

Collectanea Creaturae

*a collection of creatures
for the Monsters & Magic RPG*



*by Travis S. Casey
and Julian A. G. Stanley*



Ebony
Gryphon
Games

How Does One Measure a Hero?

By His Enemies.

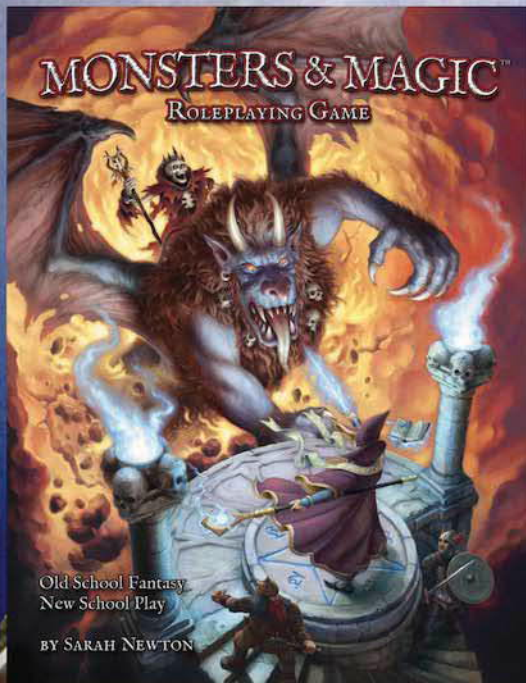
Within these pages, you will find over 150 creatures for your *Monsters & Magic* heroes to face, ranging from the mundane - bears, wolves, and sharks - to the truly monstrous - demons, titans, and dragons.

But these are not simply stacks of hit points for you to whittle down. The creatures within are presented with motivations, social actions, and personality. Your players can try to strike a deal with a goblin trader, negotiate with a centaur tribe, frolic with fauns, or look for a way to lay an unfortunate shade to rest.

Further, twenty-four creatures are presented for use as familiars and animal companions for your PCs, and seven new PC races added to those already available in the core *Monsters & Magic* rules.

But don't take our word for it! Here's what Sarah Newton, creator of *Monsters & Magic*, has to say:

"The *Collectanea Creaturae* sparks with ideas and creativity, a true OSR gem - a pick-up book of foes and allies for your *Monsters & Magic* game, but also something deeper, with hooks and ideas for adventures and encounters everywhere."



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EGG 1000-0

Collectanea Creaturae

A Compendium of Monsters
for the *Monsters & Magic* RPG

by Travis S. Casey and Julian A. G. Stanley



Ryan Lee

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PUBLICATION INFORMATION

Collectanea Creaturae

Creature Collection for *Monsters & Magic*

Published by **Ebon Gryphon Games**

Kickstarter Edition (“Hatchling”), 2nd printing

Product number EGG1000-0

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ISBN 978-0615989631

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Dedication

To friends, be they close, or far away.

Special Thanks

To **Sarah Newton**, for her creation of the *Monsters & Magic* game, and her encouragement and support throughout this process. We could not have done this without you!

Travis’ Thanks

I’d like to thank my gaming groups, past and present.

Especially to Craig, Dale, Darrell, David, Jim, Richard, Ricky, and Rob, of my first group, for putting up with my growing pains as a GM, and to my new group – especially to Matt and Katie, for getting me back into actually gaming face-to-face again.

A huge thanks to Julian, for kicking me to actually do this thing, and being unflaggingly enthusiastic about it, even on the days I wasn’t!

Thanks to my brother Dean, who first got me started in RPGs lo those many years ago, and to my parents, for buying me tons of gaming books as a kid, and not questioning too much why I always wanted more of them!

Julian’s Thanks

Mom and Dad for their continued love and support, even though rpgs mystify them; Kristin, for all the sage business advice and info on Florida tax laws; Dani, for her ever-present encouragement and fantastic ideas, all of the delicious food and treats, and for being our resident Mistress of Monsters and Folklore; Black Dog Cafe for the many coffees, teas and repeated use of their internet while Travis and I cackled and muttered to ourselves for hours at a time; the Tally Game Group for putting up with all of our madness and letting us distill it with their feedback; and Thomas Peace for shooting our Kickstarter video. Special thanks to Travis for introducing me to many awesome rpgs (including *Monsters & Magic*), teaming up with me in writing six books, and his willingness to bounce ideas back and forth until the best one sticks - it’s been a pleasure working with you!



TABLE OF CONTENTS

CREDITS	vi
FOREWORD BY SARAH NEWTON	1
PREFACE	2
INTRODUCTION	3
About Attribute Scores	3
Creature Types	3
Movement Modes.....	6
Customizing Creatures	7
A Note about ‘Humans’	7
A Note About Spells	7

A

Annis.....	8
Ant, Giant	9
Ant, Giant, Mature Queen	9
Ant, Giant, New Queen	10
Ant, Giant, Soldier	10
Ant, Giant, Worker	10
Ape, Carnivorous	11

B

Bandit	11
Bandit Gang.....	12
Banshee	12
Aibell, Queen of Banshees.....	13
Basilisk, Greater.....	14
Bat, Giant.....	15
Bear, Black	15
Bear, Brown (Grizzly).....	16
Bee Swarm.....	17
Blackwood.....	18
Blackwood’s Forest.....	18
Bobcat	19
Bonnacon	19

C

Cat, Domestic	20
Centaurs	21
Centaur, Warrior	22
Centaur, Druid	22
Chimaera	23
Crocodile	24
Cyclops.....	25
Cyclops, Greater	25

D

Death Knight.....	26
Falcatus the Dread.....	26
Demons.....	28
Flenser Demon.....	28
Ice Demon	29
Incubus	30
Rimeshade Demon.....	30
Shadow Demon	32
Shadowflame Demon	33
Orcish Legion	33
Storm Demon	34
Mezzurithal, Lady of Nightmares	35
Scest-hualudas Demogorgon, Prince of Serpents.....	36
Dinosaurs	38
Dragon Tortoise (Ankylosaur)	38
Land Dragon (Tyrannosaur).....	39
Sharptooth (Allosaur)	40
Spikehead (Triceratops)	41
Thunder Beast (Ampelosaurus)	42
Dog.....	43
Dog, Common.....	43
Dog, War	43
Dolphin.....	44
Dragons	45
Adult Dragon.....	47
Old Dragon	48
Sea Dragon	48
Kalirad Earthburner, Great Wyrms.....	49
The Spectral Flight	49

E

Eagle	50
Eagle, Giant	50
Eel, Electric	51
Elementals.....	51
Aether Elemental (Caeles)	52
Air Elemental (Zephyr)	53
Earth Elemental (Chthon).....	54
Fire Elemental (Salamander)	55
Metal Elemental (Mercurial).....	56
Void Elemental (Ortum)	57
Water Elemental (Undine).....	57
Wood Elemental (Writhecopse)	58
Writhecopse Seedling.....	59
Elephant	59
Mammoth.....	61
Oliphant	61

Empyreals	61
Custodi	61
Soldati	62
Terrestri.....	63

F

Faun	64
Ferret.....	65
Furies.....	79

G

Ghosts	65
Haunt	66
Poltergeist.....	67
Unfortunate Shade.....	67
Spirit of Vengeance	68
Ghoul	68
Wendigo	69
Giants	69
Stone Giant	70
Storm Giant.....	70
Goblins	71
Goblin Bat-Rider.....	71
Goblin Bat-Rider Unit.....	72
Goblin Shaman	72
Goblin Trader	73
Goblin Warrior	74
Goblin Army	75
Goblin Wolf-Rider	75
Goblin Wolf-Rider Cavalry.....	75
Hobgoblin Warrior.....	76
Golems	76
Bronze Golem	76
Clay Golem	77
Gryphon	78

H

Harpy	79
Furies.....	79
Hell Hound.....	80
Hippogriff	104
Hobgoblin Warrior.....	76
Horses.....	80
Riding Horse	81
War Horse	81
Hydra.....	82

I

Invisible Stalker	83
-------------------------	----

K

Kitsune	83
Kobolds	84
Mining Kobolds	84
Ship Kobolds.....	85
Kraken.....	86

L

Lamiae	87
Sea Lamia	87
Desert Lamia.....	87
Desert Orc Band.....	88
Lizard Man Army.....	88
Liches	88
Kaltraxis the Damned.....	89
Kaltraxis' Army of the Dead	90
Blackrift Citadel.....	90
Lion.....	90
Lycanthropes.....	91

M

Merfolk	91
Merfolk Ship Stoppers.....	91
Merfolk Commoner	92
Shanne, Princess of Nauta	92
Zeyno, Merfolk Captain.....	93
Mimic	93
Mimic, Greater	94
Monkey, Capuchin	95
Mosi.....	96
Mosi Adventurer	96
Mosi Ring (Yggmýrr)	97
Mosi Thrall	97
Mother of Monsters.....	98

N

Nightmare.....	98
Nightmare, Undead	99
Nightwalker (Shadow Titan)	99
Nymphs.....	100
Water Nymph (Nereid)	101
Wood Nymph (Dryad).....	101

O

Octopus	102
---------------	-----

P

Pegasus	103
Hippogriff	104
Phoenix	104
Piranha Swarm	105
Psyche Lasher (Nocellid)	106
Hostless Nocellid	107

R

Rats	107
Giant Rat	108
Rat King	108
Rat Swarm	109
Raven	109
Redcap	110
Rusalka	111
Rüstungsspek (Armour Guardian)	112

S

Scorpion, Giant	113
Sea Serpent	113
Serpent Men (Yisisir)	114
Serpent Man Magus	115
Serpent Man Warrior	115
Shark	116
Shark, Giant	116
Sirens	117
Skunk	117
Snake, Constrictor	118
Snake, Viper	119
Squid, Giant	120
Squirrel, Flying	120
Strix	121
Strix Swarm	122
Greater Strix	122

T

Tanuki	122
Town Guard	123
Town Watch	123
Treant	124
Tulpai	125
Eternal Devourers	125
Lurkers in the Dark	126
Watchers From Without	126

V

Vampires	127
----------------	-----

Lesser Vampire	129
Vampire Noble	129

W

Wendigo	69
Werebeasts	130
Werebear	130
Wererat	131
Rat - Man-sized	132
Whale	132
Whale, Killer (Orca)	133
Will-o'-the-Wisp	134
Wolf	135
Wolfpack	136
Wolfwere	136
Wolverine	137

APPENDIX 1: NEW PC RACES	138
Centaur	138
Faun	139
Goblin	139
Lamia	140
Nymph	142
Orc	143
Tanuki	144

APPENDIX 2: FAMILIARS, ANIMAL COMPANIONS	145
Bat, Giant (Heroic scale)	146
Bear	146
Cat	147
Dog	147
Dolphin	148
Dragonet	148
Eagle	149
Elephant (heroic scale)	149
Ferret	150
Gryphon (heroic scale)	150
Hippogriff (heroic scale)	150
Horse, War	151
Lion	151
Monkey, Capuchin	152
Octopus	152
Pegasus (heroic scale)	152
Rat	153
Raven	154
Skunk	154
Snake, Constrictor	154
Snake, Viper	154
Squirrel, Flying	155
Unicorn (epic scale)	155
Wolf	156

Index by Level/Hit Dice	157
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A Special Thanks to Our Kickstarter Backers

Lion (\$15)

Alexander Gräfe, Antoine Pempie, Christian Taylor, Gianni Vacca, Ivan Begley, Jan Stals, Jeffrey Smith, Jan Stals, Steven Ward

Gryphon (\$25)

“Breub”, BJ Terry, Brian P. Kurtz, Brian S. Holt, Chip Dunning, Curtis Shephard, Daniel Nissman, David Harrison, Doug Blakeslee, Eden Brandeis, Emmanuel Greene, Eric Coates, Gene Demaitre, Glazius, “I fed the kids, I swear”, Jack Gulick, James Bowman, Joe Wetzel, Johnny Peng, Joshua Ramsey, Julian A.G. Stanley, Karl Schmidt, Kean P Stuart, Kevin Andrew Murphy, Lars “Larsinator” Sundstrom, Mark Miller, Matthias Weeks, Morgan Hazel, Nicola Urbanati, Peter Engebos, Renee Knipe, Shale Crom, Steel Thul, Sterling Brucks, SwiftOne

Dragon (\$30)

Aidan Grey, Alex and Amanda Fux, B. E. Howell, Brennan O’Brien, CHNG CHIN JOO, Chris Bekofske, Dan Eveland, Darren Buckley, David Reed, Ed Kowalczewski, elkartzut, Fito Garcia, J.T. Evans, James Rodgers, Jim Pepin, Jim Waters, Jose Luis Porfirio, Kevin Hislop, Khinasi, Matt Whiteacre, Rick & Katherone Vinyard, Rob Eisenberg, Robert Lockrem, sdmsec

Lich (\$75)

Alexander R. Corbett, Bill Newton, John Allen Green, Craig Barnes, Lester Ward

Ebon Gryphon (\$125)

John “johnkzin” Rudd, Kelly Moan, Shelby Makayla Nemcher

And a very special thanks to **John Rudd** – our first backer, our most generous backer, and requester of the Blackwood, Rimeshade Demon, Metal Elemental (Mercurial), and Nightwalker (Shadow Titan)!

