impostaur

Description : Human brutes and brigands masquerading as Minotaurs (thanks to convincing horned headmasks) to terrify the countryside and satisfy their own bestial urges - under the mask...

Taxonomy : Special

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Average

Movement : 120'

Initiative : +2

Melee Attack : +3

Damage : 1d6 (club or other weapon)

Defense Class : 14 (minotaur helm)

Hits Total : 8

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge (+2), Grapple (Might 16).

Psychotaur

Description : A Minotaur with psychic powers of confusion and concealment. Beware !

Taxonomy : Monster

Number Appearing : 1

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : 120'

Initiative : +3

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 15

Hits Total : 12

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : +8

Special Abilities : Charge into Battle (+2), Crushing Attack (bear hug), Grapple (Might 16), Magic Resistance, Psychic Powers (as level 3 Sorcerer, 16 Power points), Supernatural Vigor, Tough Skin.



Beware the Psychotaur's power of confusion

Red Minotaur

Description : Also known as a *Pyrotaur*, this one has a distinctly reddish hue *and* breathes fire.

Taxonomy : Monster

Number Appearing : 1

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : +4

Melee Attack : +7

Damage : 1d6 (claws & bite)

Defense Class : 15

Hits Total : 12

Danger Evasion : +2

Mystic Fortitude : +6

Special Abilities : Breath Weapon (fire, 20' range), Charge (+2), Crushing Attack (bear hug), Grapple (Might 16), Magic Resistance, Supernatural Vigor, Tough Skin.

Rhinotaur

Description : Huge rhino-headed brute.

Taxonomy : Monster

Number Appearing : 1

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +6

Damage : 2d6 (natural)

Defense Class : 17 (15 vs missiles)

Hits Total : 24

Danger Evasion : +0

Mystic Fortitude : +6

Special Abilities : Charge (+4), Crushing Attack (trample), Grapple (Might 20), Magic Resistance, Natural Armor, Supernatural Vigor.

Silver Minotaur

Description : An amazingly fast-moving and fast-healing Minotaur, with a greyish silvery hue.

Taxonomy : Monster

Number Appearing : 1

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +6

Melee Attack : +7

Damage : 1d6 (claws & bite)

Defense Class : 15

Hits Total : 12

Danger Evasion : +4 (+8 stealth)

Mystic Fortitude : +6

Special Abilities : Charge (+2), Crushing Attack (bear hug), Grapple (Might 16), Lightning Fast, Magic Resistance, Regeneration (3 points per round), Stealthy, Supernatural Vigor, Tough Skin.

Twinotaur

Description : A bicephalous Minotaur.

Taxonomy : Monster

Number Appearing : 1

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : +5

Melee Attack : +7

Damage : 1d6 (claws & bite)

Defense Class : 15

Hits Total : 12

Danger Evasion : +2 (+6 stealth, +3 detection)

Mystic Fortitude : +6

Special Abilities : Charge (+2), Crushing Attack (bear hug), Grapple (Might 16), Magic Resistance, Multiple Heads (2), Stealthy, Supernatural Vigor, Tough Skin.



Yes.. they are the Three Imposturs. (with apologies to Arthur Machen)

From the Letters Page of Griffin Magazine...



Minotaur Variants

Minotaur Variants in General : I wonder when this stupid trend will ever end. I mean, what's next ??? Kongotaurs ? Pseudotaurs ? Demi-notaurs ? (expletive deleted)otaurs ?

Dancing Minotaur : Of course, such blatant sexist stereotypes (not to mention sickly Freudian overtones) seriously harm the image of M&M players as responsible, psychologically mature persons, but let's face it, these babies sure spin a mean web !

Golden Minotaur : This rocks ! It should be included as a playable character class !

Psychotaur : M&M has finally entered the Psychedelic Age ! Perhaps you should change the name of your company to Legendary Simulation Designs (LSD), now.

Wild Humanoids (see next section)

Abominathol : How can a fantasy monster have a name that sounds like a pharmaceutical product ?

Anubians : Anubians are great ! Anubians are the best creatures ever designed for M&M ! I love Anubians : I've written a pop song about them – called « Walk like an Anubian », it will be the hit of the next Mazecon !

Megalopodos : This creature is a barely-disguised version of Bigfoot - with a stupid Greek-sounding name to make it « more M&M ». What's next ? The Monster of Lokos Nessos ?

Orkos : Aside from their use of Giant Boars as mounts, I'm pretty sure these creatures were taken from a little-known English fantasy novel I remember reading several years ago - but I can't recall its title. Does this sound familiar to anyone ?

Ubastis & Tigermen : With 30% of its creatures being of feline origin, you Wild Humanoids section clearly shows its deliberate choice to favor one type of beastmen over all others – a bias which I personally find unacceptable, especially since this very section includes only ONE creature of canine stock.

III : WILD HUMANOIDS

Abominathol

Description : Huge ape-like monster covered in white, wooly fur that haunts the snow-covered mountains of northern Hyperborea.

Taxonomy : Monster

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 180'

Initiative : +2

Melee Attack : +4

Damage : 2d6

Defense Class : 16

Hits Total : 24

Danger Evasion : +2 (+8 stealth, +10 camouflage)

Mystic Fortitude : +0

Special Abilities : Crushing Attack (bear hug, req. Grapple), Crushing Missiles, Grapple (Might 20), Mimetic Camouflage (white fur on snow), Stealthy, Supernatural Vigor, Tough Skin, Uncanny Agility.

Note : The Crushing Missiles ability is normally restricted to Gigantic creatures ; in this specific case, it reflects the Abominathol's ability to cause perilous avalanches in his natural mountain environment (causing 3d6 damage).

Anubians

Description : These jackal-headed humanoids from the Desert Kingdom are skilled sorcerers and get along very well with Sphinxes.

Taxonomy : Folk

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (weapon)

Defense Class : 13

Hits Total : 8

Danger Evasion : +6 (+10 detection, +12 stealth, +14 hiding as bas-relief)

Mystic Fortitude : +2

Special Abilities : Mimetic Camouflage (as bas-relief), Psychic Powers (as level 4 Sorcerer, with 21 Power points total), Sharp Senses, Stealthy.

Arimaspians

Description : One-eyed humanoids (distant relatives of Lesser Cyclops ?) noted for their superb horsemanship skills and their fanatical hatred of Griffins (who are extremely fond of equine flesh).

Taxonomy : Folk

Number Appearing : 1d10 (almost always mounted)

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : +2

Melee Attack : +3

Missile Attack : +4

Damage : 1d6 (weapons)

Defense Class : 13 (17 on horseback).

Hits Total : 8

Danger Evasion : +6 (+10 on horseback)

Mystic Fortitude : +6

Special Abilities : Magic Resistance, Marksmanship, Missile Weapons (javelins), Sixth Sense, Supernatural Vigor, Uncanny Agility (only on horseback but effect is *doubled*).



A crafty Anubian using his dreaded bas-relief ability

Megalopodos

Description : Peaceful and shy apemen with huge feet – all too often mistaken for Abominathol by bloodthirsty adventurers.

Taxonomy : Folk

Number Appearing : 1d6

Size : Large

Ferocity : Peaceful *

Cunning : Alert

Mystique : Normal

Movement : 180'

Initiative : +1 (+3)

Melee Attack : +1 (+5)

Missile Attack : +1 (+3)

Damage : 2d6 (club)

Defense Class : 16 (14 vs missiles)

Hits Total : 16

Danger Evasion : +4 (+8 detection & stealth)

Mystic Fortitude : +0

Special Abilities : Grapple (Might = 20), Missile Weapons (thrown rocks), Sharp Senses, Stealthy, Tough Skin, Uncanny Agility.

* When defending its children, a Megalopodoï becomes Dangerous and uses the scores given in parentheses.

Orkos

Description : Barbaric and brutish humanoids who use Giant Boars as mounts. They roam in packs under the command of their bloodthirsty warlords and gleefully engage in acts of plunder, rape, wanton destruction and mass slaughter. They are the sworn enemies of the Hyperborean Amazons, who hate the 'pig-riders' with burning passion.

Taxonomy : Folk

Number Appearing : 2d6 (mounted on Giant Boars)

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : +1

Melee Attack : +2

Missile Attack : +3

Damage : 1d6 (weapons)

Defense Class : 12 (16 with shields and helmets).

Hits Total : 8

Danger Evasion : +0

Mystic Fortitude : +0

Special Abilities : Marksmanship, Missile Weapons (javelins, 100').

Orycters

Description : 5' tall stocky aardvark-men with a long snout, long ears and a very short temper. They live in tribal communities in the lush savannahs of the South. Once a proud warrior race, they now live as scavengers in the shadow of their long-lost glory... but one day, the Great Orycter Hero will rise and restore the grandeur of the Aardvark Empire !

Taxonomy : Folk

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +3

Missile Attack : +2

Damage : 1d6 (weapon)

Defense Class : 14 (16 with shield)

Hits Total : 8

Danger Evasion : +2 (+6 stealth and detection)

Mystic Fortitude : 0

Special Abilities : Missile Weapons (thrown rocks, javelins etc), Sharp Senses, Stealthy, Tough Skin.

Sand Folk

Description : An ancient race of evil humanoids with emaciated sand-encrusted bodies and strangely koala-like heads ; they inhabit ancient lost ruins scattered in the sand-covered depths of the Desert Kingdom. They are the arch-enemies of the Orycters : apparently, the Sand Folk once ruled a mighty Desert Empire, which was eventually destroyed by the relentless attacks of the aardvark-headed barbarians.

