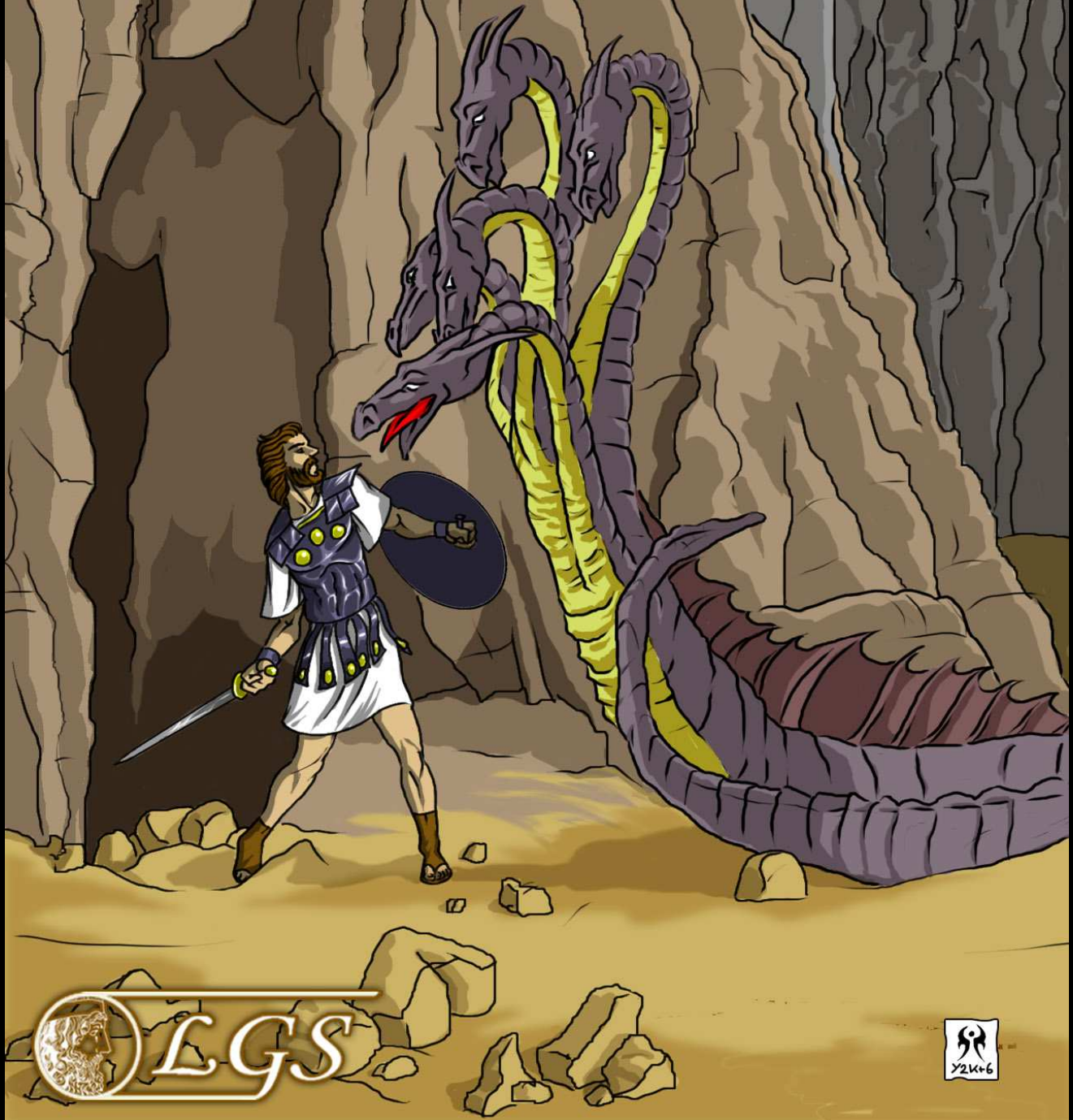


MAZES & MINOTAURS

CREATURE COMPENDIUM



The Roleplaying Game of Heroic Adventure in the Mythic Age – Revised Edition

LEGENDARY GAMES STUDIO

2012 Silver Jubilee Edition

MAZES & MINOTAURS

THE ROLEPLAYING GAME OF HEROIC ADVENTURE IN THE MYTHIC AGE

BOOK THREE: CREATURE COMPENDIUM

Credits

Main Monster Master: Olivier Legrand

Other Creature Creators: Paul Elliott, Guy Hoyle, Jonas Mustonen, Jeff Rients, Erik Sieurin.

Cover Art: © Luigi Castellani (d'après Ingres)

Interior Art: Diverse Hands, including original illustrations by Emmanuel Roudier, Luigi Castellani, Chuck Chavez and Damon Threet (see "A Note on Original Artwork" below for more details).

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A Hearty Minotaurian Salute to the whole M&M legion of faithful hoplites, especially (in alphabetical order) Luigi Castellani, Chuck Chavez, Paul Elliott (who started it all), Hoplite Nomad, Guy Hoyle, John Marron, Carlos de la Cruz, Lyzi Shadow, Carl David Quaif, Jeff Rients, Emmanuel "Croquefer" Roudier, Reid "Reidzilla" San Filippo, Erik Sieurin, Matt Staggs, Damon Threet, Garry "Doc" Weinberger, Joseph C. Wolf and, of course, Paul Elliott. Extra special thanks to Sergio Mascarenhas, game expert extraordinaire (and very nice guy).

Extra Compendium Thanks to Darren Peech (for the nice Song of Comfort verses), Herman Schleck (for the expert proofreading), Bertrand Houvenaghel (for the technical support) R. Dan Henry (for his meticulous proofreading) and my wife Sylvie (for her truly Penelopean patience).

Original M&M Dedication: This game is dedicated to Ray Harryhausen. The authors also wish to thank Gary Gygax & Dave Arneson, Ken St-André, Greg Stafford & Steve Perrin, Ian Livingstone & Steve Jackson, Dave Morris & Oliver Johnson... and all the other explorers of legends, without whom this game would never have existed. What a weird and wonderful odyssey it has been!

Revised Edition Dedication: This new book is dedicated to all the gamers on this planet who have contributed to the whole *Mazes & Minotaurs* experience by their talent, inspiration, dedication, support or critical advice. The original M&M rules were written by a French gamer from an original concept created by a British gamer. Since then, the game has been enriched by creative contributions from American, Italian, Swedish and Spanish gamers and has sparked the interest of people all over the world, from Portugal to Germany, Poland, Israel, Canada, Greece... making the *Mazes & Minotaurs* odyssey a truly unique and international experience. Gamers from all countries unite!!!



Corrected in March 2012

A Note on Original Artwork

Unlike the previous *Mazes & Minotaurs* books, the **Creature Compendium**, contains interior artwork that was specifically created for this book by the following artists, to whom I wish to express my eternal minotaurian gratitude: Luigi Castellani, Emmanuel Roudier and Damon Threet.

Luigi Castellani did one of the Carnivorous Clouds, the Morlock as well as the splendid cover.

Chuck Chavez did the bonus Twinotaur – but future M&M products will undoubtedly include more artwork by this dedicated Minotaurian.

Emmanuel Roudier did all the following creatures: Acteon, Apeman, Argusoid, Arimaspien, Automaton, Bearman, Bee Folk, Bronze Bird, Bucentaur, Catoblepas, Sataur, Cerberus, Charont, Curete, Gigantic Cyclops, Cynocephal, Daughter of Arachne, Derros, Dichotomian, Two-Headed Giant, Grotesk, Hag, the big Harpy, Hellephaunt, Hooded Horror, Hyenakin, Ice Worm, Ichtyocentaur, Ker, Lar, Lemure, Leonid, Lizardian, Lycan, Manticores, Albinotaur, Impostaur, Twinotaur, Minoton, Moon Spawn, Muscus & Rhabdosian, Myrmidon, Ogre, Onocentaur, Orycter, Quinotaur, Ratling, Rocky Python, Sand Folk, Caliban, Scorpion Folk, Stygian Lord, Swamp Folk, Sylvan, Tetrax, Tigerman of Kathai, Titanian, Troglodyte, Ubasti, Wood Titan...

Damon Threet did the Atlantean War Slave, the Attack Kelp, a Carnivorous Cloud, the Degenerate Man, the Giant Slug, the small Harpy and the Stirge.

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BOOK THREE : CREATURE COMPENDIUM

MAZES & MINOTAURS - Revised Edition

CREATURE COMPENDIUM

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Foreword for the Future

The book you are holding in your hands is the ultimate *Mazes & Minotaurs* bestiary.

The *Creature Compendium* gives you the fully Revised game stats of more than 200 creatures (no, we didn't have the courage to count them all !), including all your old favorites from the original 1972 M&M rules, *Men & Monsters* and (of course) the *Hekatoteros*, as well as many creatures from the *Creature Compendium* column of Griffin magazine and some new, never-before published monsters !

But that's not all. Every creature described in these pages has its own illustration - something that had never been done before, which makes this book something of a world première (well, as far as RPG bestiaries are concerned). No longer will you have to wonder about the appearance of the Acteon, the Ichtyocentaur, the Chimera or the Quinotaur (not to mention the Bucentaur or the Catoblepas). This is 1987 and roleplaying game has come a long way since its humble beginnings, back in 1972.

But enough self-praise and nostalgic indulgence ! Let's take a look to the future - to the approaching nineties and (yes) the forthcoming 21st century.

Where will we be twenty years from now ? Will there still be mazes to explore, minotaurs to slay and mythic items to win ?

Will we still be playing our strange little games in space stations, with intelligent super-computers in lieu of Maze Masters ? Or will roleplaying games be the hobby of the last human survivors of the atomic armageddon, locked in their underground shelter ?

Perhaps RPGs will have been completely forgotten by then. Or perhaps they will have transformed into something completely different, with players taking the part of misunderstood monsters (*Minotaurs & Manticores*, anyone ?). Or perhaps we will still be around, leading a new generation of gamers into the great M&M Revival of the Third Millennium...

Who knows what the future holds ?

See you in 2007 AD !

Olivier Legrand

A

Aberrant Beast

Taxonomy : Monster

Description : A bizarre half-goat, half-lion hybrid of monstrous size, with the ability to breathe fire. These extremely weird creatures are believed to descend from the stunted offspring of a Chimera and an unidentified animal.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 17

Melee Attack : +7

Damage : 2d6 (hooves & teeth)

Defense Class : 19

Hits Total : 30

Detection / Evasion : +6 / +4

Mystic Fortitude : +6

Special Abilities : Breath Weapon (fire, 30' range), Fearsome, Magic Resistance, Regeneration (2 per round), Sharp Senses, Supernatural Vigor, Tough Skin, Trample, Uncanny Agility.

Awards : Glory 440, Wisdom 70.



Yes – this is a hermaphrodite Aberrant Beast



Beware... the Abominathol !

Abominathol

Taxonomy : Monster

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

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 15

Melee Attack : +7

Damage : 2d6 (claws)

Defense Class : 16

Hits Total : 30

Detection / Evasion : +6 / +4

Mystic Fortitude : 0

Special Abilities : Camouflage (18, snowy terrain), Crushing Damage, Crushing Missiles, Grapple (Might = 20), Sharp Senses, Stealthy (14), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 360, Wisdom 10.

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 mountainous environment (60' range, 3d6 damage).

Acteon

Taxonomy : Folk

Description : Proud forest-dwelling humanoids with the head of a stag. They are believed to descend from Acteos, a prince of the mythic age who was cursed by the goddess Artemis for his arrogance (and turned into a half-man, half-stag hybrid).

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +3

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +2 / +4

Mystic Fortitude : +2

Special Abilities : Charge Into Battle (Initiative 16, Melee Attack +5), Missile Weapons (javelin, 120'), Supernatural Vigor, Uncanny Agility.

Awards : Glory 50, Wisdom 10.



A proud Acteon warrior



A deceptively charming Alseid

Alseid

Taxonomy : Spirit

Description : Nymph-like beings that live in old ruins, guarding them the same way that dryads guard trees, Alseids appear as vain and haughty noblewomen from times past. They are exclusively nocturnal, melding away in their ruins as soon as the sun rises. Alseids can be very hostile to anyone trying to steal from their ruins, but can also help adventurers who wish to rid those ruins of unwanted creatures (including rival Spirits). They often appear with wild Folks or Beasts under their domination.

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : +2

Damage : 1d6 (if using weapons)

Defense Class : 14

Hits Total : 12

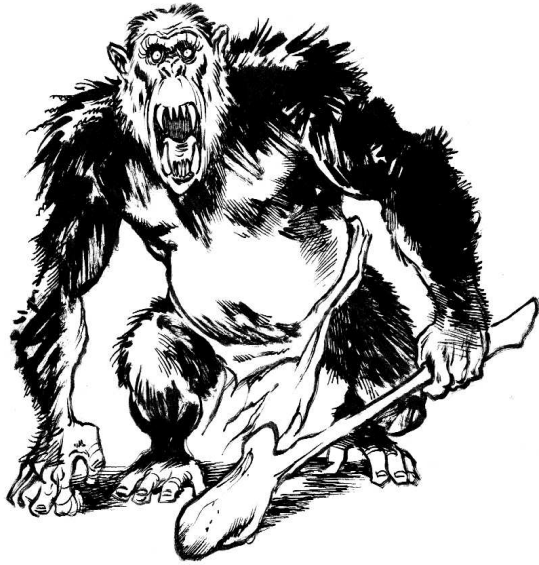
Detection / Evasion : +10 / +8

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, Power 20), Sixth Sense, Stealthy (16), Supernatural Vigor.

Awards : Glory 85, Wisdom 480.

Additional Lore : According to most accounts, Alseids were once true Nymphs. During the Age of Magic, they consorted with power-hungry Autarch Elementalists who challenged the supreme authority of Apollo. After the demise of the foolhardy wizards, the sun god condemned the Alseids to never live again under the light of the sun, forever shunned by mortal men and daylight beings. Apollo also stripped the Alseids of their Nymphal powers (which is why they eventually developed sorcerous powers).



A menacing Apeman armed with a crude club

Anubian

Taxonomy : Folk

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

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : +2

Damage : 1d6 (claws)

Defense Class : 14

Hits Total : 12

Detection / Evasion : +10 / +8

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, Power 20), Sixth Sense, Stealthy (18), Supernatural Vigor.

Additional Lore : The ancient Necromancer Princes of the Anubian race were the ones who first brought necromancy to the wizards of the Stygian Empire, teaching them how to create mummies, skeletons, Stygian dogs and other foul animates.

Awards : Glory 85, Wisdom 240.

Apeman

Taxonomy : Folk

Description : Man-sized carnivorous primates who live in the savage jungles of Charybdis. Apemen are fierce enemies of the local human tribes, who call them *mongani*.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 13

Melee Attack : +3

Missile Attack : +1

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 8

Detection / Evasion : 0 / +2

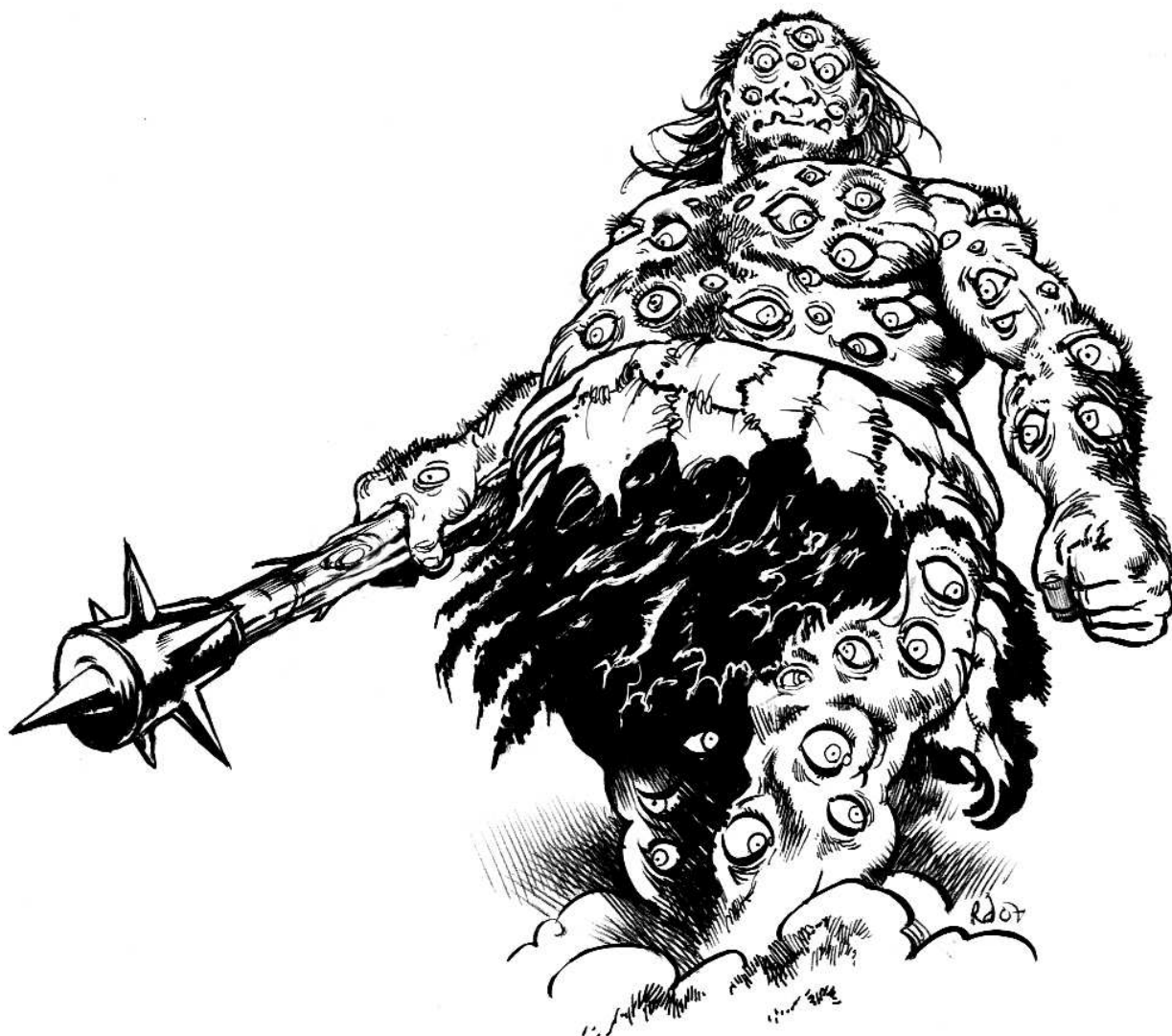
Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee +5), Grapple (Might 16), Missile Weapons (javelins, 120'), Stealthy (14), Uncanny Agility.

Awards : Glory 40.



A malevolent Anubian Sorcerer



A terrifying vision : an Argusoid

Argusoid

Taxonomy : Monster

Description : Argusoids are huge semi-humanoid creatures whose bodies are covered with a myriad of bulging eyes – a pretty disgusting sight in itself. They make excellent guardians (since they never really sleep) and are (quite logically) natural enemies of Cyclops (with whom they share a common origin as spawns of Primal Chaos).

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 90'

Initiative : 16

Melee Attack : +8

Damage : 2d6 (huge mace)

Defense Class : 18

Hits Total : 36

Detection / Evasion : +20 / +4

Mystic Fortitude : +8

Special Abilities : Charge Into Battle (Initiative 20, Melee Attack +12), Fearsome, Magic Resistance, Regeneration (2 per round), Sharp Senses, Sixth Sense, Supernatural Vigor, Tough Skin, Trample.

The many eyes of the Argusoids give them a hefty +10 bonus to Detection.

Awards : Glory 440, Wisdom 60.



*A savage Arimasgian warrior
wearing the typical costume of his nation*

Arimasgian

Taxonomy : Folk

Description : One-eyed, man-sized humanoids, noted for their superb horsemanship, archery, mastery of wrestling and fanatical hatred of Griffins (who are very fond of horse flesh). Arimaspians are semi-nomadic ; in the world of Mythika, they roam the great plains east of the Thanatari Mountains.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +3

Missile Attack : +4

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +2 / +4

Mystic Fortitude : +6

Special Abilities : Grapple (Might 16), Magic Resistance, Marksmanship, Missile Weapons (bow, 300'), Supernatural Vigor, Uncanny Agility.

Awards : Glory 60, Wisdom 30.

Additional Lore : Some scholars believe Arimaspians to be the offspring of some weird union between Lesser Cyclops and human women or Centaurides (which would explain the Arimaspians' affinity with horses and bows). Never ask a Centaur, though. It is obviously a touchy topic.

Asheeba

Taxonomy : Monster

Description : A prowling predator with the body of a black panther and the head of a beautiful woman. Swift, deadly and cruelly playful, Asheebas love to taunt their preys while stalking them in the night. They may be related to sphinxes but seldom care to ask riddles to their victims.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Weird

Movement : 90' (360' galloping)

Initiative : 22

Melee Attack : +7

Damage : 1d6 (claws & teeth)

Defense Class : 15

Hits Total : 20

Detection / Evasion : +14

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 24, Melee Attack +9), Gallop, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility.

Awards : Glory 220, Wisdom 40.

Additional Lore : Like the Sphinxes (p 107), the Anubians (p 6) and the Ubastis (p 122), Asheebas originate from the Desert Kingdom. Some of them have been adopted as pets by evil Sorcerers and decadent Nobles from the Land of the Sun.



A cruel Asheeba on the prowl



A haughty Atlantean Noble

Atlantean Noble

Taxonomy : Folk

Description : Cruel pre-human lords of Atlantis, skilled in warfare and psychic wizardry. Look like handsome (but haughty) humans with golden eyes.

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 15

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 14 (18 with helmet & breastplate)

Hits Total : 16

Detection / Evasion : +6

Mystic Fortitude : +4

Special Abilities : Psychic Powers (Psychic Gift 5, Mystic Strength 17, Power 20), Supernatural Vigor.

Awards : Glory 75, Wisdom 210. Atlantean Nobles with helmets and breastplates are worth +5 Glory. Note that those pieces of equipment are made of a special Atlantean alloy that allows Atlantean Nobles to use their Sorcery powers without any hindrance.

Atlantean War Slave

Taxonomy : Folk

Description : Humans who have been turned into mindless fighters by the dark Atlantean arts. Every Atlantean Noble will usually be accompanied by a personal escort of 4-6 War Slaves.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 18 (w helmet, shield & breastplate)

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee +4), Mindless, Missile Weapons (javelins).

Notes : Atlantean War Slaves are fanatically loyal to their masters and will always fight to the death.

Awards : Glory 45.



A Mindless Antlantean War Slave

Attack Kelp

Taxonomy : Animate

Description : Large man-eating seaweed.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Aquatic, Camouflage (as sea weeds, 16), Entangle (10', Might 16), Stealthy (12).

Awards : Glory 30.

Note : Attack Kelps always attempt to Entangle their victims before attacking them. In many cases, two or even three Kelps will simultaneously attack a single Medium-sized prey. In this case, a victim Entangled by several Kelps will suffer cumulative penalties (ie -8 if Entangled by two Kelps).



Trapped by the Attack Kelp !



A Bronze age Automaton

Automaton

Taxonomy : Animate

Description : Artificially animated mechanical man. The first Automatons were created by Daedalos, the greatest inventor of the Age of Magic.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapon)

Defense Class : 17

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Grapple (Might = 16), Mindless, Natural Armor, Supernatural Vigor.

Awards : Glory 50, Wisdom 20.

B

Bapharon

Taxonomy : Monster

Description : Amphibious humanoid predator that lurks in swamps and marshes; bapharons often hide under the surface to leap at their surprised victims before tearing them to pieces.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +6

Damage : 2d6 (claws & bite)

Defense Class : 15

Hits Total : 30

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Amphibious, Camouflage (hiding under the surface, 16), Stealthy (12), Supernatural Vigor, Tough Skin.

Awards : Glory 220, Wisdom 10.



Beware the Bapharon !

Basilisk

Taxonomy : Monster

Description : Magical reptile whose gaze can turn his victims to stone. Looks like a wolf-sized dragon.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 16

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 20

Hits Total : 16

Detection / Evasion : +4 / +6

Mystic Fortitude : +8

Special Abilities : Fearsome, Magic Resistance, Petrification (40' range), Supernatural Vigor, Stealth (18), Tough Skin, Uncanny Agility.

Awards : Glory 250, Wisdom 80.

Additional Lore : These weird creatures were first thought to be the improbable offspring of a serpent and a Gorgon but most scholars now postulate them to be unique creatures spawned by the power of Chaos in some mysterious manner.



A Basilisk ready to petrify its next victim

Bear

Brown Bear

Taxonomy : Beast

Description : Common forest or mountain bear.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90'

Initiative : 11

Melee Attack : +4

Damage : 2d6 (claws & bite)

Defense Class : 14

Hits Total : 18

Detection / Evasion : +4 / 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 15, Melee +8), Crushing Damage (bear hug), Grapple (M = 20), Sharp Senses, Stealthy (10), Tough Skin.

Awards : Glory 90.

Cave Bear

Taxonomy : Beast

Description : Enormous cave-dwelling bear.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (claws & bite)

Defense Class : 14

Hits Total : 24

Detection / Evasion : +4 / 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 16, Melee +8), Crushing Damage (bear hug), Grapple (M = 20), Sharp Senses, Stealthy (10), Tough Skin.

Awards : Glory 110.



A menacing Cave Bear

Great Hyperborean Bear

Taxonomy : Beast

Description : Those enormous white bears can be encountered in Hyperborea, near the Frozen Sea. They are more cunning than other bears (and their pure white fur gives them a strange aura as well).

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +6

Damage : 2d6 (claws & bite)

Defense Class : 15

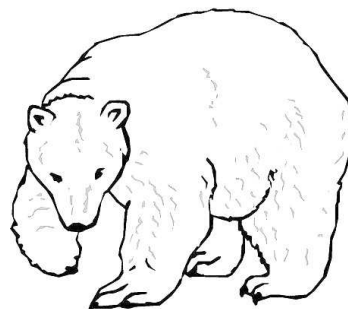
Hits Total : 24

Detection / Evasion : +6 / +2

Mystic Fortitude : +2

Special Abilities : Charge Into Battle (Initiative 17, Melee +10), Crushing Damage (bear hug), Grapple (M = 20), Sharp Senses, Stealthy (12), Tough Skin.

Awards : Glory 130.



Ursus Hyperborealis Albus



A robust Bearman

Bearman

Taxonomy : Folk

Description : These proud bearlike humanoids, who call themselves *Ursids*, live in caverns, where they often keep cave bears as pets. Bearmen are fierce enemies of most other Beastmen but get on reasonably well with humans – as long as they do not try to intrude on their territory. Most Ursids are devoted worshippers of Artemis.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2 (+4 with two-handed club)

Damage : 1d6 (club)

Defense Class : 14

Hits Total : 12

Detection / Evasion : +4 / 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee +4), Grapple (Might = 16), Sharp Senses, Stealthy (12), Supernatural Vigor, Tough Skin.

Awards : Glory 45, Wisdom 10. Bearmen with two-handed clubs are worth +5 extra Glory points.

Bee-Folk

Taxonomy : Folk

Description : Tiny (½ foot-tall) winged humanoids fighting with miniature spears. They get on well with Sylvans, Dryads, Satyrs and other woodland beings.

Size : Tiny

Ferocity : Aggressive

Cunning : Clever

Mystique : Weird

Movement : 40' (combat), 160' (full movement)

Initiative : 19

Melee Attack : +3 (+5 with two-handed spear)

Missile Attack : +5

Damage : 1pt (weapons)

Defense Class : 15

Hits Total : 2

Detection / Evasion : +4 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Marksmanship, Missile Weapons (miniature spear, range 20'), Stealthy (22), Uncanny Agility, Winged.

Awards : Glory 7.



A graceful Bee-woman



A sinister Stympthalian Bird (a.k.a Bird of Ares)

Bird of Ares

Taxonomy : Monster

Description : Huge man-eating birds shooting arrow-like darts from their wings.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' flying)

Initiative : 19

Melee Attack : +5

Missile Attack : +3

Damage : 1d6 (beak & talons, arrows)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +2 / +10

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 21, Melee +7), Lightning Fast, Missile Weapons (120' range, darts), Uncanny Agility, Winged.

Awards : Glory 130.

Additional Lore : Also called *Ornithes Areioi* or *Stympthalian Birds* by pretentious scholars, these aerial creatures were encountered by the Argonauts during their quest for the Golden Fleece, guarding a shrine of the god Ares.