FOREWORD BY SARAH NEWTON

When I first wrote the *Monsters & Magic* roleplaying game, I had no idea how many other people would share my love of old school fantasy gaming, and the desire to play it with a newer, more contemporary set of rules. I quickly realised I wasn't alone - we were legion, full of affection for old school fantasy and itching to take it places we'd never been before. *Monsters & Magic* lets you use your old school fantasy books with little or no conversion - but itself it was only ever a start, a set of core rules and the basic character races, classes, spells, and monsters to run your game.

Almost immediately people wanted more - and started creating it! Our Google+ community hummed with activity, people posting new rules, monsters, classes, treasures, races. None more so than Travis Casey, co-author of the tome you now hold in your hands. From the beginning Travis grokked what *Monsters & Magic* was about, and with a passion produced awesome new material for the game, a cool new take on the old school, using the new rules to do things with creatures and classes and spells which you never could with the old.

This book - the *Collectanea Creaturae* - is the product of that powerhouse of creativity. It looks like a monster manual - indeed it is - but scratch the surface and you'll find a brilliant new take on the critters and foes you've fought in your old school games. The creatures in this book have histories, traits, and descriptions which bring them alive and make them so much more than just cannon fodder - you can trick them, coax and intimidate them, encounter and interact with them in exciting new ways. Together with his co-author Julian Stanley, Travis has breathed new life and inspiration into your favourite creatures, even letting you play them as characters (want to play a centaur, faun, or goblin? Look no further!) or use them as familiars in your game. The *Collectanea Creaturae* sparks with ideas and creativity, a true OSR gem - a pick-up book of foes and allies for your *Monsters & Magic* game, but also something deeper, with hooks and ideas for adventures and encounters everywhere.

That's just as it should be. As Ebon Gryphon Games, Travis and Julian are planning to produce more supplements for *Monsters & Magic* in this vein. If they're anything like this one, they're going to be great.

Draw your weapons! Ready your spells! There are goblins in those hills, necromancers summoning demons in the night, and a world to fight for. Onward!

Sarah Newton

Normandy, February 2014

PREFACE

Welcome to the *Collectanea Creaturae*, Ebon Gryphon Games' first supplement for the *Monsters & Magic* roleplaying game! This book originated midway through 2013 as a few mad mutterings and posts on the *Monsters & Magic* Google+ group. We'd decided to play a campaign with our local game group and had taken it upon ourselves to create a few new monsters and classes, which we then shared with the online community. After getting positive feedback about our work, we decided to share our ~~madness~~ creativity with the rest of the world and publish a book full of our ideas - which, as it has turned out, we have way more of than we could fit comfortably into just this book. Like we said, we're quite ~~loony~~ creative over here at Ebon Gryphon Games.

Herein, you'll find more than one hundred and fifty creatures, ranging from a common housecat to goblins, demons, dragons, and beyond! In the course of creating these many fantastic creatures, we've also expanded on the rules found in the core book. You'll find information about new rules in the Introduction and in text boxes sprinkled throughout this book.

In addition to new creatures for encounters, we've included a section detailing how to use some of these creatures (and some from the core *Monsters & Magic* rules) as player character races. We've also included an extra section explaining how to press several of these creatures into service as familiars and animal companions.

While *Monsters & Magic* is meant to be compatible with a certain famous old-school game, we have chosen to not simply convert existing creatures, races, and familiars from that game directly into *M&M*. We've taken advantage of *M&M*'s Motivations and Actions to expand on creatures, and, in the course of doing so, have re-imagined several of the creatures herein. You'll find text boxes denoting where we've done such re-imagining, explaining what we did and why. It was a fun challenge to put some new twists on classic foes and to spice them up a little. We hope you'll enjoy our versions of these creatures as much as we enjoyed making them!

Finally, we couldn't have made this book without the generous support of our Kickstarter backers. It completely blew us away when we reached our initial print goal on the first day! You'll find those who supported us at \$15 and above thanked individually on the Credits page. Thanks to their generosity, we reached a number of stretch goals over the course of our campaign, allowing more art in this book and ensuring that we were able to publish more books as well. Thank you all again, our amazing backers!

Be on the lookout for our two forthcoming books: *Aperita Arcana*, which will provide many new classes, races, spells, and magic items, and a few new rules for *Monsters & Magic* campaigns, and *Vindicis et Vexatoris*, a book of detailed NPCs for your use, along with several scenarios and short adventures. Each of these products will also be available for the *Fate Core* system.

Alea data est, nunc iace! (The die has been passed to you, now roll it!)

The image shows two handwritten signatures in black ink. The signature on the left is 'Travis' and the signature on the right is 'Julian'.

Travis S. Casey and Julian A. G. Stanley

Tallahassee, February 2014

INTRODUCTION

About Attribute Scores

It should be noted that Wisdom in many cases has been assigned based on acuity of senses and strength of will, since that attribute is used for both of those things. The GM should use his or her own small-w wisdom when considering how likely a creature is to be 'wise' in its behaviour.

A Note on Sizes

We've taken a slightly different approach on Size modifiers than was done in the core M&M book – we've included them in defences, but not in attacks. In the core book, damage modifiers from size were included, but not attack modifiers: thus, the Troll for example, is listed with "Claw +18 (+1d6+2)", when its attack against a size M creature should be +16. It seems to us that a GM who isn't paying close attention could wind up giving the troll a total attack two points higher than it should have with this way of listing attacks. Since the to-hit and damage modifiers for relative size should cancel, by not listing them at all, we hope to avoid that problem if a GM should forget about the size modifiers.

We've chosen to define size by weight, with 50 pounds being the breaking point between Small and Medium, and 500 the point between Medium and Large. For creatures that are not made of normal flesh, blood, and bone, size determinations are made on the basis of what their weight would be if they were. Therefore, a man-sized living statue of marble is still Medium, even though it may weigh much more than 500 pounds.

Defences, Resistances, and Immunities

Creature defences have Hit Dice factored in, as is standard for them. This, however, raises a question – since every creature already includes its level in physical and mental defence, what does it mean for a creature to have a resistance? Normally, an additional trait bonus would only add a +1 to the relevant defence – so, by that, a creature with Fire Resistance only gets a +1 against fire compared to the same creature without Fire Resistance.

That seems a bit underpowered, especially at higher levels. So, here's our suggested rule, for your consideration: a *resistance* is a special trait. If you are resistant to something, you get a trait bonus against it, and your second trait bonus counts fully. Since the limit on trait bonuses is twice your level or hit dice, this means that a creature with resistance to something has its maximum possible defence against it. Where defence bonuses don't make sense (e.g., resistance to pain, when pain is being inflicted as a secondary effect of an attack), effects of the type are reduced by a degree against you. Thus, minor effects are ignored, major effects are reduced to minor, extreme to major, and so forth.

Immunity is a flat trait – if you are immune to something, you can't be harmed by it, and don't suffer from effects generated by it unless they are generated in such a way as to affect the creature via indirect means (physics is your friend!). The GM is the arbiter of what qualifies, but examples could include:

- Heating and then freezing a stone or metal creature that is immune to heat and cold in order to weaken it through repeated expansion and contraction.
- Using a freezing attack not to harm a creature immune to cold, but to create an ice slick under its feet, making it hard for it to stay upright.
- Using a non-magical weapon against a creature normally immune to such to help wrestle, grapple, or trip it.

Creative players will come up with many ideas for how to get around an immunity, and they should be encouraged to do so – it helps make the game fun, and players feel an extra sense of accomplishment when they figure out a way to defeat a creature through cleverness rather than just their character's abilities!

Monsters and Charm Spells and Effects

Classically, the major charm spells are *charm person*, *charm animal*, and *charm monster*. Most creatures are affected only by *charm monster*. These divisions are also used by certain other sorts of spells – the *hold* spells have a similar division, and spells such as *speak with animals* affect only creatures classed as "animals".

If you're using the traditional divisions, then *monster* spells affect all creatures, while *person*, *animal*, and the rarer *plant* spells affect only certain types (see below).

Creature Types

For convenience, each creature in this collection has been assigned one or more *types*, allowing us to collect properties they have in common here. Some more specific groups of monsters also have their own section heads before the monsters in that group are presented, giving further details about them.

Animal

Creatures assigned this type are like real-world animals. They have animal-grade intelligence, lacking abstract thinking ability – thus, their low INT scores reflect this, and should not necessarily be taken to mean that they are 'stupid' *per se*. Similarly, their WIS scores tend to be set to reflect their senses and how easy they are to frighten, rather than what might normally be considered "wisdom".

True Names

In many settings, creatures – especially extraplanar creatures, such as demons – have *true names*. People or objects may have them as well. True names are often kept hidden, and it may require research to discover one, or involve a quest to find someone who might know.

The use of true names is magic, and the GM may require that a character first have a trait indicating knowledge of the magical uses of true names before they can take advantage of the benefits of knowing one.

When one invokes a true name in a magical defence, the invoker counts as resistant to that creature or object's abilities. When summoning, exorcising, or otherwise controlling a creature or object, knowing its true name gives a trait bonus. If this is a secondary bonus, the GM may wish to grant half the user's level as a bonus instead of the usual +1, since true names are supposed to be very powerful.

Spells that affect animals affect any creature with the 'animal' type; those that affect 'persons' do not (e.g., *charm person*).

Animated

Created by magic or technology, animated creatures are not natural in origin. As such, they do not need to eat, drink, or breathe. Further, since they are not made of flesh and blood, they can neither be healed nor harmed by standard healing spells and their reverses, nor are they affected by such spells as *resurrection*, *raise dead*, *slay the living*, and so forth. They are likewise immune to poison.

They can, however, be repaired by someone competent in the arts used in their construction. In terms of game mechanics, this works as first aid. Anyone who can repair such a 'creature' can also apply their skills in attempting to stop it from working - gumming up the works for clockwork creations, disrupting the spells that animate it for magical ones, and so forth.

Animated creatures do not normally have a true 'mind' *per se*. Instead, they follow the magical/technological 'program' they have been given. As a result, they have no emotions, and are immune to charm, fear, sleep, intimidation, and other emotional/mental effects. INT and WIS scores should be taken as indications of how flexible their programming is, and the sharpness of their senses.

Anomalous

These are living creatures, but they are not 'life as we know it' - meaning their biology is alien to that of 'normal' creatures. They must eat, drink, and sleep unless otherwise specified (although *what* they eat may be very unusual!). Standard healing spells will not heal them. However, harm spells will affect them normally, it being much easier to disrupt a creature's biology without detailed knowledge of it than to heal it. Spell variants can be

researched to heal them, and should such a creature have healing magic, its magic will only heal its own specific kind unless otherwise specified.

Due to their alien brains, anomalous creatures are also resistant to mind-affecting magic and psionics, and to sleep and paralysation magic.

Aquatic

Living exclusively or almost exclusively in the water, these creatures cannot effectively move on land unless otherwise specified. In addition, they dry out if removed from water, losing one point of CON each hour until death occurs at zero CON. (Those that are water breathers rather than air breathers will suffocate much faster than this, however!) If kept wet, they do not suffer this loss; when returned to the water, they recover lost CON at the rate of one point per ten-minute turn.

Colossal

Beings of this type are able to make melee and thrown attacks as though they are one range increment closer to their target. They are assigned the +2 to mental defence and -2 to physical defence of large creatures, with the corresponding adjustments to effect points on a successful hit. Due to their size, however, they are often of low DEX, which makes them considerably easier to hit. The above changes are already reflected in the stats given here.

Their carrying capacities are doubled.

Construct

In keeping with Monsters & Magic's rules, the construct type here indicates a "creature" that is made up of multiple things - for example, a war elephant and its crew, an orc warband, or a ship and its crew. This should not be confused with the "construct" of most OGL systems, which would generally fall under the "animated" type here.

Constructs can only be attacked as such at scale: thus, a 13th level "orc legion" can only be directly fought as such by characters of 10th level or above who are using abilities that allow them to attack constructs, or using a construct of their own as a proxy. To lower level characters, it would have to be represented as many individual orcs, or a collection of Heroic-scale orc bands, if the characters are at Heroic scale.

In some cases, a single being can be considered a construct. This implies a being that either can divide itself into many pieces, each acting independently; or which has so many manipulatory appendages, each of similar type, that it could potentially attack many foes at once. For example, imagine a 'forest' where all the trees are part of one creature, and they have vines and branches they attack with. For practical purposes, this is no different from the forest being an army of such trees - thus, this single being could be classed as a construct for rule purposes.

Extraplanar

Not native to the 'normal world', extraplanar creatures come from elsewhere - the outer planes, the astral plane, the

elemental planes, and so forth. Their movement (and usually powers) can be blocked by magical protections, such as magic circles, *protection from evil* spells, and so forth. In most cases, they are only encountered when they have been somehow summoned to the mortal world, and can be sent back to their own plane by appropriate magic (exorcism, spells of dismissal, and so on) or by killing their summoner or destroying the magical item that summoned or bound them.

‘Killing’ an extraplanar creature in the mortal world normally simply returns it to its own plane. This can be difficult, partly due to the fact that most such creatures are not affected by normal weapons, requiring magical or otherwise special (e.g., blessed, cold iron, or silver) weapons to hurt them.