Taxonomy : Folk

Number Appearing : 2d6

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Weird

Movement : 120'

Initiative : +3

Melee Attack : +4

Damage : 1d6 (claws)

Defense Class : 15

Hits Total : 8

Danger Evasion : +4 (+8 stealth)

Mystic Fortitude : +2

Special Abilities : Stealthy, Tough Skin.

Tigermen of Kathai

Description : Tiger-like humanoids from the far eastern jungles beyond the Land of the Sun ; tall (8' on the average) and powerfully built, they are as cunning as they are cruel, they are especially prized as elite pit-fighters by the decadent nobles of Ishtar and Kandaria. When on their home territory, they delight in their own bloodsports - hunting human prey for the sheer pleasure of killing.

Taxonomy : Folk

Number Appearing : varies

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Normal

Movement : 180'

Initiative : +6

Melee Attack : +7

Damage : 2d6 (claws and teeth)

Defense Class : 16

Hits Total : 16

Danger Evasion : +6 (+10 stealth and detection)

Mystic Fortitude : +0

Special Abilities : Charge into Combat (+4 bonus), Lightning Fast, Sharp Senses, Stealthy, Tough Skin, Uncanny Agility.

Ubastis

Description : Cat-men from the Desert Kingdom ; once a proud and civilized race, they have lost much of their ancient heritage, becoming a bloodthirsty and decadent race ; they are as cruel as they are playful.

Taxonomy : Folk

Number Appearing : 1d10

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Weird

Movement : 120'

Initiative : +3

Melee Attack : +4

Missile Attack : +3

Damage : 1d6 (spears and swords)

Defense Class : 15 (17 with shield)

Hits Total : 8

Danger Evasion : +6 (+10 stealth and detection)

Mystic Fortitude : +2

Special Abilities : Missile Weapons (javelins, 100'), Sharp Senses, Stealthy, Uncanny Agility.

Ubastis of Royal Blood

Description : As their name implies, these « pure-breed » Ubastis act as the despotic leaders of their race ; they are stronger than their subjects and have retained a part of their ancestors' sorcerous lore.

Taxonomy : Folk

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (sword)

Defense Class : 16

Hits Total : 12

Danger Evasion : +8 (+12 stealth and detection)

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (as level 5 Sorcerers, 24 Power points), Sharp Senses, Stealthy, Uncanny Agility.



A female Ubasti of Royal Blood checking her weight on her magical bathroom scale

IV : CENTAUR KIN

Bucentaurs

Description : Bucentaurs are to bulls what centaurs are to horses. They are much more massive than Centaurs and their human head, torso and arms are much bigger than those of a mortal man. Like bulls, Bucentaurs are not very bright and are quick to anger (never approach them wearing a red cloak !).

Taxonomy : Folk

Number Appearing : 1d6

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 180'

Initiative : +1

Melee Attack : +2

Damage : 2d6 (huge club)

Defense Class : 12 (14 with shield)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge (+4), Crushing Attack (trampling), Supernatural Vigor.

Brutaurs

Description : Degenerate, primitive Centaurs with an equal fondness for human and horse flesh.

Taxonomy : Folk

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120' (240' when galloping)

Initiative : +2

Melee Attack : +4

Missile Attack : +2 (no penalty while moving)

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 12

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge (+2), Crushing Attack (trampling), Gallop, Missile Weapons (javelins), Supernatural Vigor, Uncanny Agility.

Chironian Centaurs

Description : The mightiest, noblest, wisest (and rarest ?) of all Centaurs. Unlike other true Centaurs, they are solitary creatures, living in the wilds as sages and semi-nomadic hermits.

Number Appearing : 1

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 120' (240' when galloping)

Initiative : +4

Melee Attack : +6

Missile Attack : +6 (no penalty while moving)

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Danger Evasion : +6

Mystic Fortitude : 0

Special Abilities : Charge (+2 bonus), Crushing Attack (trampling), Gallop, Marksmanship, Missile Weapons (bow), Supernatural Vigor, Uncanny Agility. Chironian Centaurs also qualify as level 3 Lyrists (with a total of 15 Power points).



A brutish Brutaurs armed with a crude club

Centaurides

Description : Centaurides are the female members of the Centaur species – much more peaceful than their male companions (who are also very jealous).

Taxonomy : Folk

Number Appearing : 1d10

Size : Medium

Ferocity : Peaceful

Cunning : Alert

Mystique : Normal

Movement : 120' (240' when galloping)

Initiative : +1

Melee Attack : +1

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 8

Danger Evasion : +4

Mystic Fortitude : 0

Special Abilities : Gallop, Uncanny Agility.



This sweet Centauride babe is all legs !

Equinians

Description : Also known as *Anticentaurs*, these creatures look like horse-headed humanoids. They sometimes associate with Tragos to attack Centaurs, their hated arch-enemies. It is rumored that the first Equinian was in fact a malformed Centaur foal who was abandoned in the wilderness because of his deformity...

Taxonomy : Folk

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +3

Damage : 1d6 (weapon)

Defense Class : 12 (14 with shield)

Hits Total : 12

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge (+2), Supernatural Vigor.

Ichtyocentaurs

Description : Very weird green-skinned Triton-Centaur hybrids, with the forelegs of a horse and a triton-like scaly tail where the hindlegs should be. Their origins remain a complete enigma : are they actual crossbreeds ? Centaurs cursed by Poseidon ? Malformed Tritons ? No one knows for sure – the only certain fact is that there are no female ichtyocentaurs.

Taxonomy : ?

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 120' (240' when cruising)

Initiative : +2

Melee Attack : +3

Damage : 1d6 (trident)

Defense Class : 15

Hits Total : 12

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Amphibian, Charge (+2), Cruising (but NO Galloping), Entangle (net), Supernatural Vigor, Tough Skin.

Onocentaurs

Description : Onocentaurs are to asses what centaurs are to horses. They are cowardly, stubborn, lazy and lustful (not to mention quite stupid). Onocentaurs can easily be recognized by their ridiculous tail and their silly, self-satisfied expression (and by their donkey ears).

Taxonomy : Folk

Number Appearing : 1d3

Size : Medium

Ferocity : Peaceful (Aggressive when drunk)

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : 0 (+1 when drunk)

Melee Attack : 0 (+2 when drunk)

Damage : 1d6 (hooves)

Defense Class : 12

Hits Total : 12

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Supernatural Vigor. Onocentaurs are also very good at making fools of themselves, often behaving (literally) as perfect asses.

Sagittarians

Description : Sagittarians are the best archers of the Centaur race and form a special caste within Centaur society, acting as the honorary guard and elite warriors of Centaur chieftains and kings.

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120' (240' when galloping)

Initiative : +2

Melee Attack : +3

Missile Attack : +4 (no penalty while moving)

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 12

Danger Evasion : +4

Mystic Fortitude : 0

Special Abilities : Charge (+2), Crushing Attack (trampling), Marksmanship, Gallop, Missile Weapons (bow), Poison (poisoned arrows), Supernatural Vigor, Uncanny Agility.



*Sagittarian taking a careful aim
at the Onocentaur's description paragraph*

Sataurs

Description : Sterile Centauride-Satyr hybrid ; looks like a Centaur with small horns and pointed ears. All Sataurs are insane and are treated as outcasts by Centaurs. Their madness, which is the consequence of a terrible divine curse, is also the source of their sorcerous powers.

Taxonomy : Folk

Number Appearing : varies

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Weird

Movement : 120' (240' when galloping)

Initiative : +3

Melee Attack : +3

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Danger Evasion : +4

Mystic Fortitude : +2

Special Abilities : Charge (+2), Crushing Attack (trampling), Gallop, Psychic Powers (as level 3 Sorcerer, 15 Power points), Supernatural Vigor, Uncanny Agility.

Winged Centaurs

Description : Also known as *Pegataurs* : a race of winged Centaurs who live in the remotest parts of the Thanatari Mountains. Their origins remain a mystery and they tend to be very wary of « grounded beings » (including Centaurs).

Taxonomy : Folk

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 120' (240' when galloping or flying)

Initiative : +2

Melee Attack : +3

Missile Attack : +4 (no penalty while moving)

Damage : 1d6 (weapons)

Defense Class : 15 (17 vs missiles when flying)

Hits Total : 12

Danger Evasion : +4

Mystic Fortitude : +2

Special Abilities : Charge (+2), Crushing Attack (trampling), Gallop, Marksmanship, Missile Weapons (bows or javelins), Supernatural Vigor, Uncanny Agility, Winged.



Zen and the Art of Aerial Archery

From the Letters Page of Griffin Magazine...

Centaur Kin

Centaur Variants : This section rocks ! Now Mazemasters can devise *whole campaigns* based on Centaurs and Centaurland, with player-character Centaurs fighting Brutaurs and Equinians for glory, territory and fun !

Chironian Centaur : My Mazemaster told me that I could not play one. Why ? Why should standard Centaurs be allowed as a player-character class but not Chironians ? This is absurd, especially since Lyrists are a predominantly player-character class ! Could you provide some kind of official ruling on this ?

Centaurides : My Mazemaster told me that I could not play one. Why ? Why should male Centaurs be allowed as a player-character class but not female ones ? This is absurd, especially since Amazons are a predominant player-character class ! Could you provide some kind of official ruling on this ?

Centaurides (II) : Centaurides ? Shouldn't they be called *centauresses* ?

Centaurides (III) : Why can't I play a Chironian Centauride ?

Sagittarians : You should publish a Sagittarian player-character class, with exactly the same characteristics as the Centaur class, but with Skill (rather than Might) as its prime requisite.

Winged Centaurs : Shouldn't Winged Centaurs be in the section on Aerial Beings ? Why did you choose to emphasize its Centaurness over its Wingedness ? Is this completely arbitrary or is there some hidden reason for this ? I think all M&M players have the right to know.