Black Stalker

Taxonomy : Monster

Description : Huge, powerfully-built and ferocious humanoids with a rock-hard jet black skin. They live in deep underground caverns, far from the surface world, preying on various subterranean Folks (and the occasional adventurer).

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 14

Melee Attack : +8

Damage : 2d6 (claws)

Defense Class : 17

Hits Total : 36

Detection / Evasion : +2

Mystic Fortitude : +6

Special Abilities : Camouflage (in darkness, 24), Crushing Damage (req. grapple), Grapple (Might = 20), Magic Resistance, Natural Armor, Stealthy (12), Supernatural Vigor.

Awards : Glory 360, Wisdom 30.

Additional Lore : Black Stalkers are dire enemies of Obsidians (see p 86), whose flesh they are especially fond of.



A deadly Black Stalker

Boar

Wild Boar

Taxonomy : Beast

Description : Common forest boar.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' (240' galloping)

Initiative : 11

Melee Attack : +2

Damage : 1d6 (tusks)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Gallop.

Awards : Glory 15.

Giant Boar

Taxonomy : Monster

Description : Giant boars have roughly the same size as a rhinoceros.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 90' (360' when galloping)

Initiative : 12

Melee Attack : +6

Damage : 2d6 (tusks)

Defense Class : 12

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 16, Melee +8), Gallop, Supernatural Vigor, Trample.

Awards : Glory 160, Wisdom 10.



Welcome to the Boar page !

Juggernaut Boar

Taxonomy : Monster

Description : Giant boar of truly titanic proportions (roughly the size of a large elephant).

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120' (480' when galloping)

Initiative : 12

Melee Attack : +8

Damage : 3d6 (tusks)

Defense Class : 12

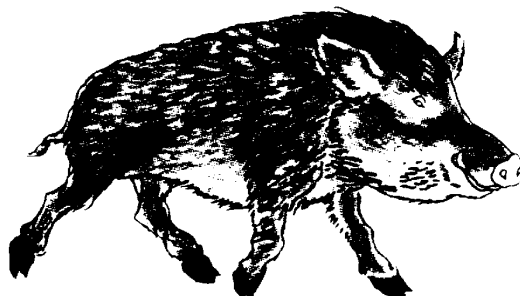
Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 18, Melee +14), Gallop, Supernatural Vigor, Trample.

Awards : Glory 400, Wisdom 10.



*Common ? Magical ? Giant ? Juggernaut ?
Giant AND Magical ? Who Knows ?*

Magical Boar

Taxonomy : Monster

Description : Looks like a common boar.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' galloping)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (tusks)

Defense Class : 23

Hits Total : 16

Detection / Evasion : +6 / +10

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +7), Gallop, Invulnerability, Lightning Fast, Magic Resistance, Sixth Sense, Supernatural Vigor, Uncanny Agility.

Awards : Glory 200, Wisdom 50.

Magical Giant Boar

Taxonomy : Monster

Description : Looks like a giant boar.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 120' (480' galloping)

Initiative : 19

Melee Attack : +7

Damage : 2d6 (tusks)

Defense Class : 23

Hits Total : 30

Detection / Evasion : +6 / +10

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 23, Melee Attack +9), Gallop, Invulnerability, Lightning Fast, Magic Resistance, Sixth Sense, Supernatural Vigor, Uncanny Agility.

Awards : Glory 400, Wisdom 50.



A brutish boarman

Boarman

Taxonomy : Folk

Description : As their name implies, Boarmen are brutish boar-headed humanoids. They are mortal enemies of most other beastmen (especially Acteons, Cynocephals and Lycans). They may be encountered either as roaming marauders or as mercenaries in the service of tyrants, warmongers, evil sorcerers and other troublemakers.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2 (+4 with two-handed weapon)

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee Attack +4), Supernatural Vigor.

Awards : Glory 25, Wisdom 10. Those with shields are worth 30 Glory.



A majestic Bronze Bird diving into Battle

Bronze Bird

Taxonomy : Animate

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

Size : Large

Ferocity : Peaceful

Cunning : Average

Mystique : Weird

Movement : 360' flying

Initiative : 10

Melee Attack : +2

Damage : 2d6 (beak & talons)

Defense Class : 17

Hits Total : 18

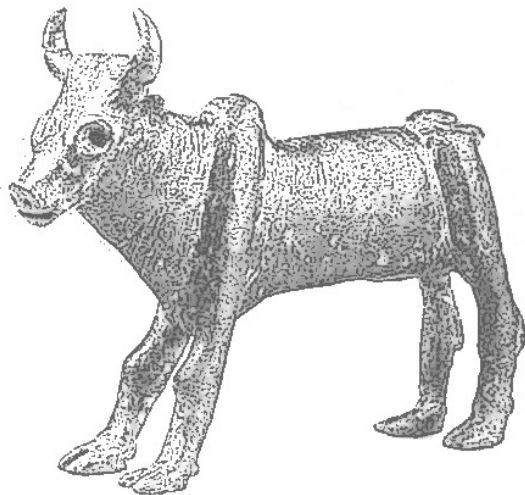
Detection / Evasion : 0 / +2

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 14, Melee +6), Mindless, Natural Armor, Supernatural Vigor, Winged.

Awards : Glory 90, Wisdom 20.

Additional Lore : Bronze Birds are believed to have been created by an ancient wizard-engineer for a mighty conqueror king who wanted to add units of flying cavalry to his already awesome army.



Bronze Bull

Taxonomy : Animate

Description : Huge animated metal bull.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (horns & hooves)

Defense Class : 17

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +10), Mindless, Natural Armor, Supernatural Vigor, Trample.

Variants : For extra firepower, Bronze Bulls may be customized with a Breath Weapon (fire, 30' range) or/and with extra armor for Invulnerability (EDC 21).

Awards : Glory 130, Wisdom 20. Breath Weapon adds 40 Glory and 20 Wisdom, while Invulnerability adds 20 Glory and 10 Wisdom.

Additional Lore : Bronze Bulls were (probably) built by ancient wizards-engineers (perhaps the same guys responsible for Bronze Birds) as the bronze age equivalent of armored tanks – or perhaps they were used in decadent pit-fighting games as the ultimate corrida opponents.

Bronze Colossus

Taxonomy : Animate

Description : Huge animated metal man.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 11

Melee Attack : +4

Damage : 2d6 (weapon)

Defense Class : 17 (19 with shield)

Hits Total : 24

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee +8), Grapple (Might = 20), Crushing Damage (after successful grapple), Mindless, Natural Armor, Supernatural Vigor.

Awards : Glory 130, Wisdom 20. Those with shields or huge two-handed weapons are worth +10 Glory.

Additional Lore : These huge metal golems were obviously built by the same obsessive ancient wizards-engineers that devised Bronze Birds, Bronze Bulls and other Bronze Animates – perhaps they were used as guards (and they make excellent sentinels, since they *never* sleep) or to fight Bronze Bulls in mechanical gladiatorial games.



An impressive Bronze Colossus

Bronze Horse

Taxonomy : Animate

Description : Horse automatons.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 11

Melee Attack : +2

Damage : 1d6 (hooves)

Defense Class : 17

Hits Total : 12

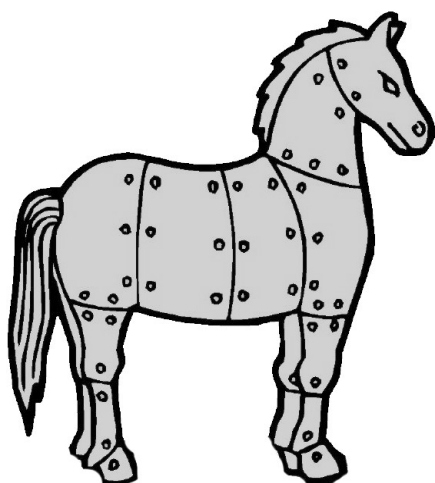
Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge Into Battle (Initiative 13, Melee +4), Gallop, Mindless, Natural Armor, Supernatural Vigor, Trample.

Awards : None (for the same reasons as for normal horses – see p 58).

Additional Lore : Guess who created these metal mounts ? (Secret clues are hidden in the previous creature entries). Bronze Horses have several major advantages over living mounts : they never tire and never need to eat, drink, sleep or even rest. They do not, however, possess the instinct and spirit of real horses. They are also quite vulnerable to the effects of rust, rain and cold, which makes them impractical for long-distance travels.



A nice Bronze Horse



A mighty Bucentaur with his hand-crafted stone axe

Bucentaur

Taxonomy : Folk

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, they are not very bright and are quick to anger (avoid red cloaks or tunics !). Contrarily to popular belief (and despite what their name implies), Bucentaurs (who call themselves *Taurogs*) are not Centaur hybrids but a distinct species.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90'

Initiative : 11

Melee Attack : +4

Damage : 2d6 (huge club or stone axe)

Defense Class : 12

Hits Total : 24

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 15, Melee Attack +8), Supernatural Vigor, Trample.

Awards : Glory 60, Wisdom 10.

Bull

Common Bull

Taxonomy : Beast

Description : Normal bull or wild auroch

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90' (180' running)

Initiative : 11

Melee Attack : +4

Damage : 2d6 (horns & hooves)

Defense Class : 12

Hits Total : 18

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Trample.

Awards : Glory 40.

Giant Bull

Taxonomy : Monster

Description : An elephant-sized bull.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : 12

Melee Attack : +8

Damage : 3d6 (horns & hooves)

Defense Class : 12

Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +14), Supernatural Vigor, Trample.

Awards : Glory 400, Wisdom 10.



A fearless hero wrestling with a white magical bull

Magical Bull

Taxonomy : Monster

Description : All magical bulls are white.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120' (240' running)

Initiative : 16

Melee Attack : +6

Damage : 2d6 (horns & hooves)

Defense Class : 21

Hits Total : 30

Detection / Evasion : 0 / +4

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 20, Melee Attack +10), Invulnerability, Lightning Fast, Magic Resistance, Supernatural Vigor, Trample.

Awards : Glory 320, Wisdom 40.



The all-purpose Bull



Enter the Cacodemon !

Cacodemon

Taxonomy : Spirit

Description : Malevolent spirit of Chaos and mayhem ; likes to wreak havoc on poor mortals. Has a vaguely humanoid appearance but is made of pure Chaotic energy.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Unearthly

Movement : 80'

Initiative : 22

Melee Attack : n/a

Damage : special

Defense Class : 17

Hits Total : 16

Detection / Evasion : +10 / +14

Mystic Fortitude : +10

Special Abilities : Insubstantial, Life Energy Drain (touch), Lightning Fast, Magic Resistance, Psychic Powers (Psychic Gift 6, Mystic Strength 18, 24 Power points), Sixth Sense, Uncanny Agility.

Awards : Glory 145, Wisdom 540.

Capricorn Horror

Taxonomy : Monster

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

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +6

Damage : 2d6 (claws & bite)

Defense Class : 17

Hits Total : 30

Detection / Evasion : +2

Mystic Fortitude : +6

Special Abilities : Crushing Damage (constriction), Grapple (with tail, Might = 20), Magic Resistance, Natural Armor, Regeneration (2 / round), Stealthy (12), Supernatural Vigor.

Awards : Glory 340, Wisdom 40.

Additional Lore : These deadly monstrosities are a mystery to naturalists and scholars. Are they an actual species ? Spawns of Chaos ? Bizarre hybrids ? One thing is sure : Capricorn Horrors love the taste of human flesh, bones and brains.



Menacing Capricorn Horror (pleonasm)



An enigmatic Carapax sorcerer

Carapax

Taxonomy : Folk

Description : Strange solitary reptilian humanoids with mighty psychic powers; they tend to be more enigmatic than malevolent.

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 90'

Initiative : 12

Melee Attack : 0

Damage : 1d6 (staff)

Defense Class : 18

Hits Total : 8

Detection / Evasion : +4

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Natural Armor, Psychic Powers (Psychic Gift 4, Mystic Strength 16, Power points 16), Supernatural Vigor.

Awards : Glory 65, Wisdom 230.

Additional Lore : Carapaxes are loners and never associate with Lizardians, Troglodytes or any other reptilian Folk. They are sworn enemies of the Serpent Folk, who are responsible for the downfall of the once mighty race. If properly approached, a Carapax might even help those who fight the Serpent Folk and their minions.



A big, bad, ugly Carnivorous Cloud

Carnivorous Cloud

Taxonomy : Monster

Description : A strange floating fungus that resembles a fluffy white cloud until it deploys its rending claws and opens its enormous toothy maw. Carnivorous Clouds live in the sky and can only attack aerial creatures (or airborne adventurers).

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90' (flying)

Initiative : 11

Melee Attack : +4

Damage : 2d6 (claws & maw)

Defense Class : 12

Hits Total : 18

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Camouflage (as cloud, 14), Mindless, Stealthy (10).

Awards : Glory 120, Wisdom 10.



Another big, bad, ugly Carnivorous Cloud



Beware the gaze of the Catoblepas !

Catoblepas

Taxonomy : Monster

Description : A huge herbivorous quadruped with a very heavy head, tough skin and a petrifying gaze.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (claws and teeth)

Defense Class : 15

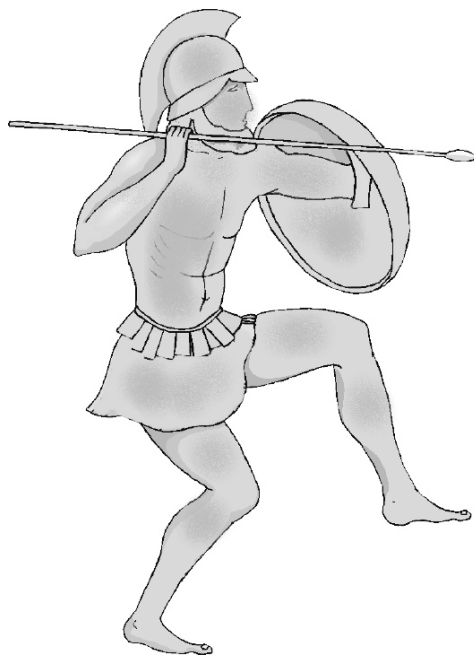
Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge Into Battle (Initiative 16, Melee Attack +10), Magic Resistance, Petrification (20'), Supernatural Vigor, Tough Skin, Trample.

Awards : Glory 380, Wisdom 70.



This wary adventurer tried to attack a grazing Catoblepas from behind but was obviously detected



A proud Centaur warrior

Centaur

Taxonomy : Folk

Description : The classic man-horse hybrids of Greek mythology. In the world of Mythika, Centaurs come from the land of Sycania. Most of them are proud, reckless but honorable warriors – quite unlike the beastly, brutish Centaurs most often encountered in Greek myth (which would actually qualify as *Brutaur* – see Variants below).

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 14

Melee Attack : +3

Missile Attack : +2 (no penalty while moving)

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +2 / +4

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee +5), Gallop, Missile Weapons (bow, 300'), Supernatural Vigor, Trample, Uncanny Agility.

Awards : Glory 55, Wisdom 10.

Centaur Variants

The Centaur race has produced several variants, which are described below. Other pseudo-Centaur creatures detailed in this book include Bucentaurs (p 19), Equinians (p 40), Ichtyocentaurs (p 64), Onocentaurs (p 87) and Pegataurs (p 89).

Brutaur

Taxonomy : Folk (Centaur)

Description : Degenerate, primitive Centaurs with an equal fondness for human and horse flesh. They have the same characteristics as common Centaurs but only have Average Cunning and are apparently too dumb to use missile weapons.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 13

Melee Attack : +3

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : 0 / +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee +5), Gallop, Supernatural Vigor, Trample, Uncanny Agility.

Awards : Glory 45, Wisdom 10.



A brutish Brutaur armed with a crude club



This sweet Centauride babe is all legs !

Centauride

Taxonomy : Folk (Centaur)

Description : Centaurides are the female members of the Centaur species – much more peaceful than their male companions (who are also very jealous). A female Centaur will never be encountered without *at least* one male Centaur to protect her.

Size : Medium

Ferocity : Peaceful

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 13

Melee Attack : +1

Damage : does not usually fight

Defense Class : 15

Hits Total : 8

Detection / Evasion : +2 / +4

Mystic Fortitude : +2

Special Abilities : Gallop, Supernatural Vigor, Uncanny Agility.

Awards : Killing a Centauride will not bring any Glory – but is sure to cause the fury and vengeance of several male Centaurs.

Centaur Colts will have the same characteristics as their adult counterparts, except for a Small size. Thus, a male Centaur child will only have 6 Hits and a Movement of 120' when galloping. Killing or capturing a Centaur colt brings no Glory and is a sure way to enrage adult Centaurs.

Chironian Centaur

Taxonomy : Folk (Centaur)

Description : Chironian Centaurs are the 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. Chironian Centaurs also are adepts of Poetic Magic and, like all Lyrists, will only fight to defend themselves (or those who are under their protection) in which case they prove to be formidable foes.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 60' (240' when galloping)

Initiative : 16

Melee Attack : +5

Missile Attack : +6 (no penalty while moving)

Damage : by weapon

Defense Class : 16

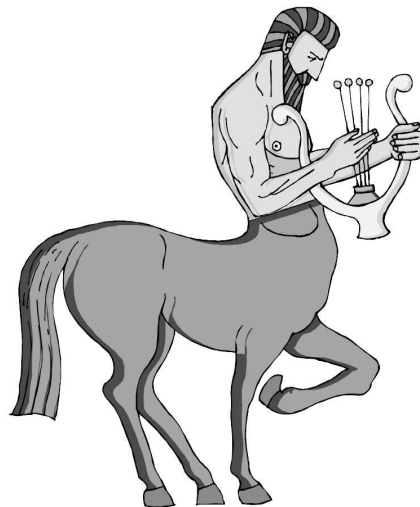
Hits Total : 16

Detection / Evasion : +4 / +6

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +7), Gallop, Magic Resistance, Marksmanship, Missile Weapons (bow, 300'), Supernatural Vigor, Trample, Uncanny Agility. Chironian Centaurs also qualify as Lyrists (Orphic Voice 4, Mystic Strength 16, 16 Power points, access to all Poetic Magic powers).

Awards : No Glory or Wisdom can be gained from killing a Chironian Centaur – this reflects their special status as the Lyrists of the Centaur folk.



Chironian Centaur demonstrating his Lyrical powers

Sagittarian

Taxonomy : Folk (Centaur)

Description : Sagittarians are the best archers and fighters 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. Sagittarians have the same characteristics as standard Centaurs, but are more Dangerous and are unparalleled archers.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 16

Melee Attack : +5

Missile Attack : +6 (no penalty while moving)

Damage : 1d6 (weapon)

Defense Class : 15

Hits Total : 16

Detection / Evasion : +4 / +6

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +7), Gallop, Marksmanship, Missile Weapons (bow, 300'), Poison (poisoned arrows), Supernatural Vigor, Trample, Uncanny Agility.

Awards : Glory 85, Wisdom 10.



Sagittarian taking a careful aim



A mad Sataur invoking his sorcerous powers

Sataur

Taxonomy : Folk (Centaur)

Description : Sataurs are sterile Centauride-Satyr hybrids ; they look like Centaurs 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.

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 60' (240' galloping)

Initiative : 15

Melee Attack : +3

Damage : 1d6 (weapons)

Defense Class : 16

Hits Total : 12

Detection / Evasion : +4 / +6

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 17, Melee +5), Gallop, Magic Resistance, Psychic Powers (Psychic Gift 4, Mystic Strength 16, 16 Power points), Supernatural Vigor, Trample, Uncanny Agility.

Awards : Glory 85, Wisdom 230.

Additional Lore : The curse of the Sataurs affect their Centauride mothers as well. All Centaurides who give life to a Sataur die in childbirth. This curse acts as a potent deterrent to Centaurides who might be tempted by a secret affair with a Satyr.



A triply enraged Cerberus

Cerberus

Taxonomy : Monster

Description : Monstrous three-headed hounds whose race originates in the Underworld. Also known as Hell Hounds, these creatures are believed to be the spawn of the original Cerberus who guards the very Gates of the Underworld. They are often used as watch dogs by powerful necromancers and other evil magicians.

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 18

Melee Attack : +8

Damage : 2d6 (claws & bite)

Defense Class : 17

Hits Total : 36

Detection / Evasion : +12 / +4

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 22, Melee Attack +12), Fearsome, Magic Resistance, Multiple Heads (3), Sharp Senses, Sixth Sense, Supernatural Vigor, Tough Skin.

Awards : Glory 440, Wisdom 70.

Charont

Taxonomy : Spirit

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

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 13

Melee Attack : +6 (two-handed hammer)

Damage : See below

Defense Class : 14

Hits Total : 12

Detection / Evasion : +10 / +4

Mystic Fortitude : +8

Special Abilities : Insubstantial, Life Energy Drain (touch), Magic Resistance, Mindless, Sharp Senses, Sixth Sense, Stealthy (18).

Hammer of Hades : When wielded by an insubstantial creature, this two-handed magical weapon (Attack +2), crafted in the underworld forges of Hades, can affect corporeal beings and adds +2 to its wielder's damage roll. It also adds +10 to the creature's Glory and Wisdom awards.

Awards : Glory 110, Wisdom 180.



A malevolent Charont ready to strike



A Fearsome Chimera

Chimera

Taxonomy : Monster

Description : Terrifying monster with three different heads : a lion, a goat (or ram) and a dragon. Their tail ends with a poisonous sting (or, in some cases, the head of a venomous snake). Chimeras are among the most dangerous monsters in the whole *Mazes & Minotaurs* world.

Size : Large

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 120'

Initiative : 25

Melee Attack : +9

Damage : 2d6 (claws & bite)

Defense Class : 20

Hits Total : 36

Detection / Evasion : +12

Mystic Fortitude : +8

Special Abilities : Breath Weapon (dragon head, fire, 30' range), Charge into Battle (Initiative 29, Melee Attack +13), Fearsome, Lightning Fast, Magic Resistance, Multiple Heads (three; the snake head on some Chimeras' tail does *not* count as an extra head, given its peculiar position), Poison (sting on tail or venomous snake head on tail; paralysis), Regeneration (2 Hits per round), Sharp Senses, Sixth Sense, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility. Some Chimeras are also Winged (480' when flying, Evasion +14).

Award : Glory 740 (760 if Winged), Wisdom 100.

Cockatrice

Taxonomy : Monster

Description : Oversized rooster-lizard hybrid whose gaze can turn you to stone !

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 15

Melee Attack : +4

Damage : 1d6 (beak & talons)

Defense Class : 18

Hits Total : 16

Detection / Evasion : +2

Mystic Fortitude : +8

Special Abilities : Fearsome, Magic Resistance, Petrification (40' range), Supernatural Vigor, Tough Skin. Since a Cockatrice's wings do not really allow it to fly, these creatures do not qualify as *Winged*.

Awards : Glory 210, Wisdom 80.

Additional Lore : These weird creatures were first thought to be the improbable offspring of a rooster and a Basilisk but most scholars now postulate them to be unique creatures spawned by the power of Chaos in some mysterious manner.



Beware the gaze of the Cockatrice !

Crawling Aberration

Taxonomy : Monster

Description : Giant polypous being vaguely looking like a cross between a murena and a medusa.

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : 120'

Initiative : 15

Melee Attack : +8

Damage : 3d6 (tentacles & bite)

Defense Class : 18

Hits Total : 50

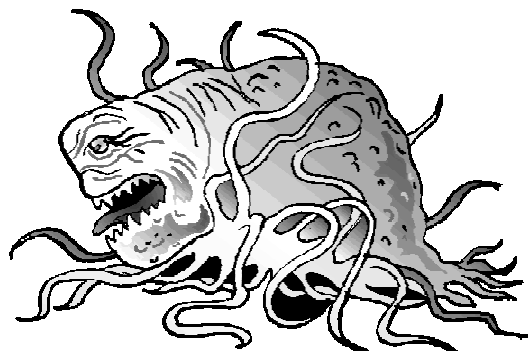
Detection / Evasion : +2

Mystic Fortitude : +8

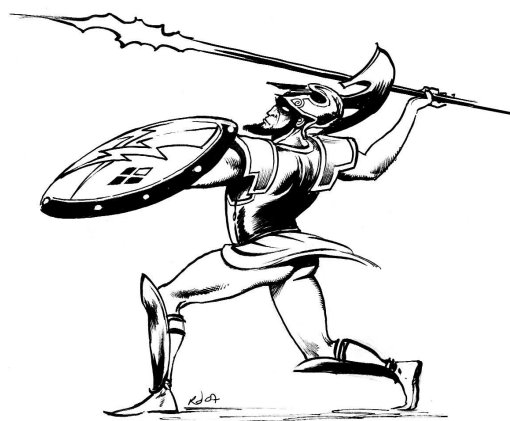
Special Abilities : Crushing Damage (constriction), Grapple (Might = 24), Fearsome, Magic Resistance, Mindless, Regeneration (3 H / round), Supernatural Vigor, Tough Skin.

Awards : Glory 1000, Wisdom 60.

Additional Lore : In ancient eras, these loathsome spawns of Primal Chaos were worshipped as gods by degenerate or decadent populations who gave them names like The Nameless One, The Dweller of the Dark, The Writhing Whisperer In the Shadows or The Unspeakable Abomination of (insert city name). Scholars postulate that Aberrations are not native to our world and were originally summoned from their aberrant, non-geometrical plane of existence by Demented Adepts of the Dark Arts (DADA for short).



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



A Curete ready to hurl his lightning javelin

Curete

Taxonomy : Spirit

Description : These lightning spirits appear as quick-moving, bronze-armored men armed with shields and spears or swords.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Unearthly

Movement : 80'

Initiative : 22

Melee Attack : +7

Damage : 1d6 (sword or spear)

Defense Class : 27 (with shield)

Hits Total : 20

Detection / Evasion : +2 / +8

Mystic Fortitude : +10

Special Abilities : Charge Into Battle (Initiative 24, Melee Attack +9), Fearsome, Lightning Fast, Magic Resistance, Mindless, Invulnerability, Supernatural Vigor, Uncanny Agility. Curetes are also able to hurl bolts of lightning (treat as Breath Weapon, 20').

Awards : Glory 155, Wisdom 160.

Additional Lore : The divine mission of Curetes, which they pursue to the exclusion of all other considerations, is to punish those who flout Zeus' laws. They are often found in places that have been struck by lightning or that are sacred to Zeus. They may also be sent on Earth by Zeus to punish a specific offender : in this case, vanquishing a curete does not automatically risk the further displeasure of Zeus. The encounter with the Curetes is considered sufficient chastisement; however, further crimes will be dealt with more harshly.



Run, you fools ! This is an angry Gigantic Cyclops !

Cyclops

In Greek mythology, the word “Cyclops” actually refers to two very different types of beings : the Cyclops who serve Hephaestus in his volcanic forges and the brutish, man-eating one-eyed Giants like Polyphemus – the Cyclops who was tricked and defeated by the clever Odysseus.

In *Mazes & Minotaurs*, these two types of creatures are treated as completely distinct races, respectively known as Lesser Cyclops and Gigantic Cyclops.

The relationship between Lesser and Gigantic Cyclops is unclear. Most scholars now scoff at the old popular notion that made Lesser Cyclops the offspring of human women and Gigantic Cyclops. Maybe the two races are completely unrelated – or at least no more related than normal, two-eyed Giants and normal, two-eyed mortals.

Gigantic Cyclops

Taxonomy : Monster

Description : One-eyed giants à la Polyphemus. Gigantic Cyclops are clearly Spawns of Chaos; they are as stupid as they are huge and their existence is entirely governed by their brutish instincts (which include eating smaller people, crushing their ships with boulders etc).

Size : Gigantic

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : 15

Melee Attack : +10

Damage : 3d6 (weapons)

Defense Class : 17

Hits Total : 60

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +16), Crushing Damage (after Grapple), Crushing Missiles (stones, boulders etc), Fearsome, Grapple (Might = 24), Magic Resistance, Supernatural Vigor, Tough Skin, Trample.

Awards : Glory 1000, Wisdom 40.

Odysseus' Trick : To blind a Gigantic Cyclops, a character must succeed at a Missile attack vst an EDC of 20. This attack will do normal damage and will blind the Cyclops permanently, resulting in a -4 penalty to Initiative, Attack and Danger Evasion.

Horned Cyclops

Some Gigantic Cyclops have satyr-like legs and a single horn on their head. How did such creatures come to life ? Some questions are better left unanswered, especially when Satyrs are concerned. These Horned Cyclops have exactly the same game characteristics as normal Gigantic Cyclops.