In general, extraplanar creatures have a true name, if there are true names in the setting.

Fey

The inhabitants of the realms of Faerie are technically extraplanar, but the Fey Realms are bound to the real world in complex ways that cause them to have exceptions to the general rules for extraplanar creatures. Therefore, they are treated as a separate type. They **can** be kept out by magic circles, *protection from evil*, and similar magic. They **cannot**, however, be sent back to Faerie by any general method, although there are specific methods for some of them. Fey are normally immune to aging, and they have true names.

Almost all fey creatures are vulnerable to cold iron weapons, and can suffer effects from merely touching cold iron. Some types can only be struck by cold iron or magical weapons. In addition, plants with red berries (e.g., rowan, mountain ash, or holly) provide protection from fey magic, granting a trait bonus. Turning one’s coat inside out does the same for fey illusions and glamours, and will grant a new roll to resist if done after the effect has already been rolled for.

St. John’s Wort, marigolds, and primroses repel them, but do not grant protection from fey powers. However, they will keep fey creatures at bay.

Some types of fey are said to be helpful if they are appeased regularly by such acts as leaving out offerings of milk, food, or sugar. It is up to the GM whether this is true, and the exact effects of any particular appeasement.

Incorporeal

An incorporeal creature has no physical body. Generally, such creatures do not have a STR score, and cannot lift anything directly (although some are given an ‘effective STR’ - e.g., poltergeists). In some cases, they may also have no CON or DEX; those with no CON will likewise not have PHP. In addition, all incorporeal creatures are immune to physical attacks of a non-magical nature - non-magical weapons will not harm them, fire will not burn them, lightning will not affect them, and so on.

Without a physical body, incorporeal beings cannot be paralyzed, are immune to poisons and diseases, and have no need for air, food, or water. Some derive sustenance from other

means, such as draining energy or life force. Some need rest of a sort, but they are nonetheless immune to *sleep* spells.

Load-bearer

A creature with this type has a body that is well-built for carrying heavy loads, and can carry twice the normal weight allowance for its STR; possibly more, at the GM’s option. Note that land-living load-bearers do not have their weight allowance doubled for purposes of determining swimming speed (see *Movement Modes* later in this section), unless otherwise stated.

Magical Hybrid

The result of experiments by magic users or alchemists, or of a special creation by a god or demigod, magical hybrids are creatures that combine elements of normally incompatible creature types. Such creatures are generally incapable of reproducing. However, they are also usually either unaging or extremely long-lived.

As creations of magic, they are resistant to magic, and resistant or immune to effects that cause aging. Many have additional immunities as well.

Mythic Beast

These creatures are of animal-grade intelligence (see *Animal* above), but are not real-world animals. They are **not** affected by spells that specifically affect animals, nor by those that affect ‘persons’. Spells affecting ‘monsters’ do work against them.

Person

These are creatures who are affected by *person* spells - e.g., *charm person*, *hold person*, and so forth. This may appear with a secondary header. That Game We Can’t Name For Legal Reasons traditionally divides these into “humans”, “demi-humans”, and “humanoids”. Since Rangers have a special ability that applies to humanoids, persons of this type will be tagged as “person (humanoid)”.

For our purposes, we’ve made all our PC races count as “persons”. This has been done to prevent giving some races immunity to common spells.

Persons may or may not have true names in the setting.

Plant

A creature which is biologically a plant. Plant creatures are affected by spells that affect plants, and are not affected by spells that affect animals. In general, they have no need to sleep, nor to breathe as animals do (although some plants will eventually die if kept immersed in water). Healing spells will not affect them unless designed to do so. At the GM’s discretion, druidical healing spells may be able to work on both plants and animals. The harm variations, will, however, work against them.

Poisons will not normally affect plants, nor diseases that animals are susceptible to. Paralysis spells will not work against them, since the basis of their movement is different from that of

Semi-divine or Fey?

The fey come from the mythology of the Celtic peoples, and have several characteristics that are specific to them – especially the vulnerability to cold iron that most share, and the effects that certain berries have. They also are described as living in an “otherworld”, where strange creatures roam and time flows differently than in the mortal world.

Other mythologies have creatures of similar nature, but which inhabit the mortal world – such as the nymphs and fauns in Greek myth or many of the Kami in Shinto. You could consider Fey to stand midway between semi-divine and extraplanar – the fey are “native” to the otherworld, but they are linked to the mortal world in a way that extraplanar creatures are not. Tolkein’s elves could be a fictional example of semi-divine creatures – they too have a ‘divine nature’, but are native to the mortal world.

Individual GMs may wish to adjust the status of various creatures for their campaign, depending on their particular vision of the creatures.

animals. Mind-affecting spells and effects do not work against plant creatures unless otherwise specified.

Primordial

Creatures of this type are, to put it simply, components of the universe itself. They are intrinsically immortal, and, as such, immune to magical aging (although some do age naturally), death magic, poisons, and diseases.

In general, they do not require food, water, or air to live, and have no need for sleep. Many of them do, however, enjoy some or all of these things.

Like extraplanar creatures, primordials who are ‘killed’ will be reborn in some way (although this can take considerable time). Unlike extraplanars, primordials are considered a natural part of the mortal world, and cannot be kept away by magic circles, *protection from evil* spells, and similar Defences any more than a human being can.

Another similarity primordials share with extraplanar creatures is that they frequently have true names.

Semi-divine

This category includes creatures who are descended from divinities or partake of divine nature, but are native to the mortal world and are not normally worshipped. Semi-divine creatures are long-lived or immortal and tend to have natural ‘magical’ abilities, and often resistances to powers and effects similar to those that their abilities relate to. They are resistant to aging effects.

Standard

This type exists so that we don’t simply leave a blank ‘type’ entry for creatures that don’t have any other type. ‘Person’ and

‘animal’ spells do not affect standard monsters – ‘monster’ spells are needed.

Swarm

A swarm is a special sort of construct: one made of very small creatures. A swarm has an extra range category – “Within”, which means that the opponent is surrounded by the swarm. A swarm when closing can use extra effect points beyond getting to Hand range to move to Within. From there, additional effect points may be used to impose a minor effect along the lines of ‘they’re all over me!’, a major effect like ‘Covered in them’, or an extreme effect of ‘buried in them’. The last effectively removes the character from combat, as they are unable to effectively fight while buried.

Swarms also are an exception to the size rules, with their sizes based more on how easy it is to do damage to the swarm than on actual weight.

A swarm can attack up to two creatures per HD per round, but may not attack a single target more than once per round.

Unlike normal constructs, swarms can be affected by non-scaled attacks.

Undead

The spirit or reanimated body of a dead creature, undead are immune to mind-affecting magic, except for those that specifically target undead, such as a cleric’s turning ability. They are not healed by normal healing spells, and at the GM’s option such spells may damage them instead. All undead gain a +4 bonus to fear attacks, which has already been calculated into the stats for undead in this book.

In general, undead have no need to sleep, eat, drink, or breathe; exceptions will be noted in the text. They are also immune to poisons, disease, and death magic.

Many types of undead are ‘contagious’, meaning that someone killed by them will become one. Proper ceremonial burial by a cleric or someone with similar powers (e.g., a paladin) will prevent this from happening.

Undead creatures may have true names, if the GM desires.

Unique

There is only one of this creature. While this makes no alteration to its abilities, it should be considered by the GM when planning encounters.

Movement Modes

The first listed movement speed for a creature is normally for the movement mode in which player characters are most likely to engage in combat against it – walking/running for land-based creatures, swimming for water-based creatures. A few creatures have flying listed as their primary movement mode – for example, eagles (who are not likely to engage with player characters by walking or running on the ground) and air elementals (who have no walking/running movement mode).

Most flying creatures can only fly while at light encumbrance or below; those who have no other mode of movement (e.g., air elementals) can fly at any encumbrance level, although at a suitably reduced movement rate.

For swimming speeds, most land creatures move at $\frac{1}{4}$ their land speed (rounding down) – thus, PCs normally swim at a speed of 3 (-4) or 2 (-4). A heavily encumbered land creature may not make effective movement at all, and requires a Strength check against difficulty 10 each turn to keep afloat. An overencumbered creature must make a check against difficulty 15 each round in order to stay afloat. Wading in hip-deep or higher water halves movement.

In order to climb a vertical or near-vertical surface, most creatures must make climb checks. When making a climb check, such creatures move one foot vertically for each effect point generated. Note that a normal person can reach about a foot and a half above their head – thus, a human rogue six feet tall needs only a minimal success to climb enough to see over a seven-foot wall. To climb a ten-foot wall in one round, they need three effect points, while a thirty-foot wall would require 23 effect points, which need not all be generated in the same round. Going over a wall requires getting half one's body above the top.

Consequence points on failure, of course, can mean slipping back some, and an extreme consequence could indicate losing one's grip and falling!

Some creatures are designated as 'natural climbers', and can climb appropriate surfaces at their normal movement rate without making climbing checks – for example, a squirrel can run right up a tree, but not a slick stone or ice wall. Others have a climbing move rate; these can also climb appropriate surfaces without checks, but at the movement rate given.

Normal base difficulty for climbing should be 10 where there are plentiful hand and footholds, 15 where there are few, and 20 where there are no obvious ones. The GM should give appropriate bonuses for climbing equipment, and penalties for rain or ice-slicked surfaces and the like.

Customizing Creatures

While the creatures in this book can be used 'as-is' perfectly well, it's fun to change things up a bit – especially when players start to get too complacent! Thankfully, *Monsters & Magic* provides a number of ways to do this easily.

First, you can easily vary the power of a creature by increasing or decreasing its Hit Dice. We've followed the rules for creature creation found on pages 101-102 of the core book. In keeping with the above, when you modify Hit Dice, you should also modify the creature's Attacks and Physical and Mental Defence by the same amount. Hit Points will likewise need to be recalculated: PHP are $(4.5 + \text{CON bonus}) \times \text{Hit Dice}$ (round up), while MHP use the WIS bonus instead.

Second, you can upgrade a monster by making it a *henchman* or *villain*. The relevant rules for these are on page 77 of the core book. To summarize those rules: add +2 to their defences, and

for a henchman, add their CON attribute score to their PHP, and WIS to their MHP. Villains are assumed to be better than average, and should be given higher PHP and MHP – since monster hit dice are d8, I'd suggest changing the 4.5 in the above formula to anything from 5 to 8, depending on how tough you want the creature to be.

Changing a given creature's capabilities provides an interesting third option for GMs who want to mix things up. You can do this by adding new Attacks, Motivations, and/or Actions. New Motivations and Actions are simple – just make them up! Mechanics-wise, they function as Traits, allowing the creature to add its Hit Dice when taking appropriate actions (or an additional +1, if they already have a relevant Trait, just as player characters do). New Attacks will normally have a bonus of the creature's Hit Dice, plus the bonus of their relevant attribute. Note that when it makes sense, creatures can be assumed to have traits that allow them to use their best attribute for attacks – for example, primary-DEX creatures are usually assigned attack scores on the assumption that they have the equivalent of the Weapon Finesse trait.

Lastly, you can, of course, change anything else. The creature types above can be usefully varied, giving you undead or elemental versions of monsters, for example (with some corresponding changes to Motivations and Actions). Attributes can be changed, making the creature better or worse than average for its type in some respect. And Alignment can also be changed (again often with corresponding changes to Motivations and Actions), to remind players that they shouldn't always judge a creature by its species.

A Note about 'Humans'

You'll find the term 'humans' in many of the monster descriptions in this book. Old School games distinguish a variety of human-like creatures: humans, demi-humans, semi-humans, and humanoids are all separate categories of intelligent beings that have societies.

Unfortunately, writing 'humans, demi-humans, semi-humans, and humanoids' gets rather unwieldy. Thus, when you see such phrases as "bears do not normally attack humans" in this book, please consider it to mean "bears do not normally attack humans, demi-humans, semi-humans, or humanoids". Where there are exceptions, we'll note them.

A Note About Spells

We've chosen not to include specific spell lists for creatures that cast spells. Partly this is because the M&M core book only lists very low-level spells, and partly because the authors don't normally use fixed spells in their own game. Instead, creatures with magical abilities have them listed as individual attacks and actions, sometimes with several *+effect* entries. If you prefer using named spells, use these to guide you in selecting what spells a creature would have. You may also wish to consult our forthcoming *Aperita Arcana*, which expands the M&M spell list.

Annis

Attacks: Iron Teeth & Claws +14 (+1d6 +numbing cold), Cold & Ice Magic +15 (+3d6 effect points after checking for success), Witch Curses & Divinations +15, Dying Curse +15 (+9d6, only upon death; use only to create curse effects on killers and their future descendants)

Physical Defence (AC): 25 (+13) (armour +2)

Mental Defence: 21 (+10)

Movement: 12 (+1)

Range: Hand (Iron Teeth & Claws), short (Cold & Ice Magic, Witch Curses & Divinations), hand to short (Dying Curse)

Hit Dice: 9 (level 9)

PHP: 59

MHP: 50

Motivation: Eat smaller folk (children, halflings, gnomes, etc.), frighten and torment victims

Actions: Divine the locations of children and travellers, surprise travellers in the dark, invite unwary travellers into home, lure children with treats, kidnap children from their homes, mark territory with obscure signs, lead travellers in circles, frighten travellers, appear as kindly old woman, bind victims up, cook victims

Special Defences: No special vulnerability to cold iron, vulnerable to fire and heat and take double effect points from them. Fire and heat saps their strength as well, inflicting weakening effects.