Winged Centaurs (II) : Are there Winged Sagittarians ? Winged Centaurides ? Winged Chironian Centaurs ? Why can't I play a Winged Chironian Centauride Priestess of Aphrodite ?

V : AERIAL BEINGS

Carnivorous Cloud

Description : A strange floating fungus that resembles a fluffy white cloud until it deploys its rending claws and opens its toothy maw.

Taxonomy : Monster

Number Appearing : 1d3

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180' (flying)

Initiative : +3

Melee Attack : +5

Damage : 2d6 (maw)

Defense Class : 13

Hits Total : 16

Danger Evasion : +2 (+8 stealth, +10 camouflage)

Mystic Fortitude : +2

Special Abilities : Mimetic Camouflage (as cloud), Stealthy.



Holy shit ! As if giant spiders were not enough !

Flying Unicorn

Description : Legends say these fabled beasts are unicorn-pegasus crossbreeds. Apart from its obvious physical features (that's right – *wings*), this rare aerial breed has a fiercer temper than the classic unicorn, as well as different magical powers.

Taxonomy : Monster

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Weird

Movement : 180' (360' galloping or flying)

Initiative : +5

Melee Attack : +4

Damage : 1d6 (hooves & horn)

Defense Class : 15 (17 vs missiles when flying)

Hits Total : 12

Danger Evasion : +12 (+16 stealth and detection)

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+2 bonus), Elemental Powers (as level 3 Elementalist, with a mastery of Ill in Air and 15 Power points), Gallop, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy, Supernatural Vigor, Uncanny Agility, Winged.

Giant Bat

Description : An oversized bat with a body the size of a bear (and corresponding wingspan !).

Taxonomy : Monster

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 240' (flying)

Initiative : +2

Melee Attack : +3

Damage : 1d6 (claws and fangs)

Defense Class : 14 (16 vs missiles)

Hits Total : 8

Danger Evasion : +8 (+12 detection)

Mystic Fortitude : 0

Special Abilities : Sharp Senses, Sixth Sense, Uncanny Agility (when flying), Winged.

Giant Tricephalous Vulture

Description : Well, the name says it all : a gigantic vulture with three heads. What did you expect ? Ah yes, the background story : well, they were probably created by some demented wizard a long time ago.

Taxonomy : Monster

Number Appearing : 1

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 360' flying

Initiative : +5

Melee Attack : +5

Damage : 2d6 (beak & talons)

Defense Class : 14 (12 vs missiles on ground)

Hits Total : 16

Danger Evasion : +4 (+10 detection)

Mystic Fortitude : +2

Special Abilities : Multiple Heads (3), Sharp Senses, Winged.

Gryphon

Description : Also known as the Royal Griffin, this rare subspecies of Griffin can be distinguished from common Griffins by its golden feathers which form a somewhat leonine mane at the base of its neck.

Taxonomy : Monster

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 180' (360' flying)

Initiative : +6

Melee Attack : +6

Damage : 2d6 (claws & bite)

Defense Class : 18 (16 vs missiles)

Hits Total : 16

Danger Evasion : +6 (+10 stealth and detection)

Mystic Fortitude : +8

Special Abilities : Charge (+4), Grapple (Might 20), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy, Uncanny Agility, Tough Skin, Winged.

Hawkmen

Description : Flying humanoids who look exactly like Icarians (to whom they are related) but are much harder and fiercer fighters.

Taxonomy : Folk

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Weird

Movement : 240' (flying)

Initiative : +3

Melee Attack : +4

Missile Attack : +5

Damage : 1d6 (weapons)

Defense Class : 15 (17 vs missiles)

Hits Total : 12

Danger Evasion : +6

Mystic Fortitude : +2

Special Abilities : Marksmanship, Missile Weapons (bows and javelins), Supernatural Vigor, Uncanny Agility, Winged.



*- Can't tell an Hawkman from an Icarian ?
Well, just wait until the first battle round...*

Hippogriff

Description : This creature looks as a cross between an eagle and a horse. It makes a fantastic aerial mount (provided you can tame it in the first place).

Taxonomy : Monster

Number Appearing : 1d3

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180' (360' when galloping or flying)

Initiative : +5

Melee Attack : +5

Damage : 1d6 (hooves, beak & talons)

Defense Class : 15 (17 vs missiles when flying)

Hits Total : 12

Danger Evasion : +6 (+10 detection)

Mystic Fortitude : +6

Special Abilities : Charge (+2), Crushing Attack (trample), Gallop, Lightning Fast, Magic Resistance, Sharp Senses, Supernatural Vigor, Winged.

Klaatakaa'rr

Description : Vicious humanoid predators with dark leathery skin and large bat-like wings, living in the southern mountains of Charybdis.

Taxonomy : Folk

Number Appearing : 2d6 : If a 6 is rolled on either die, the group will include a Purple Klaatakaa'rr.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 120' (240' flying)

Initiative : +3

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 17 (19 vs missiles when flying)

Hits Total : 12

Danger Evasion : +4

Mystic Fortitude : +2

Special Abilities : Charge (dive from the sky, +2), Grapple (Might 16), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Note : One of the Klaatakaa'rrs' favorite tricks is to grapple a victim, fly as high as possible while carrying him (60' up in one battle round) and then drop the unfortunate individual from this height, resulting in 6d6 Hits of damage. The victim's only chance is to actually try to « grapple back » the creature (using the usual wrestling rules).



A noble Hippogriff waiting for a noble rider

Klaatakaa'rr (Purple)

Description : Purple Klaatakaa'rrs are the leaders of the Klaatakaa'rr race and are easily identifiable by their blackish purple hue.

Taxonomy : Folk

Number Appearing : special

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Weird

Movement : 120' (240' flying)

Initiative : +5

Melee Attack : +7

Damage : 1d6 (claws & bite)

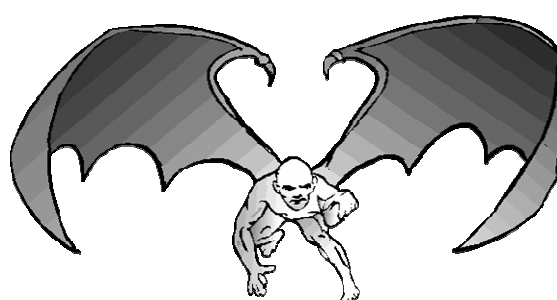
Defense Class : 17 (19 vs missiles when flying)

Hits Total : 12

Danger Evasion : +6

Mystic Fortitude : +6

Special Abilities : Charge (dive from the sky, +2), Grapple (Might 16), Magic Resistance, Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.



Bewaaaaarre the Klaatakaa 'rr !



A Lamassu masquerading as a statue

Lamassu

Description : Giant winged lions (with vaguely human-like faces), Lamassu are almost always encountered as guardians of the lost tombs or ruined temples of the long-dead Hazarian civilization, which once ruled the Land of the Sun. A Lamassu can stay immobile for hours, looking exactly like (and often mistaken for) a huge statue.

Taxonomy : Monster

Number Appearing : 1d6

Size : Large

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 180' (360' flying)

Initiative : +5

Melee Attack : +8

Damage : 2d6 (claws)

Defense Class : 18

Hits Total : 24

Danger Evasion : +10

Mystic Fortitude : +10

Special Abilities : Charge (+4 bonus), Magic Resistance, Sixth Sense, Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

From the Letters Page of Griffin Magazine...

Aerial Beings

Aerial Creatures in General : I'm afraid that these creatures are nearly completely useless in the absence of detailed rules for aerial combat. Here are my own house rules on the subject. Flying creatures can be grouped in five Aerial Maneuverability classes, which, for simplicity's sake, are called Q, R, S, T and P. Within each Aerial Maneuverability class, several specific categories blah blah blah blah blah (...)

Carnivorous Cloud : Are you people actually smoking something when designing new monsters ?

Giant Tricephalous Vulture : Couldn't anyone come up with a better name than *that* ?

Gryphon : Gryphons ? Griffins ? Gryphins ? Griffons ? Gryffins ? Gryphyns ?

Klaatakaa'rr : And how on Earth are you supposed to pronounce that in the middle of a fight ? After a dozen tries, my players finally gave up and decided to call them 'flying chimps'.

Lamassu : Your version of the Lamassu has almost nothing to do with the Babylonian mythical creature of the same name ! As a Babylonian myself, I can't help but feel insulted and my only honorable course of action is to call the manyfold curse of Marduk and Tiamat on you and your descendants (for 1d6+1 generations), unless you quickly amend yourself by publishing my brilliant Babylonian Quest rpg.

VI : SEA CREATURES

Attack Kelp

Description : Man-eating seaweed.
Taxonomy : Animate
Number Appearing : 1d6
Size : Small
Ferocity : Deadly
Cunning : Average
Mystique : Normal
Movement : 60'
Initiative : +3
Melee Attack : +6
Damage : 1d3
Defense Class : 12
Hits Total : 4
Danger Evasion : 0
Mystic Fortitude : 0
Special Abilities : Aquatic, Charge Into Combat (+2 bonus), Entangle (Might = 12).

Dolphins

Taxonomy : Folk (*not* Beasts)
Number Appearing : 1d6
Size : Medium
Ferocity : Peaceful
Cunning : Clever
Mystique : Weird
Movement : 180' (360' when cruising)
Initiative : +4
Melee Attack : +4
Damage : 1d6 (head butt)
Defense Class : 15 (17 vs missiles when cruising)
Hits Total : 8
Danger Evasion : +12
Mystic Fortitude : +6
Special Abilities : Aquatic, Charge (+2), Cruise, Lightning Fast, Magic Resistance, Sixth Sense, Uncanny Agility



A big, bad (and extremely ugly) Fomoroi

Fomoros

Description : Fiendish undersea Cyclops with green scaly skin, iron-hard claws and extremely sharp teeth who live in the deepest abysses of the Western Ocean. They can petrify their victims with their gaze and also hold some form of ancient magical control over the sea.