Lesser Cyclops

Taxonomy : Folk

Description : One-eyed huge humanoids who live underground. Lesser Cyclops are the underground smiths and sentinels of the god Hephaestus. They live in deep, subterranean caverns located near volcanoes and use lava to fuel the roaring furnaces of their enormous forges.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (hammer)

Defense Class : 15

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Grapple (Might 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Awards : Glory 100, Wisdom 30.



A typical (and typically ugly) Lesser Cyclops



A mean, mangy Cynocephal armed with spear and shield

Cynocephal

Taxonomy : Folk

Description : Dog-headed humanoids. Some of them serve as mercenaries, which has earned them the nickname « dog-soldiers ». Cynocephals are sworn enemies of Acteons, Boarmen and Lycans.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Missile Weapons (javelins, 120'), Sharp Senses.

Awards : Glory 25 (30 with shield).

2007 Edition Notes & Comments

Welcome to the 2007 PDF edition of the M&M *Creature Compendium*, third of the three core books of the Revised *Mazes & Minotaurs* rules.

With more than 230 creatures (each one with its own illustration !), this book quickly gained a reputation as "the ultimate RPG bestiary".

The *Creature Compendium* compiled nearly all the creatures from the original *Mazes & Minotaurs* rules and its supplements (including the *Hekatoteratos*) but also included quite a few new additions (mostly taken from the ever-popular *Creature Compendium* column of *Griffin* magazine, from which this book took its title).

Among these newcomers to the M&M monstrous menagerie were the Asheeba, the Atlantean War Slave, the Bapahron, the Basilisk, the Black Stalker, the Carapax and the various magical animals (well, as far as letters A to C are concerned).

Next page (and at irregular intervals throughout this PDF book), you will find a short selection of readers' comments from the Letters Page of *Griffin* magazine; these probably capture the mood of this era of gaming history more than any "20 years later" nostalgic prose...

From the Letters Page of Griffin Magazine



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

Anubian (I) : Anubians are great ! They 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 !

Anubian (II) : Why did you change the Anubians ??? In the *Hekatoteros*, they had the ability to conceal themselves by mimicking egyptian-style bas-reliefs – where is this power ? I had based an entire adventure on it and now I must change everything ! You HAVE to publish an errata as soon as possible !

Asheeba : Asheebas are soooo sexy.

Bapharon : I thought we had hit the bottom with the Abominathol... but the Bapharon... seriously, folks, doesn't this sound like the name of some big brass instrument to you ? What's next – the trumpetide ?

Basilisk : So the Catoblepas and the Cockatrice were not enough, were they ? You couldn't resist to the pleasure of plaguing us poor adventurers with yet another I-turn-you-to-stone-before-you-can-do-anything monster, could you ? You (expletive deleted).

Black Stalker : Grendel the Greek ?

Bronze Bird, Bull & Horse : Bronze Dogs, Bronze Cats, Bronze Mules, Bronze Barbarians...

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.

Carapax : Ah ah, a serious contender for the Abominathol in the Pharmaeetical Creatures league !!!

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

Centaur Variants : These variants rock ! Now Mazemasters can devise *whole campaigns* based on Centaurs and Centaurland, with player-character Centaurs fighting Brutaurs 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 ?

Centauride : 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 ?

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

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

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

D



A cruel Daughter of Arachne

Daughter of Arachne

Taxonomy : Monster

Description : Cruel hybrid creatures 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.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 18

Melee Attack : +7

Damage : 1d6 (legs)

Defense Class : 17

Hits Total : 20

Detection / Evasion : +6 / +8

Mystic Fortitude : +6

Special Abilities : Entangle (webs, range 10', Might = 16), Magic Resistance, Poison (sting, paralysis), Stealthy (20), Supernatural Vigor, Tough Skin, Uncanny Agility, Wallcrawling.

Awards : Glory 210, Wisdom 30.

Additional Lore : There are no male members of this species. When a Daughter of Arachne devours a man, she absorbs all the vital principles of her prey's body in her organism – and that's how these creatures reproduce themselves. Thus, the more men a Daughter devours, the more eggs she will have... Yes, this is a Freudian nightmare.

Degenerate Man

Taxonomy : Folk

Description : These beastly cannibals resemble stooped, hairy Wildmen and can be found in some isolated settlements scattered in the Helicon Mountains. They are all too-often confused with Wildmen, who do not share their anthropophagous habits (and who tend to kill them on sight).

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (stone axe or club)

Defense Class : 12

Hits Total : 8

Detection / Evasion : +4 / 0

Mystic Fortitude : 0

Special Abilities : Grapple (Might = 16), Sharp Senses, Stealthy (12).

Awards : Glory 25.

Additional Lore : There are three different theories regarding the true origins of Degenerate Men. The first theory claims that Degenerate Men are actually hybrids of true men and beastmen such as Lycans or Boarmen. The second theory makes them the inbred descendants of a proud and mighty nation of human warriors... so proud that they refused to mix their "superior blood" with that of other humans. According to the third theory, their ancestors were a clan of outstanding (but needlessly cruel) hunters, who were cursed by Artemis for their arrogant and bloodthirsty ways. Only the Gods (and the Maze Master) know the truth...



A stooping Degenerate Man



A Devious Derro holding a Deadly Device

Derros

Taxonomy: Folk

Description: Malevolent, pre-human dwarves who live in deep underground complexes and have advanced mechanical knowledge. See next page for more details on their infernal devices.

Size: Small

Ferocity: Aggressive

Cunning: Crafty

Mystique: Weird

Movement: 45'

Initiative: 14

Melee Attack: +2

Missile Attack: +4

Damage: 1d3 (weapons)

Defense Class: 13

Hits Total: 4

Detection / Evasion: +6

Mystic Fortitude: +6

Special Abilities: Magic Resistance, Missile Weapons (various).

Awards: Glory 8, Wisdom 20.

Additional Lore: Derros are notorious as inventors of strange mechanical weapons and infernal devices (see below). They were the masters of the ancient civilization of Lemuria, which was defeated and destroyed by the lords of Atlantis during the Age of Magic, after a long war in which armies and fleets were supplanted by sorcery and machinery.

The surviving Derros took refuge underground where they tried to rebuild a subterranean version of their old empire, constantly trying to conquer and enslave the underground Folks they encounter. Needless to say, they hate Atlanteans (and, on a general basis, all other Folks of Medium size). Some Derros also degenerated into the brutish and not-so-bright beings known as Morlocks (p 83).

Deadly Devices of the Derros!

Fire Cannon

Non-portable flamethrower. Requires a crew of 2 Derros. Treat as a 2d6 Breath Weapon with a range of 40 feet. Glory +40, Wisdom +20.

Webshooter

Mounted on a wristband, shoots a weblike fluid which solidifies into a net; treat as a one-use Entangle attack from a Medium-sized creature; almost always used in conjunction with a stun-trident or vampiric rod (see below). Glory +5.

Vampiric Rod

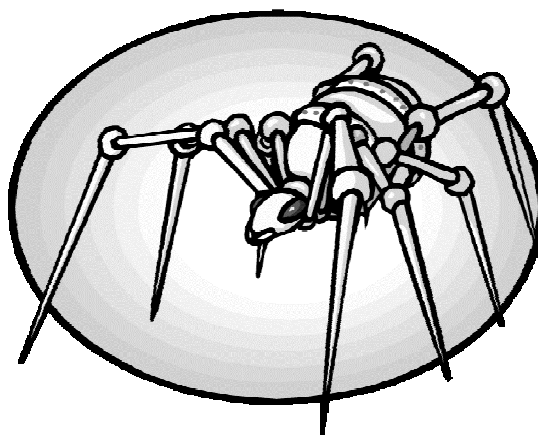
Small wand of black metal. Works as a touch Life Energy Drain. Glory +10, Wisdom+20.

Stun-Trident

Treat as a paralysing Poison attack. Glory +5.

Mental Cannon

This device is probably one of the Derros' most feared creations. Requires a crew of 3; this infernal device has the Psychic Powers ability (Psychic Gift 6, Mystic Strength 18, 24 Power points). Glory +10, Wisdom +200.



Metallic Menace at its Meanest: a Derros Warcraft



A Dichotomian by daylight

Derros Warcraft

Taxonomy : Animate

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

Size : Large

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 90'

Initiative : 14

Melee Attack : +4

Damage : 2d6 (metallic limbs)

Defense Class : 17

Hits Total : 18

Detection / Evasion : +6

Mystic Fortitude : +2

Special Abilities : Breath Weapon (30' range), Mindless, Natural Armor.

Awards : Glory 140, Wisdom 30.

Notes : 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.

Dichotomian

Taxonomy : Folk

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. 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 no control over its thoughts, intents or actions.

Size : Medium

Day Ferocity : Peaceful

Night Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 60'

Day Initiative : 12

Night Initiative : 14

Day Melee Attack : 0

Night Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 13

Day Hits Total : 4

Night Hits Total : 12 *

Detection / Evasion : +4

Mystic Fortitude : +6

Special Abilities : Magic Resistance.

Awards : Defeating a Dichotomian by day brings neither Glory nor Wisdom. In their nocturnal version, they are worth 40 Glory and 20 Wisdom.

** Dichotomians who have been injured at night will start the following day with their usual daylight Hits Total of 4, unless they have been reduced below this threshold (in which case they will keep their current, lowered Hits Total).*

Additional Lore : Dichotomians 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 amused ?) of their intellectual arrogance and punished them by dividing their body, their mind and their soul in two opposite parts.

Dolphin

Taxonomy : Folk (*not* Beast)

Description : The well-known marine mammal.

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 80' (320' when cruising)

Initiative : 18

Melee Attack : +1

Damage : 1d6 (head butt)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +8 / +12

Mystic Fortitude : +6

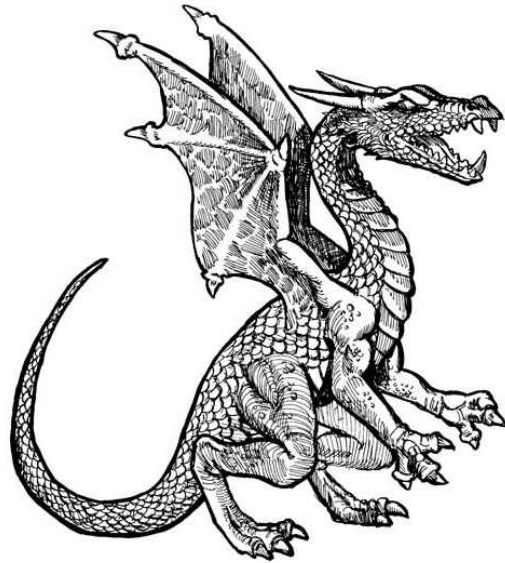
Special Abilities : Aquatic, Charge Into Battle (Initiative 20, Melee +3), Cruise, Lightning Fast, Magic Resistance, Sixth Sense, Uncanny Agility.

Awards : Killing these playful and peaceful creatures brings neither Glory nor Wisdom.

Notes : Dolphins are often used as playmates by Nereids, Mermaids and other sea beings.



*A playful Dolphin and his human companion
(who will become a Noble hero when he grows up)*



A Winged Dragon ready to use its Breath Weapon

Dragon

Taxonomy : Monster

Description : The classic monster from legend.

Size : Gigantic

Ferocity : Dangerous or Deadly

Cunning : Average to Crafty

Mystique : Weird or Eldritch

Movement : 120'

Initiative : 14 to 18

Melee Attack : +8 or +10

Damage : 3d6 (claws & bite)

Defense Class : 19 or 20

Hits Total : 50 or 60

Detection / Evasion : varies

Mystic Fortitude : varies

Special Abilities : Fearsome, Natural Armor, Supernatural Vigor, plus 1d3 other special abilities chosen between Breath Weapon (fire), Charge into Battle, Magic Resistance, Poison, Psychic Powers, Regeneration, Sixth Sense and Winged.

Awards : Glory and Wisdom awards vary according to the creature's characteristics and abilities.

Notes : In *Mazes & Minotaurs*, dragons are very rare creatures; in *Mythika*, they are mostly encountered on lonely, foreboding islands lost in the mists of the Western Ocean. Some over-imaginative scholars have postulated that Dragons actually came from another plane of existence (called, appropriately enough, the Dragon Dimension).

E

Eagle

Common Eagle

Taxonomy: Beast

Description: Normal eagle.

Size: Small

Ferocity: Aggressive

Cunning: Alert

Mystique: Normal

Movement: 180' flying

Initiative: 18

Melee Attack: +3

Damage: 1d3 (beak & talons)

Defense Class: 14

Hits Total: 4

Detection / Evasion: +6 / +10

Mystic Fortitude: 0

Special Abilities: Dive into Battle (Initiative 19, Melee Attack +4) Lightning Fast, Sharp Senses, Uncanny Agility, Winged.

Awards: Glory 10.

Giant Eagle

Taxonomy: Monster

Description: This enormous bird can easily grab a human being in each of its talons.

Size: Large

Ferocity: Aggressive

Cunning: Alert

Mystique: Normal

Movement: 480' flying

Initiative: 18

Melee Attack: +5

Damage: 2d6 (beak & talons)

Defense Class: 14

Hits Total: 18

Detection / Evasion: +6 / +10

Mystic Fortitude: 0

Special Abilities: Dive into Battle (Initiative 22, Melee Attack +9), Grapple (Might = 20), Lightning Fast, Sharp Senses, Uncanny Agility, Winged.

Awards: Glory 220.



Holy Zeus! Three different types of Eagles!

Olympian Eagle

Taxonomy: Monster

Description: Man-sized, fully intelligent magical eagles who are the sacred servants of Zeus, Olympian Eagles have the power of speech as well as a distinctive silvery white plumage.

Size: Medium

Ferocity: Dangerous

Cunning: Clever

Mystique: Eldritch

Movement: 360' flying

Initiative: 20

Melee Attack: +5

Damage: 1d6 (beaks & talons)

Defense Class: 24

Hits Total: 16

Detection / Evasion: +12 / +14

Mystic Fortitude: +8

Special Abilities: Dive into Battle (Initiative 22, Melee Attack +7), Grapple (Might = 16), Invulnerability, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Supernatural Vigor, Uncanny Agility, Winged.

Awards: Killing an Olympian Eagle brings no Glory or Wisdom but is sure to anger Zeus.

Elephant

Taxonomy : Beast

Description : The well-known mastodon. On the world of Mythika, Elephants come from the southern jungles of Charybdis – but some of them may also exist in the fabled eastern Land of the Sun.

Size : Gigantic

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : 12

Melee Attack : +6

Damage : 3d6 (tusks & feet)

Defense Class : 14

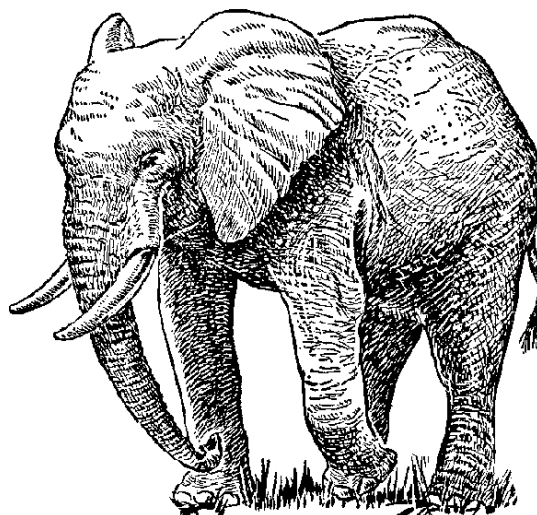
Hits Total : 30

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +12), Tough Skin, Trample.

Awards : Glory 150.



A typical, big-eared Charybdian Elephant

Empusa

Taxonomy : Spirit

Description : Beautiful (but blood-drinking) undead temptress. Empusae are the revenants of seductive witches who have given their souls to Hecate, goddess of darkness, in exchange for eternal unlife.

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 90'

Initiative : 23

Melee Attack : +5

Damage : energy drain

Defense Class : 18

Hits Total : 16

Detection / Evasion : +10 / +14

Mystic Fortitude : +8

Special Abilities : Fearsome, Grapple (Might = 16), Life Energy Drain (kiss ; only usable vs immobilized victims), Lightning Fast, Magic Resistance, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility, Wallcrawling.

Some Empusae have Psychic Powers (Psychic Gift 5, Mystic Strength 17, 20 Power points).

Awards : Glory 120, Wisdom 140. Psychic Powers add +20 Glory and +400 Wisdom.

Note : Exposure to daylight does 1d6 damage per battle round to an Empusa. This damage cannot be regenerated. A dead Empusa falls to dust.



A deceptively charming Empusa

Eolian

Taxonomy : Spirit

Description : These playful but impetuous spirits of the winds appear as humanoid clouds.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Unearthly

Movement : 80' (320' flying)

Initiative : 18

Melee Attack : n/a (insubstantial)

Damage : n/a (insubstantial)

Defense Class : 17

Hits Total : 8

Detection / Evasion : +2 / +10

Mystic Fortitude : +10

Special Abilities : Camouflage (24, as clouds), Entangle (tendrils of wind, range 10'), Insubstantial, Lightning Fast, Magic Resistance, Stealthy (20), Uncanny Agility, Winged (invisible wings).

Awards : Glory 100, Wisdom 80.



A playful Eolian



A muscular Equinian overseer

Equinian

Taxonomy : Folk

Description : Also known as *Anticentaurs*, Equinians look like horse-headed humanoids. They sometimes associate with marauding 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...

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapon)

Defense Class : 12 (14 with shield)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee +4), Grapple (Might 16).

Awards : Glory 25 (30 with shield).

F

Flamoïd

Taxonomy : Spirit

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

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Unearthly

Movement : 80'

Initiative : 19

Melee Attack : n/a (insubstantial)

Damage : n/a (insubstantial)

Defense Class : 17

Hits Total : 12

Detection / Evasion : +2 / +8

Mystic Fortitude : +10

Special Abilities : Breath Weapon (Fire, 20' range, 1d6 damage), Insubstantial, Lightning Fast, Magic Resistance, Uncanny Agility.

Awards : Glory 105, Wisdom 120.

The Flamoïd's fiery breath is its only way to cause direct damage to material opponents.



A fiery Flamoid



Beware of strange Monsters with Psychic Powers !

Floating Eye

Taxonomy : Monster

Description : A big (3' diameter) flying sphere with a single central eye and many smaller ones on peduncles – endowed with psychic powers. Floating Eyes are evil entities who enjoy manipulating and dominating humans and other Folks using their powerful psychic abilities.

Size : Small

Ferocity : Deadly

Cunning : Crafty

Mystique : Eldritch

Movement : 45' (hovering)

Initiative : 16

Melee Attack : n/a

Damage : n/a

Defense Class : 16

Hits Total : 8

Detection / Evasion : +10 / +8

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, 20 Power points), Sixth Sense, Tough Skin.

The Floating Eyes cannot inflict physical damage on their victims. Their only forms of attacks are their Psychic Powers.

Awards : Glory 38, Wisdom 230.

Additional Lore : These strange creatures actually come from another world (called Gaxia) – how and why they came on Mythika remains a mystery.



A menacing Fomoros ready to Petrify his victim

Fomoros

Taxonomy : Monster

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 magical control over the sea. All in all, pretty nasty fellows.

Size : Large

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 90'

Initiative : 17

Melee Attack : +8

Damage : 2d6 (claws and teeth)

Defense Class : 20

Hits Total : 36

Detection / Evasion : +4

Mystic Fortitude : +8

Special Abilities : Amphibian, Crushing Damage (bear hug), Entangle (tendrils of water, 20', can only be used underwater), Fearsome, Grapple (Might 20), Magic Resistance, Natural Armor, Petrification (40'), Regeneration (2 Hits / rd), Supernatural Vigor.

Unique Ability : Fomoros can summon the Wrath of the Abyss against any ship that sails over their undersea lairs. This group power can only be used from below, with a maximum range of 90'. It takes one round to use. At the end of the round, the ship's captain must make a Mystic Fortitude roll (with the Fortune of the ship as a modifier) against a target number of 14 + the number of Fomoros summoning the Wrath, up to a maximum of 20. If the roll fails, the ship immediately loses 1d6 Structure points. If the roll succeeds, the ship becomes forever immune to this power (thanks to Poseidon). This adds +20 to the Fomoros' Glory and Wisdom awards.

Awards : Glory 660, Wisdom 110.

Additional Lore : The fearsome Fomoros are believed to descend from Poseidon himself. They once ruled a mighty empire of islands in the Western Ocean – but in their arrogance, they rebelled against their divine ancestor, challenging his command over the seas. Poseidon raised a great maelstrom which sunk their kingdom in the deepest abysses, killing most of them in the process. The survivors fell into a deep magical slumber, sleeping at the bottom of the seas for thousands of years... A few decades ago, Fomoros began to wake from their torpor, eager to wreak havoc on the world of man.

Fox

Foxes are noted for their exceptional cunning and stealthy ways. Some of them are actually magical animals protected by Hermes and Artemis.

Common Fox

Taxonomy : Beast

Size : Small

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 60' (240' galloping)

Initiative : 19

Melee Attack : +3

Damage : 1d3 (claws & bite)

Defense Class : 14

Hits Total : 4

Detection / Evasion : +8 / +10

Mystic Fortitude : 0

Special Abilities : Gallop, Lightning Fast, Sharp Senses, Stealthy (20), Uncanny Agility.

Awards : Glory 10.



A Priestess befriendng a Magical Fox

Hyperborean Fox

Taxonomy : Beast

Description : White foxes from the northern forests of Hyperborea, slightly bigger, more ferocious and tougher than other foxes. Their snow-white fur is especially prized by the vain nobles of Sybaris.

Size : Small

Ferocity : Dangerous

Cunning : Clever

Mystique : Normal

Movement : 60' (240' galloping)

Initiative : 20

Melee Attack : +5

Damage : 1d3 (claws & bite)

Defense Class : 14

Hits Total : 6

Detection / Evasion : +8 / +10

Mystic Fortitude : 0

Special Abilities : Camouflage (white fur on snow, 24), Gallop, Lightning Fast, Sharp Senses, Stealthy (20), Uncanny Agility.

Awards : Glory 13.

Magical Fox

Taxonomy : Monster

Description : Magical foxes look like ordinary foxes but, unlike most other magical animals, have been given the power of speech.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60' (240' galloping)

Initiative : 20

Melee Attack : +3

Damage : 1d3 (claws & bite)

Defense Class : 23

Hits Total : 6

Detection / Evasion : +14

Mystic Fortitude : +6

Special Abilities : Gallop, Invulnerability, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (22), Supernatural Vigor, Uncanny Agility.

Awards : Glory 42, Wisdom 50.



A Lesser Fury wielding the weapons of Vengeance

Fury

Taxonomy : Spirit

Description : These spirits are servants of the Greater Furies, the classic dreaded spirits of vengeance from myth (also known as the Erynies). They act as agents of divine retribution, bringing doom to fratricides, parricides and other kinslayers. They may be called by Divine Intervention. Furies appear as irate women carrying flaming whips; although their appearance is not monstrous per se, they are surrounded by an aura of dread that makes them as terrifying as the most fearsome creatures.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Unearthly

Movement : 80'

Initiative : 20

Melee Attack : +6

Damage : 1d6 (weapons)

Defense Class : 25

Hits Total : 20

Detection / Evasion : +6 / +8

Mystic Fortitude : +10

Special Abilities : Entangle (whip, Might = 16, 10' range), Fearsome, Invulnerability, Lightning Fast, Magic Resistance, Mindless, Regeneration (1 Hit per round), Sixth Sense, Supernatural Vigor.

Awards : Defeating a Lesser Fury brings neither Glory nor Wisdom. These beings cannot be killed. If reduced to 0 Hits, they instantly vanish and will come back, fully regenerated, 1d6 days later.



An angry, vengeful Ghost

Ghost

Taxonomy: Spirit

Description: Ghosts usually look like translucent, intangible humans; some may look like long-dead corpses but even those who look reasonably "alive" are surrounded by an eerie, frightful aura that leaves no doubt as to their real nature.

Size: Medium

Ferocity: Peaceful to Dangerous

Cunning: Alert to Crafty

Mystique: Eldritch

Movement: 60'

Initiative: varies

Melee Attack: n/a

Damage: Special

Defense Class: 16

Hits Total: varies

Detection / Evasion: varies

Mystic Fortitude: +8

Special Abilities: Fearsome, Insubstantial, Life Energy Drain (touch), Magic Resistance, Sixth Sense, Stealthy. Some Ghosts also have Psychic Powers (Psychic Gift 3 to 5).

Like all Insubstantial beings, Ghosts cannot be harmed by mundane weapons or means and cannot inflict physical damage to material beings (except with their Life Energy Drain ability).

Awards: Variable.

Ghostling

Taxonomy: Folk (*not* Spirit)

Description: Translucent, ethereal humans. They are actually the denizens of another plane of existence, appearing as ghosts in our world - while material beings appear as insubstantial to them. Ghostlings communicate by telepathy and do not share their secrets with other beings.

Size: Medium

Ferocity: Peaceful

Cunning: Clever

Mystique: Weird

Movement: 60'

Initiative: 12

Melee Attack: n/a

Damage: see below

Defense Class: 13

Hits Total: 4

Detection / Evasion: +4

Mystic Fortitude: +6

Special Abilities: Insubstantial, Magic Resistance, Psychic Powers (Psychic Gift 3, Mystic Strength 15, Power total 12), Stealthy (20).

Awards: Glory 65, Wisdom 240.



Two translucent, ethereal Ghostlings



A Common Giant with his improvised weapon

Giant

Common Giant

Taxonomy : Monster

Description : Like a Cyclops with two eyes.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : 14

Melee Attack : +8

Damage : 3d6 (weapons)

Defense Class : 16

Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 20, Melee +14), Crushing Damage (after Grapple), Crushing Missiles (stones etc), Fearsome, Grapple (Might = 24), Magic Resistance, Supernatural Vigor, Tough Skin, Trample.

Awards : Glory 850, Wisdom 40.

Mountain Giant

Taxonomy : Monster

Description : The mightiest and tallest of all Giants, with a grey, stone-like skin.

Size : Gigantic

Ferocity : Deadly

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : 15

Melee Attack : +10

Damage : 3d6 (weapons)

Defense Class : 18

Hits Total : 60

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +16), Crushing Damage (after Grapple), Crushing Missiles, Fearsome, Grapple (Might 24), Magic Resistance, Natural Armor, Supernatural Vigor, Trample.

Awards : Glory 1000, Wisdom 40.



A towering Mountain Giant



A Two-Headed Giant facing his inner contradictions

Two-Headed Giant

Taxonomy : Monster

Description : Bicephalous giant.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : 15

Melee Attack : +8

Damage : 3d6 (weapons)

Defense Class : 17

Hits Total : 50

Detection / Evasion : +1 / 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +14), Crushing Damage (after Grapple), Crushing Missiles (stones etc), Fearsome, Grapple (M = 24), Magic Resistance, Multiple Heads (two), Supernatural Vigor, Tough Skin, Trample.

Awards : Glory 1000, Wisdom 50.

From the Letters Page of Griffin Magazine

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

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

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).

Eolians & Flamoids : 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.

Floating Eye : Giant floating one-eyed spheres ? Come out of it, guys ! How can you expect such absurd creatures to be taken seriously ?

Fomoros : These make terrific villains for a long-term campaign ! Long live Celtic M&M !

Fox : Foxes ?? Honestly, what is the use of having detailed stats for foxes ?? Can't you see this will simply incite Hunters to go on a Fox-killing spree as a cheap way to cash in Experience points ?



Holy shit ! As if giant spiders were not enough !

Giant Bat

Taxonomy : Beast (*not* Monster)

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

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 240' flying

Initiative : 14

Melee Attack : +3

Damage : 1d6 (claws & fangs)

Defense Class : 14

Hits Total : 8

Detection / Evasion : +6

Mystic Fortitude : 0

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

Awards : Glory 35.

Giant Crab

Taxonomy : Monster

Description : Ferocious crabs that are able to grab a man in each of their mighty pincers !

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' on land

Initiative : 11

Melee Attack : +4

Damage : 2d6 (pincers)

Defense Class : 16

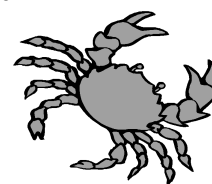
Hits Total : 18

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Grapple (Might = 20), Mindless, Natural Armor, Stealthy (10).