Monstrous Effects: -

Attributes: Str 20 (+5), Dex 14 (+2), Con 14 (+2), **Int 16 (+6)**, Wis 12 (+1), Cha 4 (-3)

Type: fey

Size: M

Alignment: CE

Treasure: F

Living primarily in cold temperate areas, annis are associated with winter, and are said to steal children to eat and waylay travellers in the night. Appearing as an old hag clad in black rags, the annis is said to have iron claws, and sometimes teeth as well. Their preferred prey is children, whose flesh annis find succulent, but they also very much like halflings, gnomes, and similar smaller races. Kobolds have an especial fear of them. While they prefer those, however, the annis will eat full-grown people when they cannot find children or smaller folk to prey upon.

An annis will normally make its lair in a hut or crude house, deep in a wooded area or swamp. This will most often be located fairly near (i.e., no more than a couple of miles from) a village with many children or a highly travelled road. Annis often take

The name 'annis' comes from the Black Annis of Scottish legend, but we've thrown in bits from the witches of Grimm's Fairy Tales, other hag legends, and even the Blair Witch Project.



victims by force, using their surprising strength and speed, but they are also known to lure children (and others with a sweet tooth!) with treats such as sweet cakes, gingerbread, or candy. Rumours of houses made of gingerbread and decorated with frosting seem unlikely to be true.

They may also temporarily disguise their true nature by assuming the appearance of a kindly woman, although still quite old and wrinkled. While in this guise they will persuade travellers to take shelter in their hut, or convince heroes they are in need of some assistance at their home.

Regardless of how an annis lures a victim, however, if they can get them back to their hut, the victim will soon find things spiralling nightmarishly out of control. The annis will reveal its true nature, bind the victim(s) up, and force them to watch while she begins to prepare the meal where they will be served as main course. A group of annis might capture an entire party for this purpose.

A victim who can get free will find that their best course of action often is to push and shut the annis into its own oven. Since the creatures are vulnerable to fire and heat, their strength is quickly sapped by it. In addition to slaying this creature, burning it in its oven also prevents it from placing its dying curse upon its killers, since it must be able to see them to do so. Trapping one in its hut and burning it down around her might be another safe solution.

Ant, Giant

About the size of a large dog, these creatures are most commonly found in desolate places - badlands, deserts, hills, and so forth. They dig their nests deeply, often running all the way down to the bedrock or water table, and build up mounds above them as well. These mounds may be dozens of feet high, and hundreds across. The tunnels of a giant ant nest are generally about three feet in diameter - large enough that a six-foot man can crawl through on all fours.

The vast majority of ants in a colony will be workers - the smallest type. Workers forage for food and return it to the nest, where they store and distribute it. They also construct and repair the colony's tunnels. Soldiers are larger than workers, but are otherwise the same. In normal times, they also fulfil the duties of workers, but when the nest is under attack, they will take the forefront in fighting off and killing intruders.

Both workers and soldiers are of low intelligence. They have no sense of self-preservation when defending the nest, and will sacrifice themselves in order to gain an advantage for the nest.

All ants are incapable of communicating with other species. Their 'language' consists of a combination of sounds, pheromone emissions, and tactile communication which is impossible for non-ants to learn. Between this and the fact that workers and soldiers do not regard themselves as individuals, but as parts of a greater whole, they are immune to *charm*, *fear*, and similar effects. Ants sleep, but not as most creatures do - instead, they sleep in short bursts throughout the day, for a minute or two at a time. Because of this, while they are not immune to *sleep* effects, they recover from them very quickly - an ant under a sleep effect gets a roll to recover each round, with a 50/50 chance of succeeding.

Giant ants also have no real creative or problem-solving intelligence. Their solution for everything is handling the issue with an unthinkingly determined multitude of ants.

All of a nest's activity is ultimately devoted to caring for the queen - but the queen in no way 'leads' her nest. She is simply a baby-producer, a necessary element for the nest's survival that must be protected. Killing the queen will not necessarily result in the death of the nest, as any female larva can become a queen if properly fed. Thus, destroying all the larvae and unhatched eggs is necessary to ensure the death of the colony.

Individual non-queen giant ants live six to ten years. Queens are much longer-lived, often living as long as a hundred years. Under normal circumstances, a nest will spawn a set of new queens once every five years or so. A half dozen to a dozen new queens will leave the nest, taking to the sky along with a hundred or more males. Every nest in an area of around fifty miles will produce new queens and males at the same time, and the new queens will not mate with males from their own mound.

The new queens will release pheromones that will attract males from great distances. They will then attempt to evade the males, so that the fastest and most enduring will be the only ones with the chance to mate. Mating occurs in the air.

Once it is complete, the male will die, and the fertilized queen will land, shed her wings and eat them, and then excavate a chamber and lay eggs. She will care for the first brood herself, still being capable of moving about. When the first group of children mature, around six months later, it will become their task to care for the eggs and young.

Ants recognize members of their nest by a 'nest smell' and will attack anything moving inside the nest that does not have the proper smell. A few species of ants have evolved to become parasites, learning to fake the nest smell of other ants and hitching a free ride on an existing colony, or taking it over.

Ant, Giant, Mature Queen

Attacks: none

Physical Defence (AC): 18 (+n/a) (armour +8, size -2, henchman +2)

Mental Defence: n/a (incapable of taking action other than laying eggs)

Movement: none

Range: n/a

Hit Dice: 7 (level 7)

PHP: 127 (henchman; includes CON)

MHP: n/a

Motivation: Lay eggs

Actions: Lay eggs, emit fear hormone, attract soldier ants

Special Defences: Immune to charm and fear, resistant to sleep

Monstrous Effects: -

Attributes: Str -, Dex -, **Con 18 (+8)**, Int -, Wis -, Cha -

Type: animal

Size: L (10 - 15' long)

Alignment: N

Treasure: E

As discussed above, the 'queen' in no way controls the nest in a normal giant ant colony; she is simply an egg layer. There are persistent rumours, however, of queens who have intelligence and direct the nest telepathically. For such a queen, make these changes:

Attacks: Psychic Attack +12 (+1d10 +fear +paralysis +domination)

Mental Defence: 35 (+20) (+2 size; +4 mental armour; +2 henchman)

Range: Long (Psychic Attack; does not require line of sight)

MHP: 87 (henchman; includes WIS)

Motivation: Lay eggs, defend the nest, the greater good of the hive

Actions: Lay eggs, control other ants, locate intruders' thoughts, psychic attack, sacrifice pawns, coordinate ambush

Attributes: Str -, Dex -, **Con 18 (+8)**, Int 16 (+3), Wis 20 (+5), Cha 2 (-4)

Treasure: E, X

A nest with a telepathic queen will respond very differently to intruders - the queen will immediately know of their presence,

and will direct workers and soldiers to them. She will be capable of tactics, and may sacrifice ants to lure intruders into ambushes or traps. If the intruders get close enough, she will begin to psychically attack members of the party, starting with those who seem weakest against such attacks. She will seek to make them flee or bring them under her control.

Ant, Giant, New Queen

Attacks: Mandibles +10 (+2d4), Poison Sting +10 (+3d4 +paralysis)

Physical Defence (AC): 24 (+12) (armour +5, henchman +2)

Mental Defence: 26 (+12) (henchman +2)

Movement: 18 (+4); 18 (+4) climb; 30 (+10) fly if still has wings

Range: Hand (Mandibles, Poison Sting)

Hit Dice: 4 (level 4)

PHP: 41 (henchman; includes CON)

MHP: 52 (henchman; includes WIS)

Motivation: Mate, build nest, raise first generation of young, defend eggs and young

Actions: *Cut off and consume own wings, dig out nest, lay eggs, build and repair tunnels, know the nest, bite, hold on with mandibles, care for young and eggs, release male-attracting pheromones, mate in air*

Special Defences: Immune to charm and fear, resistant to sleep

Monstrous Effects: -

Attributes: Str 16 (+6), Dex 13 (+1), Con 15 (+2), Int -, Wis 18 (+4), Cha 2 (-4)

Type: animal, load-bearer

Size: M (5-6' long)

Alignment: N

Treasure: -

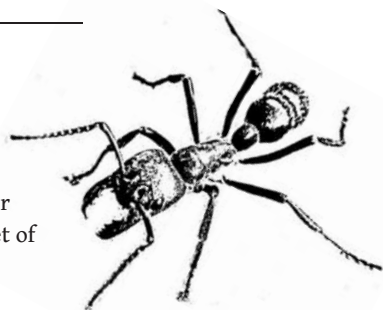
This is a new queen, either during her maiden flight, or while caring for her first set of eggs. Preventing her from mating or the eggs from hatching could be an adventure, or at

higher scale, could be part of an "encounter", with an encounter step of "region becomes infested by giant ants".

As mentioned above, some GMs may wish to have the queen be intelligent and telepathic. For such a queen, add the attack "Psychic Attack +8 (+1d8 +fear + paralysis + domination)" with range Long; this does not require line of sight. Also, add the actions *locate intruder's thoughts* and *psychic attack*. Lastly, give the queen Int 14 (+2).

A telepathic queen might also be able to take over an existing nest - possibly her own mother's, leading to a civil war! For a very strange adventure, a party could be recruited by one side....

For males in a mating flight, use the soldier ants (below), changing the motivations to "Mate, defend queens, outfly other males" and the actions to *follow pheromones to queen, pursue queen, mate in air*. Lastly, add a flying speed of 30 (+10).



Ant, Giant, Soldier

Attacks: Mandibles +7 (+2d4), Poison Sting +7 (+3d4 +paralysis, must be grappled with at least a major effect first, though not necessarily by the same ant doing the stinging)

Physical Defence (AC): 21 (+9) (armour +5)

Mental Defence: 17 (+5)

Movement: 18 (+4), 18 (+4) climb

Range: Hand (Mandibles, Poison Sting)

Hit Dice: 3 (level 3)

PHP: 17

MHP: 20

Motivation: Forage, defend the nest, defend the queen, remove intruders

Actions: *Seek out food, build tunnels, repair tunnels, know the nest, bite, hold on with mandibles, poison sting*

Special Defences: Immune to charm and fear, resistant to sleep

Monstrous Effects: -

Attributes: Str 14 (+4), Dex 13 (+1), Con 13 (+1), Int -, Wis 16 (+3), Cha 2 (-4)

Type: animal, load-bearer

Size: M (5 - 6' long)

Alignment: N

Treasure: -

Ant, Giant, Worker

Attacks: Mandibles +4 (+1d4)

Physical Defence (AC): 23 (+11) (armour +5, size +2)

Mental Defence: 16 (+4) (no size modifier, since ants have no sense of self-preservation)

Movement: 18 (+4), 18 (+4) climb

Range: Hand (Mandibles)

Hit Dice: 2 (level 2)

PHP: 11

MHP: 15

Motivation: Forage, defend the nest, defend the queen

Actions: *Seek out food, build tunnels, repair tunnels, know the nest, bite, hold on with mandibles, overwhelm with sheer numbers, sacrifice self to help another ant, care for young and eggs*

Special Defences: Immune to charm and fear, resistant to sleep

Monstrous Effects: -

Attributes: Str 12 (+2), Dex 14 (+2), Con 13 (+1), Int -, Wis 16 (+3), Cha 2 (-4)

Type: animal, load-bearer

Size: S (3 - 4' long)

Alignment: N

Treasure: -

Ape, Carnivorous

Attacks: Claw +13 (+1d4), Grapple +13 (+see rend effect), Bite +13 (+1d10), Club +13 (+1d6)

Physical Defence (AC): 20 (+7) (armour +2, size -2)

Mental Defence: 19 (+8) (size +2)

Movement: 12 (+1), 9 (-1) climb

Range: Hand (Claw, Grapple, Bite), close (Club)

Hit Dice: 5 (level 5)

PHP: 33

MHP: 28

Motivation: Hunt and kill food, protect lair

Actions: *Climb, leap, run on all fours, charge and attack, throw detritus, attack with club*

Special Defences: -

Monstrous Effects: Rend (major effect from a grapple; ape grabs both arms and pulls. Treat as Claw attack, ignoring armour), charge and attack (full move and attack), run on all fours (speed increased to 18 (+4), but can't use static AC).

Attributes: Str 19 (+8), Dex 15 (+2), Con 14 (+2), Int 2 (-4), Wis 12 (+1), Cha 7 (-2)

Type: animal

Size: L (about 6' tall, but with arm span of about 8')

Alignment: N, but vicious

Treasure: 50% chance for P

Real-world apes are either vegetarian or omnivorous. However, sword-and-sorcery stories sometimes feature apes who are carnivorous, either as their natural diet, or having become so due to an evil/mad king or magic user trapping them in a dungeon maze where their only food sources are prisoners (sent in to be slain by the apes) and rats. The above specimen represents a gorilla weighing about 300 to 400 pounds.