Taxonomy : Monster
Number Appearing : 1d3
Size : Large
Ferocity : Dangerous
Cunning : Alert
Mystique : Eldritch
Movement : 180'
Initiative : +3
Melee Attack : +5
Damage : 2d6 (claws and teeth)
Defense Class : 20 (18 vs missiles)
Hits Total : 24
Danger Evasion : +2
Mystic Fortitude : +8

Special Abilities : Amphibian, Crushing Attack (bear hug), Elemental Powers (level 3 Elementalist with 16 Power points and a mastery of III in Water), Fearsome, Grapple (Might 20), Magic Resistance, Natural Armor, Petrification (60'), Supernatural Vigor. All in all, pretty nasty fellows.



A Nereid and her lucky boyfriend

Giant Sea Anemone of Death

Description : Exists in various colors.

Taxonomy : Monster – or Animate... uh, well it's a plant.

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : None (stationary)

Initiative : +5

Melee Attack : +5

Damage : See below.

Defense Class : 14 (12 vs missiles)

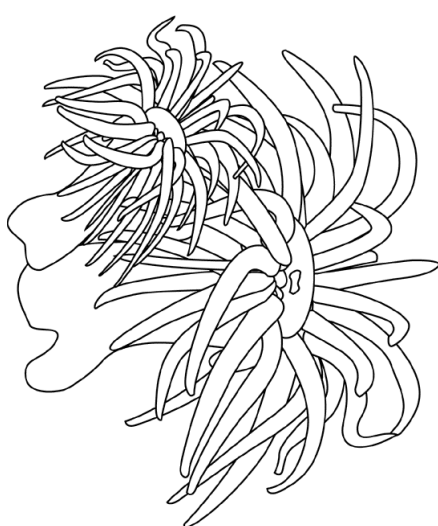
Hits Total : 24

Danger Evasion : +8 (+12 camouflage)

Mystic Fortitude : 0

Special Abilities : Aquatic, Entangle (Might 20), Mimetic Camouflage (as big alga... plant-thing), Lightning Fast, Mindless, Poison (death), Sixth Sense, Supernatural Vigor, Tough Skin.

The tentacle-like appendages of the Giant Sea Anemone of Death cause no direct physical damage but are used to Entangle victims. Only victims who have been Entangled during the previous battle round can be the targets of the creature's deadly Poison attack – which counts as one of its regular attacks but *requires no roll* to hit.



Giant Starfish

Description : Deadly star-shaped predator from the deep...

Taxonomy : Monster

Number Appearing : 1

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +1

Melee Attack : +2

Damage : 2d6

Defense Class : 16 (14 vs missiles)

Hits Total : 24

Danger Evasion : +0

Mystic Fortitude : +2

Special Abilities : Aquatic, Natural Armor, Regeneration (4 Hits / round), Supernatural Vigor.

Note : There have been (so far unverified) rumors of Gigantic Starfishes with Psychic Powers – who knows what ancient horrors lurk in the darkest depths of the oceans ?



Undersea adventure about to be abruptly ended by great aquatic teamwork



If Hippocampus and Sea Lions could talk, would they argue about politics ?

Hippocampus

Description : Also called *Sea Horses*, these beasts make excellent underwater mounts (once tamed).

Taxonomy : Beast

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 120' (240' when cruising)

Initiative : +2

Melee Attack : +3

Damage : 1d6 (hooves)

Defense Class : 17 (19 vs missiles when cruising)

Hits Total : 8

Danger Evasion : +4

Mystic Fortitude : +2

Special Abilities : Aquatic, Charge (+2), Cruise, Tough Skin, Uncanny Agility.

Sea Hydra

Description : Undersea (actually amphibious) version of the classic monster from legend.

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 240'

Initiative : +4 (+1 per extra head)

Melee Attack : +7

Damage : 3d6 (claws & bite)

Defense Class : 20 (16 vs missiles)

Hits Total : 48

Danger Evasion : +2 (+1 detection per extra head)

Mystic Fortitude : +8

Special Abilities : Amphibian, Fearsome, Magic Resistance, Multiple Heads (1d6 extra), Natural Armor, Regeneration (5 Hits / r), Supernatural Vigor.

Sea Lions

Description : Just what the name suggests.

Taxonomy : Monster

Number Appearing : 1d3

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 15

Hits Total : 12

Danger Evasion : +4 (+8 stealth and detection)

Mystic Fortitude : 0

Special Abilities : Charge (+4), Sharp Senses, Stealthy, Supernatural Vigor, Tough Skin, Uncanny Agility.

Sons of Dagon

Description : Evil fish-headed amphibians who only leave their undersea caverns to attack ships. Most of them fight with nets and tridents.

Taxonomy : Folk

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 120' (120' swimming)

Initiative : +1

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 8

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Amphibious, Entangle (nets), Tough Skin.

Telchines

Description : These mischievous creatures frolic in the seas near inhabited islands, causing havoc and confusion with their weather-affecting powers. Legends say they were once powerful Elementalists whose hubris angered the Gods and were transformed by them into their current form (hybrid creatures with the heads of dogs and the flippers of dolphins) but somehow managed to retain their human intelligence as well as their magical powers.

Taxonomy : Monster

Number Appearing : 1d3

Size : Medium

Ferocity : Peaceful

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +3

Melee Attack : +3

Damage : 1d6 (head butt)

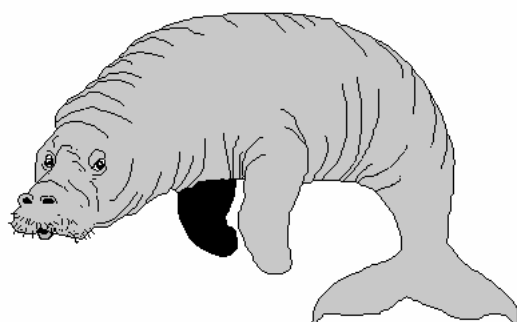
Defense Class : 14 (16 in water)

Hits Total : 8

Danger Evasion : +6 (+8 in water)

Mystic Fortitude : +4

Special Abilities : Aquatic, Life Energy Drain (gaze attack), Elemental Powers (level 5, Power 25 ; Air rank III, Water rank II), Uncanny Agility (in water).



What are you staring at ? You think I look funny ? We'll see if you're still laughing when me and my Telchine buddies sink your ship with our eldritch elemental powers !

From the Letters Page of Griffin Magazine...

Sea Creatures

Sea Creatures in General : I'm afraid these creatures are nearly completely useless in the absence of detailed rules for underwater combat. Here are my own house rules on the subject. Marine creatures can be grouped in five Nautical Maneuverability classes, which, for simplicity's sake, are called B, C, D, E and W. Within each Nautical Maneuverability class, several specific categories blah blah blah blah (...)

Dolphin : Dolphins are so cute. Why can't I play a dolphin ? You should definitely publish a Dolphin character class, with powers similar to those of a Nymph (and a much higher swimming bonus).

Sea Hydra : Aside from its natural environment, what's the difference between a Sea Hydra and a normal Hydra ? Or should they be called Land Hydrae now ? While you were at it, why didn't you give us the Cave Hydra, the Mountain Hydra, the Forest Hydra and the Garden Hydra ?

Sea Horses & Sea Lions : Sea Cats, Sea Boars, Sea Bears, Sea Rats...

Sons of Dagon : Fishmen with a fancy name.

Telchines : Brilliant creature ! You should definitely publish a Telchine character class, with the same powers as the Elementalists (and a much higher swimming bonus).

VII : GIGANTIC MONSTERS

Argusoid

Description : Argusoids are giants whose bodies are covered with eyes (a hundred or so) – a pretty disgusting sight in itself. They make excellent guardians (since they really never sleep) and are (quite logically) mortal enemies of Cyclops.

Taxonomy : Monster

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 240'

Initiative : +4

Melee Attack : +7

Damage : 3d6 (big mace)

Defense Class : 18

Hits Total : 48

Danger Evasion : +10 (+20 detection !)

Mystic Fortitude : +2

Special Abilities : Charge (+6), Crushing Attack (trample), Crushing Missiles (60'), Fearsome, Regeneration (5 hits / round), Sharp Senses, Sixth Sense, Supernatural Vigor, Tough Skin. Their many eyes also give them a +10 bonus to detection.

Bicephalous Giant

Description : Two-headed giant.

Number Appearing : 1

Size : Gigantic

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 240'

Initiative : +2

Melee Attack : +2

Damage : 3d6 (weapons)

Defense Class : 17 (13 vs missiles)

Hits Total : 48

Danger Evasion : 0 (+1 detection)

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+6 bonus), Crushing Attack (trampling), Crushing Missiles (stones etc), Fearsome, Grapple (Might 24), Magic Resistance, Multiple Heads (2), Supernatural Vigor, Tough Skin.

Crawling Aberration

Description : A gigantic polypous creature vaguely looking like a cross between a murena and a medusa.