Awards : Glory 160, Wisdom 10.



Giant Rat

Taxonomy : Monster

Description : Rhino-sized rats.

Size : Large

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 120'

Initiative : 13

Melee Attack : +5

Damage : 2d6 (claws & fangs)

Defense Class : 14

Hits Total : 18

Detection / Evasion : +8 / +6

Mystic Fortitude : 0

Special Abilities : Sharp Senses, Stealthy (16), Uncanny Agility.

Awards : Glory 160.



A Giant Scorpion ready to strike

Giant Scorpion

Taxonomy : Monster

Description : Rhino-sized scorpions. Usually lurk in desert ruins and other doomed locations.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120' (90' wallcrawling)

Initiative : 16

Melee Attack : +6

Damage : 2d6 (sting & pincers)

Defense Class : 14

Hits Total : 24

Detection / Evasion : 0 / +4

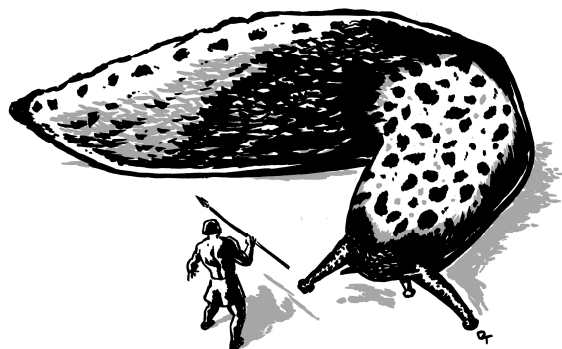
Mystic Fortitude : 0

Special Abilities : Lightning Fast, Mindless, Poison (sting, death in 1d6 rounds), Stealthy (10), Tough Skin, Wallcrawling.

Awards : Glory 240, Wisdom 10.



So that's where the Giant Rat was hiding...



A fearless Spearman facing a Giant Slug

Giant Slug

Taxonomy : Monster

Description : Slimy mollusks of titanic proportions ; mostly found underground or in very old ruins.

Size : Gigantic

Ferocity : Peaceful

Cunning : Average

Mystique : Normal

Movement : 60' (crawling)

Initiative : 10

Melee Attack : +4

Damage : 3d6 (whole body)

Defense Class : 14

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Mindless, Regeneration (3 Hits / rnd), Stealthy (8), Tough Skin, Wallcrawling.

Awards : Glory 300, Wisdom 20.

Other Giant Animals

The following Giant Animals can be found in other sections of the *Creature Compendium* :

Giant Boar : See Boar (p 15).

Giant Bull : See Bull (p 20).

Giant Eagle : See Eagle (p 38).

Giant Lion : See Lion (p 69).

Giant Ram : See Ram (p 92).



Are curved swords better against Giant Snakes ?

Giant Snake

Taxonomy : Monster

Description : Giant snakes can be grouped in two broad categories : constrictors and venomous.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +6

Damage : 2d6 (bite)

Defense Class : 15

Hits Total : 24

Detection / Evasion : +6 / +4

Mystic Fortitude : +2

Special Abilities : Grapple (Might = 20), Crushing Damage (constriction) or Poison (bite, death in 1d6 rounds), Regeneration (2 Hits / round), Sixth Sense, Stealthy (12), Tough Skin.

Awards : Glory 300, Wisdom 20.



A much reduced depiction of a Giant Spider

Giant Spider

Cave Spider

Taxonomy : Monster

Description : Huge spiders that can attack two men (or other medium-sized opponent) at the same time.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 15

Melee Attack : +7

Damage : 2d6 (fangs & legs)

Defense Class : 16

Hits Total : 24

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Entangle (webs, 20' range, Might 20), Poison (fangs or sting, effect varies), Stealthy (14), Tough Skin, Uncanny Agility, Wallcrawling.

Awards : Glory 260.

Gigantic Spider

Taxonomy : Monster

Description : Huge spiders that can attack four men (or other medium-sized opponent) at the same time.

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : 16

Melee Attack : +10

Damage : 3d6 (fangs & legs)

Defense Class : 17

Hits Total : 50

Detection / Evasion : +6 / +4

Mystic Fortitude : +6

Special Abilities : Entangle (webs, range 30', Might 24), Fearsome, Magic Resistance, Poison, Sixth Sense, Stealthy (10), Tough Skin, Wallcrawling.

Awards : Glory 950, Wisdom 40.



The Big, Bad Gigantosaur

Gigantosaur

Taxonomy : Monster

Description : A gigantic, six-legged, carnivorous lizard with rock-hard scales. Gigantosaurs live in deep underground caverns where they prey on smaller creatures – unless something bigger (like adventurers) venture into their subterranean lair...

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : 14

Melee Attack : +8

Damage : 3d6 (claws & bite)

Defense Class : 18

Hits Total : 40

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 21, Melee +12), Fearsome, Natural Armor, Trample.

Awards : Glory 500, Wisdom 10.

Additional Lore : Due to their heat-based vision, Gigantosaurs can see perfectly in the dark (even in the total darkness of their underground caverns).

God-Shadow

Taxonomy : Spirit

Description : The gods themselves are so powerful even their shadows are to be feared - for sometimes these shadows get loose and wander in the lands of mortals, causing chaos and confusion around them.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Unearthly

Movement : 90'

Initiative : 17

Melee Attack : n/a (insubstantial)

Damage : n/a (insubstantial)

Defense Class : 19

Hits Total : 24

Detection / Evasion : +6

Mystic Fortitude : +10

Special Abilities : Fearsome, Insubstantial, Magic Resistance, Mindless, Sixth Sense, Stealthy (18), Uncanny Agility. God-Shadows are also able to hurl bolts of divine energy (treat as Breath Weapon, 30' range, 2d6), which is the only way they can directly harm physical beings.

Awards : Glory 260, Wisdom 180.



A meditative God-Shadow



A deadly Gorgon

Gorgon

Taxonomy : Monster

Description : Ugly and absolutely deadly female humanoids with snakes in their hair and a petrifying gaze. They are the descendants of Medusa, the mythic mother-goddess of their race.

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 17

Melee Attack : +6

Damage : 1d6 (claws)

Defense Class : 24

Hits Total : 20

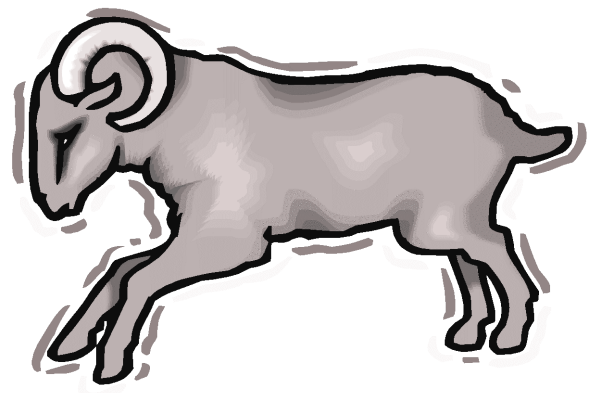
Detection / Evasion : +8 / +6

Mystic Fortitude : +8

Special Abilities : Fearsome, Invulnerability, Magic Resistance, Petrification (40' range), Regeneration (1 Hit per round), Sixth Sense, Stealthy (16), Supernatural Vigor.

Awards : Glory 320, Wisdom 110.

Additional Lore : Gorgons are not really a species - at least not in the traditional sense of the term : there are no male Gorgons (or Gorgon babies for that matter). All living Gorgons were actually spawned during the Mythic Age : after Medusa was beheaded by the great mythic hero Perseus, her body was left to rot in some lost ruins, where each drop of her supernatural blood eventually turned into a Gorgon, giving birth to the Gorgon "race".



Look out ! Golden Ram charging !

Golden Ram

Taxonomy : Animate

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

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (horns & hooves)

Defense Class : 17

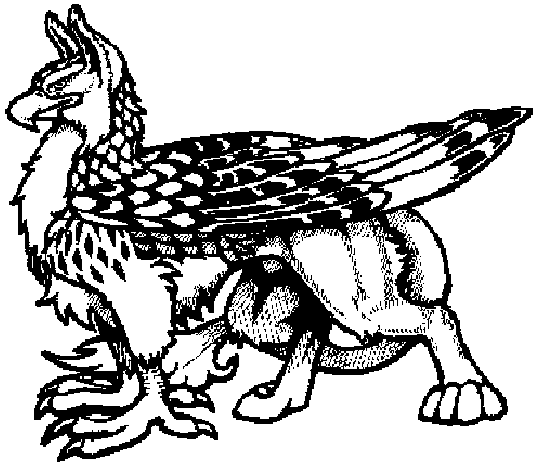
Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee +10), Mindless, Natural Armor, Supernatural Vigor, Trample.

Awards : Glory 130, Wisdom 20.



A majestic Griffin

Griffin

Classic Griffin

Taxonomy : Monster

Description : The classic lion-eagle hybrid.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' flying)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 17

Hits Total : 16

Detection / Evasion : +6 / +10

Mystic Fortitude : +6

Special Abilities : Charge or Dive into Battle (Initiative 21, Melee Attack +7), Grapple (Might 16), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 190, Wisdom 30.

Notes : Griffins have roughly the same size as common lions – except for Gryphons (see below), which are much larger. Other Griffin cousins include the Nyctoglyph (p 53) and the Hippogriff (p 57).

Gryphon

Taxonomy : Monster

Description : A rare subspecies of very large Griffins; also known as Royal Griffins, the Gryphons have golden feathers which form a somewhat leonine mane at the base of their neck.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 120' (480' flying)

Initiative : 19

Melee Attack : +7

Damage : 2d6 (claws & bite)

Defense Class : 17

Hits Total : 30

Detection / Evasion : +6 / +10

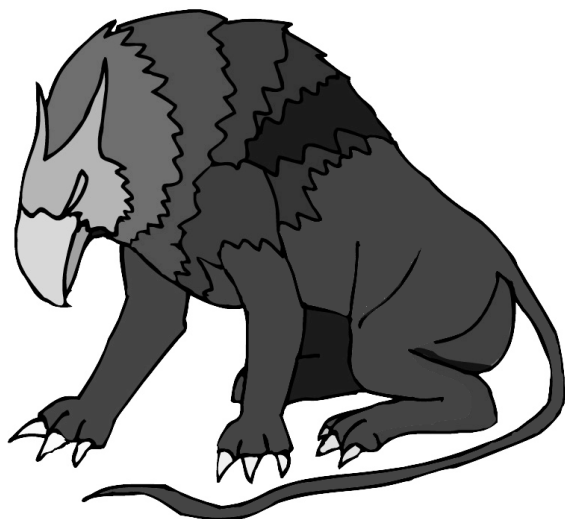
Mystic Fortitude : +6

Special Abilities : Charge (or Dive) into Battle (Initiative 23, Melee Attack +11), Grapple (Might 20), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (14), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 380, Wisdom 30.



An even more majestic Gryphon



A ravenous Nyctogriff

Nyctogriff

Taxonomy : Monster

Description : These monstrous predators look like wingless Gryphons with a distinctive black pelt and plumage. They are exclusively nocturnal and live in the monster-infested Thanatari Mountains. Like their winged cousins, they are particularly fond of horse flesh but also prey on other creatures, including humans, Wildmen and even Ogres.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : 19

Melee Attack : +7

Damage : 2d6 (claws & bite)

Defense Class : 17

Hits Total : 30

Detection / Evasion : +6 / +8

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 24, Melee +11), Grapple (Might 20), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (14), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 360, Wisdom 30.

Additional Lore : These ferocious creatures are actually a cursed lineage of Gryphons, which were deprived of their golden hue and wings by Apollo himself in punishment for having slaughtered a whole herd of Pegasuses.

Grotesk

Taxonomy : Folk

Description : These malevolent creatures look like big bodiless heads with arms. They actually have two sole-like pads at the bottom of their body, which allow them to crawl on ground. Grotesks live in large subterranean cities and have a nasty habit of putting to death (and eating) all the humanoids (or "bodies" as they call them) who intrude on their territory.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 30' *

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Tough Skin.

Awards : Glory 25.

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

Additional Lore : Grotesks are actually the stunted and mishapen descendants of a now extinct race of Giants and are well aware of their grotesque shape, which is why they hate humanoids so much.



An infuriated Grotesk

H

Hag

Taxonomy : Spirit

Description : Evil creature that looks like an extremely ugly old crone but is *not* human.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 16

Melee Attack : +6

Damage : 1d6 (claws)

Defense Class : 16

Hits Total : 20

Detection / Evasion : +10 / +8

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, 20 Power points), Regeneration (1 Hit / round), Sixth Sense, Supernatural Vigor, Tough Skin.

Awards : Glory 115, Wisdom 500.



Hags are as ugly as they are deadly



A shrieking Harpy

Harpy

Taxonomy : Monster

Description : Bat-winged, jet black-skinned vicious humanoid creatures with sharp fangs, sharper talons and a fondness for human flesh...

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : 16

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 17, Melee +7), Grapple (16), Uncanny Agility, Winged.

Awards : Glory 120.



Yes, we give you two Harpies for the price of one

Hawkman

Taxonomy : Folk

Description : Flying humanoids related to Icarians (see p 63), but much harder and fiercer. Hawkmen are noted for their nobility and sense of honor. They are also known as *Vultans*.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' (flying)

Initiative : 16

Melee Attack : +5

Missile Attack : +6

Damage : 1d6 (weapons)

Defense Class : 15 (19 with helmet and shield)

Hits Total : 16

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 18, Melee Attack +7), Marksmanship, Missile Weapons (bows, 300', or javelins, 120'), Supernatural Vigor, Uncanny Agility, Winged.

Awards : Glory 75 (85 helm & shield), Wisdom 10.



A proud Hawkman warrior posing



A Hippodrac statant (see next page)

From the Letters Page of Griffin Magazine

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 M&M !

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

Gryphons : Gryphons ? Griffins ? Gryphins ? Griffons ? Gryffyns ? Gryphyns ?

Griffins, Hawkmen & Other Aerial Beings : 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 (...)

What ? No Hecatonchire ?

Many creatures were considered for inclusion in the *Creature Compendium*, 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 *Creature Compendium* published by other companies, such as Justicars College's infamous *Bizarre Bestiary* or Labyrinthine Designs' pathetic *Monsterama*.



Beware the hellish breath of the Hellephaunt !

Hellephaunt

Taxonomy : Monster

Description : An enormous, elephantine horror, plated with bony armor, with tremendous tusks, shooting flame from its trunk. These creatures (which live in the deepest jungles of Charybdis) are thought to be the result of some forgotten mad god's experiment.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : 14

Melee Attack : +8

Damage : 3d6 (trunk, tusks etc)

Defense Class : 19

Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Breath Weapon (burning gas from trunk, 40' range), Charge into Battle (Initiative 20, Melee +14), Crushing Missiles (thrown with trunk), Grapple (with Trunk, Might 24), Fearsome, Magic Resistance, Natural Armor, Regeneration (3 Hits / round), Supernatural Vigor, Trample.

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

Awards : Glory 1150, Wisdom 70.

Hippodrac

Taxonomy : Monster

Description : This strange creature looks like a dark, reptilian Pegasus with bat-like wings. It has the power to breathe fire and is sometimes used as an aerial mount by Stygian Lords (see p 111). The combination of its wings, natural armor and breath weapon makes it a most formidable steed.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping or flying)

Initiative : 15

Melee Attack : +5

Damage : 1d6 (hooves, beak & talons)

Defense Class : 19

Hits Total : 16

Detection / Evasion : +2 / +6

Mystic Fortitude : +6

Special Abilities : Breath Weapon (fire, 20' range), Charge into Battle (Initiative 17, Melee +7), Gallop, Magic Resistance, Natural Armor, Supernatural Vigor, Trample, Uncanny Agility, Winged.

Awards : Glory 200, Wisdom 50.

Additional Lore : The first Hippodrac were the products of dark crossbreeding experiments made by Autarch sorcerers, involving a captured Pegasus mare and the fiery fluids of a Dragon

Hippogriff

Taxonomy : Monster

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).

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' when galloping or flying)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (hooves, beak & talons)

Defense Class : 15

Hits Total : 16

Detection / Evasion : +6 / +10

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +7), Gallop, Lightning Fast, Magic Resistance, Sharp Senses, Supernatural Vigor, Trample, Uncanny Agility, Winged.

Awards : Glory 170, Wisdom 30.



A noble Hippogriff waiting for a noble rider



A sinister Hooded Horror

Hooded Horror

Taxonomy : Uncertain

Description : These mysterious beings appear 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 !

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : +8 / +6

Mystic Fortitude : +4

Special Abilities : Psychic Powers (Psychic Gift 4, Mystic Strength 16, 16 Power points), Sixth Sense, Stealthy (16), Wallcrawling.

Awards : Glory 75, Wisdom 210.



A Noble hero and his noble steed

Horse

Common Horse

Taxonomy : Beast

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60' (240' when galloping)

Initiative : 12

Melee Attack : +2

Damage : 1d6 (hooves)

Defense Class : 12

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Gallop, Trample.

Notes : Some exceptional horses may have additional special abilities, such as Sixth Sense, Lightning Fast or Uncanny Agility.

Awards : Killing a horse is usually considered a dishonorable act and brings no Glory.

Diomedian Horse

Taxonomy : Beast

Description : A breed of high-spirited horses raised from birth on a diet of human flesh and blood.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 60' (240' when galloping)

Initiative : 15

Melee Attack : +5

Damage : 1d6 (hooves)

Defense Class : 14

Hits Total : 12

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 17, Melee Attack +7), Gallop, Trample, Uncanny Agility.

Awards : Glory 45.

Magical Horse

Taxonomy : Beast

Description : Magical horses are always of a single, pure color (white, black, silver, green etc).

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 80' (320' when galloping)

Initiative : 20

Melee Attack : +5

Damage : 1d6 (hooves)

Defense Class : 23

Hits Total : 16

Detection / Evasion : +8 / +12

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 22, Melee Attack +7), Gallop, Invulnerability, Lightning Fast, Magic Resistance, Sixth Sense, Supernatural Vigor, Trample, Uncanny Agility.

Awards : None.



A haughty Amazon warrior

Human

This entry presents several categories of minor human fighters (see the *Maze Masters Guide*, p 25) that may be encountered by adventurers in the course of their travels and expeditions. Even in the case of Amazons and Barbarians, these rank-and-file NPCs are significantly less powerful than most player-characters (who are exceptional individuals) and major NPCs (who, as noted in the *MMG*, should be given the same characteristics as player-characters, including a class, a level and all the corresponding abilities).

Amazon

Taxonomy : Human

Description : The famous warrior women of mythic tales. On the world of Mythika, Amazons come from the northern Queendom of Amazonia.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 14

Melee Attack : +3

Missile Attack : +4

Damage : 1d6 (weapons)

Defense Class : 14 (16 with shield)

Hits Total : 8

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +5), Marksmanship, Missile Weapons (bows or javelins), Uncanny Agility.

Awards : Glory 40 (50 with helmet and shield).

Archer

Taxonomy : Human

Description : Combat-trained bowmen.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +3

Damage : 1d6 (weapons)

Defense Class : 12 (16 w. helmet & breastplate)

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Marksmanship, Missile Weapons (bow, 300').

Awards : Glory 20 (30 with helmet and breastplate).

Bandit

Taxonomy : Human

Description : This broad category of NPCs include outlaws, brigands, raiders and other rabble.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Missile Weapons (bow, 300' or sling 150'), Stealthy (12).

Awards : Glory 20.

Barbarian

Taxonomy : Human

Description : Savage warriors from untamed lands. In the world of Mythika, most Barbarians come from the northern land of Hyperborea.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 13

Melee Attack : +3 (+5 with two-handed weapon)

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 8

Detection / Evasion : 0 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee +5), Missile Weapons, Uncanny Agility.

Awards : Glory 30 (35 with two-handed weapon).

Notes : This profile may also be used for savage jungle warriors (such as those of Charybdis) who usually favor spears and shields over two-handed weapons, giving them a Defense Class of 16.



A big, bad Barbarian swinging his big battle axe



Two soldiers from the famous regiment of the Expendable Extras

Soldier

Taxonomy : Human

Description : Military-trained fighting men.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 18 (helmet, shield & breastplate)

Hits Total : 8

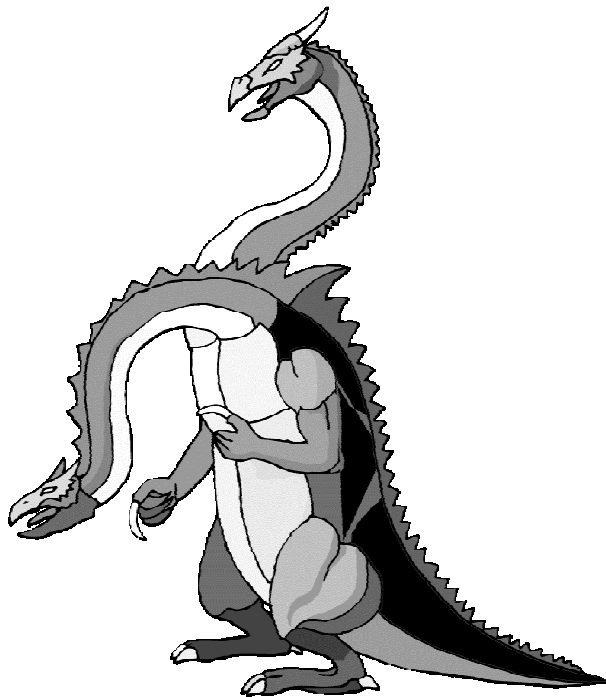
Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4).

Note : If trained as Spearmen, Soldiers will also be able to use the *Shield Wall* special maneuver in battle (see the combat rules of the *Players Manual*).

Awards : Glory 30 (with complete equipment).



A Bicephalous Hydra (aka Double Trouble)

Hydra

Classic Hydra

Taxonomy : Monster

Description : The classic many-headed reptilian monster from legend.

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 120'

Initiative : 16 + 1 per extra head

Melee Attack : +10

Damage : 3d6 (claws & bite)

Defense Class : 20

Hits Total : 60

Detection / Evasion : (Heads +1) / +2

Mystic Fortitude : +8

Special Abilities : Fearsome, Magic Resistance, Multiple Heads (up to 6 extra heads), Natural Armor, Regeneration (3 Hits / round), Supernatural Vigor.

Awards : Glory 900 + 100 per extra head, Wisdom 50 + 10 per extra head. Thus, a seven-headed one will be worth 1500 Glory and 110 Wisdom.



Can you count the heads of this Hydra ?

Sea Hydra

Taxonomy : Monster

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

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 120'

Initiative : 16 + 1 per extra head

Melee Attack : +10

Damage : 3d6 (claws & bite)

Defense Class : 20

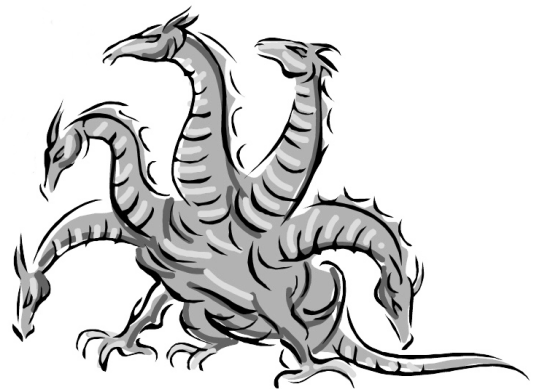
Hits Total : 60

Detection / Evasion : (Heads+1) / +2

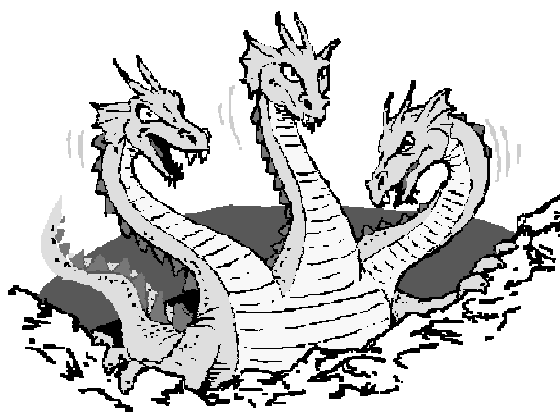
Mystic Fortitude : +8

Special Abilities : Amphibious, Fearsome, Magic Resistance, Multiple Heads (up to 6 extra heads), Natural Armor, Regeneration (3 Hits per round), Supernatural Vigor.

Awards : Glory 900 + 100 per extra head, Wisdom 50 + 10 per extra head.



A five-headed Sea Hydra



A Pyrohydra, ready for a triple fire breath!

Pyrohydra

Taxonomy: Monster

Description: Reddish hydra with three heads... all of which are able to breathe fire!

Size: Gigantic

Ferocity: Deadly

Cunning: Alert

Mystique: Eldritch

Movement: 120'

Initiative: 18

Melee Attack: +10

Damage: 3d6 (claws & bite)

Defense Class: 20

Hits Total: 60

Detection / Evasion: +4 / +2

Mystic Fortitude: +8

Special Abilities: Breath Weapon (40'), Fearsome, Magic Resistance, Multiple Heads (three, detection +6), Natural Armor, Regeneration (3 Hits / round), Supernatural Vigor.

Note: The Pyrohydra may make up to three Breath Weapon attacks against different targets per battle round (one for each head). Each such attack counts as one of its regular attacks, as per the usual rules.

Awards: Glory 1300, Wisdom 90.

Hyenakin

Taxonomy: Folk

Description: Hyena-headed carnivorous and barbaric humanoids that roam the deserts of Midia. They are the sworn enemies of the Leonids.

Size: Medium

Ferocity: Aggressive

Cunning: Alert

Mystique: Normal

Movement: 60'

Initiative: 12

Melee Attack: +2

Missile Attack: +2

Damage: 1d6 (weapons)

Defense Class: 12 (14 with shield)

Hits Total: 8

Detection / Evasion: +6 / +2

Mystic Fortitude: 0

Special Abilities: Missile Weapons (javelins, 120'), Sharp Senses, Stealthy (14).

Awards: Glory 30 (35 with shield).



A vicious Hyenakin scavenger

Rise, Children of the Hydra!

It is a well-known fact that a Hydra's teeth can turn into animated Skeletons (see p 105). Each Hydra head holds four such magical teeth - so a dead seven-headed Hydra could mean a small army of 28 Skeletons! Simply toss the tooth on earthy ground: one battle round later, a sword-wielding Skeleton will sprout from the ground, ready to obey your every command - but only for 10 battle rounds, after which it will fall apart, crumbling into a pile of old dead bones. This is a one-time trick, since each tooth can only be used once.

I-K

Icarian

Taxonomy : Folk

Description : Winged, peaceful humanoids who live in the highest mountains of the world.

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : 14

Melee Attack : +1

Missile Attack : +4

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 8

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Marksmanship, Missile Weapons (bow, 300'), Supernatural Vigor, Uncanny Agility, Winged.

Unique Ability : Icarians qualify as Elementalists, with Air as their primary (and only) element. They have a Mastery bonus of 3, a Mystic Strength of 15 and 12 Power points. This adds +40 to their Glory award and +200 to their Wisdom award.

Awards : Glory 90, Wisdom 210.



A noble Icarian ready to summon the winds

Ice Worm

Taxonomy : Monster

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

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90' (crawling)

Initiative : 14

Melee Attack : +7

Damage : 2d6 (fangs)

Defense Class : 17

Hits Total : 24

Detection / Evasion : 0 / +2

Mystic Fortitude : +2

Special Abilities : Camouflage (white fur on snow, 16), Crushing Damage (constriction), Grapple (with body, Might = 20), Mindless, Regeneration (2 Hits / round), Stealthy (12), Tough Skin, Uncanny Agility.

Awards : Glory 340, Wisdom 20.



Ice Worm alert !!!



Half-triton, half-centaur : the Ichtyocentaur !

Ichtyocentaur

Taxonomy : Folk

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.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when cruising)

Initiative : 12 (14 underwater)

Melee Attack : +2 (+3 underwater)

Damage : 1d6 (trident)

Defense Class : 15 (17 underwater)

Hits Total : 12

Detection / Evasion : +2 (Evasion +4 underwater)

Mystic Fortitude : +2

Special Abilities : Amphibian, Charge into Battle (only underwater, Initiative 16, Melee Attack +5), Cruising (but NO Galloping on land), Supernatural Vigor, Tough Skin, Uncanny Agility (only in water).

Awards : Glory 50 (in water) or 40 (on land).

Additional Lore : These beings' true origins remain a complete mystery : 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.