Apes will often climb things and leap from them in order to gain an advantage against a foe. While they normally walk on all fours, knuckle-walking with their arms, they can walk on two legs, and will often do so to carry things. Adult males will have reddish-brown, brown, or black hair, a patch of silver hair on their backs, and prominent canine teeth. Apes typically live 35 to 40 years, and are mature at about 12 years of age.

Tool use has been observed in the wild, including the use of sticks as clubs and to determine the depth of water, and using rocks to smash open nuts. In a fantasy environment, carnivorous apes might use maces or rods that they find as weapons.

Apes do not seek to collect treasure for its value, but some enjoy shiny things and may gather them. Some might even wear jewellery in imitation of humans or others they have seen.

Bandit

Attacks: Weapon +3 (+weapon dice), Threaten with Violence +5 (+1d6)

Physical Defence (AC): 17 (+5) (armour +2)

Mental Defence: 9 (-1)

Movement: 12 (+1)

Range: By weapon (Weapon), short (Stand and Deliver)

Hit Dice: 1 (level 1)

PHP: 6

MHP: 4

Motivation: Steal from the rich and enjoy spending it, have a good time, not get caught

Actions: *Accost travelers and rob them, use intimidation to avoid violence, pickpocket unwary person, pick strongbox locks, flee when outnumbered, terrorize townsfolk, ambush and intimidate merchants, harass the good-looking, try to just take what they want, call for backup from other gang members*

Special Defences: -

Monstrous Effects: -

Attributes: Str 14 (+2), Dex 14 (+2), Con 12 (+1), Int 10 (0), Wis 8 (-1), Cha 14 (+4)

Type: person

Size: M

Alignment: CN, CE

Treasure: roll d100: 1-80, K; 81+, L

Bandits were a persistent trouble in medieval times. Since punishments for even minor crimes were harsh, many people who broke the law in small ways chose to become outlaws rather than face justice. Typically, outlaws would establish a camp in one of the many forests, rob travellers and take what they wanted, and sometimes even raid villages. Historically, medieval bandits were often family of people in nearby villages and kept close ties to them. We've chosen here, however, to model ours a bit more after the bandits of Wild West movies, in order to make things a little more interesting for player characters and provide more plot possibilities.

These bandits, therefore, deal mostly in intimidation. Used to dealing with a populace that is cowed and won't fight back, or with merchants who consider giving the bandits a little something part of "the cost of doing business", they're not actually very skilled combatants, but they are good at putting on a tough show, and at calling for help from the rest of the gang. Most bandits will be armed with clubs, staves, short bows, and other easily-obtained weapons, and will have a knife or dagger as a backup weapon. Leaders might be disgraced knights or gentlemen, and might have swords - and some actual training and experience in using them, raising them up a level or three from their lackeys here.

Note that while these bandits are described as human, there's no reason why they couldn't be elves, half-elves, half-orcs, etc. - either the entire gang, or simply some of them. Some of the bandit actions could also be borrowed for orc, goblins, or other

such 'villain' races, if appropriate to the GM's setting.

Bandit Gang

Level 7, **AC** 24 (+12), **MD** 15 (+4), **PHP** 42, **MHP** 35, **Move** 12 (+1)

Melee Weapons +9 (+1d6) C

Missile Weapons +9 (+1d6) SM

Stand and Deliver +11 (+1d6 +give over money) S

Str 14 (+2), **Dex** 14 (+2), **Con** 12 (+1)

Int 10 (0), **Wis** 8 (-1), **Cha** 14 (+4)

Type person, construct

Outriders (mounted, have Move 18 (+4), attacks are at -1 penalty)

Ambush (add a ½ level secondary trait bonus when attacking from ambush, including Stand and Deliver)

Trapped Hideout (difficulty 20 to follow back to their hideout, or 23 to find hideout if not following them; has attack **Traps** +7 (+1d8 +caught in the snare), which can be triggered even if hideout is not found as a minor consequence)

Treasure P on gang, F in hideout

Banshee

Attacks: Icy Claw +4 (+1d4 +cold, ignores armour), Dreadful Wail +14 (+2d6+4 +fear, area effect), Knell of Misfortune +14 (+unlucky)

Physical Defence (AC): 20 (+8)

Mental Defence: 20 (+8)

Movement: 12 (+1) (can pass through objects at will)

Range: Hand (Icy Claw), hand to short (Dreadful Wail, Knell of Misfortune)

Hit Dice: 6 (level 6)

PHP: 27

MHP: 39

Motivation: Haunt territory, announce death, dance, enthrall servitors for queen

Actions: Drift through objects, lie in wait, terrify creatures, attack with icy claw, dreadful wail, knell of misfortune, harbinger of death, charm with faerie glamour, flee into faerie realm, appear as young and beautiful woman, dance partner to exhaustion or death

Special Defences: Ghostly Fey (immune to all weapons except for those of a magical nature or made with cold iron, immune to all fear effects except those caused by clerical magic)

Monstrous Effects: Knell of Misfortune (spend effect points to inflict bad luck consequences; can be used at heroic scale to affect groups), Harbinger of Death (once per day, curse one or more targets with a total of 25 effect points. The difficulty of healing the cursed individual(s) is increased by this curse for 24 hours. Encountered creatures will single out the cursed character(s) for attacks during that period.), Faerie Beauty (Simple WIS hazard, difficulty 20. Effects are mental damage +charm. No more often than once/hour per target.)

Attributes: Str 8 (-2), Dex 14 (+2), Con 10 (+0), Int 10 (+0), Wis 14 (+2), Cha 18 (+8)

Type: incorporeal, fey (optionally undead as well)

Size: M

Alignment: CN, CE

Treasure: 20% chance of leaving behind a silver comb, worth 1d6 x 10gp. 50% of these combs are magical, giving a +2 to illusions that change the bearer's appearance and to curses. The bearer of the comb can see also banshees in their true form.

Best known as a harbinger of death, the banshee is a ghostly creature of faerie. Legend has it that they are attached to certain noble lineages, for whom they foretell death. Sometimes, this is done with their keening or wailing. At other times, they may come to court balls, where they will dance the night away before delivering their prophecy of death. There are also legends of travellers encountering banshees on the banks of rivers, where they are seen washing blood from the very clothes that the traveller is wearing.

Some, however, tell a different tale: that banshees cause the deaths they foretell, as they are the result of ancient curses upon the noble houses that they are associated with. Banshees will not say which is true, and will be gravely insulted by anyone who suggests that they are killers or evil in nature. Like most fey, banshees can be quick to take insult, and they deal harshly with those they feel have wronged them (or have attacked them outright), using their power of cursing to its fullest effect.

There are also tales that banshees recruit servitors for their Queen and her Court (*Aibell, Queen of Banshees* below), using faerie glamours to persuade children and young men and women to follow them. Sometimes they kidnap particularly beautiful specimens outright, since their Queen values beauty greatly.

Banshees only appear by night, remaining in the faerie realms during daylight. Normally, they appear as beautiful young women, often with long, pale hair that they use a silver comb to style and decorate. They also wear long, flowing dresses, often of a shade of white or grey, but of bright emerald and ruby shades when intending to dance. (Some say that if you find a silver comb upon the ground, you must leave it alone, for it belongs to a banshee, and if you take it, she will be angered.)

Beneath their glamours, however, their true appearance is that of an old and frightening crone. Even if one can see this, however, it is unwise to remark upon it, lest the banshee take insult. Rarely, they are said to appear as animals - particularly crows, ravens, weasels, and hares.

Destroying a banshee is difficult at best, since they can become incorporeal at will, and can flee into the faerie realms. Despite this, they may be able to be exorcised from people or places they are haunting. This should be played out as a mental conflict between exorcist and banshee. When being exorcised, a banshee can manifest even if it is daylight, as the exorcist's connection to them provides a way through to the mortal realm.

Aibell, Queen of Banshees

Attacks: Frigid Caress +10 (+1d6 +cold, ignores armour), Terrifying Screech +28 (+2d6+4 +fear, area effect), Gods Save Us From the Queen +28 (+unlucky)

Physical Defence (AC): 28 (+16) (+2 'villain' bonus)

Mental Defence: 30 (+17) (+2 'villain' bonus)

Movement: 12 (+1) (can pass through objects at will)

Range: Hand (Frigid Caress), hand to long (Terrifying Screech, Gods Save Us From the Queen)

Hit Dice: 12 (level 12)

PHP: 102 ('villain'; higher than average hit points, CON included)

MHP: 130 ('villain'; higher than average hit points, WIS included)

Motivation: Acquire servitors, make faerie deals, defend realm, curse those who offend her

Actions: *Pass through objects, speak any language eloquently, gods save us from the queen, pronouncement of doom, get the better end of the bargain, enthrall with unearthly beauty, flee to faerie realm*

Special Defences: Ghostly Fey (magical or cold iron weapon to hit, immune to non-clerical fear effects), Aibell's Harp (immune to clerical and magical effects while the harp is playing)

Monstrous Effects: Gods Save Us from the Queen (spend effect points to inflict bad luck consequences; can affect epic scale constructs), Pronouncement of Doom (once per day, curse targets with a total of 30 effect points. Difficulty of healing targets is increased. Encountered creatures will single out the targets for attacks. Lasts 24 hours, can use at scale), The Better End of the Bargain (use INT+CHA modifiers when bargaining with mortals), Unearthly Beauty (Simple WIS hazard, difficulty 28. Effects are mental damage +charm. No more often than once/hour per target.)

Attributes: Str 8 (-2), Dex 14 (+2), Con 12 (+1), Int 14 (+2), Wis 16 (+3), Cha 26 (+16)

Type: incorporeal, fey

Size: M

Alignment: CN

Treasure: Aibell's Harp, enchanted comb as per banshee

The undisputed Queen of the Banshees, Aibell spends most of her time in the realms of Faerie, only rarely appearing in the mortal world. When she does, it is almost always for the passing of someone of great import. She is considerably more powerful than a normal banshee, as befits her status, and wields the magical item *Aibell's Harp*, described below.

Her name means 'beautiful', and Aibell is indeed extremely beautiful. In fact, her beautiful form is her true form, unlike other banshees. Whether this is a personal characteristic of hers, or is inherent in the 'office' of Queen of Banshees is unknown.

Legend indicates that Aibell sometimes attempts to persuade handsome men to come over to Faerie to dally with her. Those who do often find that dozens or hundreds of years have passed in the mortal realm during their absence. There are also stories of scorned women who have beseeched Aibell's aid after failing to secure the hearts of the men they love. In these stories, Aibell



Ryan Lee

convenes a Faerie Court to inquire into the man's reasons for not returning the woman's love. If Aibell finds their reasons inadequate, she may force the marriage, pronouncing a doom upon the man should he refuse.

Aibell may have servitors and/or other banshees at her disposal. Her mortal servitors all serve her loyally - be it out of a debt, fear, or as one of her many lovers.

Should Aibell be defeated and her harp taken, it's quite likely that whoever is to be or seeks to become the next Banshee Queen will try to reclaim it.

Aibell's Harp: this instrument grants its wielder a +4 bonus when playing songs and a resistance to magical, psychic, and clerical effects while it plays. Once per day this harp may play itself when commanded, freeing its wielder to take other actions, for up to one turn. However, songs played on this harp were not meant for mortal ears, and any mortal who uses this harp must take (2d6+4) mental effect points in damage and/or consequences (e.g., can't stop playing, compulsive dancing, distraction) each time they begin playing it. Aibell's Harp may not be used to heal the damage that it caused.

Aibell's Palace: 'guests' of the Banshee Queen in Faerie will be taken to a glittering palace that appears to be made of blue crystal and silver. *Unseen servants* supply any request for food or items that Aibell would not mind her guests having. Fey Lords and Ladies are regular visitors. Any attempt to leave without Aibell's permission is at difficulty 35; consequence points could come from Aibell's wrath, or the silver lake dragon who guards the palace. *True seeing* will reveal the palace as a musty, cobwebbed castle.

Spending the night requires each character to take an attack from *Gods Save Us From the Queen* as they attempt to avoid offending Aibell.

Basilisk, Greater

Attacks: Bite +20 (+2d8 +poison), Petrifying Gaze +20 (+turn to stone)

Physical Defence (AC): 24 (+15) (armour +8, size -2)

Mental Defence: 26 (+14) (size +2)

Movement: 6 (-2)

Range: Hand (Claw), hand to close (Bite), hand to short (Petrifying Gaze)

Hit Dice: 10 (level 10)

PHP: 145

MHP: 65

Motivation: Protect the lair, petrify and eat prey, sleep undisturbed

Actions: *Threatening rasp, bite, lock gazes with prey, sense invisible creatures, sense astral and ethereal creatures, flick tongue out to smell intruders, wake at the slightest noise, eat stone, slither silently*

Special Defences: Near-sighted (mental defence 35 against its own reflected gaze), poison breath (counts as riposte against attacks at hand or close range), immune to poison and aging

Monstrous Effects: Poison bite (simple hazard, CON vs. 20 difficulty, effects are damage +agonizing pain), Turn to Stone (extreme effect to petrify completely. Lesser effects may cause incomplete or partial petrification, slowing, etc.)