Taxonomy : Monster

Number Appearing : 1

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : 240'

Initiative : +3

Melee Attack : +5

Damage : 3d6 (tentacles & bite)

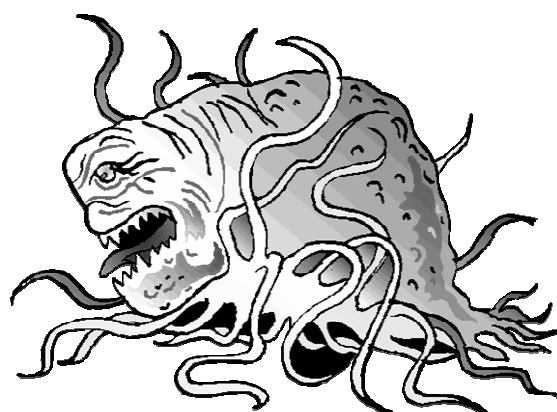
Defense Class : 20

Hits Total : 48

Danger Evasion : +4

Mystic Fortitude : +8

Special Abilities : Crushing Attack (constriction), Grapple (Might 24), Fearsome, Magic Resistance, Regeneration (5 Hits/round), Supernatural Vigor, Tough Skin.



As we said : polypous AND vaguely looking like a cross between a murena and a medusa.

Gigantosaur

Description : A gigantic, six-legged (and carnivorous) lizard with rock-hard scales.

Taxonomy : Monster

Number Appearing : 1

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Average

Movement : 240'

Initiative : +3

Melee Attack : +5

Damage : 3d6 (claws & bite)

Defense Class : 20

Hits Total : 32

Danger Evasion : +4

Mystic Fortitude : 0

Special Abilities : Charge (+6), Crushing Attack (trample), Fearsome, Natural Armor, Uncanny Agility.



Big, bad Gigantosaur on the prowl

Hellephaunt

Description : An enormous, elephantine horror, plated with bony armor, with tremendous tusks, shooting flame from its trunk.

Taxonomy : Monster

Number Appearing : 1d3

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 240'

Initiative : +4

Melee Attack : +5

Damage : 3d6 (trunk, tusks etc)

Defense Class : 19

Hits Total : 48

Danger Evasion : +2

Mystic Fortitude : +6

Special Abilities : Breath Weapon (burning gas from trunk, 40' range), Charge (+6), Crushing Attack (trample), Crushing Missiles (thrown with trunk), Grapple (with Trunk, Might 24), Fearsome, Magic Resistance, Natural Armor, Regeneration (5/round), Supernatural Vigor.

Note : May not use Breath Weapon or Crushing Missiles while Entangling (the bloody thing only has one trunk, thanks Zeus).

Ice Worm

Description : A gigantic carnivorous worm entirely covered in white fur that makes it extremely hard to spot in the snow-covered mountains where it lurks.

Taxonomy : Monster

Number Appearing : 1

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 240' (crawling)

Initiative : +2

Melee Attack : +4

Damage : 3d6 (fangs and body)

Defense Class : 17 (13 vs missiles)

Hits Total : 32

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : +2

Special Abilities : Crushing Attack (constriction ; requires successful Grapple), Grapple (ensnare with body, Might 24), Mimetic Camouflage, Regeneration (5pts/round), Stealthy, Tough Skin, Uncanny Agility.

Pyrohydra

Description : This reddish Hydra only has three heads... but each one breathes fire !

Taxonomy : Monster

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 240'

Initiative : +6

Melee Attack : +7

Damage : 3d6 (claws & bite)

Defense Class : 20 (16 vs missiles)

Hits Total : 48

Danger Evasion : +2 (+4 detection)

Mystic Fortitude : +8

Special Abilities : Breath Weapon (40', fire, can make up to three such attacks per battle round, counting as regular attacks), Fearsome, Magic Resistance, Multiple Heads (3), Natural Armor, Regeneration (5 Hits / round), Supernatural Vigor.

Seven-headed Hydra

Description : The name says it all.

Taxonomy : Monster

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 240'

Initiative : +10

Melee Attack : +7

Damage : 3d6 (claws & bite)

Defense Class : 20 (16 vs missiles)

Hits Total : 48

Danger Evasion : +2 (+8 detection)

Mystic Fortitude : +8

Special Abilities : Fearsome, Magic Resistance, Multiple Heads (7), Natural Armor, Regeneration (5 Hits / round), Supernatural Vigor.



Yes, you guessed it – that's a Seven-Mawed Thing...

Seven-Mawed Thing

Description : Absolutely unspeakable (see illustration).

Taxonomy : Monster

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Average

Mystique : Eldritch

Movement : 240'

Initiative : +9

Melee Attack : +6

Damage : 3d6 (bite)

Defense Class : 18

Hits Total : 48

Danger Evasion : 0 (+6 detection)

Mystic Fortitude : +8

Special Abilities : Fearsome, Magic Resistance, Mindless, Multiple Heads (seven), Regeneration (5 Hits/round), Supernatural Vigor, Tough Skin.

Tarasque

Description : This abominable and undomitable creature looks very much like an Ankylosaurus.

Taxonomy : Monster

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 240'

Initiative : +4

Melee Attack : +7

Damage : 3d6 (bite)

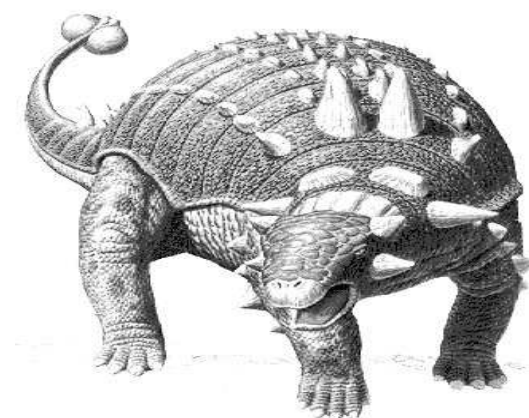
Defense Class : 24

Hits Total : 48

Danger Evasion : 0

Mystic Fortitude : +8

Special Abilities : Charge (+6), Crushing Attack (trample), Crushing Missiles (in fact mace-like tail ; limited to melee), Fearsome, Invulnerability, Magic Resistance, Regeneration (5 Hits per round), Supernatural Vigor.



Come on baby, let's do the Tarasque twist

From the Letters Page of Griffin Magazine...

Gigantic Monsters

Pyrohydra & Seven-headed Hydra : How about a cold-breathing Cryohydra ? Or a nine-headed Hydra ?

Ice Worm : How many white fur coats (for Nymphs and Amazons) can be made from one of these creatures ? What would be the production cost and market price of such garments ? Would they have any magical properties ? All these questions are left unanswered, which clearly shows this supplement is far from complete – to say the least. On the whole, I must say I'm extremely disappointed by the *Hekatoteratos*.

Seven-Mawed Thing : I guess this name was 'invented' by the same (obviously over-imaginative) person who gave us the Bicephalous Giant and the Tricephalous Giant Vulture... That's creativity for you.

Tarasque : During my holidays in France, I discovered that one of their local saints actually captured and subdued a Tarasque into submission using only the belt of her dress. Where are the rules for this ? Which leads me to my next question : when will you people publish rules for playing Christian Priests in M&M. My friends and I are eager to convert the whole world of Mythika to the One True Faith.

VIII : VARIOUS SPIRITS

Alseid

Description : Distant relatives to nymphs that live in old ruins, guarding them the same way that dryads guard trees. Alseids appear as noblewomen of long-gone times and are vain and haughty. They can be very hostile to anyone trying to steal from or destroy the ruins, but can sometimes help adventurers who want to destroy monsters in the ruins. They often appear with wild Folk or Beasts they have charmed, tamed or otherwise conquered.

Number Appearing : 1 (+ 1d6 servant Folks or Beasts)

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 120'

Initiative : +2

Melee Attack : +2

Damage : 1d6 (if using weapons)

Defense Class : 14

Hits Total : 12

Danger Evasion : +8 (+12 for Stealth)

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Nature's Gifts (Level 4, 20 Power Points), Regeneration, Sixth Sense, Stealthy, Supernatural Vigor.

Charont

Description : Charonts are the spirits of misers and selfish hoarders turned into monsters by the powers of the Underworld. They guard treasures. A charont looks like a gaunt man with an owl's face. They usually carry huge magical hammers (see below).

Number Appearing : 1

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Eldritch

Movement : 120'

Initiative : +2

Melee Attack : +4

Damage : See below

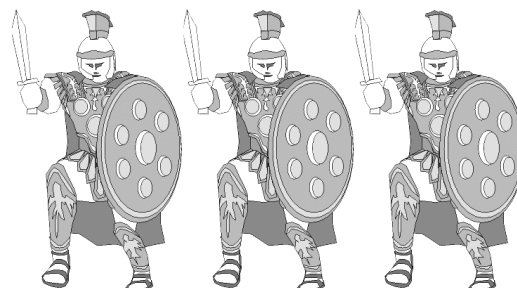
Defense Class : 14

Hits Total : 12

Danger Evasion : +4 (+8 detection and stealth)

Mystic Fortitude : +8

Special Abilities : Life Energy Drain (claws), Lifeless, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy, Supernatural Vigor.



A trio of mindless Curetes closing for the kill !

Curetes

Description : These lightning spirits appear as young, bronze-armored men armed with shields and swords. They are often found in places struck by lightning and other places holy to Zeus, and punish those who flout his laws, pursuing their divine mission to the exclusion of all other considerations.

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Unearthly

Movement : 180'

Initiative : +5

Melee Attack : +5

Damage : 1d6 (sword)

Defense Class : 25 (w shield and helmet)

Hits Total : 12

Danger Evasion : +10

Mystic Fortitude : +10

Special Abilities : Charge (+2), Fearsome, Lifeless, Lightning Fast, Magic Resistance, Mindless, Natural Armor, Supernatural Vigor, Uncanny Agility. Curetes are also able to hurl bolts of lightning (treat as Breath Weapon).

Note : If curetes have been sent to punish somebody who has violated one of Zeus' laws, defeating or destroying a curete does not automatically risk the further displeasure of the King of the Gods. The encounter with the curetes is considered sufficient chastisement; however, further crimes will be dealt with more harshly.