Iron Warrior

Taxonomy : Animate

Description : Animated iron statues of hoplites, often encountered in groups of 2 to 6.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with shield)

Hits Total : 20

Detection / Evasion : 0

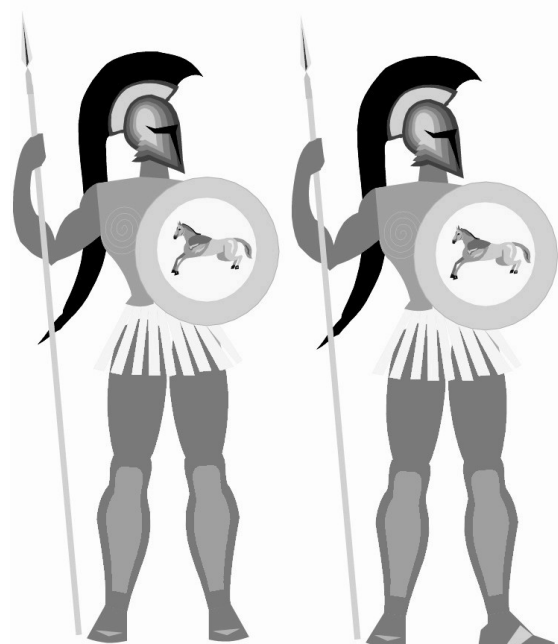
Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Mindless, Natural Armor, Supernatural Vigor.

Unique Ability : Iron Warriors can use the *Shield Wall* special maneuver (see *Players Manual*, p 23).

Awards : Glory 75, Wisdom 20.

Additional Lore : These deadly Animates were probably created by the same wizard-engineers who crafted Bronze Bulls, Colossi, Horses and Birds.



Two Mindless Iron Warriors



A Ker (plural Keres – but one is more than enough)

Ker

Taxonomy : Spirit

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.

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Unearthly

Movement : 60' (240' flying)

Initiative : 19

Melee Attack : +7

Damage : 1d6 (claws and fangs)

Defense Class : 21

Hits Total : 20

Detection / Evasion : +8 / +10

Mystic Fortitude : +10

Special Abilities : Fearsome, Life Energy Drain (bite*), Magic Resistance, Regeneration (1 / round), Sixth Sense, Stealthy (18), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 135, Wisdom 160.

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

Additional Lore : Keres 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, Keres sometimes act as agents of divine retribution, carrying their task with the merciless efficiency of a professional assassin.

Klaatakaa'rr

Taxonomy : Folk

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

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 60' (240' flying)

Initiative : 15

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 17

Hits Total : 12

Detection / Evasion : +2 / +6

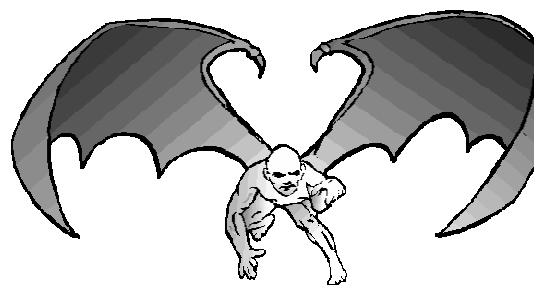
Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 17, Melee Attack +7), Grapple (Might 16), Tough Skin, Uncanny Agility, Winged.

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

Purple Klaatakaa'rr : These are the leaders of the Klaatakaa'rr race, easily identifiable by their dark purple hue and stronger body frame. They are **Deadly**, **Clever** and have **Magic Resistance**, which gives them Initiative 17, Melee +7, Hits Total 16, Detection +4, Evasion +8, Mystic Fortitude +6.

Awards : Glory 60 (80 and 20 Wisdom if Purple).



Bewaaaaarre the Klaatakaa 'rr !

L

Lamassu

Taxonomy : Monster

Description : Giant winged lions with human faces, Lamassu are 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) huge statues. Lamassu may be related to Sphinxes but, unlike them, do not have the power of speech.

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 120' (480' flying)

Initiative : 20

Melee Attack : +9

Damage : 2d6 (claws & bite)

Defense Class : 18

Hits Total : 36

Detection / Evasion : +6 / +10

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 24, Melee +13), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (14), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 420, Wisdom 30.



Don't be fooled by this Lamassu's cute looks



A Lamia ready to devour her next victim

Lamia

Taxonomy : Monster

Description : Ophidian monstrosity with the upper body of a woman and the lower body of a giant snake... and a taste for human flesh. They usually haunt desert ruins and lost necropolises.

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 80'

Initiative : 21

Melee Attack : +6

Damage : 1d6 (claws & bite)

Defense Class : 18

Hits Total : 20

Detection / Evasion : +4 / +8

Mystic Fortitude : +8

Special Abilities : Crushing Damage (constriction), Fearsome, Grapple (Might = 16), Lightning Fast, Magic Resistance, Poison (sting, causes paralysis), Psychic Powers (Psychic Gift 4, Mystic Strength 16, 16 Power pts), Regeneration (1 Hit / rd), Stealthy (16), Supernatural Vigor, Tough Skin.

Awards : Glory 300, Wisdom 250

Additional Lore : Lamia are the descendants of a sorceress-queen of the East who was cursed by the gods for her lustful debauchery.



A boyish Lar showing his Cornucopia

Lar

Taxonomy : Spirit

Description : Lares (sing. Lar) are benign spirits who protect 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).

Size : Small

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 45'

Initiative : 14

Melee Attack : n/a *

Damage : n/a '

Defense Class : 16

Hits Total : 4

Detection / Evasion : +4 / +6

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Stealthy (20), Supernatural Vigor, Uncanny Agility.

' A lar has no effective physical attack unless he shapeshifts (see below).

Unique Ability : Lares also have the powers to shapeshift into any Small to Large Beast ; they prefer changing into farm animals like bulls, rams or guard dogs to fight. This transformation takes one battle round and gives the Lar all the characteristics and abilities of the chosen creature.

Cornucopia : All Lares carry a basket or horn of plenty, a cornucopia. Every day, this magical item can create enough wine, bread, cheese, fruit and olives to feed up to six persons. If the cornucopia is stolen or the Lar killed, it becomes cursed, and everything it produces is poisoned.

Awards : None. In addition, the killer of a Lar suffers a permanent loss of 1d6 Luck points.

Lemure

Taxonomy : Spirit

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

Size : Small

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 45'

Initiative : 15

Melee Attack : +3

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

Defense Class : 16

Hits Total : 6

Detection / Evasion : +8

Mystic Fortitude : +8

Special Abilities : Grapple (12), Life-Energy Drain (bite, 1d6 Hits), Magic Resistance, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility.

Thieving Sack : All Lemures carry a magical thieving sack. If the Lemure is within 30' of a container that is not held by another being, he can magically transfer one item from this container into the sack. If 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.

Awards : Glory 17, Wisdom 120.



A thieving Lemure stealing away



A fierce Leonid warrior Charging into Battle

Leonid

Taxonomy: Folk

Description: Proud lion-headed humanoids who inhabit the wild and mountainous regions. Leonids are nobler and more honorable than most other breeds of beastmen; they are fierce enemies of Hyenakins and Lycans.

Size: Medium

Ferocity: Dangerous

Cunning: Alert

Mystique: Normal

Movement: 60'

Initiative: 15

Melee Attack: +5

Missile Attack: +3

Damage: 1d6 (weapons)

Defense Class: 14

Hits Total: 16

Detection / Evasion: +6 / +4

Mystic Fortitude: 0

Special Abilities: Charge into Battle (Initiative 15, Melee Attack +7), Missile Weapons (javelins, 120' range), Sharp Senses, Stealthy (16), Supernatural Vigor, Uncanny Agility.

Awards: Glory 65, Wisdom 10.

Leucrota

Taxonomy: Monster

Description: A huge, fiendish hyena-like predator with a fondness for human flesh. It has the ability to speak and imitate human voices...

Size: Large

Ferocity: Dangerous

Cunning: Clever

Mystique: Weird

Movement: 120'

Initiative: 20

Melee Attack: +7

Damage: 2d6 (claws and bite)

Defense Class: 17

Hits Total: 24

Detection / Evasion: +8 / +10

Mystic Fortitude: +6

Special Abilities: Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (16), Tough Skin, Uncanny Agility.

Unique Ability: Leucrota are very good at imitating human voices – not just voices in general but the voice of specific individuals, which, combined to its exceptional stealth, allows them to lure and trap their prey in a variety of fiendish ways. Characters who hear a Leucrota imitating the voice of someone they know will be fooled by the monster's vocal mimicry unless they succeed at a detection roll against a target number of 20.

Awards: Glory 300, Wisdom 20.



A fiendish Leucrota waiting for its next victims

Lion

Common Lion

Taxonomy : Beast

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 80' (320' when galloping)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 14

Hits Total : 12

Detection / Evasion : +6 / +8

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 21, Melee +7), Gallop, Lightning Fast, Sharp Senses, Stealthy (16), Uncanny Agility.

Awards : Glory 60.

Giant Lion

Taxonomy : Monster

Description : A rhino-sized lion.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : 19

Melee Attack : +7

Damage : 2d6 (claws & bite)

Defense Class : 14

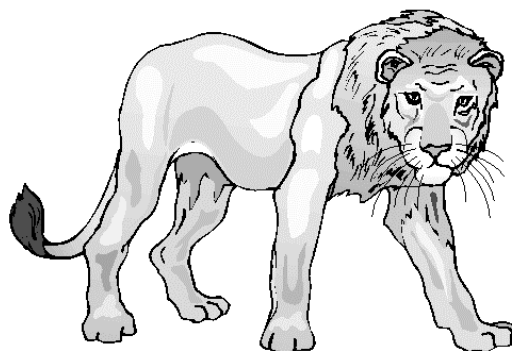
Hits Total : 30

Detection / Evasion : +6 / +8

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 25, Melee +11), Gallop, Lightning Fast, Sharp Senses, Stealthy (14), Supernatural Vigor, Uncanny Agility.

Awards : Glory 280, Wisdom 10.



Giant or normal Lion ? You decide.

Magical Lion

Taxonomy : Monster

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Weird

Movement : 80' (320' when galloping)

Initiative : 21

Melee Attack : +7

Damage : 1d6 (claws & bite)

Defense Class : 23

Hits Total : 20

Detection / Evasion : +12

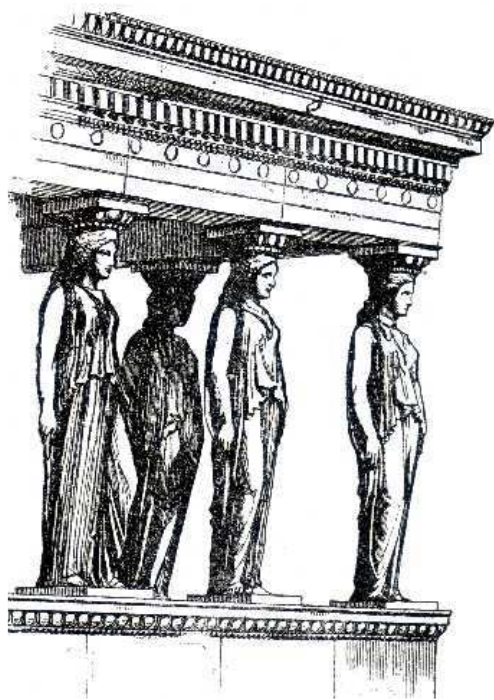
Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 23, Melee +9), Gallop, Invulnerability, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (18), Supernatural Vigor, Uncanny Agility.

Awards : Glory 250, Wisdom 50.



A Majestic Magical Lion, King of Narnios



Well, at least WE have a roof over our heads

Living Caryatid

Taxonomy : Animate

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.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : 14

Melee Attack : +8

Damage : 3d6 (fist or foot)

Defense Class : 23

Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : +2

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

Awards : Glory 450, Wisdom 40.

Lizardian

Taxonomy : Folk

Description : Carnivorous reptilian humanoids akin to Troglodytes, but with greater cunning, agility and stamina as well as powers of regeneration.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Normal

Movement : 60'

Initiative : 16

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 16 (18 with shield)

Hits Total : 16

Detection / Evasion : +4 / +6

Mystic Fortitude : 0

Special Abilities : Regeneration (1 Hit per round), Stealthy (18), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 70 (75 with shield), Wisdom 10.

Lycan

Taxonomy : Folk

Description : Wolf-headed carnivorous humanoids bent on raiding and plundering.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 35 (40 with shield).



A devious Lizardian armed with sword and shield



A savage Lycan marauder charging into battle

Lycocentaur

Taxonomy : Folk

Description : A very rare, sterile hybrid of Centaur and Lycan, these vile creatures lack the exceptional vitality and hardiness of true Centaurs. For some mysterious reason, Lycocentaurs do not have hooves but wolf-like feet, making them stealthier than Centaurs. Since these creatures always result from the rape of a Centauride by Lycans, Centaurs will always kill a Lycocentaur on sight.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 14

Melee Attack : +3

Missile Attack : +2 (no penalty while moving)

Damage : 1d6 (weapons)

Defense Class : 15

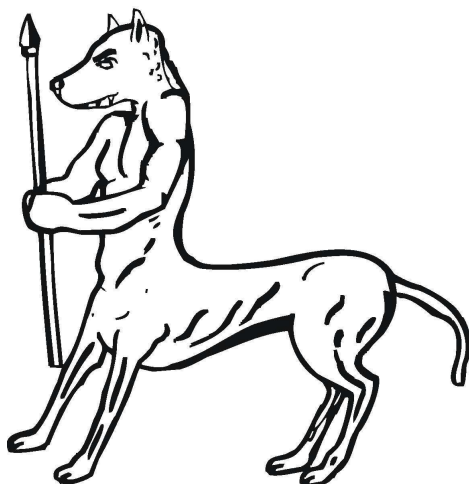
Hits Total : 8

Detection / Evasion : +2 / +4

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +5), Gallop, Missile Weapon (javelins, 120'), Stealthy (16), Uncanny Agility.

Awards : Glory 45.



A vile (and crudely drawn) Lycocentaur

2007 Edition Notes & Comments

Beastmen Unbound !

Lycans, Leonids, Tragos, Hyenakin, Acteons, Bearmen, Boarmen, Dogheads... Beast-headed humanoids certainly were the most crowded ecological niche in the M&M menagerie. Griffin magazine's famous *Creature Compendium* column was regularly invaded by new races or subraces of beastly hybrids, which roughly fell into two broad categories : « clones » and « mutants ».

Clones were uninspired pretty pointless variants of existing Beastmen, with exactly the same stats or a +1 here and a -1 there for variety's sake. Most of the « spear-fodder » creatures are best left forgotten – except, of course, for the magnificent Orycters (yes : aardvark-men, see p 88).

Mutants too were variants of existing races of Beastmen, but with an extra (often weird) ability grafted on : bicephalous Lycans, Boarmen with Regeneration, winged Acteons, frost-breathing white-furred Bearmen – you get the idea...

Hybrids Unbound too !

Another typically M&M-esque type of creature was the hybrid : a crossbreed between two existing species of creatures. Unbeknownst to many M&M gamers, some of these weird beings (such as the Ichtyocentaur described on p 64) were actually taken from 'real' mythological sources. Others, like the Lycocentaur described on this very page were simply the bizarre creations of Maze Masters trying to « surprise » their players with their « creativity ».

From the Letters Page of Griffin Magazine

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 ?

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

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 manifold 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.

Lares : What's the point ? M&M characters are supposed to be heroes, or at least adventurers, not farmers... This is not *Shepherds & Sickles* !!!

M



The Monstrous, Man-Eating Manticore

Manticore

Taxonomy : Monster

Description : The body of a giant lion, the head of a bearded man and the tail of a giant scorpion. Fierce, vicious and fond of human flesh

Size : Large

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 120'

Initiative : 23

Melee Attack : +9

Damage : 2d6 (claws & bite)

Defense Class : 20

Hits Total : 36

Detection / Evasion : +8 / +10 (+12 if Winged)

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 27, Melee Attack +13), Fearsome, Lightning Fast, Magic Resistance, Poison (sting, causes death in 1d6 rounds), Sharp Senses, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility.

Some Manticores are Winged.

Awards : Glory 500 (+20 if Winged), Wisdom 40.

Additional Lore : Originally from the faraway Land of the Sun in the East, these terrible Monsters now infest the Thanatari Mountains.



The latest fashion in warfare : the Mechanical Archer

Mechanical Archer

Taxonomy : Animate

Description : Automaton 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.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 11

Melee Attack : n/a

Missile Attack : +3

Damage : 1d6 (arrows)

Defense Class : 17

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Mindless, Marksmanship, Missile Weapons (bow, range 300'), Natural Armor, Supernatural Vigor.

Awards : Glory 55, Wisdom 20.

Megalopodoi

Taxonomy : Folk (*not* Monster)

Description : Megalopodos (sing. *megalopodoi*) are shy and usually peaceful apemen with huge feet, who inhabit cold mountainous regions. They are all too often mistaken for Abominathols (see p 4) by adventurers and have grown very wary of man. They will only attack if they feel threatened or if they fear for the safety of their young.

Size : Large

Ferocity : Peaceful

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 13

Melee Attack : +3

Missile Attack : +1

Damage : 2d6 (club)

Defense Class : 16

Hits Total : 12

Detection / Evasion : +6 / +4

Mystic Fortitude : +0

Special Abilities : Crushing Damage (bear-like hug), Grapple (Might = 20), Missile Weapons (thrown rocks, 60'), Sharp Senses, Stealthy (14), Tough Skin, Uncanny Agility.

Awards : Killing these shy and peaceful creatures only bring half the usual Glory (50 per individual).



A shy Megalopodoi walking away

Mermaid

Taxonomy: Folk

Description: The classic fish-tailed female creature of myth and legend (not to be confused with Sirens).

Size: Medium

Ferocity: Peaceful

Cunning: Clever

Mystique: Weird

Movement: 80' (320' cruising)

Initiative: 18

Melee Attack: +1

Damage: none *

Defense Class: 15

Hits Total: 8

Detection / Evasion: +4 / +10

Mystic Fortitude: +2

Special Abilities: Aquatic, Cruise, Lightning Fast, Stealthy (18), Supernatural Vigor, Uncanny Agility, Vocal Entrancement (60', save vs. 15**).

Awards: None. Killing a Mermaid brings neither Glory nor Wisdom but is a sure way to provoke the wrathful vengeance of Tritons.

* Mermaids never fight, using their supernatural charm to lure and enthrall their victims. If faced with An unreceptive (or aggressive) opponent, they usually Cruise away from trouble or, if really necessary, call a few angry Tritons to their help.

** When several Mermaids are singing together, each additional Mermaid adds +1 to the target number of their victim's Mystic Fortitude saving roll, up to a maximum of 20 (for six Mermaids).



An alluring Mermaid

Midas Man

Taxonomy: Animate

Description: Animated statues made of stargold, crafted by Atlantean wizard-engineers.

Size: Medium

Ferocity: Dangerous

Cunning: Average

Mystique: Weird

Movement: 60'

Initiative: 12

Melee Attack: +4

Damage: 1d6 (arms)

Defense Class: 21

Hits Total: 16

Special Abilities: Crushing Damage (bear-like hug), Grapple (Might = 16), Invulnerability, Mindless, Supernatural Vigor.

Awards: Glory 80, Wisdom 30.

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



A golden Midas Man



Enter the Minotaur !

Minotaur

Taxonomy : Monster

Description : Classic bull-headed brutish humanoid monster ; generally lives in mazes.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +6

Damage : 1d6 (big axe)

Defense Class : 15

Hits Total : 20

Detection / Evasion : +2

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +8), Crushing Damage (bear-like hug), Grapple (Might = 16), Magic Resistance, Stealthy (14), Supernatural Vigor, Tough Skin.

Awards : Glory 170, Wisdom 30.

Additional Lore : For some unknown reason, each individual Minotaur has its own unique appearance. Some of them have a human-like body, while others are covered with a pelt of the same color as their bovine head, some of them have hooved feet (and even hooved hands !) etc. In addition, the Minotaur race has spawned various weird sub-species.

Minotaur Variants

Several special breeds and subspecies of Minotaurs are detailed below.

Albinotaur

Taxonomy : Monster

Description : A rare breed of albino Minotaurs with white skin and red eyes.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : +6

Damage : 1d6 (big axe)

Defense Class : 16

Hits Total : 20

Detection / Evasion : +2

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +8), Crushing Damage (bear-like hug), Grapple (Might = 16), Magic Resistance, Stealthy (14), Supernatural Vigor, Tough Skin.

Awards : Glory 180, Wisdom 30.



The all-white Albinotaur



A beastly Bronze Minotaur

Bronze Minotaur

Taxonomy : Monster

Description : Bronze Minotaurs are not made of metal but have a bronze-like skin; they are tougher (but less alert) than their more common cousins.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (big axe)

Defense Class : 17

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +8), Crushing Damage (bear-like hug), Grapple (Might = 16), Magic Resistance, Natural Armor, Stealthy (12), Supernatural Vigor.

Awards : Glory 170, Wisdom 30.

Dancing Minotaur

Taxonomy : Monster

Description : Dancing Minotaurs are amazingly agile Minotaurs with satyr-like, nimble legs. Unlike most other Minotaurs, Dancing Minotaurs prefer one-handed swords to big axes or unarmed attacks.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 16

Melee Attack : +7

Damage : 1d6 (sword)

Defense Class : 17

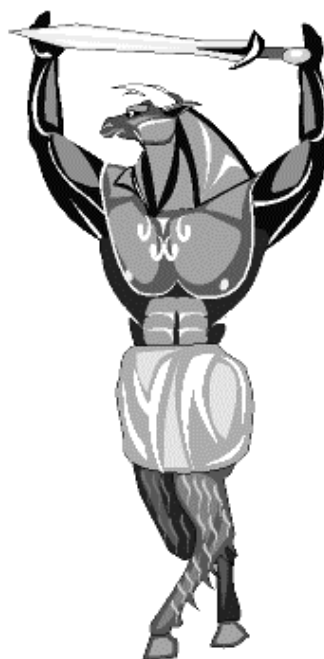
Hits Total : 20

Detection / Evasion : +2 / +4

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +9), Magic Resistance, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 160, Wisdom 30.



A Dancing Minotaur elegantly closing for the kill



A proud and noble Golden Minotaur

Golden Minotaur

Description : Golden Minotaurs have a distinctive golden hued skin and are as noble and honorable as standard Minotaurs are brutish and beastly.

Taxonomy : Monster

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +4

Damage : 1d6 (axe)

Defense Class : 15 (17 with breastplate)

Hits Total : 16

Detection / Evasion : +4

Mystic Fortitude : +6

Special Abilities : Charge Into Battle (Initiative 16, Melee Attack +6), Grapple (Might 16), Magic Resistance, Supernatural Vigor, Tough Skin.

Additional Lore : Golden Minotaurs might 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.

Awards : Glory 130, Wisdom 30.

Gorgotaur

Taxonomy : Monster

Description : Enormous Minotaur with hooves instead of hands (which prevents them from using weapons). Gorgotaurs also lack the power of speech. They are mainly found in the Eastern parts of Mythika, originating from the Land of the Sun.

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +8

Damage : 2d6 (hooves)

Defense Class : 15

Hits Total : 36

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 17, Melee +12), Crushing Damage (bear-like hug), Grapple (Might 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Awards : Glory 300, Wisdom 30.

Additional Lore : Gorgotaurs are thought by some scholars to be the original ancestors of the entire Minotaur species. According to this theory, the first "normal" Minotaurs actually were human-Gorgotaur hybrids - which, incidentally, might explain why the physical characteristics of Minotaurs are so varied (hands or hooves, body hair or human-like skin etc).



Facing the Gorgotaur



A cunningly disguised Impostaur

Impostaur

Taxonomy : Special

Description : These are not real Minotaurs, but human brutes and brigands who masquerade as Minotaurs (thanks to convincing horned headmasks) to terrify the countryside and satisfy their own bestial urges - under the mask...

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Average

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (club or other weapon)

Defense Class : 14 (minotaur helm)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Grapple (Might = 16).

Awards : Glory 25.

Megataur

Taxonomy : Monster

Description : Classic bull-headed brutish humanoid monster ; generally lives in mazes.

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +8

Damage : 2d6 (big axe)

Defense Class : 15

Hits Total : 36

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 17, Melee +12), Crushing Damage (bear-like hug), Grapple (Might = 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Awards : Glory 300, Wisdom 30.



A mighty, muscular Megataur

Psychotaur

Taxonomy : Monster

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

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 16

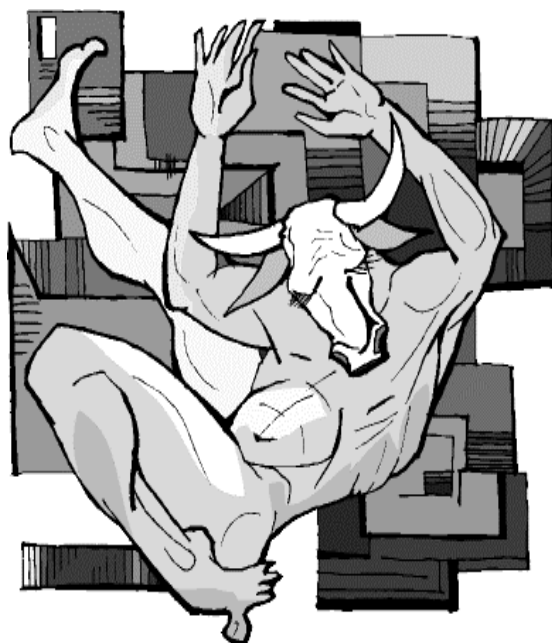
Hits Total : 16

Detection / Evasion : +8 / +6

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +6), Crushing Damage (bear-like hug), Grapple (Might = 16), Magic Resistance, Psychic Powers (Psychic Gift 4, Mystic Strength 16, 16 Power points), Sixth Sense, Stealthy (16), Supernatural Vigor, Tough Skin.

Awards : Glory 230, Wisdom 240.



Beware the Psychotaur's power of confusion



A Red Minotaur, ready to breathe fire

Red Minotaur

Taxonomy : Monster

Description : A very rare, magically-mutated breed, also known as *Pyrotours*, they have a distinctly reddish hue *and* the power to breathe fire.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +6

Damage : 1d6 (big axe)

Defense Class : 15

Hits Total : 20

Detection / Evasion : +2

Mystic Fortitude : +6

Special Abilities : Breath Weapon (fire, 20' range), Charge into Battle (Initiative 16, Melee Attack +8), Crushing Damage, Grapple (16), Magic Resistance, Stealthy (14), Supernatural Vigor, Tough Skin.

Awards : Glory 210, Wisdom 50.

Silver Minotaur

Taxonomy : Monster

Description : Silver Minotaurs have a distinctive grey-silvery hue and a very athletic body. They are amazingly fast-moving and fast-healing.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 80'

Initiative : 18

Melee Attack : +6

Damage : 1d6 (big axe)

Defense Class : 15

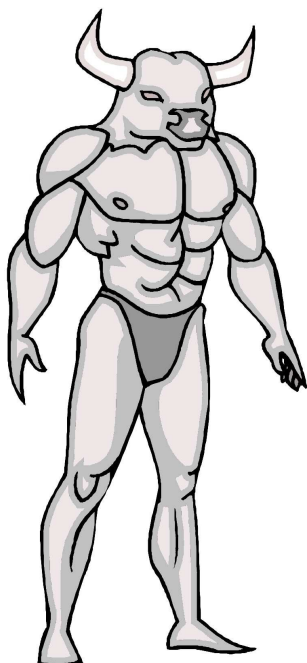
Hits Total : 20

Detection / Evasion : +2 / +6

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 20, Melee Attack +8), Crushing Damage (bear hug), Grapple (16), Lightning Fast, Magic Resistance, Regeneration (1 Hit per round), Stealthy (14), Supernatural Vigor, Tough Skin.

Awards : Glory 210, Wisdom 40.



A Silver Minotaur, ready for a sprint



A doubly infuriated Twinotaur

Twinotaur

Taxonomy : Monster

Description : Bicephalous Minotaur.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 15

Melee Attack : +6

Damage : 1d6 (big axe)

Defense Class : 15

Hits Total : 20

Detection / Evasion : +3 / +2

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 17, Melee +8), Crushing Damage (bear hug), Grapple (16), Magic Resistance, Multiple Heads (two), Stealthy (14), Supernatural Vigor, Tough Skin.

Awards : Glory 190, Wisdom 40.