Attributes: Str 30 (+10), Dex 8 (-1), **Con 20 (+10)**, Int 7 (-2), Wis 14 (+2), Cha 4 (-3)

Type: mythic beast, possibly extraplanar (earth elemental), anomalous

Size: L+ (50' long)

Alignment: N with evil tendencies

Treasure: special + 2d6 treasure points worth of alchemical reagents recoverable from body

Vastly larger than the common basilisk, the greater basilisk is also far more deadly. While it shares the name 'basilisk', most scholars believe that the greater basilisk is an entirely unrelated creature, pointing to the fact that while normal basilisks have eight legs, the greater basilisk has a snake-like body with no legs.

Averaging fifty feet long, the greater basilisk weighs about half as much as a large bull elephant (roughly three tons), and has a body roughly two feet in diameter. Thankfully, these monsters are slow, but they are exceedingly hard to kill, having an incredibly tough hide in addition to their awesome size.

Their gaze turns those who meet it full-on into stone. Unlike a medusa, however, the lair of a greater basilisk will not appear to have been decorated with statues, for this monster's sole nourishment is the petrified bodies of its prey. Because of this, some scholars believe that greater basilisks are actually native to the elemental plane of earth. However, others argue that if that were the case, they would surely be immune to their own gaze, which they are not.

The gaze of the greater basilisk extends into the astral and ethereal planes, and their other senses seem to as well. Thus,

In The Fantasy System We Can't Name for Fear of Lawyers +4, +6 Vs Indie Publishers, a basilisk is a huge, eight-legged lizard that petrifies with its gaze, and so is the greater basilisk - just a tougher version.

For our version, we decided to go in a somewhat different direction, inspired by the basilisk as presented in the Harry Potter books and movies. We've kept the petrifying gaze (since that seems a bit more fair to players than the killing version), but taken the huge snake-like body from Harry Potter. Both versions are poisonous, the primary difference being that the eight-legged one has poison claws and fangs, while the snake-like version has only the fangs. The idea of them eating their petrified victims was ours, though it's an obvious enough idea that we're sure someone's done it before.

If you'd prefer something closer to the classic monster, simply change the description to make it smaller and eight-legged, take the poison from the bite attack, and add Claws +20 (+2d4 +poison). Some versions in fantasy literature also have poison breath - if you'd like that, require those at hand or close range to hold their breaths, with a +5 difficulty for being in combat, or suffer an attack by the poison as a difficulty 20 CON hazard.

they can both sense astral and ethereal intruders, and can use their gaze to attack such intruders.

Although they are not immune to their own gaze, using a mirror against a greater basilisk is a much chancier proposition than against a medusa or a normal basilisk. The creatures are very near-sighted, doing much of their hunting by sound and smell. Nonetheless, their vision is very sensitive to motion, and they are attracted to it.

Extremely rare, greater basilisks are almost never encountered in the wild. Usually, they are found guarding some great treasure; thus, while the creature itself does not collect treasure, a greater basilisk's lair will often contain some other creature or being's treasure. The bodies of these creatures are very valuable on their own - many alchemical and magical ingredients can be recovered from them, with proper care. (See the sidebar *Valuable Bodies*, p. 54.)

When they are happened upon in the wild, they will likely be found in large caves located near a body of water. Greater basilisks seem to enjoy swimming, and are sometimes mistaken for sea serpents. Nothing is known about their mating habits or reproduction, and no immature specimens have been found; those scholars who maintain that the greater basilisk is a form of earth elemental hold that they can only reproduce on their native plane.

Identifiable individual specimens have been observed to live for hundreds of years, and some may have lived for thousands, based on the age of the treasure caches they were found with. No greater basilisk is known to have died from old age.

Bat, Giant

Attacks: Claws +9 (+1d4), Bite +9 (+1d6), Intimidating Screech +4 (+1d6)

Physical Defence (AC): 19 (+9) flying, 13 (+1) on ground or wall-crawling

Mental Defence: 11 (+2)

Movement: 12 (+1), 9 (-1) climbing, 24 (+7) fly

Range: Close (Claws), hand (Bite), reach to medium (Intimidating Screech)

Hit Dice: 3 (level 3)

PHP: 14

MHP: 11

Motivation: Eat fruit and small animals, reproduce, obey master if tamed

Actions: *Wing through the night, fly in darkness, perceive by echolocation, claw with feet, bite, snatch small animals or items, confuse smaller bats' echolocation*

Special Defences: -

Monstrous Effects: Swoop (full move and claw attack; can split move)

Attributes: Str 12 (+1), Dex 16 (+6); 10 (+0) on ground, Con 11 (+0), Int 2 (-4), Wis 8 (-1), Cha 4 (-3)

Type: animal, load-bearer

Size: M (5-6' body, 12-15' wingspan)

Alignment: N

Treasure: -

These are giant versions of ordinary bats. Where ordinary bats are either fruit eaters or insect eaters, giant bats eat both. They also eat small animals, including night birds, small bats, squirrels, and rabbits. They range up to 40 miles a night from their home cave in their search for food.

These bats have dark brown to black fur, sometimes with a reddish tinge when seen in bright light. Preferring to lair in caves, they sleep hanging upside down from the ceiling or walls, and can move on those surfaces as well as they can on the ground. Dozens to hundreds of bats may live in a single cave or cave system, flying out all at once at night, whereupon they split up into small groups or as individuals to seek food.

They are extremely dexterous flyers, but are clumsy on the ground, walking on all fours with their wings folded (although less clumsy than one might suspect!) Their primary mode of perception when flying is echolocation, which enables them to fly and hunt in complete darkness.

Giant bats hibernate in deep winter, and will avoid flying in rain, since it interferes with their echolocation. Breeding season is in the autumn, but female giant bats hold the male's sperm internally, and will not fertilize until spring, and then only if there is not a shortage of food. The mother will bear only one baby at a time, due to the need for the mother to be able to fly while pregnant. The newborn bat will stay in the cave, the mother feeding it milk until it is almost fully grown, six months

later. Giant bats live for forty to fifty years in the wild, and become sexually mature at ten years.

Bat guano is rich in nitrogen and phosphates, and farmers sometimes gather it to use as fertilizer. In the real world, it has also been used in making gunpowder, which may be of interest to GMs who might wish to introduce guns or explosives into their game worlds.

Bear, Black

Attacks: Claw +12 (+1d4), Bite +12 (+1d8), Charge & Threaten +12, Knock Down and Pin +12

Physical Defence (AC): 19 (+7) (armour 2)

Mental Defence: 16 (+5)

Movement: 12 (+1), can climb trees (must make climb rolls)

Range: Close (Claw), hand (Bite, Knock Down and Pin), short (Charge & Threaten)

Hit Dice: 4 (level 4)

PHP: 28

MHP: 22

Motivation: Find food, defend kills and territory, reproduce, protect cubs

Actions: *Forage, climb trees, steal honey, claw and bite, charge and threaten, sniff out food, fish, hibernate, dig out dens, steal food*

Special Defences: -

Monstrous Effects: Bear hug (minor effect on claw hit to attack again with other claw; if that hits as well, maximum PHP damage is raised by 6)

Attributes: Str 19 (+8), Dex 13 (+1), Con 14 (+2), Int 2 (-4), Wis 12 (+1), Cha 7 (-2)

Type: animal

Size: M (5' long)

Alignment: N

Treasure: -

The most common of the bear family, "black bears" actually come in a range of colours, including black, cinnamon brown, grey, and white. They are not very aggressive toward humans, and are omnivores who eat a diet of primarily plants. Black bears favour areas with relatively inaccessible terrain and thick vegetation. This helps keep them out of the territories of brown bears, who prefer more open areas. However, in areas where there are no brown bears, they will move into semi-open areas to live.

Black bears rarely attack humans. If they feel threatened, they will climb into trees, or will slap the ground with their paws, make blowing noises, and make mock charges to scare the threat away. When black bears do attack humans, it is usually out of hunger, rather than from territoriality as with brown bears. Therefore, fighting back will tend to repel an attacking black bear, which it normally will not with a brown bear.

They will eat apples, oats, and corn, stealing them from farmers, and will prey on livestock, especially sheep, goats, calves, and pigs. More rarely, they will kill adult cattle and

horses. They have been known to frighten livestock herds over cliffs, but whether they do this intentionally is unknown. Pets are sometimes killed by black bears as well, especially dogs that attempt to frighten the bear away.

In the wild, they feed primarily on carrion, shoots, buds, fruits, nuts, and berries. They will also steal nuts from squirrel caches and honey from beehives; the latter they will do from bees in apiaries as well. Black bears will also eat the bees and their larvae, and ants and ant larvae. In fact, insects are the main source of meat that they hunt themselves in the wild. They will fish, and will attack deer and even moose, although this is rare.

Black bears hibernate three to five months of the year, starting in October or November. Bears usually dig their own dens, although they will sometimes use natural dens. Dens are sometimes made inside tree cavities. During their hibernation period, black bears live off of fat they have stored for winter and do not normally venture out. They do not sleep the entire period; rather, they are in a state of reduced activity.

Average lifespan in the wild is 18 years, but black bears in captivity have lived 30 years or more. Reproductive maturity is reached at three to five years of age. Mating happens in the summer, but the foetus does not implant until the female hibernates for the winter. Gestation is four months, with the cubs born in January or February. They are mobile at five weeks, nurse for six months, and will leave the mother at 16-18 months.



Bob Giuliani

Bear, Brown (Grizzly)

Attacks: Claw +16 (+1d6), Bite +16 (+1d10), Stand & Threaten +16, Knock Down & Pin +16

Physical Defence (AC): 19 (+7) (armour +2, size -2)

Mental Defence: 22 (+11) (size +2)

Movement: 12 (+1); cannot climb trees

Range: Close (Claw), hand (Bite, Knock Down & Pin), short (Stand & Threaten)

Hit Dice: 6 (level 6)

PHP: 39

MHP: 39

Motivation: Find food, defend kills and territory, reproduce, protect cubs

Actions: *Forage, stalk prey, claw and bite, stand and threaten, sniff out food, fish, hibernate, dig out dens, steal food, drive off smaller predators*

Special Defences: -

Monstrous Effects: Bear hug (minor effect on claw hit to attack again with other claw; if that hits as well, maximum PHP damage is raised by 6)

Attributes: Str 20 (+10), Dex 13 (+1), Con 15 (+2), Int 2 (-4), Wis 14 (+2), Cha 7 (-2)

Type: animal

Size: L (6½' long)

Alignment: N

Treasure: -

The brown bear, also known as the grizzly, is the larger, more carnivorous in preferences, and more aggressive cousin of the black bear. Older specimens often have grey-tipped fur, from which the name "grizzly" comes (in some areas, they are called "silvertip" bears).

Grizzlies are omnivores, but primarily eat meat, preying on moose, caribou, sheep, bison, deer, and even black bears. They will also feed on fish, and sometimes on small animals, such as ground squirrels and lemmings. On the vegetable side, they eat nuts, berries, tubers, grasses, and legumes. Normally solitary, grizzlies will feed in groups in areas where such plants are abundant.

Wolves and grizzlies tend to live in the same areas, and compete with each other for food. Grizzlies will try to steal kills from wolves, and vice-versa, with the wolves often doing so by one or two members of the pack distracting the grizzly while others feed. They will mostly harass each other, with deaths occurring very rarely in grizzly-wolf confrontations. Black bears normally stay out of territory claimed by grizzlies, which will take the better areas where both are present. Cougars will also avoid grizzlies, but have been known to fight grizzlies who attempt to steal their kills, often with one killing the other. Coyotes, foxes, and wolverines are generally too small to challenge grizzlies, though they will sometimes follow grizzlies and scavenge from what they leave behind.

Although they do not normally hunt humans, grizzlies can be aggressive toward them. Unlike black bears, they are too large to climb trees in order to escape danger, so a grizzly who perceives itself in danger will stand, issue a challenge, and fight. Mothers with cubs are the most dangerous to humans, as they will attack any perceived source of danger to the cubs. They will also attack humans who surprise them at a kill they have made, under the presumption that the humans are attempting to steal the kill. Grizzlies have an excellent sense of smell, and have been known to try to steal food from human camps, and even to attack humans to take it. In bear country, it's often recommended to travel in groups of six or more, since grizzlies will rarely attack a large group.

Grizzlies reach sexual maturity at five years old, and normally live 20-25 years in the wild; they have been known to live to 30. A female will mate and produce offspring about every five to six years. Mating happens in the summer, but the grizzly delays implantation of the foetus until winter hibernation, giving birth to one to four cubs - most commonly two - three to four months later. Cubs are very small when born, and will be nursed by the mother until the next summer, when they will be old enough to venture out with her. They will stay with the mother for about two years before leaving on their own.