Hammer of Hades : The Hammer of Hades is a magical weapon with a Reach of II. In the hands of a Priest of Hades, or anyone who has Hades as his Divine Patron, its damage rolls are increased by the user's Faith bonus. In the case of Charonts, the +2 bonus comes from their Mystique.

Eolians

Description : These playful but impetuous spirits of the winds appear as clouds – but should not be confused with Carnivorous Clouds.

Number Appearing : 1d6

Size : Medium

Ferocity : Peaceful

Cunning : Alert

Mystique : Eldritch

Movement : 180'

Initiative : +1

Melee Attack : +1

Damage : n/a (insubstantial)

Defense Class : 16

Hits Total : 12

Danger Evasion : +6 (+10 hiding as clouds)

Mystic Fortitude : +8

Special Abilities : Elemental Powers (level 3, with Air at rank III and 17 Power points), Insubstantial, Lightning Fast, Magic Resistance, Mimetic Camouflage (as clouds), Supernatural Vigor, Uncanny Agility.

Note that the Eolian's Elemental Powers are its only way to cause direct physical damage to material opponents.

Flamoïds

Description : These spirits are the living embodiment of fire and appear as living flames. They can be found in or near the forges of Lesser Cyclops, acting as guardians, assistants and energy source.

Number Appearing : 2d6

Size : Small

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : 90'

Initiative : +5

Melee Attack : +5

Damage : n/a (insubstantial)

Defense Class : 16 (18 vs missiles)

Hits Total : 6

Danger Evasion : +6 (+10 hiding as flames)

Mystic Fortitude : +10

Special Abilities : Elemental Powers (level 3, with Fire at rank III and 17 Power points), Insubstantial, Lightning Fast, Magic Resistance, Mimetic Camouflage (as flames), Supernatural Vigor, Uncanny Agility

Note that the Flamoïd's Elemental Powers are its only way to cause direct physical damage to material opponents.



Sometimes, being the shadow of a god can be pretty BORING, you know ?

God-Shadow

Description : The gods themselves are so powerful even their shadows are to be feared. Sometimes these shadows get loose and wander in the lands of mortals.

Number Appearing : 1

Size : Large

Ferocity : Aggressive

Cunning : Clever

Mystique : Unearthly

Movement : 180'

Initiative : +3

Melee Attack : +4

Damage : n/a (insubstantial)

Defense Class : 17

Hits Total : 24

Danger Evasion : +6

Mystic Fortitude : +10

Special Abilities : Elemental Powers (level 5, 26 Power points, specific distribution of elemental ranks varies according to the shadow's owner), Fearsome, Insubstantial, Magic Resistance, Mindless, Supernatural Vigor.

The God-Shadow's Elemental Powers are its only way to cause direct physical damage to material opponents.



A deadly Ker draping herself in her cloak of darkness

Keres

Description : Keres (sing. *Ker*) are vicious she-demons with bat-like wings, razor-sharp claws and piercing fangs. who prey on the life-energy of their victims, devouring their very souls. They are generally encountered near entrances to the Underworld. Most of the time, their actions are guided by their own malignancy and hunger but like the Lesser Furies, they sometimes act as agents of divine retribution, carrying their merciless task with the deadly efficiency of a professional assassin.

Taxonomy : Spirit

Number Appearing : 1d3

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Unearthly

Movement : 120' (240' flying)

Initiative : +5

Melee Attack : +8

Damage : 1d6 (claws and fangs)

Defense Class : 19 (21 vs missiles when flying)

Hits Total : 12

Danger Evasion : +10 (+14 stealth)

Mystic Fortitude : +8

Special Abilities : Life Energy Drain (bite*), Magic Resistance, Regeneration (3 Hits / round), Sixth Sense, Stealthy, Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Lares

Description : Lares (sing. *Lar*) are benign spirits who protects farms, vineyards, olive groves and the like. They look like small, beautiful youths, who carry a basket or horn full of food, their Cornucopia. They reward pious, hardworking and serious people, but punish the wicked, lazy and disrespectful. They know everything about the area they live in, and are gossipy little guys. Lares are the natural enemies of Lemures (see below).

Number Appearing : 1

Size : Small

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : +2

Melee Attack : +2

Damage : A lar has no effective physical attack unless he shapeshifts

Defense Class : 16 (18 vs missiles)

Hits Total : 6

Danger Evasion : +6 (+10 to Stealth)

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Stealthy, Supernatural Vigor, Uncanny Agility.

Shapeshifting : Lares also have the powers of a level 4 Shapeshifter with 20 Power points ; they prefer changing into farm animals like bulls, rams or guard dogs to fight.

Cornucopia : All lares carry a basket or horn of plenty, a cornucopia. The lar, or anyone he has given the cornucopia, can every day bring enough wine, bread, cheese, fruit and olives from it to feed up to the user's Faith or Mystique bonus x 3 people (ie six people for the lar). If the cornucopia is stolen or the lar is killed, it becomes cursed, and everything it produces is poisoned.



A nice-looking Lar carrying his Cornucopia

* Victims killed by a Ker's Life Energy Drain can never be resurrected by any power (including Divine Intervention), since their souls are reaped by the Keres and directly sent to Hades at the very instant of their death.



Oracle Owls can be such pretentious poseurs.

Oracle Owl

Description : White sacred owls associated with the goddess Athena.

Taxonomy : Spirit

Number Appearing : 1

Size : Small

Ferocity : Peaceful

Cunning : Crafty

Mystique : Unearthly

Movement : 180' flying

Initiative : +3

Melee Attack : 0

Damage : 1d3 (beak and talons)

Defense Class : 25 (29 vs missiles when flying)

Hits Total : 6

Danger Evasion : +12

Mystic Fortitude : +10

Special Abilities : Invulnerability, Magic Resistance, Oracular Powers (as level 6 Oracle, 32 Power points), Sixth Sense, Supernatural Vigor, Uncanny Agility, Winged.

Lemures

Description : Lemures are evil spirits who haunt lonely desolate places. They look like emaciated, mishapen urchins. They are dishonest, greedy and cowardly, and like to steal from or harass travelers through "their" lands. They are compulsive and cheating gamblers. Lemures hate lares and lust for alseids and nymphs.

Number Appearing : 1

Size : Small

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : +3

Melee Attack : +4

Damage : 1d3 (sharp nails) + life-energy drain

Defense Class : 16 (18 vs missiles)

Hits Total : 6

Danger Evasion : +10 (+14 stealth)

Mystic Fortitude : +8

Special Abilities : Grapple (Might = 12), Life-Energy Drain (bite, 1d6 Hits), Lifeless, Magic Resistance, Sixth Sense, Stealthy, Supernatural Vigor, Uncanny Agility.

Thieving Sack : All lemures carry a magical sack that can steal things. If the holder of the sack is within 30 feet of a container that is not held by another being, he can magically transfer one of the items from the other container into the thieving sack. Whenever a character tries to retrieve a specific item from the sack, there is a 10% chance that the item is permanently lost. This chance increases to 20% if the sack was stolen from a lemure that still exists. Only Divine Intervention may restore items lost in a lemure's thieving sack.

From the Letters Page of Griffin Magazine...

Various Spirits

Eolians & Flamoïds : Where do these stupid names come from ? Also, since these two types of creatures are obviously elemental spirits, why didn't you include water and earth elementals as well ? It was a simple matter of common sense – especially in a game that features a realm of magic (Elementalism) based on the four traditional Greek elements of earth, air, fire and water.

Keres & Curetes : As if Divine Wrath and the Lesser Furies were not enough...

Lares : What's the point ? I mean, M&M player-characters are supposed to be heroes, or at least adventurers, not farmers... Is this case slowly turning into *Shepherds & Sickles* ?

Oracle Owls : Level 6 ? Hoot ! You mean they can see the footoore ? Hoot !

IX : ARTIFICIAL ANIMATES

Bronze Bird

Description : A huge metallic bird that can be used as an aerial mount (two seats).

Taxonomy : Animate

Number Appearing : varies

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 360' flying

Initiative : +1

Melee Attack : +2

Damage : 2d6 (beak and talons)

Defense Class : 17 (19 in flight)

Hits Total : 24

Danger Evasion : 0 (+2 in flight)

Mystic Fortitude : +6

Special Abilities : Magic Resistance, Mindless, Natural Armor, Supernatural Vigor, Uncanny Agility (in flight), Winged.

Bronze Horse

Description : Horse automatons.

Taxonomy : Animate

Number Appearing : varies

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 120' (240' when galloping)

Initiative : +3

Melee Attack : +4

Damage : 1d6 (hooves & bite)

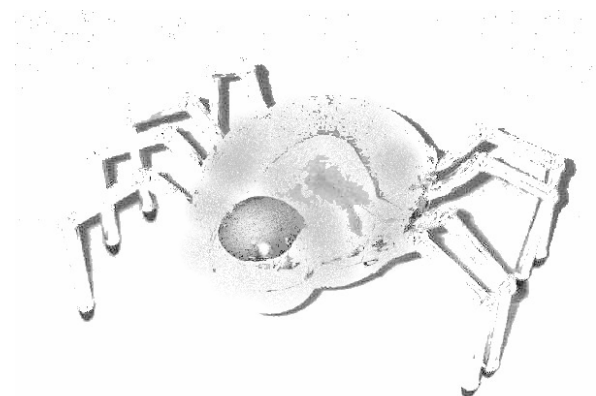
Defense Class : 13

Hits Total : 12

Danger Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge (+2), Crushing Attack (trampling), Gallop, Magic Resistance, Mindless, Natural Armor, Supernatural Vigor.



Metallic Menace at its Meanest : a Derros Warcraft

Derros Warcraft

Description : Not a creature per se but a magically-animated vehicle resembling a huge metallic spider. Each warcraft is manned by a Derros, hidden in the mettalic body of the creature.