*I don't care if you already have a Twinotaur illustration!
I am... the Twin Twinotaur!!!*

Minoton

Taxonomy: Animate

Description: A huge animated bronze minotaur.

Size: Large

Ferocity: Deadly

Cunning: Average

Mystique: Weird

Movement: 90'

Initiative: 13

Melee Attack: +8

Damage: 2d6 (metal fists)

Defense Class: 21

Hits Total: 36

Detection / Evasion: 0

Mystic Fortitude: +2

Special Abilities: Charge into Battle (Initiative 17, Melee +12), Crushing Damage (bear hug), Grapple (Might = 20), Invulnerability, Mindless, Supernatural Vigor, Trample.

Awards: Glory 200, Wisdom 30.



Attacking Blanc-Mange... uh, Moon Spawn

Moon Spawn

Taxonomy: Monster

Description: Amorphous blob of a sickly white, summoned from the moon by the priests of a forgotten cult centuries ago. They live at the bottom of deep wells named Moon Pits.

Size: Large

Ferocity: Dangerous

Cunning: Average

Mystique: Weird

Movement: 90'

Initiative: 12

Melee Attack: +6

Damage: 2d6 (pseudopods)

Defense Class: 13

Hits Total: 30

Detection / Evasion: 0

Mystic Fortitude: +2

Special Abilities: Grapple (Might = 20), Mindless, Regeneration (2 Hits per round), Stealthy (10), Supernatural Vigor.

Awards: Glory 260, Wisdom 30.



The Minoton: Metallic & Monstrous

Morlock

Taxonomy : Folk

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.

Size : Small

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 45'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d3 (clubs or small javelins)

Defense Class : 12

Hits Total : 4

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Missile Weapons, (javelins, 60'), Sharp Senses, Stealthy (14).

Awards : Glory 5.



 2007

*A Morlock drawn by a mysterious
Illustrator from 20 years in the future*



A decaying Mummy

Mummy

Taxonomy : Animate

Description : Specially preserved corpses from the Desert Kingdom reanimated by foul necromancy.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Eldritch

Movement : 60'

Initiative : 12

Melee Attack : n/a

Damage : See below

Defense Class : 14

Hits Total : 16

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Life Energy Drain (touch attack), Mindless, Stealthy (12), Supernatural Vigor.

Note : A mummy's only attack is Life Energy Drain.

Notes : Some Mummies are so gruesome in appearance (complete with maggots sprouting from empty eyes etc) that they count as Fearsome creatures (raising their Initiative score to 14 and their Defense Class to 16).

Awards : Glory 65, Wisdom 40. Fearsome ones are worth 75 Glory and 50 Wisdom.



A duel to the death between two mighty champions of the Muscussi and the Rhabdosians

Muscus & Rhabdosian

Muscus

Taxonomy : Folk

Description : A miniature race of humanoid mice, the Muscussii are sworn foes of the Rhabdosians, very proud of their cliff city of Mus, and devotees of Athena. Their endless war with the frog folk stems from the rivalry between their divine patrons.

Size : Tiny

Ferocity : Peaceful

Cunning : Clever

Mystique : Normal

Movement : 30' (10' burrowing)

Initiative : 14

Melee Attack : +1

Missile Attack : +2

Damage : 1pt (tiny weapons)

Defense Class : 14 (18 with helmet and shield)

Hits Total : 2

Detection / Evasion : +4 / +6

Mystic Fortitude : 0

Special Abilities : Missile Weapons (javelin 20'), Stealthy (22), Supernatural Vigor, Uncanny Agility.

Awards : Glory 4 (5 with helmet and shield).

Rhabdosian

Taxonomy : Folk

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

Size : Tiny

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

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

Initiative : 13

Melee Attack : +3

Missile Attack : +1

Damage : 1pt (miniature weapons)

Defense Class : 14 (18 with shield & helmet)

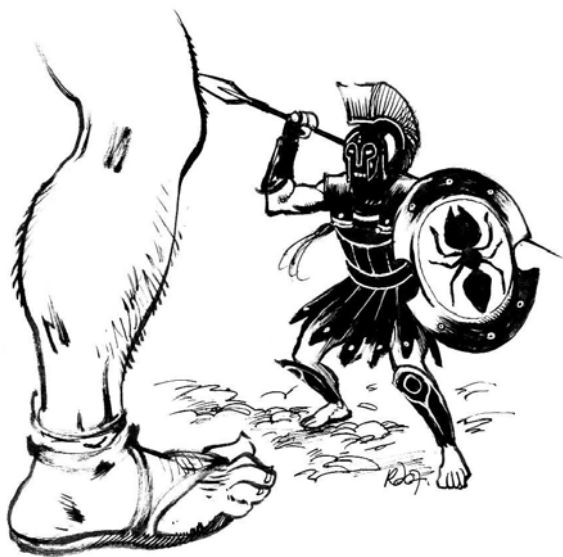
Hits Total : 3

Detection / Evasion : 0 / +2

Mystic Fortitude : 0

Special Abilities : Amphibious, Missile Weapons (javelins, range 20'), Poison (on javelins, causes paralysis), Supernatural Vigor, Uncanny Agility.

Awards : Glory 5 (6 with helmet and shield).



A fearless Myrmidon facing a human opponent

Myrmidon

Taxonomy: Folk

Description: Diminutive (1 foot-tall) warriors whose name means 'ant-people'. They always wear extra-hard breastplates and helmets made of a black chitinous matter and fight with poisoned spears.

Size: Tiny

Ferocity: Dangerous

Cunning: Alert

Mystique: Normal

Movement: 30'

Initiative: 15

Melee Attack: +5

Missile Attack: +3

Damage: 1pt (weapons)

Defense Class: 20 (helm, shield & breastplate)

Hits Total: 4

Detection / Evasion: +2 / +4

Mystic Fortitude: 0

Special Abilities: Missile Weapons (spear, 20'), Poison (on spear; effect varies), Supernatural Vigor, Uncanny Agility.

Awards: Glory 8.

2007 Edition Notes & Comments



Minotaur Variants

Aside from hordes of redundant Beastmen, one other typical feature of the evergrowing M&M bestiary was its inordinate proportion of weird Minotaur variants.

This weird trend started with Megataurs and Quinotaur in the venerable *Men & Monsters* supplement... no, in fact, it had already begun with the Minoton, which was already part (as the 'Minaton') of the Original M&M rulesbook.

Anyway, this trend quickly spread to scenarios, supplements and (of course) the *Creature Compendium* column of *Griffin* magazine like a mutating virus, spawning grotesque creatures such as the one-horned Rhinotaur, the diminutive Minitaur or the madness-inducing Schizotaur...

From the Letters Page of Griffin Magazine

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?

Mermaid: Mermaids are so cute! Why can't I play a Mermaid? And why are their male companions called Tritons, and not Mermen?

Minotaur Variants: I wonder when this stupid trend will ever end. I mean, what's next??? Kongotaur? Pseudotaur? Demi-notaur? (expletive deleted)otaur?

Dancing Minotaur: At least we didn't get a Tap-dancing Minotaur subspecies...

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

Impostaur: Must we *really* endure this?

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

Morlocks: And where are the Elois, I ask you?

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



Obsidian

Taxonomy : Folk

Description : Obsidians are humanoids of magical origin 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.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +4

Missile Attack : +3

Damage : 1d6 (spear)

Defense Class : 21 (with helmet and shield)

Hits Total : 16

Detection / Evasion : +2

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +6), Magic Resistance, Missile Weapons (javelins, range 120'), Natural Armor, Supernatural Vigor.

Awards : Glory 65, Wisdom 30.



A barbaric, cave-dwelling Ogre



An Obsidian Spearman posing for our illustrator

Ogre

Taxonomy : Folk

Description : Anthropophagous cave-dwelling savages ; they look like primitive humans except for their oversized, tusk-like canine teeth... They are the mortal enemies of Wildmen and often raid their lairs to capture their women and children.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +4 (+6 with two-handed mace)

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +6), Stealthy (12).

Awards : Glory 30 (35 for those with shields or 40 for those with two-handed maces).

Additional Lore : Ogres worship a monstrous goddess of darkness and frenzy known as Gorgora (which, in Ogrish tongue, roughly translates as "the Great Devourer-Mother"). Every Ogre cavern has its own stone statue of Gorgora, before which victims are slaughtered and eaten (not necessarily in that order) by the members of the tribe.



A buxom Onocentaur bimbo displaying her unique rural charm

Onocentaur

Taxonomy : Folk

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).

Size : Medium

Ferocity : Cowardly

Cunning : Stupid

Mystique : Inept

Movement : 60'

Initiative : 10

Melee Attack : 0

Damage : 1d6 (hooves)

Defense Class : 12

Hits Total : 4

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Onocentaurs do not possess special abilities *per se* but are very good at making fools of themselves, often behaving (literally) as perfect asses.

Awards : You can't be serious.

Oracle Owl

Taxonomy : Spirit

Description : White sacred owls associated with the goddess Athena. They have the powers of speech and Divine Vision.

Size : Small

Ferocity : Peaceful

Cunning : Crafty

Mystique : Unearthly

Movement : 240' flying

Initiative : 19

Melee Attack : never fights

Damage : n/a

Defense Class : 25

Hits Total : 4

Detection / Evasion : +10 / +16

Mystic Fortitude : +10

Special Abilities : Invulnerability, Lightning Fast, Magic Resistance, Sixth Sense, Supernatural Vigor, Uncanny Agility, Winged.

Unique Ability : Once per day, an Oracle Owl may be asked for an augury about a specific question. The bird's prediction will take the form of a Divine Vision (as per the Magnitude II Divine Prodigy) which she will describe to the requesting character, usually in a symbolic

Awards : Killing an Oracle Owl does not bring any Glory or Wisdom but a special curse that causes the permanent loss of 1d6 Luck points.



Oracle Owls can be such poseurs



Mohawk haircuts have recently become quite popular among Orkos marauders

Orkoï

Taxonomy : Folk

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

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12 (16 with shield and helmet).

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Missile Weapons (javelins, 120').

Awards : Glory 20 (30 with shield and helmet).

See p 15 for the characteristics of Giant Boars.

Orycter

Taxonomy : Folk

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 southern continent of Midia.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Attack : +2

Damage : 1d6 (weapon)

Defense Class : 14 (16 with shield)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Missile Weapons (javelins, 120'), Stealthy (14), Tough Skin.

Awards : Glory 30.

Additional Lore : Once a proud warrior race, the Orycters 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 !



This brave Orycter warrior would of course be far more menacing if he was properly armed

P-Q



Pegasus

Taxonomy : Beast

Description : The classic winged horse of legend.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Unearthly

Movement : 80' (320' flying)

Initiative : 20

Melee Attack : +5

Damage : 1d6 (hooves & bite)

Defense Class : 17

Hits Total : 16

Detection / Evasion : +8 / +14

Mystic Fortitude : +10

Special Abilities : Charge or Dive into Battle (Initiative 22, Melee +7), Gallop, Lightning Fast, Magic Resistance, Sixth Sense, Supernatural Vigor, Trample, Uncanny Agility, Winged.

Awards : Killing a Pegasus will bring neither Glory nor Wisdom. Capturing one, however, may bring 105 Glory and 40 Wisdom.

Pegataur

Taxonomy : Folk

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).

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping or flying)

Initiative : 14

Melee Attack : +3

Missile Attack : +4

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +2 / +6

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +5), Gallop, Marksmanship, Missile Weapons (bows or javelins), Supernatural Vigor, Trample, Uncanny Agility, Winged.

Awards : Glory 65, Wisdom 10.



The Arduous Art of Aerial Archery



Behold... the Peryton !

Peryton

Taxonomy : Monster

Description : Absurd and nasty 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.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Eldritch

Movement : 60' (240' flying)

Initiative : 14

Melee Attack : +3

Damage : 1d6 (talons & bite)

Defense Class : 16

Hits Total : 12

Detection / Evasion : +2 / +6

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +5), Stealthy (16), Supernatural Vigor, Uncanny Agility, Winged.

Awards : Glory 120, Wisdom 10.

Additional Lore : There are, of course, many wild theories about the origins of these weird and mishapen creatures – but M&M is proud to present you with the Truth : Perytons were created as a joke by a blasé god (who prefers to remain anonymous).

Phoenix

Taxonomy : Monster

Description : The classic deathless bird of legend.

Size : Large

Ferocity : Aggressive

Cunning : Clever

Mystique : Unearthly

Movement : 480' flying

Initiative : 19

Melee Attack : +5

Damage : 2d6 (beak & talons)

Defense Class : 25

Hits Total : 24

Detection / Evasion : +8 / +14

Mystic Fortitude : +10

Special Abilities : Dive into Battle (Initiative 23, Melee +9), Invulnerability, Lightning Fast, Magic Resistance, Regeneration (2 Hits / rd), Sixth Sense, Supernatural Vigor, Uncanny Agility, Winged.

Unique Ability : When a Phoenix falls to zero Hits, he is immediately engulfed by blazing flames which do 2d6 damage to everyone within 20' (unless a Danger Evasion roll is made). The Phoenix is then instantly reborn (with his full Hits Total) and usually flies away toward friendlier skies.

Awards : Glory 480 – but no Wisdom.



A Phoenix about to undergo a fiery rebirth



Terror of the Undersea : the Quinotaur !

Pterodactyl

Taxonomy : Monster

Description : Winged dinosaur.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 360' flying

Initiative : 12

Melee Attack : +6

Damage : 2d6 (beak & talons)

Defense Class : 14

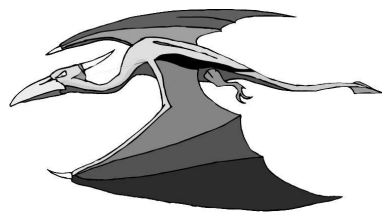
Hits Total : 24

Detection / Evasion : 0 / +2

Mystic Fortitude : 0

Special Abilities : Dive into Battle (Initiative 16, Melee +10), Grapple (20), Tough Skin, Winged.

Awards : Glory 160.



A hovering Pterodactyl

Quinotaur

Taxonomy : Monster

Description : A massive triton-like creature with the head (and temper) of a giant bull !

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90' swimming

Initiative : 12

Melee Attack : +6

Damage : 2d6 (huge club)

Defense Class : 15

Hits Total : 30

Detection / Evasion : 0

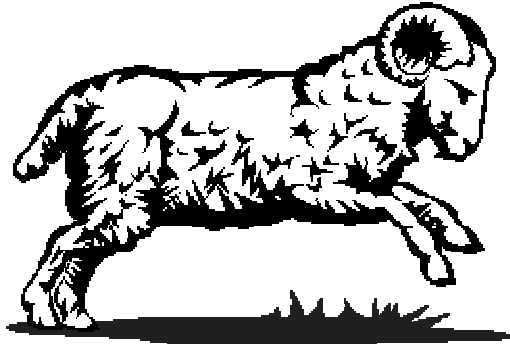
Mystic Fortitude : +6

Special Abilities : Aquatic, Charge into Battle (Initiative 16, Melee Attack +10), Crushing Damage (bear-like hug), Grapple (Might = 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Awards : Glory 260, Wisdom 30.

Pedantic Note : One little-known fact among M&M enthusiasts is that the marine Quinotaur is actually a 'real' legendary creature, apparently tied to a very obscure occult tradition about the Merovingian dynasty. Exactly how bull-headed tritons relate to the first kings of France remains to be seen.

R



A furious Ram charging into combat

Ram

Common Ram

Taxonomy : Beast

Description : The common horned male sheep.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' (240' when galloping)

Initiative : 13

Melee Attack : +3

Damage : 1d6 (hooves & horns)

Defense Class : 14

Hits Total : 8

Detection / Evasion : 0 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +5), Gallop, Uncanny Agility.

Awards : Glory 25.

Magical Ram

Taxonomy : Monster

Description : Looks like a golden-hued ram.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' when galloping)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (hooves & horns)

Defense Class : 23

Hits Total : 16

Detection / Evasion : +2 / +8

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Init 21, Melee Att +7), Gallop, Invulnerability, Lightning Fast, Magic Resistance, Supernatural Vigor, Uncanny Agility.

Awards : Glory 180, Wisdom 40.

Giant Ram

Taxonomy : Monster

Description : Rhino-sized ram.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90' (360' galloping)

Initiative : 13

Melee Attack : +5

Damage : 2d6 (horns & hooves)

Defense Class : 16

Hits Total : 24

Detection / Evasion : 0 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Gallop, Supernatural Vigor, Tough Skin, Trample, Uncanny Agility.

Awards : Glory 180, Wisdom 10.



A scruffy Ratling waiting in ambush

Ratling

Taxonomy : Folk

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

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts), Poison (poisoned darts, range 60'), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.

Additional Lore : Ratlings worship an evil deity known as Pestia, the Great Rat Mother, who has promised them that they will inherit the world after the Fall of Man. According to some legends, the ancestors of Ratlings were degenerate humans who made a monstrous pact with Pestia in order to survive a terrible plague...

Rhinoceros

Common Rhinoceros

Taxonomy : Beast

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (horn)

Defense Class : 16

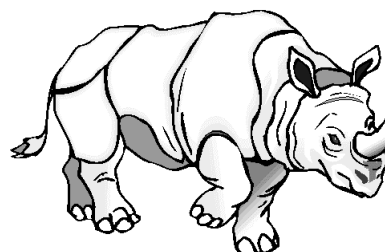
Hits Total : 24

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +10), Natural Armor, Trample.

Awards : Glory 80.



Rhinoceros about to charge

Hyperborean Rhinoceros

This wooly, white rhinoceros can be found in the wildest parts of Hyperborea. The local Barbarians sometimes hunt one as an ultimate test of strength and courage. Hyperborean Rhinos have exactly the same game characteristics as common rhinos.



The Hyperborean Rhino (aka « The Big Wooly »)



A Rhinotaur waiting for combat

Rhinotaur

Taxonomy : Monster

Description : Huge rhino-headed brute.

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +8

Damage : 2d6 (huge club)

Defense Class : 17

Hits Total : 36

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 17, Melee Attack +12), Crushing Damage (bear-like hug), Grapple (Might 20), Magic Resistance, Natural Armor, Supernatural Vigor.

Awards : Glory 320, Wisdom 30.

Roc

Taxonomy : Monster

Description : The classic gigantic bird from legend.

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 480' flying

Initiative : 13

Melee Attack : +8

Damage : 3d6 (beak & talons)

Defense Class : 14

Hits Total : 50

Detection / Evasion : +6 / +4

Mystic Fortitude : +6

Special Abilities : Crushing Missiles (dropped stones), Grapple (with talons, Might 24), Magic Resistance, Sharp Senses, Supernatural Vigor, Tough Skin, Winged.

Awards : Glory 750, Wisdom 30.



Meeting the Roc



A Brutish Bicephalous Rugog

Rocky Python

Taxonomy : Animate

Description : A huge constrictor snake made of interconnected stones.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 *

Defense Class : 21

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Crushing Damage (constriction), Grapple (with body, Might = 20), Invulnerability, Mindless, Supernatural Vigor.

* The Rocky Python can only inflict damage to its victims with its Crushing Damage ability.

Awards : Glory 160, Wisdom 30.

Rugog

Taxonomy : Monster

Description : Huge (9' tall), two-headed humanoids with a sickly green, very thick skin. They usually live in mountain caverns, preying on lost sheep, incautious shepherds and passing adventurers.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +4

Damage : 2d6 (huge club)

Defense Class : 15

Hits Total : 24

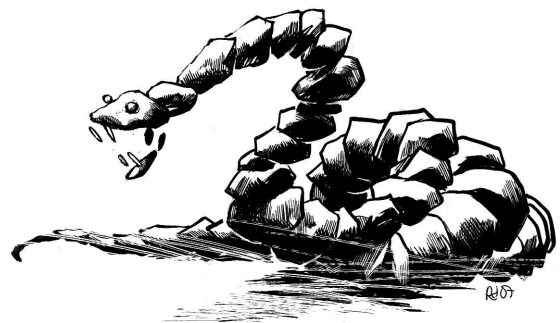
Detection / Evasion : +1 / 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +8), Grapple (20), Magic Resistance, Multiple Heads (2), Supernatural Vigor, Tough Skin.

Awards : Glory 220, Wisdom 40.

Additional Lore : These foul bicephalous brutes clearly carry the taint of Primal Chaos. They are generally thought to be the mutated, hybrid spawn of female Ogres and Two-headed Giants.



A Rocky Python (some assembly required)



Salamanders are known for their fiery temper

Salamander

Taxonomy : Spirit

Description : These elemental spirits of fire (not to be confused with Flamoids) dwell in the vast pits of liquid fire that burn near the center of the Earth but can sometimes be encountered guarding magical places connected to the element of fire. They look like half-humanoid beings with a fiery orange skin, a horned head and the lower body of a snake.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Unearthly

Movement : 80'

Initiative : 20

Melee Attack : +7

Damage : 1d6 (claws and fiery barbs)

Defense Class : 25

Hits Total : 20

Detection / Evasion : +6 / +10

Mystic Fortitude : +10

Special Abilities : Breath Weapon (Fire, 20' range, 1d6 damage), Grapple (with tail, Might = 16), Invulnerability, Lightning Fast, Magic Resistance, Regeneration (1 Hit per round), Sixth Sense, Supernatural Vigor, Uncanny Agility.

Awards : Glory 150, Wisdom 160.

Sand Folk

Taxonomy : 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.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (claws)

Defense Class : 14

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Stealthy (14), Tough Skin.

Awards : Glory 25.



A member of the mysterious Sand Folk



A Satyr trying to attract Nymphs

Satyr

Taxonomy: Folk

Description: The classic hot-tempered man-goat hybrid from myth and legend. Young Satyrs are called *fauns*, while older Satyrs are called *silenes*. There are no female Satyrs – for the same reasons that there are no male Nymphs.

Size: Medium

Ferocity: Peaceful

Cunning: Clever

Mystique: Weird

Movement: 80'

Initiative: 18

Melee Attack: +1

Missile Attack: +2

Damage: 1d6 (weapons)

Defense Class: 15

Hits Total: 8

Detection / Evasion: +4 / +10

Mystic Fortitude: +2

Special Abilities: Grapple (Might = 16), Lightning Fast, Missile Weapons (sling 150', or javelin 120'), Supernatural Vigor, Uncanny Agility.

Awards: Glory 55, Wisdom 10.

Satyr Variants

Caliban

Taxonomy: Folk

Description: Also known as Dark Satyrs, these creatures have the same general appearance as true Satyrs, with coarser facial features and a surly expression. They lack their natural exuberance and joyful lust. Instead, Calibans display a vicious and cruel temper, reveling in brutality and bestiality (yes, you've read correctly).

Size: Medium

Ferocity: Aggressive

Cunning: Clever

Mystique: Weird

Movement: 80'

Initiative: 19

Melee Attack: +3

Missile Attack: +3

Damage: 1d6 (weapons)

Defense Class: 15

Hits Total: 12

Detection / Evasion: +4 / +10

Mystic Fortitude: +2

Special Abilities: Grapple (Might = 16), Lightning Fast, Missile Weapons (slings, javelins etc), Stealthy (18), Supernatural Vigor, Uncanny Agility.

Awards: Glory 70, Wisdom 10.



A brutish Caliban



*A couple of drunk Demi-Satyr
making fool of themselves*

Demi-Satyr

Demi-Satyrs are the sterile (but very lusty) offspring of Satyrs and human women. They look like hornless Satyrs - but lack the exceptional quickness and agility of their fathers. They have the same game characteristics as Silenes (see below).

Faun

Taxonomy : Folk (Satyr)

Description : Satyr children.

Size : Small

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 60'

Initiative : 18

Melee Attack : n/a *

Damage : n/a *

Defense Class : 15

Hits Total : 4

Detection / Evasion : +4 / +10

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Stealthy (20), Supernatural Vigor, Uncanny Agility.

Awards : Killing a Faun brings no Glory.

** Fauns never fight and will always try to get away from trouble if they feel threatened.*



A jazzy Silene

Silene

Taxonomy : Folk (Satyr)

Description : Silenes are old Satyrs who have grown plumpy from a life of unbridled feasting.

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : 0

Damage : 1d6 (weapons)

Defense Class : 13

Hits Total : 8

Detection / Evasion : +4

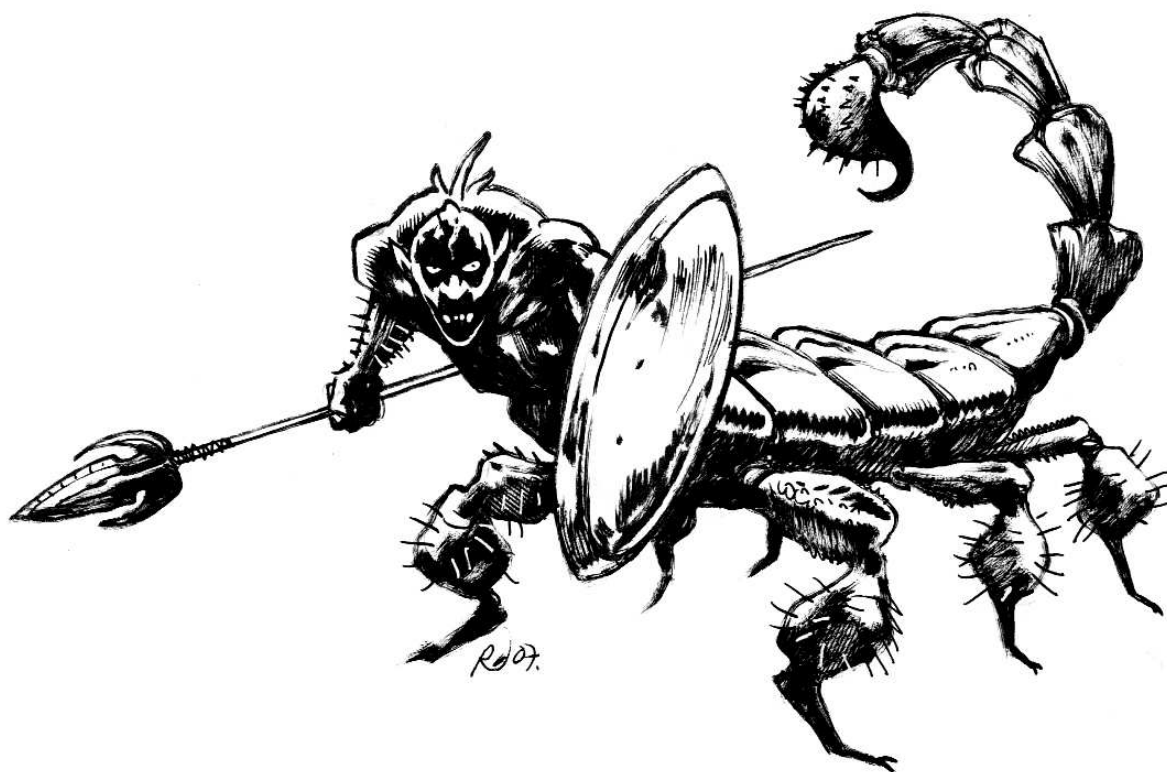
Mystic Fortitude : +2

Special Abilities : Supernatural Vigor.

Awards : Glory 25, Wisdom 10.



A youthful Faun



A menacing member of the Scorpion Folk

Scorpion Folk

Description : These monstrous half-humanoids are to scorpions what centaurs are to horses.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80'

Initiative : 17

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 15 (19 with shield & helmet)

Hits Total : 16

Detection / Evasion : +2 / +6

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Poison (sting, death in 1d6 battle rounds), Supernatural Vigor, Tough Skin, Wallcrawling.

Awards : Glory 65 (75 with shield and helmet).

Sea Horror

Taxonomy : Monster

Description : Gigantic squid.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : 14

Melee Attack : n/a *

Damage : see below *

Defense Class : 17

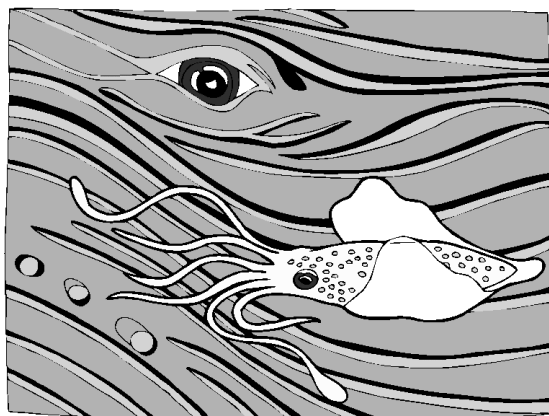
Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Aquatic, Entangle (tentacles*, 30' range, Might = 24), Extra Arms (tentacles**, see below), Fearsome, Supernatural Vigor, Tough Skin.