Bee Swarm

Attacks: Swarming Stings +7 (+painful +swelling), Intimidating Buzz +7 (+1d4)

Physical Defence (AC): 15 (+5) (size -2)

Mental Defence: 15 (+4) (size +2)

Movement: 2 (-4), 18 (+4) fly

Range: Within (Swarming Stings)

Hit Dice: 1 (level 1)

PHP: 5

MHP: 6

Motivation: Protect the hive and queen, gather pollen

Actions: Attack those who disturb the hive, chase away threats

Special Defences: Immune to fear, charm and intimidation effects

Monstrous Effects: Stinger Loss (the swarm loses one point of CON for each successful attack it makes; at zero CON, it abandons attacking. However, the stingers remain in the victim, causing a repeating of the Swarming Stings attack once per turn for the next two turns if they are not properly removed, ignoring armour)

Attributes: Str 1 (-5), Dex 16 (+6), Con 10 (0), Int 2 (-4), Wis 12 (+1), Cha 2 (-4)

Type: animal, swarm

Size: L

Alignment: N

Treasure: honey and beeswax (1d6 silver pieces worth of honey, 1d10 of beeswax)

"Killer Bees"

Africanized honeybees, or "killer bees" as they are sometimes called, don't really exist in a European setting in the medieval period. However, if you're setting your game elsewhere, they could be common, or even be the only type of honeybees about. If you want to surprise your players a bit, we suggest having 25% of beehives be "killer bees".

Honeybees are common animals, occurring throughout the temperate zones of the world, and kept in many places for their honey. The above statistics represent a small swarm of honeybees - note that these bees are of the type whose workers die after stinging creatures with sufficiently thick skin (including humans). Queens do not die after stinging, and the workers can sting other insects without having their stingers ripped free.

For a larger swarm, increase hit dice. For bees that do not die after stinging, add a +1d4 damage die and remove the Stinger Loss monstrous effect. Note as well that if hit dice have been increased, the amount of honey and beeswax available should be increased as well. A typical apiary hive should be considered to be three or four HD worth of bees.

A swarm's primary goal will be to chase intruders away. It will normally abandon pursuit if an intruder moves more than 300 yards away (three rounds full movement at normal speed, two if running). "Killer bees" are mainly distinguished by being more aggressive (and thus more likely to attack someone who merely approaches the hive), attacking in larger numbers (increase HD of swarm), and being more persistent (increase chase distance to 600 yards). Thus, they need more energy than regular honey bees, and therefore store more honey. Roll 1d10 for the amount of honey in a "killer bee" hive.

Bees do not hibernate in winter, but do reduce their activity, subsisting on stored honey rather than gathering nectar. They will be sluggish (-2 DEX), but will still attack intruders. They fly poorly in rain, so halve speed and chase distance when raining.

As far as adventuring possibilities go - robbing a beehive isn't going to be lucrative, unless the adventurers are very poor. However, they could be hired to steal a hive's honey by a rival beekeeper, or a villain might decide to hide an item inside a hive (either a wild one or an apiary one). Of course, a hive might randomly be come across while travelling, or perhaps they need the assistance of a famous retired investigator, who wants them to help him with his hives in return...

Also, the honey of a particular hive could have unusual properties, and be needed by an alchemist or wizard who hires the adventurers, or they might need to seek it out themselves.

Blackwood

Attacks: Sleep +14 (+*this looks like a nice spot*, area effect against all out to Short range), Slow Strangle +16 (+2d6 +*grappled*, can only initiate against sleeping or helpless opponent), Lash with Branches +16 (+1d4),

Physical Defence (AC): 23 (armour +10, size -2, henchman +2)

Mental Defence: 32 (size +2, henchman +2)

Movement: n/a

Range: Hand to short (Slow Strangle), short to long (Lash with Branches)

Hit Dice: 10 (level 10)

PHP: 187 (henchman; includes CON)

MHP: 103 (henchman; includes WIS)

Motivation: Bring entire forest under its sway, kill interlopers with extreme prejudice, protect self by any means necessary, consume more living beings to gain power

Actions: Put interlopers to sleep, pull victims underground with creeping roots, cause other trees to lash with branches at moving creatures, catch at with poison brambles, confuse paths in the forest, call animals to attack, confuse woodland creatures' languages

Special Defences: Poisoned Brambles (treat as riposte against those attacking the blackwood in melee; difficulty 20 DEX hazard for anyone moving into or out of Close or Hand range to attack, effects are PHP damage +*weakened* +*tremors*)

Monstrous Effects: Pull Inside (victim grappled with extreme effect or killed will be pulled into cavity under the tree in one turn), Blaze No Trail (difficulty of navigation checks is raised by the blackwood's HD within its forest), Blackwood's Curse (turns the creatures of the forest against those who attack it or are escaping from it as a consequence, causing reaction penalties, and a penalty to scaring away or intimidating those creatures)

Attributes: Str 22 (+6), Dex 3 (-4), Con 22 (+12), Int 12 (+1), Wis 18 (+4), Cha 5 (-3)

Type: plant, extraplanar or plant, undead

Size: L+ (large tree)

Alignment: NE

Treasure: B, C

There are forests that have become twisted, their trees blackened and withered, with branches that move when they should not. They have become home to unwholesome creatures - giant spiders, hydras, giant scorpions and snakes, strigoi, dire wolves. Sometimes animals that dwell in such a forest become changed themselves - huge black squirrels with bright red eyes that eat meat rather than nuts, flocks of ravens who follow travellers and gleefully caw warnings of doom.

Blackwoods are typically found in such forests, and there is usually not more than one in a given forest. Their rarity suggests that they do not reproduce by natural means. Some scholars theorize that a tree of this sort comes into being when a hamadryad is either possessed by a demonic spirit, or somehow becomes undead. Regardless of how they come to be, such a tree appears blackened, as if by disease or fire, and any leaves it

grows are greyish - or outright grey, without any trace of green or brown. A blackwood's influence corrupts the forest for dozens of miles around, driving out normal forest denizens and drawing in poisonous and unwholesome creatures, or twisting those who do not or cannot leave.

Unlike a treant or writhecopse, a blackwood does not move; it is rooted in place like a normal tree. Its limbs and roots move, but only slowly, preventing it from fighting effectively against a wakeful, moving target. Instead, it favours putting targets to Sleep, getting them to nap nearby, then using *Slow Strangle* to attack them. The initial attack will be used to grapple the target as effectively as possible. An attacked target will wake up, unless the blackwood succeeds in another *Sleep* attack against it with at least a major effect. Once killed, or if completely grappled (extreme effect), the tree will begin to pull the victim into a cavity underneath its trunk and roots. This process takes a full turn for it to complete.

A blackwood's influence causes trail markers to vanish, paths to seem to twist upon themselves, and disorients travellers, making navigation in its forest extremely difficult. Further, those who can speak with woodland creatures of any sort will find they have great difficulty making themselves understood by those within the blackwood's forest.

Blackwood's Forest

Level 9, AC 21 (+12), PHP 54, Move n/a

Trip or Pull from Mount +14

Evil Animals +14 (+1d6)

Lash with Branches +14 (+1d4 +*startle mounts*)

Str 20 (+5), **Dex** 8 (-1), **Con** 15 (+2)

SD plant immunities, no mind of its own (mental attacks against it count as against the blackwood)

Type plant, construct

Poisoned Brambles (difficulty 20 DEX hazard for anyone moving at a running speed; PHP damage +*weakened* +*tremors*)

The Night That Stretches (+6 difficulty to any attempt to leave the forest at night)

Foul Food & Water (difficulty 20 for Provisioning checks)



Bobcat

Attacks: Bite & Claw +7 (+1d4)

Physical Defence (AC): 19 (+9) (size +2)

Mental Defence: 14 (+1) (size -2)

Movement: 16 (+3)

Range: Hand (Bite & Claw)

Hit Dice: 1 (level 1)

PHP: 7

MHP: 7

Motivation: Find food, reproduce, defend cubs, maintain territory

Actions: *Stalk prey; pounce; lie in wait; track prey; break into chicken coops; mark territory with scat and tree clawing; hide in shrubs, bushes, or tall grass; bury leftover prey*

Special Defences: -

Monstrous Effects: Pounce (move full move and attack)

Attributes: Str 7 (-2), Dex 16 (+6), Con 14 (+2), Int 2 (-4), Wis 15 (+2), Cha 7 (-2)

Type: animal

Size: S

Alignment: N

Treasure: -

Bobcats are highly adaptable, living anywhere from semi-desert regions to swamps. They are small, averaging around 33 inches long, not including the four to nine inch tail, with a weight of around 20 pounds. Their short tails gave rise to their name, since they appear cut short or 'bobbed'. The largest reliably recorded bobcat was 49 pounds, but there are unverified reports of ones as large as 60 pounds.

Their coats are normally tawny with circular black spots, but completely black bobcats have been spotted. Their noses are pinkish-red, and their eyes yellow, with circular black pupils. Bobcats are closely related to lynxes, and they can interbreed.

An adult bobcat usually claims a territory of around eight square miles, though some have much larger territories. Males claim larger territories than females. Males and females freely overlap territories; males allow some overlap with other males, but females will not normally overlap with females. A bobcat has multiple shelters in its territory, usually with one main den and a few other sheltering spots. Hollow logs, rock overhangs, thick brush, or small caves are preferred. In addition, a bobcat's den will smell very strongly of the cat.

A bobcat will normally have a circuit it follows through its territory, travelling a few miles along it each day. They are primarily active around dusk and dawn, but will be more active during daylight in winter, since their prey is as well.

Mating takes place mostly in February and March, but can happen from October until early summer. A female normally mates with multiple males in a season, and vice-versa, but dominant males sometimes choose a single female and stay with her for the entire mating season. While they are normally silent,

bobcats make hisses and screams during courtship and mating. Gestation is around two months, with kittens usually born in April or May. Females give birth and raise the kittens alone, usually in a hollow log or small cave. A litter has one to six kittens. The kittens open their eyes at nine to ten days of age, and stay with their mother for the first year of life, remaining in the den for the first three to five months. Bobcats usually begin breeding in their third year.

Favoured prey include rabbits, squirrels, rats, birds, and fish. During winter, they may seek larger prey, up to and including small deer. They have been known to hunt livestock and poultry - mostly chickens, sheep, and goats. Cattle and horses are too large for bobcats to take. A bobcat that makes a large kill will eat its fill, then bury the rest to return to later. Bobcats are, however, opportunistic predators, and their diets vary greatly depending on what is available.

In Native American myth, Bobcat is often paired with Coyote as opposing forces - Coyote tends to be associated with wind, Bobcat or Lynx with fog and mist. In a Shawnee tale, Bobcat gained its spots after being tricked by Rabbit (who he had chased into a hollow tree) into building a fire. Embers from the fire landed on Bobcat's coat, singeing it to make his spots. The Mohave believed that dreaming often of a lynx would give one its skill in hunting.

Bonnacon

Attacks: Fiery Fewmets +20 (+3d6 +sticky +stinks so very bad; cone area effect behind, extending to short range), Threatening Display +15 (+1d6 +intimidate +move aside), Herd Trample +30 (+2d6)

Physical Defence (AC): 28 (+18) (size -2)

Mental Defence: 24 (+13) (size +2)

Movement: 24 (+7)

Range: Close to short (Fiery Fewmets, Threatening Display, Herd Trample)

Hit Dice: 10 (level 10)

PHP: 55

MHP: 55

Motivation: Graze on succulent grasses, avoid danger, breed

Actions: *Graze, chew cud, run like the wind, seek out other bonnacons, associate with cattle, look out for young, be suspicious of anyone approaching, lead and protect herd, distract threats*

Special Defences: -

Monstrous Effects: Fiery Fewmets (continue to burn for three rounds, attacking those previously struck and ignoring armour. A 'miss' indicates the fire has gone out. They are also sticky and stinky, requiring a major effect to remove.), Herd (count as followers, dividing the Herd Trample attack among up to 10 targets), Trampling Stance (allows using full bonus of herd attack; Bonnacon must be running away, and cannot re-use Trampling Stance until the herd re-forms (major effect))

Attributes: Str 18 (+4), Dex 20 (+10), Con 12 (+1), Int 5 (-3), Wis 12 (+1), Cha 6 (-2)

Type: mythical beast, construct (herd bonuses included in some stats)

Size: L (bull-sized)

Alignment: N with chaotic leanings

Treasure: -

Looking like a bull with a horse's mane and twisted horns that point inwards, the bonnacon is an inoffensive creature unless frightened. Unfortunately, it is exceedingly easy to frighten, which causes it to turn and sprint away at its highest speed. Most distressingly for those it is fleeing from, it also sprays its fewmets behind it, which immediately ignite on contact with air. This fiery semi-liquid spray then ignites any easily flammable plants or other materials in the area. To add insult to injury, the spray is sticky and smells quite horrid.

Thankfully, bonnacons are quite rare. They are often found with normal cattle, with whom they are able to breed. A bonnacon will be quite protective of the herd's young, and will attempt to distract any threat to them by making its *Threatening Display*. This consists of the bonnacon lowering its head and pawing the ground while its horns coruscate with violet St. Elmo's fire. It will try to use this to make opponents move out of the way, whereupon it will charge through the opening thus created and use its *Fiery Fewmets* attack while running away, making a great noise to warn any other cattle that they must run. They will tend to do so in all directions, making the *Herd Trample* attack.

Less disturbingly, the bonnacon also uses its light display to signal the herd, helping it to lead them at night and in foul weather. It can also light the way as the bonnacon leads the herd, helping it to see obstacles and potential dangers.