Taxonomy : Animate

Number Appearing : 1d6

Size : Large

Ferocity : Dangerous

Cunning : Crafty

Mystique : Normal

Movement : 180'

Initiative : +5

Melee Attack : +8

Damage : 2d6 (metallic limbs)

Defense Class : 16 (14 vs missiles)

Hits Total : 16

Danger Evasion : +6

Mystic Fortitude : 0

Special Abilities : Breath Weapon (30'), Charge (+4), Mindless, Natural Armor.

Note : The warcraft's Cunning actually reflects that of its Derros pilot. Its Breath Weapon is actually a primitive flamethrower. Bringing the warcraft to 2 Hits or less will disable it ; bringing it below zero Hits will actually damage the Derros inside (Derros only have 4 Hits).

Golden Ram

Description : Much like the Bronze Bull, except that... well you get the idea.

Taxonomy : Animate

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +2

Melee Attack : +4

Damage : 2d6 (horns & hooves)

Defense Class : 17 (15 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge (+4), Crushing Attack (trampling), Magic Resistance, Mindless, Natural Armor, Supernatural Vigor

Living Caryatids

Description : Living caryatids appear to be a decorative stone pillar fashioned in the shape of a beautiful young woman. Their most common use is as guardians of some place or treasure; appearing to be nothing more than a lifeless carving, they come "alive" when their charge is threatened or disturbed. They are often found in the ruins of ancient palaces and temples.

Taxonomy : Animate

Number Appearing : 1d3

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 240'

Initiative : +2

Melee Attack : +4

Damage : 3d6 (fists)

Defense Class : 24 (20 vs missiles)

Hits Total : 48

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Crushing Attack (crushing grip), Grapple (Might 24), Invulnerability, Fearsome, Magic Resistance, Mindless, Supernatural Vigor.

Mechanical Archers

Description : Automatons with bows and arrows. Each archer is equipped with a quiver of 12 arrows. Once they have shot their arrows, these automatons *cannot* fight in melee, being only 'programmed' to shoot and move.

Taxonomy : Animate

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : +1

Melee Attack : not applicable

Missile Attack : +3

Damage : 1d6 (arrows)

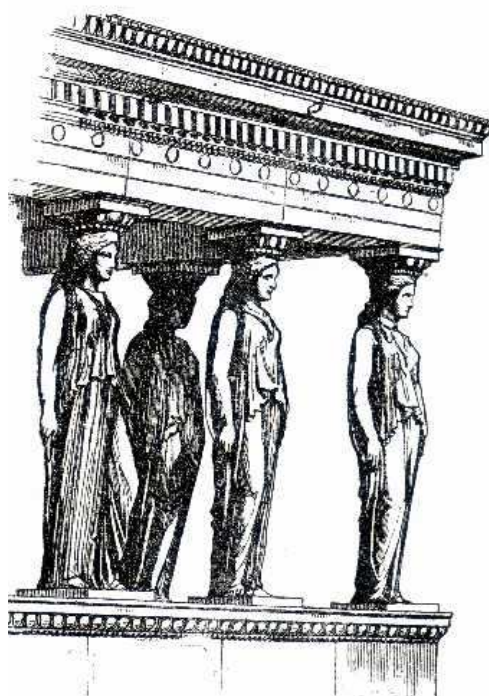
Defense Class : 17

Hits Total : 12

Danger Evasion : +0

Mystic Fortitude : +6

Special Abilities : Magic Resistance, Mindless, Marksmanship, Missile Weapons (bow and arrows), Natural Armor, Poison (on arrows, generally paralyzing), Supernatural Vigor.



Well, at least WE have a roof over our heads

Midas Men

Description : Animated statues made of stargold.

Taxonomy : Animate

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Eldritch

Movement : 120'

Initiative : +1

Melee Attack : +2

Damage : 1d6 (fists)

Defense Class : 22

Hits Total : 12

Danger Evasion : +0

Mystic Fortitude : +8

Special Abilities : Crushing Attack (bear hug), Grapple (Might 16), Magic Resistance, Mindless, Invulnerability, Supernatural Vigor

Once killed, each Midas Man can be « chipped » for 10 gold coins worth of gold (with the same encumbrance as coins).

Rocky Python

Description : A huge constrictor snake made of interconnected stones.

Taxonomy : Animate

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +2

Melee Attack : +4

Damage : 2d6 (body)

Defense Class : 17 (15 vs missiles)

Hits Total : 24

Danger Evasion : 0 (+2 stealth, +4 camouflage)

Mystic Fortitude : +6

Special Abilities : Crushing Attack (constriction), Grapple (Might 20), Magic Resistance, Mindless, Mimetic Camouflage (among rocks), Natural Armor, Supernatural Vigor.

Silver Beetle

Description : Massive metallic scarabs who produce weird, psychedelic music when attacking.

Taxonomy : Animate

Number Appearing : 1d6

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +2

Melee Attack : +4

Damage : 2d6 (legs and mandibles)

Defense Class : 17

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Magic Resistance, Mindless, Natural Armor, Wallcrawling.

Singing Keledones

Description : Golden automatons in the form of sirens (woman-headed birds), who song with an entrancing (if a bit artificial) voice.

Taxonomy : Animate

Number Appearing : 1d6

Size : Small

Ferocity : Peaceful

Cunning : Average

Mystique : Weird

Movement : 90' (180' flying)

Initiative : 0

Melee Attack : 0

Damage : 1d3 (talons)

Defense Class : 17 (21 vs missiles when flying)

Hits Total : 4

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Magic Resistance, Mindless, Natural Armor, Winged.

The magical music produced by these mechanical birds actually disrupts the concentration of any Lyrist within hearing distance, absolutely preventing him from using his Poetic magical powers. The Keledones can sing indefinitely: the only way to stop them is to destroy them.

X : MISCELLANEOUS CREATURES

Dichotomians

Description : These hairless humanoids look like normal humans, except for one striking difference : the left half of their entire body is ebony black while the right half is ivory white – the halved being separated by a perfectly vertical line. They were once a race of atheist Philosophers who were constantly debating about the arbitrary nature of concepts such as good and evil : apparently, some deity eventually grew weary (or perhaps amused ?) of their intellectual arrogance and punished them by dividing their body, their mind and their soul in two opposite parts. From dawn to twilight, dichotomians are under the influence of their white side, acting in a peaceful and courteous manner... changing to a totally wicked, vicious and malevolent personality from nightfall to dawn under the influence of their dark half. Although each half is perfectly aware of the existence of the other, it has absolutely no control over its thoughts, intents or actions.

Taxonomy : Folk

Number Appearing : varies

Size : Medium

Ferocity : Peaceful (day) / Dangerous (night)

Cunning : Clever

Mystique : Weird

Movement : 120'

Initiative : +2 (day) / +4 (night)

Melee Attack : +2 (day) / +6 (night)

Damage : 1d6 (weapon)

Defense Class : 13

Hits Total : 8

Danger Evasion : +4

Mystic Fortitude : +6

Special Abilities : Magic Resistance.



The Hooded Horror is watching you !

Diomedian Horses

Description : These appear to be normal, if high-spirited, horses; however, they have been raised from birth on a diet of human flesh and blood.

Taxonomy : Beast

Number Appearing : varies

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 120' (240' galloping)

Initiative : +3

Melee Attack : +5

Damage : 1d6 (hooves & teeth)

Defense Class : 14

Hits Total : 8

Danger Evasion : +4

Mystic Fortitude : 0

Special Abilities : Charge Into Combat (+2 Bonus), Crushing Attack (Trample), Gallop, Uncanny Agility.

Hooded Horror

Description : These mysterious beings appears to be robed humans, until they throw back their hoods and reveal that they possess a single giant unblinking eye where their heads should be !

Taxonomy : Uncertain

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 120'

Initiative : +3

Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 8

Danger Evasion : +4

Mystic Fortitude : +4

Special Abilities : Psychic Powers (as a level 4 Sorcerer, 20 Power points total), Stealthy, Wallcrawling.

Muscusii

Description : A miniature race of humanoid mice, the Muscusii (sing. Muscus) are fierce enemies of the Rhabdosian frog-people, very proud of their cliff city of Mus, and devotees of Athena. Their war with the frogs stems from the rivalry between their divine patrons.

Taxonomy : Folk

Number Appearing : 1d20 x 10

Size : Tiny

Ferocity : Peaceful

Cunning : Alert

Mystique : Normal

Movement : 30' (5' burrowing)

Initiative : +1

Melee Attack : +1

Damage : 1pt

Defense Class : 16 (w shield & helmet, 20 vs missiles)

Hits Total : 2

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : 0

Special Abilities : Missile Weapons, Stealthy, Uncanny Agility.

Perytons

Description : Absurd creatures who look like a cross between an eagle and a stag (yes, complete with antlers), with (wait for it) a completely human-like shadow. There are, of course, many theories about the origins of these weird and mishapen creatures – but the *Hekatoteratos* is proud to present you with the Truth : Perytons were created as a joke by a blasé god (who prefers to remain anonymous).

Taxonomy : Monster

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Unearthly

Movement : 120' (360' flying)

Initiative : +2

Melee Attack : +3

Damage : 1d6 (talons & bite)

Defense Class : 17 (19 vs missiles when flying)

Hits Total : 12

Danger Evasion : +4

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+2 bonus), Supernatural Vigor, Uncanny Agility, Winged.

Rhabdosians

Description : A tiny race of humanoid frogs, the Rhabdosians are fierce enemies of the Muscusii mouse-people, very proud of their swamp city of Rhana, and devotees of Poseidon. Their war with the mice stems from the rivalry between their divine patrons.