Awards : Glory 900, Wisdom 20.



Can you spot the Sea Horror ?

* The Sea Horror's only mode of attack is its Entangling tentacles. Each round, the Horror can drown a previously Entangled victim into the sea. This drowning attack counts as one of its regular Entangle attacks; it requires no attack roll but give the victim a last chance to break free, as per the usual rules; if the victim fails to break free, he will be thrust into the water and will begin to drown (see the *Players Manual*, chapter IV). Meanwhile, the Horror still Entangles the victim, since it intends to feast upon its drowned corpse later on.

** This reflects the Sea Horror's many tentacles; it allows it to make Entangle attack against up to 8 separate Medium-sized victims in a single round.

Sea Horse

Taxonomy : Beast

Description : Also known as *Hippocampus*, these beasts make great undersea mounts (once tamed).

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when cruising)

Initiative : 14

Melee Attack : +3

Damage : 1d6 (hooves)

Defense Class : 17

Hits Total : 12

Detection / Evasion : +2 / +4

Mystic Fortitude : +2

Special Abilities : Aquatic, Charge into Battle (Initiative 16, Melee Attack +5), Cruise, Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Killing a Hippocampus is like killing a horse (see Horse)



A Sea Lion rampant

Sea Lion

Taxonomy : Monster

Description : Just what the name suggests.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80'

Initiative : 19

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 17

Hits Total : 16

Detection / Evasion : +6 / +8

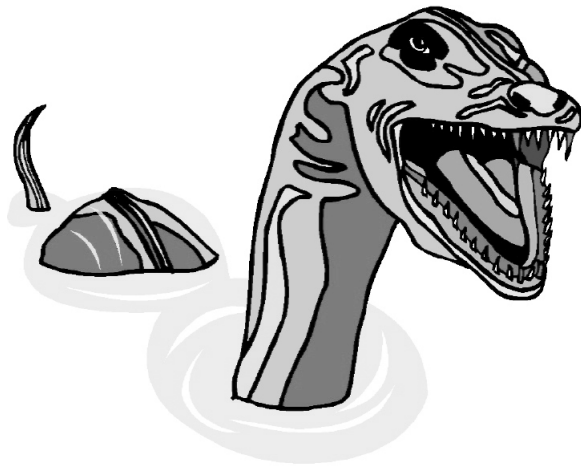
Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +7), Lightning Fast, Sharp Senses, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 160, Wisdom 10.



A prancing Sea Horse



Surprise ! It's the Sea Serpent !

Sea Serpent

Taxonomy : Monster

Description : The classic sea monster of legend.

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : 15

Melee Attack : +8

Damage : 3d6 (bite & body)

Defense Class : 17

Hits Total : 50

Detection / Evasion : +2

Mystic Fortitude : +6

Special Abilities : Aquatic, Crushing Damage (constriction), Fearsome, Grapple (Might 24), Magic Resistance, Regeneration (3 Hits / rd), Supernatural Vigor, Tough Skin.

Awards : Glory 850, Wisdom 50.

Unique Ability : Sea Serpents are so big they can actually damage a ship by ramming and crushing its hull. Each round, the creature may select to forfeit all its other attacks to inflict 1D6 Structure points damage on a ship. This attack takes place at the Serpent's usual Initiative score and requires no attack roll. It can only be avoided if the captain of the ship makes a Danger Evasion roll (counting the ship's Fortune bonus, if any) against a target number of 15. This ability adds +20 to the creature's basic Menace Rating (for a final Glory bonus of +100, already counted in the above award).

Selenite

Taxonomy : Folk

Description : Haughty silver-skinned humanoids from the Moon, whose ancestors were exiled to Earth after a lunar civil war. Selenites dwell in deep underground caverns, hiding from the sunlight they fear and hate. They are very determined to find a way to get back to the Moon and overthrow the Lunar Oligarchy.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 18

Hits Total : 16

Detection / Evasion : +4

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +6), Magic Resistance, Natural Armor, Supernatural Vigor.

Awards : Glory 70, Wisdom 30.



A menacing Selenite warrior



As we said : absolutely unspeakable.

Seven-Mawed Thing

Taxonomy : Monster

Description : Absolutely unspeakable (see illo).

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Eldritch

Movement : 120'

Initiative : 20

Melee Attack : +8

Damage : 3d6 (bite)

Defense Class : 18

Hits Total : 50

Detection / Evasion : +6 / 0

Mystic Fortitude : +4

Special Abilities : Fearsome, Mindless, Multiple Heads (seven), Regeneration (3 Hits per round), Supernatural Vigor, Tough Skin.

Awards : Glory 1350, Wisdom 100.

Serpent Man

Taxonomy : Folk

Description : Ancient evil ophidian humanoids who once ruled the world ; they look like serpent-headed humanoids with scaly skin. Serpent Men live deep underground, where they sometimes associate with Derros. They are arch-enemies of Atlanteans.

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14

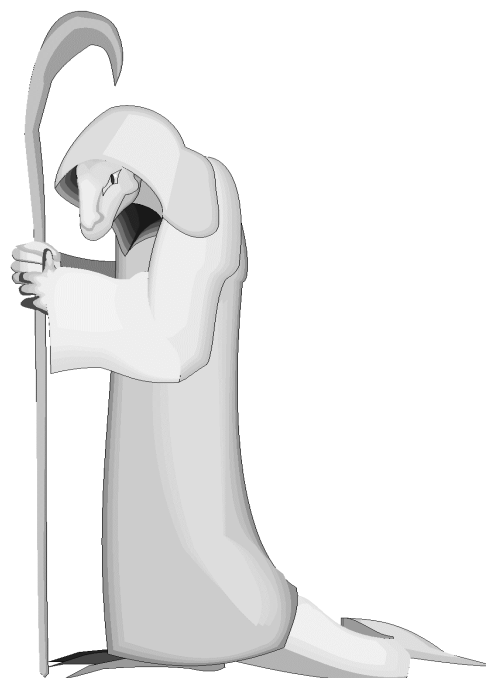
Hits Total : 12

Detection / Evasion : +10 / +8

Mystic Fortitude : +4

Special Abilities : Psychic Powers (Psychic Gift 5, Mystic Strength 17, 20 Power points), Regeneration (1 Hit / round), Sixth Sense, Supernatural Vigor.

Awards : Glory 85, Wisdom 230.



A shifty Serpent Man preparing to use his powers of psychic sorcery



Even Shadows can be taken by surprise !

Shadow

Taxonomy : Spirit

Description : Insubstantial, life-drinking spirit of darkness looking like a human shadow.

Size : Medium (two-dimensional)

Ferocity : Dangerous

Cunning : Clever

Mystique : Unearthly

Movement : 60'

Initiative : 16

Melee Attack : n/a

Damage : See below

Defense Class : 17

Hits Total : 12

Detection / Evasion : +8

Mystic Fortitude : +10

Special Abilities : Camouflage (as shadow, 26), Insubstantial, Life Energy Drain (touch), Magic Resistance, Sixth Sense, Stealthy (22), Uncanny Agility, Wallcrawling.

As all Insubstantial beings, shadows cannot be harmed by mundane weapons ; they may only be harmed by magic. Their only physical attack is their Life-Energy Drain touch.

Awards : Glory 110, Wisdom 140,

Silent Lurker

Taxonomy : Folk

Description : Also simply known as "Lurkers", these short-sized, grey-skinned and completely hairless humanoids were granted powers of mimetic camouflage by the gods as a « reward » for their ancestors' legendary cowardice.

Size : Medium

Ferocity : ~~Harmless~~ Cowardly

Cunning : Crafty

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : will never fight in melee

Missile Attack : +3

Damage : special (see below)

Defense Class : 15

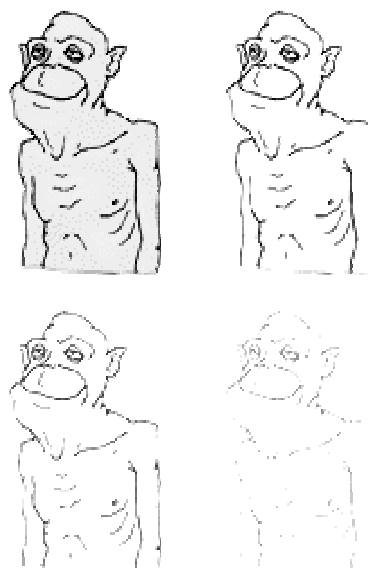
Hits Total : 4

Detection / Evasion : +10

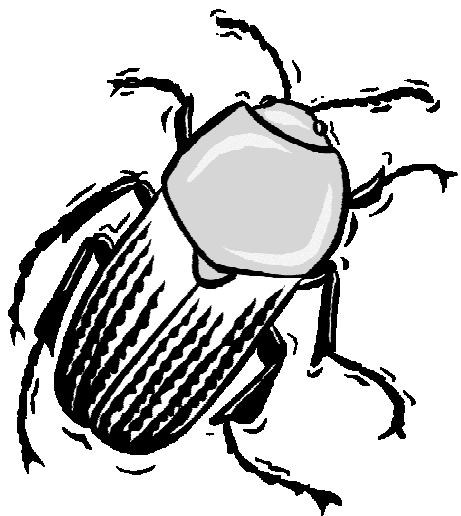
Mystic Fortitude : +2

Special Abilities : Camouflage (usable in any environment, 24), Missile Weapons (darts, 1d3 damage, 60' range), Poison (poisoned darts), Sixth Sense, Stealthy (20), Uncanny Agility.

Awards : Glory 65, Wisdom 10.



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



This Beetle will make your adventurers sing « Help! »

Silver Beetle

Taxonomy: Animate

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

Size: Large

Ferocity: Dangerous

Cunning: Average

Mystique: Weird

Movement: 90'

Initiative: 12

Melee Attack: +4

Damage: 2d6 (legs & mandibles)

Defense Class: 17

Hits Total: 30

Detection / Evasion: 0

Mystic Fortitude: +2

Special Abilities: Mindless, Natural Armor, Supernatural Vigor, Wallcrawling.

Awards: Glory 110, Wisdom 20.

Singing Keledon

Taxonomy: Animate

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

Size: Small

Ferocity: Peaceful

Cunning: Average

Mystique: Weird

Movement: 180' (flying)

Initiative: 10

Melee Attack: +1

Damage: 1d3 (talons)

Defense Class: 19

Hits Total: 4

Detection / Evasion: 0 / +4

Mystic Fortitude: +2

Special Abilities: Mindless, Natural Armor, Supernatural Vigor, Uncanny Agility, Vocal Entrancement (20', save vs. 13*), Winged.

Awards: Glory 10, Wisdom 20.

** When several Keledones are singing together, each additional Animate adds +1 to the target number of their victim's Mystic Fortitude saving roll, up to a maximum of 18 (for six Keledones).*

Unlike Sirens, Mermaids and other creatures with the Vocal Entrancement ability, Keledones cannot use their power to attract victims toward them, since they are Mindless creatures; this halves the Glory and Wisdom values of their Vocal Entrancement special ability. The Keledones can sing indefinitely: the only way to stop them is to destroy them.



Home decorations of a dubious taste? Think again.



*The classic, woman-headed, bird-bodied Siren
(How can people confuse them with Mermaids???)*

Siren

Taxonomy: Monster

Description: Sirens are the classic woman-headed birds of legend, with their well-known powers of vocal entrancement.

Size: Small

Ferocity: Aggressive

Cunning: Clever

Mystique: Weird

Movement: 180' (flying)

Initiative: 15

Melee Attack: +3

Damage: 1d3 (talons)

Defense Class: 15

Hits Total: 6

Detection / Evasion: +4 / +8

Mystic Fortitude: +6

Special Abilities: Magic Resistance, Supernatural Vigor, Uncanny Agility, Vocal Entrancement (60', save vs. 15*), Winged.

Awards: Glory 26, Wisdom 50.

Additional Lore: For some mysterious reasons, Sirens are all-too often confused with other mythic creatures, such as Mermaids (who also have Vocal Entrancement powers), Harpies (who are described in some sources as woman-headed birds - but see p 54) or even Singing Keledones (who are actually Animates modeled after real Sirens).

* When several Sirens are singing together, each additional Siren adds +1 to the target number of their victim's Mystic Fortitude saving roll, up to a maximum of 20 (for six Sirens).

Skeleton

Taxonomy: Animate

Description: Human skeleton animated by magic.

Size: Medium

Ferocity: Aggressive

Cunning: Average

Mystique: Weird

Movement: 60'

Initiative: 13

Melee Attack: +2

Damage: 1d6 (weapon)

Defense Class: 15 (17 with shield)

Hits Total: 8

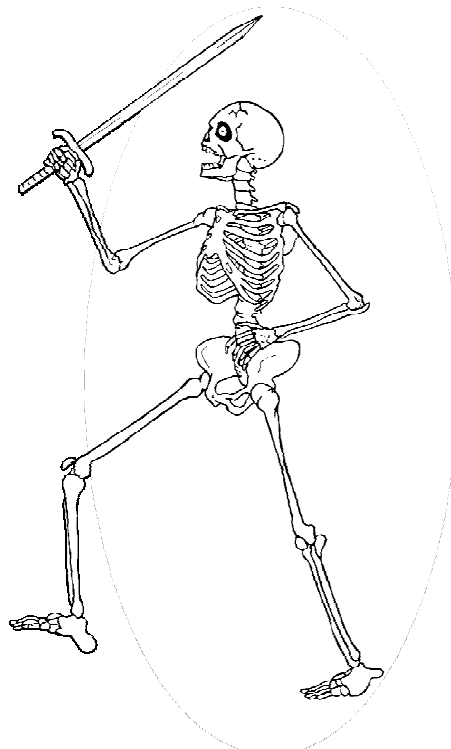
Detection / Evasion: 0

Mystic Fortitude: +2

Special Abilities: Charge into Battle (Initiative 15, Melee Attack +4), Fearsome, Mindless.

Awards: Glory 40, Wisdom 20.

Additional Lore: These Animates can be produced by a variety of means, including the necromantic arts of Anubians and Stygian Lords and the famous Hydra Teeth method (see p 62).



A battle-ready Skeleton

Son of Cecrops

Taxonomy : Monster

Description : Sons of Cecrops are very rare male specimens of the Lamia race (see p 66).

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 13

Melee Attack : +2

Damage : 1d6 (weapon)

Defense Class : 16

Hits Total : 12

Detection / Evasion : +4

Mystic Fortitude : +8

Special Abilities : Crushing Damage (constriction), Grapple (Might 16), Magic Resistance, Psychic Powers (Psychic Gift 4, Mystic Strength 16, 16 Power pts), Regeneration (1 Hit / round), Stealthy (16), Supernatural Vigor, Tough Skin.

Awards : Glory 200, Wisdom 240.

Additional Lore : Sons of Cecrops 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 and 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.



A sorcerous Son of Cecrops



A Son of Dagon armed with trident and shield

Son of Dagon

Taxonomy : Folk

Description : Evil fish-headed amphibians who sometimes leave the undersea realm to attack ships and isolated fishing communities. Most of them fight with tridents and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' (60' swimming)

Initiative : 11

Melee Attack : +2

Damage : 1d6 (trident)

Defense Class : 14 (16 with shield)

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Amphibious, Tough Skin.

Awards : Glory 15 (20 with shield).

Additional Lore : As their name implies, Sons of Dagon believe themselves to be the children of an obscure Sea God who was defeated by Poseidon a long time ago – but the Sons never acknowledged this and continued to worship their forgotten deity, waiting for the glorious day when Dagon shall rise again from the Abyss to rule the undersea (and probably the surface too). They are sworn enemies of Tritons (and, on a general basis, of all sea beings related to Poseidon).



A stately Sphinx memorizing new riddles

Sphinx

Taxonomy : Monster

Description : The classic riddling monster of myth.

Size : Large

Ferocity : Deadly

Cunning : Crafty

Mystique : Eldritch

Movement : 120' (480' flying if winged)

Initiative : 22

Melee Attack : +9

Damage : 2d6 (claws & bite)

Defense Class : 18

Hits Total : 36

Detection / Evasion : +14

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 26, Melee +13), Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (18), Supernatural Vigor, Tough Skin, Uncanny Agility. Some of them are Winged.

Additional Lore : For some mysterious reason, some sphinxes (but not all) love to ask riddles to their victims before devouring them, unless they find the right answer, in which case the sphinx *usually* lets the clever mortal live. Beware : some sphinxes are very bad losers.

Riddles : Sphinx riddles can only be solved by a player's ingenuity – but finding the right answer will grant the player's character 1 extra point of Wits (up to the usual limit of 20) as well as 100 points of Wisdom, Glory or Experience.

Awards : Glory 480 (500 if Winged), Wisdom 40.

2007 Edition Notes & Comments

From the Letters Page of Griffin Magazine

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

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 ?

Satyrs (I) : Why can't I play a Satyr ??? You should definitely publish a Satyr character class !

Satyrs (II) : If there are no female Satyrs and Demi-Satyrs are sterile, how do these creatures actually perpetuate their species ?

Satyrs (III) : Just ask the Dryads.

Satyrs (IV) : Well, actually there *was* a Satyr class published some years ago in an unofficial M&M supplement called *Madness & Misdeeds*. It also had neat stuff about Maenads, Dionysian cults, poisons and other 'forbidden' topics

Calibans : Evil Satyrs named *Calibans* ??? We already had the « Crawling Gorgon » in the MMG. Is M&M turning into some sort of unofficial *Clash of the Titans* RPG ? Well, at least we were spared the Kraken. And the silly robot owl.

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

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 blah (...)

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

Silent Lurkers : Camouflage at 24 (!!!) in ANY environment ? Aren't things going a little over the top here ? I mean, how the hell are we supposed to kill them if we can't even see them ? Uh ?

Silver Beetle : Roll up for the mystery tour !

Singing Keledones : Bronze Age living juke-box.

Sons of Cecrops : Wait a minute ! The origins of this creature have absolutely nothing to do with the real myth of Cecrops ! Am I the only one to have noticed this ? Or could it be that nobody cares ?

Sons of Dagon : Fishmen with a fancy name.

Sphinx : Why didn't you publish the innovative Fiendish Riddles Table I sent you months ago ?



60 Experience points for the Hunter !

Stag

Common Stag

Taxonomy : Beast

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' (240' when galloping)

Initiative : 13

Melee Attack : +3

Damage : 1d6 (horns & hooves)

Defense Class : 14

Hits Total : 8

Detection / Evasion : +4 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee +5), Gallop, Sharp Senses, Uncanny Agility.

Awards : Glory 30.



A common forest Stag

Magical Stag

Taxonomy : Monster

Description : Magical stags are often of a rare or unusual color such as white, red or golden.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' when galloping)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (horns & hooves)

Defense Class : 23

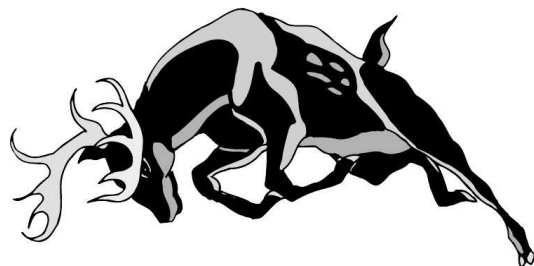
Hits Total : 16

Detection / Evasion : +10

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 21, Melee +7), Gallop, Invulnerability, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Supernatural Vigor, Trample, Uncanny Agility.

Awards : Glory 220, Wisdom 50.



Charge of the Magical Stag

Stichios

Taxonomy: Spirit

Description: Stichioses are trees possessed by vampiric spirits. They cannot move, but try to harm those who come near, using their supernatural powers to attract their victims. It fights anyone trying to cut it down with its branches and tries to suck the life from any being resting close to it.

Size: Large

Ferocity: Dangerous

Cunning: Alert

Mystique: Eldritch

Movement: None (rooted)

Initiative: 13

Melee Attack: +6

Damage: 2d6

Defense Class: 22

Hits Total: 30

Detection / Evasion: +2 / n/a (stationary)

Mystic Fortitude: +8

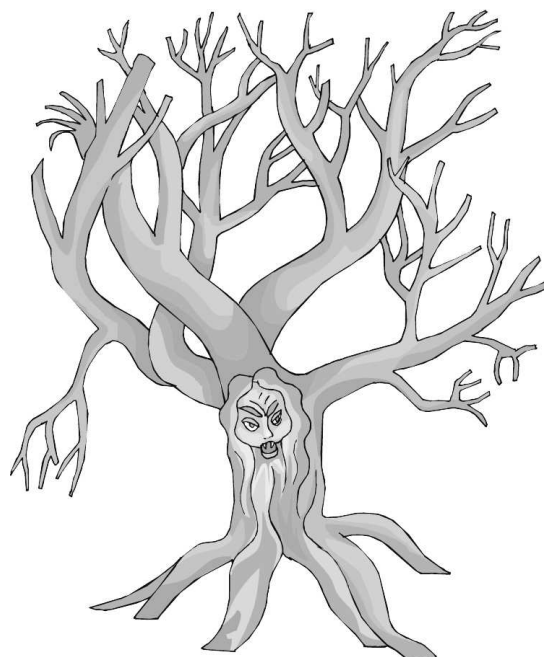
Special Abilities: Invulnerability, Life Energy Drain (touch), Magic Resistance, Psychic Powers (Psychic Gift 3, Mystic Strength 15, 12 Power points), Supernatural Vigor, Vocal Entrancement (60', save vs. 15).

Awards: Glory 220, Wisdom 560.

The Stichios' Vocal Entrancement takes the form of quiet and haunting whispers, resembling the noise of the wind in the branches of a tree. The creature uses this power to attract victims near its trunk so that it can touch them with its branches and drain their Life Energy.



A (literally) bloodthirsty Sturge



A Stichios waiting for a new victim to lure

Sturge

Taxonomy: Monster

Description: Bird-sized vampiric mosquitoes.

Size: Tiny

Ferocity: Aggressive

Cunning: Average

Mystique: Normal

Movement: 120' (flying)

Initiative: 15

Melee Attack: +2

Damage: 1pt + 1d6 Life Energy Drain (sting)

Defense Class: 12

Hits Total: 2

Detection / Evasion: 0 / +6

Mystic Fortitude: 0

Special Abilities: Life Energy Drain (bite, 1d6), Lightning Fast, Winged.

Awards: Glory 4, Wisdom 20.



Who needs grace and majesty when you've got a +10 Charge melee attack bonus and Invulnerability ?

Stone Titan

Taxonomy : Animate

Description : Not true Titans, but huge golems of stone animated by magic.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (stone arms)

Defense Class : 21

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee +10), Grapple (Might = 20), Invulnerability, Mindless, Supernatural Vigor, Trample.

Awards : Glory 160, Wisdom 30.

Stygian Hound

Taxonomy : Animate

Description : Huge skeletal undead dogs « bred » by the necromancers of Stygia.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 80' (320' galloping)

Initiative : 18

Melee Attack : +4

Damage : 1d6 (claws & bite)

Defense Class : 15

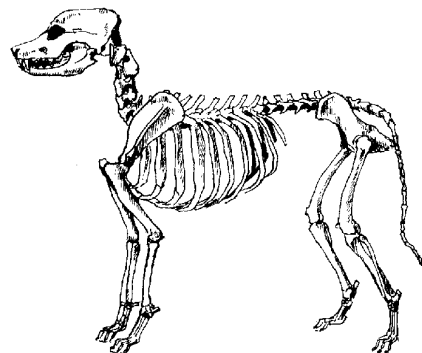
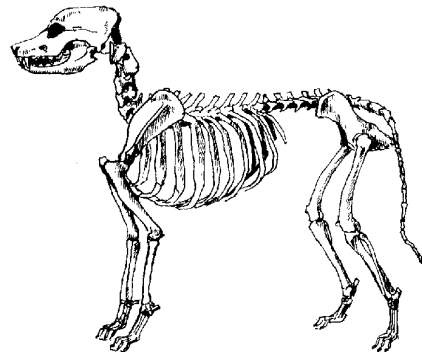
Hits Total : 12

Detection / Evasion : +4

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 20, Melee +6), Fearsome, Gallop, Lightning Fast, Mindless, Sharp Senses.

Awards : Glory 65, Wisdom 20.



Stygian Hounds : bad to the bone



Beware the Wrath of the Stygian Lords!

Stygian Lord

Taxonomy: Folk

Description: Necromancers from the hidden empire of Stygia (south of Midia) who have prolonged their life through the practice of dark sorceries.

Size: Medium

Ferocity: Deadly

Cunning: Crafty

Mystique: Eldritch

Movement: 60'

Initiative: 18

Melee Attack: +6

Damage: 1d6 (weapons)

Defense Class: 16 (20 w helmet and breastplate)

Hits Total: 20

Detection / Evasion: +10 / +8

Mystic Fortitude: +8

Special Abilities: Fearsome, Life Energy Drain (touch), Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, 20 Power points), Sixth Sense, Supernatural Vigor.

Note: A Stygian Lord will always be accompanied by 2d6 Skeletons and 1d3 Stygian Hounds.

Awards: Glory 120 (+10 if equipped with helmet & breastplate), Wisdom 270.

Stygian Serpent

Taxonomy : Monster

Description : Abnormally intelligent and magically resistant giant snakes.

Size : Large

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 90'

Initiative : 14

Melee Attack : +6

Damage : 2d6 (bite & tail)

Defense Class : 16

Hits Total : 30

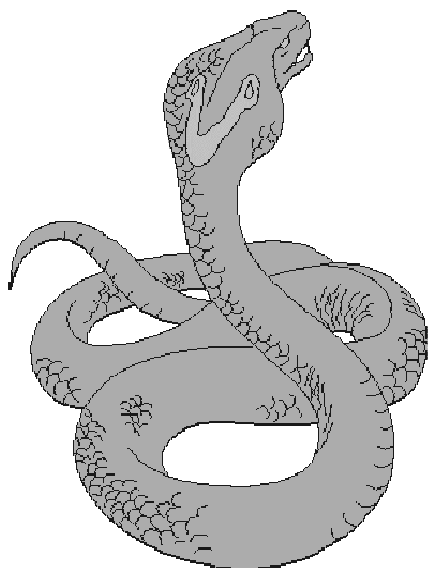
Detection / Evasion : +8 / +6

Mystic Fortitude : +8

Special Abilities : Grapple (Might = 20), Crushing Damage (constriction), Magic Resistance, Poison (bite, death in 1d6 rounds), Regeneration (2 Hits / round), Sixth Sense, Stealthy (14), Supernatural Vigor, Tough Skin, Wallcrawling.

Awards : Glory 440, Wisdom 50.

Additional Lore : Stygian Serpents are bred in the Stygian Empire by the priests of the obscure (but extremely malevolent) snake god Sethos. They are used as guardians for the temples of Sethos.



A slithering Stygian Serpent



A wary Swamp Folk specimen

Swamp Folk

Taxonomy : Folk

Description : Also called *newtlings*, these peaceful humanoid amphibians with bugling eyes and scaly skin, living in small swamp-dwelling communities. They are the sworn enemies of Lizardians and Troglodytes, who sometimes come out of their underground lairs to raid their swamp villages – both reptilian species being very fond of newtling flesh and eggs. Swamp Folks are not hostile to humans but have grown wary of them over the last centuries.

Size : Medium

Ferocity : Peaceful

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 13

Melee Attack : +1

Missile Attack : +1

Damage : 1d6 (dagger or spear)

Defense Class : 16

Hits Total : 4

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Amphibious, Missile Weapons (javelins, range 120'), Stealthy (16), Tough Skin, Uncanny Agility.

Awards : Glory 30.



A Sylvan Archer on the path of war

Swamp Horror

Taxonomy : Monster

Description : Also known as *Quagmires*, these vaguely humanoid, shambling creatures appear to be made of living mud. They haunt the swamps at night, devouring the life-energy of those unlucky enough to encounter them...

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' (60' swimming)

Initiative : 11

Melee Attack : n/a *

Damage : special *

Defense Class : 20

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Amphibious, Grapple (Might 16), Invulnerability, Life Energy Drain (touch), Mindless, Stealthy (12), Supernatural Vigor.

* The Life-Energy Drain ability of *Quagmires* is their only way to inflict damage to their opponents.

Awards : Glory 140, Wisdom 50.