Taxonomy : Folk

Number Appearing : 1d20 x 10

Size : Tiny

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 30' (even on difficult ground or in water)

Initiative : +1

Melee Attack : +2

Damage : 1pt (miniature weapons)

Defense Class : 16 (w helmet & shield, 20 vs missiles)

Hits Total : 2

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Amphibious, Missile Weapons (javelins, range 10'), Poison (on javelins, causes paralysis), Uncanny Agility.



For those who wondered WHAT they look like...



A thoughtful Son of Cecrops contemplates the ineluctable coming of the mating season with some apprehension

Sons of Cecrops

Description : Sons of Cecrops are the male specimens of the Lamia race (see *Mazes & Minotaurs* p 51). They only represent 10% or so of the total Lamia population. Although their appearance is similar, they are actually very different in terms of characteristics : they are less deadly than their female companions in combat but have more powerful sorcerous abilities. Cecropians do not share the Lamiae's taste for human flesh and tend to shun their company – including during the mating season, since Lamiae also have the habit of devouring their sexual partners once impregnated.

Taxonomy : Monster

Number Appearing : 1

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (weapon)

Defense Class : 16

Hits Total : 12

Danger Evasion : +6 (+10 stealth)

Mystic Fortitude : +8

Special Abilities : Crushing Attack (constriction), Grapple (Might 16), Magic Resistance, Psychic Powers (as a level 5 Sorcerer, 25 Power points total), Regeneration (3 Hits / round), Stealthy, Supernatural Vigor, Tough Skin.

Stichios

Description : Description: Stichioses are trees possessed by the vampiric spirits of the restless dead. They cannot move, but try to harm those who come near. It fights anyone trying to cut it down with its branches or magical powers, and tries to suck the life from any being resting close to it (within 120')

Taxonomy : Animate

Number Appearing : 1d4 per grove

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Eldritch

Movement : None (rooted)

Initiative : +2

Melee Attack : +4

Damage : 2d6

Defense Class : 22 (20 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +4

Special Abilities : Invulnerability, Life Energy Drain (« gaze », only works on immobile, surprise or distracted targets ; each Hit lost by the victim also gives the Stichios 1 Power point, up to its regular maximum), Lifeless, Psychic Powers (as a level 2 Sorcerer, 13 Power points), Supernatural Vigor.

Tragostomos

Description : This goat-mutilating and blood-drinking creature is a sworn enemy of Tragoi and Satyrs. It looks like a hunched quadruped with warty green skin and glowing red eyes.

Taxonomy : Monster

Number Appearing : 1

Size : Small

Ferocity : Deadly

Cunning : Clever

Mystique : Weird

Movement : 90' (180' galloping)

Initiative : +7

Melee Attack : +8

Damage : 1d3 (bite)

Defense Class : 17

Hits Total : 6

Danger Evasion : +8 (+12 stealth & detection)

Mystic Fortitude : +2

Special Abilities : Gallop, Life Energy Drain (bite), Lightning Fast, Sharp Senses, Stealthy, Supernatural Vigor, Tough Skin, Uncanny Agility, Wallcrawling.

Voyagers

Description : These are actually human time-travellers from a very distant future.

Taxonomy : Folk

Number Appearing : 1d6

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +2

Missile Attack : +2

Damage : 1d6 (see below)

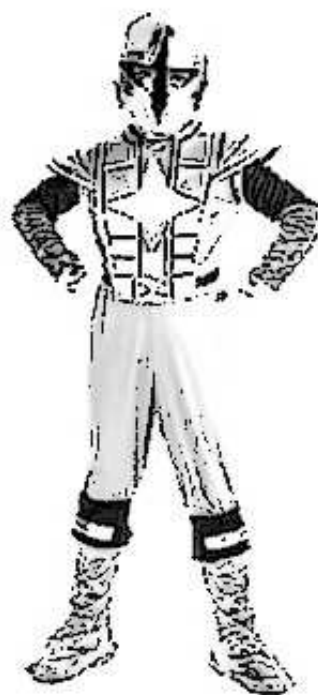
Defense Class : 12 (20 with force-field on)

Hits Total : 8

Danger Evasion : +4

Mystic Fortitude : +4

Special Abilities : Invulnerability (force-field belt),
Magic Resistance (ultra-rational mindset),
Petrification (40', in fact paralyzing ray ; effects are only temporary and last only for 1d6 minutes).



From the Letters Page of Griffin Magazine...

Artificial Animates

Bronze Birds & Horses : Bronze Dogs, Bronze Cats, Bronze Mules, Bronze Barbarians...

Derros Warcraft : At least we didn't get the Giant Derros Fighting Automaton...

Silver Beetles : Roll up, roll up for the mystery tour !

Singing Keledones : The Singing Keledones... aka the Bronze Age living juke-box.

Miscellaneous Creatures

Muscusii & Rhabdosians : Mouses ? Frogs ? Who needs combat scores when all you have to do is stomp the damn critters under your sandal ?

Tragostomos : After Bigfoot, the Chupacabras ! What's next ? Small grey humanoids in flying disks ?

Voyagers : As if the Derros Warcraft was not enough... Time travellers with high-tech equipment ? That's probably the most mood-destroying 'creature' ever published for M&M (or any other RPG for that matter) ! My players would simply lynch me if I used this sort of thing in my campaign. If you want to mix swords and rayguns, just play *Encounter Critical*. Please leave such sci-fi nonsense out of our beloved Bronze Age !

What ? No Hecatonchire ?

Many creatures were considered for inclusion in the *Hekatoteratos*, before being rejected by the editors – such as the **Hecatonchire**, a giant from Greek mythology with 50 heads and 100 arms – which, in M&M terms, translated as a +49 bonus to Initiative and detection and 49 extra attacks per battle round.

Many of these Rejected Creatures (RC) eventually ended up in the pages of various magazines and fanzines or in second-rate clones of the *Hekatoteratos* published by other companies, such as Justicars College's infamous *Bizarre Bestiary* or Labyrinthine Designs' pathetic *Monsterama*.

Glory / Wisdom Rewards

Abominathol = 150 / 20	Klaatakaa'rr = 60 / 10
Albinotaur = 150 / 30	Klaatakaa'rr (Purple) = 75 / 30
Alseid = 70 / 500	Lamassu = 340 / 40
Anubians = 60 / 210	Lares = 0 / 0
Argusoïd = 840 / 40	Lemures = 35 / 140
Arimasprians = 60 / 40	Living Caryatids = 300 / 50
Attack Kelp = 23 / 0	Lizardians = 60 / 20
Bicephalous Giant = 600 / 50	Lurkers = 25 / 20
Bronze Bird = 90 / 30	Mechanical Archers = 45 / 30
Bronze Horse = 60 / 30	Megalopodos = 70 / 0
Bronze Minotaur = 150 / 30	Midas Men = 60 / 40
Brutaurs = 55 / 10	Morlocks = 18 / 20
Bucentaurs = 70 / 10	Muscusii = 5 / 0
Capricorn Horror = 320 / 40	Obsidians = 50 / 30
Carnivorous Cloud = 140 / 10	Onocentaurs = 0 / 0
Centaurides = 0 / 0	Oracle Owl = 0 / 0
Charont = 65 / 70	Orkos = 20 / 0
Chironian Centaurs = 70 / 10	Orycters = 35 / 0
Crawling Aberration = 600 / 50	Perytons = 80 / 10
Curetes = 95 / 140	Psychotaur = 160 / 180
Dancing Minotaur = 140 / 30	Pyrohydra = 920 / 90
Daughters of Arachne = 220 / 40	Ratlings = 30 / 0
Derros Warcraft = 150 / 20	Red Minotaur = 190 / 50
Dichotomians = 25 (night only) / 20	Rhabdosians = 7 / 0
Diomedian Horses = 45 / 0	Rhinotaur = 300 / 30
Dolphins = 0 / 0	Rocky Python = 130 / 40
Eolians = 90 / 180	Sand Folk = 30 / 0
Equinians = 30 / 10	Sagittarians = 65 / 0
Flamoids = 55 / 180	Sataurs = 60 / 160
Flying Unicorn = 0 / 0	Sea Hydra = 600+80 per extra head / 50+10 per extra head
Fomoros = 560 / 110	Sea Lions = 120 / 10
Giant Bat = 80 / 10	Seven-headed Hydra = 1080 / 110
Giant Sea Anemone of Death = 170 / 30	Seven-Mawed Thing = 1000 / 110
Giant Starfish = 160 / 20	Silver Beetle = 70 / 20
Giant Tricephalous Vulture = 220 / 20	Silver Minotaur = 200 / 40
Gigantosaur = 480 / 10	Singing Keledones = 10 / 20
God-Shadow = 220 / 220	Sons of Cecrops = 200 / 290
Golden Minotaur = 120 / 30	Sons of Dagon = 25 / 0
Golden Ram = 120 / 30	Stichios = 140 / 150
Grotesks = 20 / 0	Tarasque = 880 / 60
Gryphon = 320 / 20	Telchines = 160 / 70
Hawkmen = 50 / 10	Tetrax = 75 / 10
Hellephaunt = 920 / 70	Tigermen of Kathaï = 70 / 0
Hippocampus = 30 / 0	Tragostomos = 90 / 30
Hippogriff = 150 / 30	Twinotaur = 180 / 40
Hooded Horror = 45 / 200	Ubastis = 40 / 0
Ice Worm = 520 / 20	Ubastis of Royal Blood = 70 / 120
Ichtyocentaurs = 45 / 10	Voyagers = 75 / 70
Impostaurs = 25 / 0	Winged Centaurs = 60 / 10
Keres = 105 / 140	Zorbas = 35 / 0