Sylvan

Taxonomy : Folk

Description : Short-sized (5') humanoids with elfin features ; they live in small tree-villages hidden in the deepest forests and are on friendly terms with Dryads, Satyrs and most woodland beasts. Sylvans wear magical green garments that makes them very hard to spot when hiding in the woods. Their lifespan is at least 4 times longer than a human's (300 years and more) and they never seem to age once they have reached adolescence. All Sylvans are devoted worshippers of Artemis, the goddess of hunting, forests and the moon.

Size : Medium

Ferocity : Peaceful

Cunning : Crafty

Mystique : Weird

Movement : 80'

Initiative : 19

Melee Attack : +1

Missile Attack : +5

Damage : 1d6 (dagger or spear)

Defense Class : 15

Hits Total : 8

Detection / Evasion : +10 / +12

Mystic Fortitude : +6

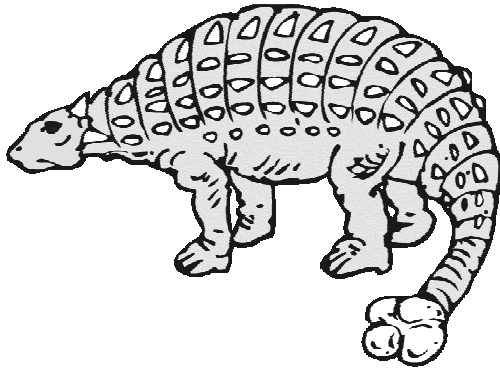
Special Abilities : Camouflage (24, in the woods), Lightning Fast, Magic Resistance, Marksmanship, Missile Weapons (bow, 300'), Regeneration (1 Hit per battle round), Sharp Senses, Stealthy (20), Supernatural Vigor, Uncanny Agility.

Awards : Glory 90, Wisdom 40.



Run, you fools – this is a Swamp Horror !!!

T



*Approaching a Tarasque from the rear
is not the wisest choice*

Tarasque

Taxonomy: Monster

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

Size: Gigantic

Ferocity: Deadly

Cunning: Average

Mystique: Weird

Movement: 120'

Initiative: 15

Melee Attack: +10

Damage: 3d6 (bite)

Defense Class: 23

Hits Total: 60

Detection / Evasion: 0

Mystic Fortitude: +2

Special Abilities: Charge into Battle (Initiative 22, Melee Attack +16), Crushing Tail (see below), Fearsome, Invulnerability, Regeneration (3 Hits / rnd), Supernatural Vigor.

Awards: Glory 1000, Wisdom 40.

Note: The *Crushing Tail* of the Tarasque works exactly like a *Crushing Missile*, except that the attack takes place during the melee phase and can only be used against a melee opponent.

Telchine

Taxonomy: Monster

Description: These mischievous creatures frolic in the seas near inhabited islands, causing havoc and confusion with their weather-affecting powers. They look like hybrid creatures with the heads of dogs and the flippers of dolphins.

Size: Medium

Ferocity: Peaceful

Cunning: Crafty

Mystique: Eldritch

Movement: 60'

Initiative: 13 (15 in water)

Melee Attack: n/a*

Damage: n/a *

Defense Class: 14 (16 in water)

Hits Total: 8

Detection / Evasion: +6 (+8 Evasion in water)

Mystic Fortitude: +8

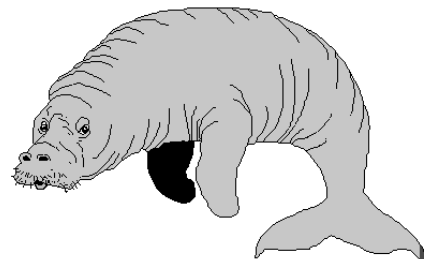
Special Abilities: Amphibious, Magic Resistance, Supernatural Vigor, Uncanny Agility (in water).

Unique Ability: Telchines can use the powers of an Elementalist, with Air as their primary (and only) element. They have a Mastery of 5, a Mystic Strength of 17 and 20 Power points. This unique ability adds +80 to their total Glory award and +200 to their Wisdom award.

* *Lacking natural weapons as well as hands to hold melee weapons, Telchines are simply unable to fight in melee combat.*

Additional Lore: Telchines were once powerful Elementalists whose hubris angered the Gods, who transformed them into their current form. They somehow managed to retain their intelligence as well as a small portion of their magical powers.

Awards: Glory 160, Wisdom 230.



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 elemental powers!



A furious Tetrax

Tetrax

Taxonomy: Monster

Description: Four-armed ape-like humanoids with chitinous grey skin, Tetrax inhabit lost ruins located in the deep jungles of Charybdis. They are brutish predators with a strong taste for human flesh.

Size: Medium

Ferocity: Dangerous

Cunning: Average

Mystique: Weird

Movement: 60'

Initiative: 14

Melee Attack: +5

Damage: 1d6 (arms)

Defense Class: 17

Hits Total: 16

Detection / Evasion: 0 / +2

Mystic Fortitude: +2

Special Abilities: Charge into Battle (Initiative 16, Melee Attack +7), Crushing Damage (bear-like hug), Extra Arms (2), Grapple (Might = 16 or 20), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards: Glory 160, Wisdom 10.

Note: Tetrax are so strong that their fists cause the same damage as weapons (not subdual damage). Their four arms also give them various advantages in combat (see *Extra Arms* below).

New Special Ability: Extra Arms

Each pair of extra arms gives the creature an extra melee attack per battle round. Thus, a creature with four arms will have two melee attacks per battle round against opponents with the same Size category.

These two attacks may be made against different opponents or against the same one (make two simultaneous melee attack rolls and, if necessary, two damage rolls).

Each extra pair of arms also adds +4 to the creature's effective Grapple Might or allows it to keep a grappled opponent immobilized while attacking with its free arms.

Creatures with this special ability add 10 to their Menace Rating for each pair of extra arms.



A Titanic Titanian
(see next page)



A terrible Tigerman of Kathai ready to enter the arena

Tigerman of Kathai

Taxonomy: Monster

Description: Tiger-like humanoids from the far eastern jungles beyond the Land of the Sun; tall (7' 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.

Size: Medium

Ferocity: Deadly

Cunning: Clever

Mystique: Normal

Movement: 80'

Initiative: 21

Melee Attack: +7

Damage: 1d6 (claws & teeth or weapon)

Defense Class: 14

Hits Total: 20

Detection / Evasion: +8 / +10

Mystic Fortitude: 0

Special Abilities: Charge into Battle (Initiative 23, Melee Attack +9), Grapple (Might = 20), Lightning Fast, Sharp Senses, Stealthy (18), Supernatural Vigor, Uncanny Agility.

Awards: Glory 180, Wisdom 10.

Titanian

Taxonomy: Folk

Description: Large (10' tall) humanoids who claim to descend from the true Titans, blessed with superhuman strength, fortitude and longevity (c. 300 years). Titanians live in fortresses hidden in the mountains or on lost islands, away from civilization. They hate humanity but fear the Olympian deities.

Size: Large

Ferocity: Dangerous

Cunning: Alert

Mystique: Weird

Movement: 90'

Initiative: 13

Melee Attack: +6

Missile Attack: +3

Damage: 2d6 (weapons)

Defense Class: 15 (17 with shield)

Hits Total: 30

Detection / Evasion: +6 / +4

Mystic Fortitude: +6

Special Abilities: Charge into Battle (Initiative 17, Melee Attack +10) Grapple (Might = 20), Magic Resistance, Missile Weapons (javelins, range 200'), Sixth Sense, Supernatural Vigor, Tough Skin.

Awards: Glory 150, Wisdom 40. Those with shields are worth +10 Glory.



The World's Most Famous Titanic Statue

Titanic Statue

Taxonomy : Animate

Description : Gigantic metal statue

Size : Gigantic

Ferocity : Deadly

Cunning : Average

Mystique : Eldritch

Movement : 120'

Initiative : 15

Melee Attack : +10

Damage : 3d6 (arms or weapons)

Defense Class : 24

Hits Total : 60

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +16), Crushing Damage (after grapple), Crushing Missiles (boulders), Grapple (Might = 24), Invulnerability, Fearsome, Mindless, Supernatural Vigor, Trample.

Awards : Glory 625, Wisdom 40.

Tragic Floating Head

Taxonomy : Animate

Description : A huge (10' high) flying head apparently made of stone with a face like a tragedy mask. The head speaks in a deep, bombastic voice in an unknown (alien ?) language.

Size : Large

Ferocity : n/a

Cunning : Crafty

Mystique : Unearthly

Movement : 90' (hovers 10' above ground)

Initiative : 15

Melee Attack : n/a (see below)

Damage : n/a (see below)

Defense Class : 25

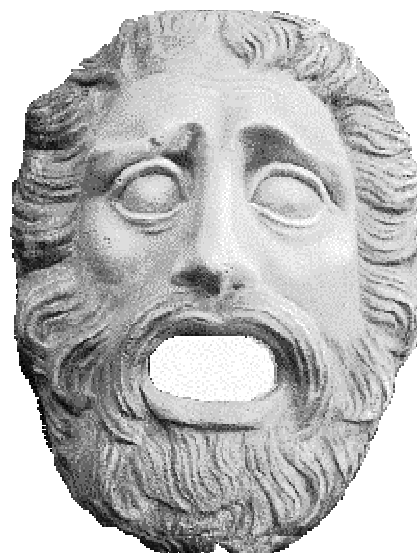
Hits Total : 18

Detection / Evasion : +10 / +8

Mystic Fortitude : +10

Special Abilities : Fearsome, Invulnerability, Magic Resistance, Mindless, Petrification (60' range), Sixth Sense, Supernatural Vigor.

Awards : Glory 270, Wisdom 110.



*SLETROM, ZELBMERT !!!
says the Tragic Floating Head*

Tragos

Taxonomy : Folk

Description : Goat-headed humanoids bent on raiding, plunder and mayhem ; rumors claim the first tragos were the offspring of a mad Satyr and a goat.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (weapons)

Defense Class : 13 (17 with shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelins, 120').

Awards : Glory 30 (+5 for shield or breastplate).

Additional Lore : Some tragos have been warped by the taint of Chaos and display weird mutations as a result, such as an Uncanny Agility, a Tough Skin, Lightning Fast speed or even Two Heads.



A bloodthirsty Tragos raider

Tragostomos

Taxonomy : Monster

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

Size : Small

Ferocity : Deadly

Cunning : Clever

Mystique : Weird

Movement : 60' (240' galloping)

Initiative : 21

Melee Attack : +7

Damage : 1d3 (bite) + Life-energy drain

Defense Class : 17

Hits Total : 10

Detection / Evasion : +12

Mystic Fortitude : +6

Special Abilities : Gallop, Life Energy Drain (bite), Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (20), Supernatural Vigor, Tough Skin, Uncanny Agility, Wallcrawling.

Awards : Glory 46, Wisdom 60.



El Chupacabros... uh I mean the Tragostomos



A stealthy and wary Triclope

Triclope

Taxonomy : Folk

Description : Primitive, muscular humanoids with three eyes, long hair and a grey-blue skin. Triclopes live in deep underground caverns and are sworn enemies of Derros, Lizardians and Troglodytes.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Magic Resistance, Missile Weapons (javelin, 120'), Stealthy (12), Supernatural Vigor, Tough Skin

Awards : Glory 50, Wisdom 30.

Additional Lore : These strange beings came into existence millennia ago, when the women of a now extinct tribe of cave-dwelling humans started to interbreed with Lesser Cyclops. This mixed heritage is the origin of the Triclopes' third eye, tough skin, magic resistance and supernatural vigor.



Tricephalous Vulture : the latest aerial craze

Tricephalous Vulture

Taxonomy : Monster

Description : Well, the name says it all : a big 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.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 360' flying

Initiative : 14

Melee Attack : +4

Damage : 1d6 (beak & talons)

Defense Class : 13

Hits Total : 16

Detection / Evasion : +6 / +2

Mystic Fortitude : +6

Special Abilities : Dive into Battle (Initiative 16, Melee Attack +6), Magic Resistance, Multiple Heads (three), Sharp Senses, Supernatural Vigor, Winged.

Awards : Glory 150, Wisdom 50.

Triton

Taxonomy: Folk

Description: The classic male companions of Mermaids; they are uglier and more warlike than their female counterparts.

Size: Medium

Ferocity: Aggressive

Cunning: Alert

Mystique: Weird

Movement: 80' (320' cruising)

Initiative: 18

Melee Attack: +3

Damage: 1d6 (trident)

Defense Class: 17 (19 with shield)

Hits Total: 12

Detection / Evasion: +2 / +8

Mystic Fortitude: +2

Special Abilities: Aquatic, Charge into Battle (Initiative 20, Melee +5), Cruise, Lightning Fast, Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards: Glory 60, Wisdom 10.



A mighty Triton leader



A menacing Troglodyte

Troglodyte

Taxonomy: Folk

Description: Carnivorous reptilian humanoids dwelling in deep underground caves. They are as slow-witted as they are cold-blooded. Troglodytes are fierce enemies of Wildmen and Swamp Folk; they are often found in the service of Lizardians, their nimbler and more clever cousins.

Size: Medium

Ferocity: Dangerous

Cunning: Average

Mystique: Normal

Movement: 60'

Initiative: 12

Melee Attack: +4 (+6 with two-handed weapon)

Damage: 1d6 (weapon)

Defense Class: 14

Hits Total: 12

Detection / Evasion: 0

Mystic Fortitude: +4

Special Abilities: Charge into Battle (Initiative 14, Melee Attack +6 / +8 with two-handed mace), Magic Resistance, Stealthy (12), Tough Skin.

Awards: Glory 40, Wisdom 20.



Beware of smiling Troliths!

Trolith

Taxonomy: Monster

Description: Huge, blue-skinned humanoids noted for their immense strength, brutish stupidity and monstrous endurance. They live in deep caverns located in the northern mountains of Hyperborea. The local Barbarians simply call them *trolls*.

Size: Large

Ferocity: Dangerous

Cunning: Average

Mystique: Normal

Movement: 90'

Initiative: 12

Melee Attack: +6 (+8 with two-handed mace)

Damage: 2d6

Defense Class: 14

Hits Total: 30

Detection / Evasion: 0

Mystic Fortitude: +4

Special Abilities: Charge into Battle (Initiative 16, Melee Attack +10 or +12 with two-handed weapon), Crushing Damage (after grapple), Grapple (Might 20), Magic Resistance, Regeneration (2 Hits / rnd), Supernatural Vigor, Tough Skin.

Awards: Glory 280, Wisdom 40. Those with two-handed maces are worth 320 Glory.

The Tragic Floating Head Enigma

Was the Tragic Floating Head a living mineral organism? A mechanical construct made by a mad engineer? A vehicle from another planet, time or dimension? An inscrutable joke created by a lost race of pranksters? The theories were many... but the true nature of the Floating Head remained a mystery even to this day.

But the TFH Enigma actually extended to its very creation: where did such a weird concept come from? Most gamers believed that the idea was simply borrowed from the movie *Zardoz* (starring Sean Connery in a costume that has to be seen to be believed)... but this ultra-kitsch, pre-Star Wars piece of sci-fi cinema only came out in 1974, one year after the Head was first published in *Men & Monsters*— a fact that was taken by some as the irrefutable proof that LSD had been involved in the conception of the creature, which was in fact a chemically-induced consensual hallucination. And all this 25 years before *The Matrix*.

Tyrannosaurus

Taxonomy: Monster

Description: Fierce carnivorous dinosaur.

Size: Gigantic

Ferocity: Deadly

Cunning: Alert

Mystique: Normal

Movement: 120'

Initiative: 16

Melee Attack: +10

Damage: 3d6 (claws & bite)

Defense Class: 16

Hits Total: 50

Detection / Evasion: +2

Mystic Fortitude: 0

Special Abilities: Fearsome, Tough Skin.

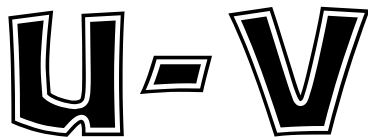
Awards: Glory 500, Wisdom 10.



Godzillos the T-Rex (not to scale)



An enigmatic Ubasti



Ubasti

Common Ubasti

Taxonomy : Folk

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

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 80'

Initiative : 19

Melee Attack : +3

Damage : 1d6 (claws or sword)

Defense Class : 14

Hits Total : 8

Detection / Evasion : +8 / +10

Mystic Fortitude : 0

Special Abilities : Lightning Fast, Sharp Senses, Stealthy (18), Uncanny Agility.

Awards : Glory 50.

Ubasti of Noble Blood

Taxonomy : Folk

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 80'

Initiative : 20

Melee Attack : +3

Damage : 1d6 (claws or sword)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +10 / +12

Mystic Fortitude : +6

Special Abilities : Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (20), Supernatural Vigor, Uncanny Agility.

Awards : Glory 75, Wisdom 30.

Ubasti of Royal Blood

Taxonomy : Folk

Description : A few Ubastis of Royal Blood act as the despotic leaders of their race ; they are stronger than their subjects and have retained a part of their ancestors' sorcerous lore.

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 80'

Initiative : 21

Melee Attack : +5

Damage : 1d6 (claws or sword)

Defense Class : 16

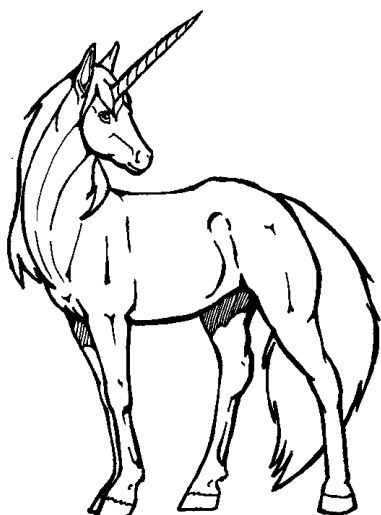
Hits Total : 16

Detection / Evasion : +10 / +12

Mystic Fortitude : +8

Special Abilities : Lightning Fast, Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, 20 Power points), Sharp Senses, Stealthy (20), Supernatural Vigor, Uncanny Agility.

Awards : Glory 110, Wisdom 230.



The peaceful and noble Unicorn

Unicorn

Classic Unicorn

Taxonomy : Beast

Description : The classic horned horse of legend. Unicorns are shy creatures who can only be approached or tamed by virgins. Most Unicorns have a white pelt but exceptions exist.

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 80' (320' galloping)

Initiative : 18

Melee Attack : +1

Damage : 1d6 (hooves)

Defense Class : 16

Hits Total : 8

Detection / Evasion : +12

Mystic Fortitude : +8

Special Abilities : Gallop, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (18), Supernatural Vigor, Uncanny Agility.

Unique Ability : A Unicorn may heal any living creature she touches with her horn. The individual immediately recovers all his lost Hits.

Awards : Anyone who kills a Unicorn receives *no* Glory or Wisdom and suffers a special curse causing a permanent loss of 1d6 Luck points.

Flying Unicorn

Taxonomy : Beast

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.

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 80' (320' galloping or flying)

Initiative : 19

Melee Attack : +3

Damage : 1d6 (hooves)

Defense Class : 16

Hits Total : 12

Detection / Evasion : +12 / +14

Mystic Fortitude : +8

Special Abilities : Dive into Battle (In21, Melee +5), Gallop, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (18), Supernatural Vigor, Trample, Uncanny Agility, Winged.

Unique Ability : A Flying Unicorn may heal any living creature she touches with her horn. The individual immediately recovers all his lost Hits.

Awards : Anyone who kills a Flying Unicorn receives *no* Glory or Wisdom and suffers a special curse causing a permanent loss of 1d6 Luck points.



*The equally noble (but a bit more impetuous)
Flying Unicorn*

Malacorn

Taxonomy: Monster

Description: A cursed and malevolent Unicorn with a distinctive sickly, mangy appearance and a weird, eerie aura of fear and discomfort. The Malacorn's horn does not heal but drains life energy...

Size: Medium

Ferocity: Dangerous

Cunning: Clever

Mystique: Eldritch

Movement: 80' (320' galloping)

Initiative: 20

Melee Attack: +5

Damage: 1d6 (hooves)

Defense Class: 16

Hits Total: 16

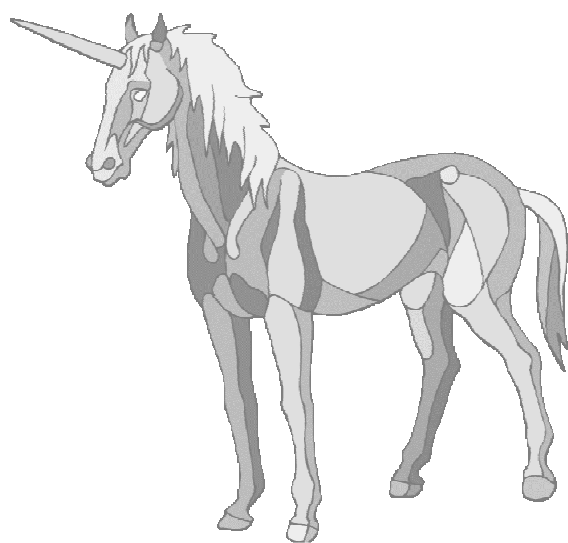
Detection / Evasion: +12

Mystic Fortitude: +8

Special Abilities: Charge into Battle (Initiative 22, Melee Attack +7), Gallop, Life-Energy Drain (with horn, treat as touch attack), Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (18), Supernatural Vigor, Trample, Uncanny Agility.

Awards: Glory 230, Wisdom 60.

Additional Lore: Malacorns were once Unicorns, who have been irremediably warped by exposure to some foul necromancy, probably as a result of some Stygian Lord's dark experiments.



Beware the touch of the Malacorn



Hero about to suffer a very un-heroic death at the hands... uh... tendrils of a Vine of Tantalus

Vine of Tantalus

Taxonomy: Animate

Description: Magical life-drinking vines.

Size: Medium

Ferocity: Dangerous

Cunning: Average

Mystique: Weird

Movement: 60'

Initiative: 14

Melee Attack: See below

Damage: See below

Defense Class: 15

Hits Total: 12

Detection / Evasion: +4

Mystic Fortitude: +2

Special Abilities: Entangle (vines, Might 16, 10' range), Life-Energy Drain (touch), Mindless, Regeneration (1 Hit / round), Sixth Sense, Stealthy (14), Uncanny Agility.

The Vine does no natural damage and always attacks with its Entangle ability and may only use its Life-Energy Drain attack on Entangled victims.

Additional Lore: These vegetal animates were probably created in ancient times by an unknown deity or very powerful nature spirit to guard sacred groves and similar sites but have long been left to their own fate (or so to speak since we are speaking about *plants* here).

Awards: Glory 90, Wisdom 50.

W-Z

Wildman

Taxonomy: Folk

Description: Primitive men. Wildmen are fierce enemies of Ogres, Leonids, Apemen, Troglodytes and most other cave-dwelling Folks or Beastmen but get on reasonably well with Bearmen.

Size: Medium

Ferocity: Aggressive

Cunning: Average

Mystique: Normal

Movement: 60'

Initiative: 11

Melee Attack: +2

Missile Attack: +1

Damage: 1d6 (weapons)

Defense Class: 12

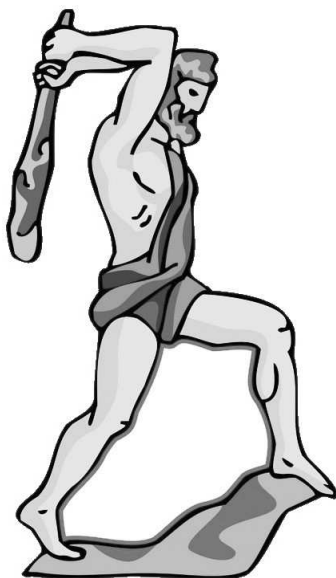
Hits Total: 8

Detection / Evasion: 0

Mystic Fortitude: 0

Special Abilities: Charge into Battle (Initiative 13, Melee Attack +4), Missile Weapons (javelins, 120'), Stealthy (12).

Awards: Glory 25.



A savage Wildman

Wolf

Common Wolf

Taxonomy: Beast

Size: Medium

Ferocity: Aggressive

Cunning: Alert

Mystique: Normal

Movement: 60' (240' when galloping)

Initiative: 12

Melee Attack: +2

Damage: 1d6 (claws & bite)

Defense Class: 12

Hits Total: 8

Detection / Evasion: +6 / +2

Mystic Fortitude: 0

Special Abilities: Charge into Battle (Initiative 14, Melee +4), Gallop, Sharp Senses, Stealthy (14).

Awards: Glory 30.

Bicephalous Wolf

Taxonomy: Monster

Description: Two-headed wolves, thought by most scholars and adventurers to be the hybrid offspring of a Cerberus and a wolf. In the world of Mythika, whole packs of those misshapen predators infest some parts of the Thanatari Mountains (which are known to be home to many strange monsters).

Size: Medium

Ferocity: Aggressive

Cunning: Alert

Mystique: Weird

Movement: 60' (240' when galloping)

Initiative: 13

Melee Attack: +2

Damage: 1d6 (claws & teeth)

Defense Class: 13

Hits Total: 8

Detection / Evasion: +7 / +2

Mystic Fortitude: +2

Special Abilities: Gallop, Multiple Heads (two); Sharp Senses, Stealthy (14).

Awards: Glory 80, Wisdom 10.



A stealthy Hyperborean Wolf

Hyperborean Wolf

Taxonomy : Beast

Description : Also known as Dire Wolves, these predators are stronger and fiercer than their common cousins.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 60' (240' when galloping)

Initiative : 13

Melee Attack : +4

Damage : 1d6 (claws & bite)

Defense Class : 12

Hits Total : 12

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee +6), Gallop, Sharp Senses, Stealthy (14).

Awards : Glory 40.



A Bicephalous Wolf contemplating the classic dilemma of the fork in the road



A Wood Titan coming to life

Wood Titan

Taxonomy : Animate

Description : Huge tree animated by magic.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (branches)

Defense Class : 15

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +10), Crushing Damage (bear hug), Grapple (Might 24), Mindless, Regeneration (2 Hits / round), Supernatural Vigor, Tough Skin.

Additional Lore : Most Wood Titans are temporary creations of Dryads (through their magical Gifts) but some of them also exist as permanent creatures. Some ancient tales call these beings the Watchers of the Woods or, in a more poetic vein, the Everlasting Wardens of the Eternal Forest.

Awards : Glory 160, Wisdom 30.

Zorba

Taxonomy : Folk

Description : A race of ugly anthropophagous dwarves, with red beards and reddish skin. Zorbas inhabit the Helicon mountains east of Sybaris, preying on Wildmen and the occasional adventurer.

Size : Small

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 60'

Initiative : 19

Melee Attack : +3

Missile Attack : +5

Damage : 1d3 (spears) + poison

Defense Class : 16

Hits Total : 4

Detection / Evasion : +8 / +10

Mystic Fortitude : 0

Special Abilities : Lightning Fast, Marksmanship, Missile Weapons (small spear, 60'), Poison (paralysis ; on spears), Sharp Senses, Stealthy (16), Tough Skin, Uncanny Agility.

Awards : Glory 15.

Additional Lore : Zorbas delight in tormenting and torturing their prisoners before eating them. Some of them have been enslaved by decadent Sybarian nobles who use them as spies and assassins.



A devious, treacherous, backbiting Zorba

2007 Edition Notes & Comments

From the Letters Page of Griffin Magazine

Sylvans (I) : Greek Elves ???

Sylvans (II) : Sylvans rock ! I love Sylvans ! You should definitely publish a Sylvan character class !

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.

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

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

Titanian : Titanians rock ! I love Titanians ! Your magazine should definitely publish a Titanian player-character class that would allow players to take advantages of the new Enormous Weapons rules in the *Players Manual* ?

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

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

Tritons : Tritons rock ! I love Tritons ! You should definitely publish a Triton player-character class (2007 Ed's note : *they actually did this.*)

Trollith : First the Orkos, then that... Well, at least you didn't call them Trollos, Trolloï or I don't know what. Please spare us the Hobbitos.

Malacorn : Warped life-draining Unicorns ? Well, at least we didn't get Bicephalous or Fire-breathing variants (2007 Ed's note : *A few issues after this letter was published, the Creature Compendium column published seven unusual Unicorn variants, including a fire-breathing Pyrocorn.*)

Triclopes : Mmmh... I guess this would make us normal humans... biclopes ?

Ubasti : Ubasti rock ! I love Ubasti ! You should definitely publish a Ubasti player-character class giving all the advantages of the Hunter and Thief classes, with better combat abilities (and sorcerous powers as well).

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 ?