Outside of the above, a bonnacon essentially is a normal bull, albeit one much smarter than most cattle. Its intelligence is still animal in nature, however - it cannot read, write, or speak to anyone who cannot speak to animals. They will sometimes 'adopt' a herd of cattle, either replacing the existing bull or co-existing with it (bulls instinctively knowing what a bonnacon is and not to attempt to fight it). When one does so with a herd of domesticated cattle, this can become a great source of frustration to the farmer or rancher, who may need to call upon adventurers to handle the situation.

Like cattle, bonnacons live an average of about 25 years. Due to their intelligence, they are much more likely to actually reach this age, since they will not allow themselves to be led off to the slaughter. Maximum potential lifespan is around 40 years.

Roughly 50% of the bulls sired by or born from a bonnacon will be bonnacon themselves; only about 10% of any heifers will be, leading many to believe that all bonnacon are bulls. Gestation period is nine months, as for cattle.

Rumour has it that bonnacon beef tastes spicy.

Cat, Domestic

Attacks: Claws & Teeth +7 (scratch damage only), Change Luck +2 (+1d8) (optional)

Physical Defence (AC): 19 (+9) (size +2)

Mental Defence: 11 (0) (size -2)

Movement: 15 (+2), 8 (-1) climb

Range: Hand (claws & teeth)

Hit Dice: 0 (level 0)

PHP: 1

MHP: 1

Motivation: Laze in sunlight, eat, be petted, hunt smaller creatures

Actions: Pounce, pester for food, stalk, move silently, groom self, hide in unexpected places, scent prey, see in darkness, sense air currents, rake, see invisible things, land on feet, climb things, when in doubt - wash, sit in lap and be petted, insist on being petted

Special Defences: Always Lands on its Feet, Nine Lives (optional)

Monstrous Effects: Pounce (full move and attack), Rake (on successful attack against same size or larger creature, spend a minor effect to get a second attack), Change Luck (optional; mental attack; effect points are spent to place luck-based effects on targets)

Attributes: Str 3 (-4), Dex 16 (+6), Con 10 (0), Int 2 (-4), Wis 12 (+1), Cha 7 (-2)

Type: animal

Size: S

Alignment: N

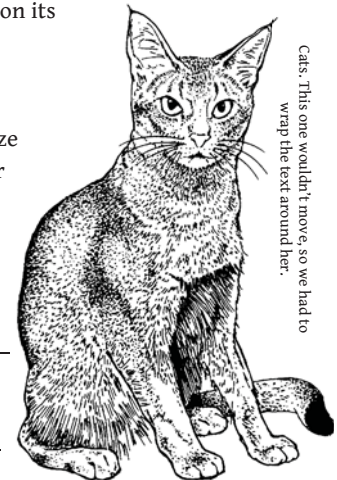
Treasure: -

Cats are well-known for being able to twist their bodies in mid-air so as to land on their feet. Furthermore, because of their size, their terminal velocity is much lower than a human's. You may assume that a cat will always land on its feet after a fall, and will not be harmed by falls of thirty feet or less. This also applies when a cat is thrown - it takes an extreme effect to make one not land on its feet. (Note, though, that this doesn't help when being thrown into a wall or against some other vertical surface.)

Cats are nocturnal by nature, though they will adapt their schedules somewhat when tamed. They sleep most of the day - around sixteen hours - but their sleep is broken up into several short naps (hence, 'cat-naps').

In the wild, cats live around five years, but domestic cats can live much longer, due to leading safer lives. The average lifespan of a domestic cat is twelve to fourteen years, with the longest verified lifespan being 38 years.

Their wild ancestors are solitary, but domestic cats will band together, even when feral. Males claim larger territories than



Bob Giuliani

females, and will fight over mating rights. Females generally fight only over territory or to defend kittens.

Female cats will mate with multiple males over the course of an oestrous cycle, and different kittens in the same litter may have different fathers. Gestation time is about two months, and litters average three to five kittens. The kittens are weaned at six to seven weeks, and are generally considered ready to leave their mother at twelve weeks. A female may have multiple litters in a year.

Cats have often been used to hunt mice and rats, but they will also hunt rabbits, birds, frogs, and insects. They are playful, especially as kittens, and will play-fight with each other and humans they are attached to. They also enjoy playing with anything that mimics their natural prey, including such things as a dangled string, ball of yarn, or any other small object that will roll or move about.

Legend has it that cats can see ghosts and other invisible things, and such an ability has been included here as an action. If the GM wishes, cats might also have nine lives. In this case, roll 1d8 to determine how many lives a cat has left.

There are many tales concerning cats and their ability to influence luck. If the GM wishes such tales to be true, the 'change luck' attack can be used for this.

Lastly, some ancient religions believed that cats were all-knowing, but could not speak. The GM might wish to give some cats more than animal intelligence.

Centaurs

Various described as either lawless, violent drunkards or as wise sages, the truth is that centaurs are as varied as any other race. Socially, they are organized in tribal herds, usually led by a partnership of a shrewd old warrior and the tribe's chief druid or sage. Sometimes, however, a younger warrior will be in control of a tribe, and the hot-bloodedness of the young warriors will be given free rein.

Most herds get along reasonably well with their neighbours, although centaurs' nomadic hunter-gatherer lifestyle often brings them into conflict with more settled farmers, herders, and townsmen. This is exacerbated when a young warrior is in control of a tribe, and is often made worse by centaurs' rough sense of humour.

A herd will claim a large territory, but is nomadic within it, never occupying the whole territory at once. They will usually have a regular circuit that they follow throughout the year, often following game animals. Herds' territories can and will overlap without this leading to conflict. Indeed, centaurs' lack of understanding of property rights is often a major source of contention with more settled races.

Females are more common than males, and centaurs are polygamous, with a single stallion often associating with multiple mares. Such associations tend to be more temporary than among other races, with the mares free to leave and take up

Zero-level Critters

In this book, you'll see that some animals are listed as having zero hit dice, and being level zero. So what does this mean?

A zero hit die creature is 'mostly harmless', to borrow a phrase. It has one PHP and one MHP – so any hit that actually does damage will take it out. For trait purposes, however, it's treated as being level 1 – that is, if it has one helping trait, it gets a +1, and if it has two or more, it gets a +2. (Remember that for creatures, Motivations, Actions, and some Special Defences are traits.)

Some zero hit die creatures have attacks that do **scratch damage only**. Such attacks cause MHP damage against medium and larger creatures, even though they are physical attacks and go against physical defense. Thus, a house cat can scratch someone up enough to drive a human away, but is unlikely to kill them. They can, however, produce effects normally (clawing at eyes, causing painful scratches, etc.).

At the GM's option, such a creature *may* be able to cause PHP damage to a target that has already been reduced to zero MHP or lower. It's recommended that if this is allowed, they do only one PHP for each five full effect points spent, and can't do more than one PHP of damage in a single attack.

with another stallion. Foals are cared for communally, although parents do take special care of their own.

They tend to have very good relations with wood elves, gnomes, and satyrs. Dwarves and centaurs tend to find each other mystifying, although they will sometimes bond over a love of strong drink.

Centaurs have little use for clothing, but they do enjoy decorating themselves with jewellery, beads, feathers, braids, flowers, and so forth. They will also make use of belts, bandoliers, and vests in order to have places to carry items. The human half is flexible enough to turn almost completely around, so centaurs who need to carry a great deal often wear something much like a pack saddle.

Centaurs have a slightly longer lifespan than humans. Like horses, centaur mares come into oestrus once a year, usually in late spring or early summer, and gestation period is about a year.

Centaurs have two Strengths listed: the higher is the strength of their horse half, and is used for hauling and carrying. The lower is for their human half, and is used in combat unless they are charging, kicking, or making a running attack.

Centaur, Warrior

Attacks: Longbow +9 (+1d8+1), Spear +8 (+14 when charging) (+1d8), Kick +15 (+1d4)

Physical Defence (AC): 18 (+8) (size -2)

Mental Defence: 18 (+7) (size +2)

Movement: 18 (+4)

Range: Short to long (Longbow), reach (Spear), hand to close (Kick)

Hit Dice: 4 (level 4)

PHP: 26

MHP: 22

Motivation: Defend the herd, hunt food, have fun

Actions: Be suspicious of outsiders, attack with bow, fight with spear, charge with spear, kick, play boisterous games, track game or intruders, know the ways of the herd's territory, scent other equines, make crude jokes

Special Defences: -

Monstrous Effects: Charge (can use horse half's strength when charging with appropriate weapons), set spear (against a mounted combat charge, adding its damage to your armour class)

Attributes: Str 14/20 (+4/+10), Dex 16 (+3), Con 14 (+2), Int 10 (+0), Wis 12 (+1), Cha 8 (-1)

Type: person, load-bearer

Size: L

Alignment: NG, CG, N, CN

Treasure: K, 50% chance for an item of jewellery

Centaur stallions are mostly warriors - yet, female warriors are more numerous. This is because centaur society is unrestrictive with regard to gender roles, and there are more mares in general.

A herd's warriors patrol the outskirts of the area the herd is currently using, so they will most likely be the first centaurs encountered by a group entering centaur territory. Unfortunately, the younger warriors usually given this duty. If the group is lucky, there will be an older warrior (or rarely, a druid) present to take charge and inquire as to the group's reasons for being in the centaurs' territory. Otherwise, it's likely that the warriors will try to drive the group away, harrying then until they leave, then attacking if they will not. If the group is quick to announce their presence and reasons for being there, it may be possible to avoid such confrontation.

In areas where centaurs and their settled neighbours do not get along, this may be a 'raiding party' - a group of young warriors who have taken it upon themselves (or have been commanded, if they have a warlike chief) to make a raid, seizing livestock and other valuables. As most centaurs are good-natured (albeit with chaotic tendencies), such raids rarely

involve killing; rather, they are 'merely' harassment and intimidation. If, however, members of the herd are killed, centaurs are quite likely to seek repayment in blood.

Centaur, Druid

Attacks: Longbow +9 (+1d8+1), Quarterstaff +7 (+1d6), Kick +6 (+1d4), Druidic Magic +11 (+entangle +heal +cure +speak with animals +summon animals +fire +water +wind +wood +bless & curse)

Physical Defence (AC): 19 (+6) (size -2)

Mental Defence: 23 (+13) (size +2)

Movement: 18 (+4)

Range: Short to long (Longbow), close to reach (Quarterstaff), hand to close (Kick), hand to short (Druidic Magic)

Hit Dice: 5 (level 5)

PHP: 28

MHP: 53

Motivation: Maintain the natural balance, respect the spirits of the land, gently guide the herd, protect and heal the herd

Actions: Observe before judging, resolve disputes, negotiate with outsiders, calm the angered, pay respect to the spirits, fight when necessary, call on nature spirits, befriend animals, know the land and its ways, scent other equines

Special Defences: -

Monstrous Effects: Spells as 5th level druid

Attributes: Str 10/16 (+0/+3), Dex 14 (+2), Con 12 (+1), Int 10 (+0), Wis 16 (+6), Cha 12 (+1)

Type: person, load-bearer

Size: L

Alignment: N, slight good tendencies

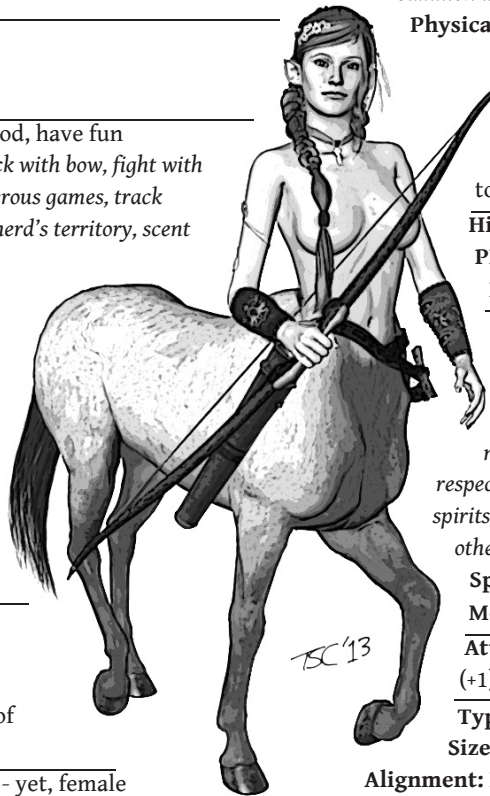
Treasure: K, 50% chance of Q, 10% chance of T

As mentioned above, in most centaur tribes, the chief warrior and druid lead the herd. Usually, the pair cooperates well, with the druid taking charge in relations with outsiders and the will of the local spirits and the gods, and advising on how to keep the younger, more hot-headed warriors under control.

Few centaurs take the path of the druid over that of the warrior, but enough do so that almost every herd has at least the chief druid and one or two apprentices. Since mares outnumber stallions, centaur druids are commonly female.

Like other druids, those of the centaurs practice nature magic. They serve as their tribes' healers, speak to spirits and animals, and place blessings upon the members of the tribe when necessary or desired. In combat, they make use of elemental magic, usually involving fire, water, wind, and the control of plants and animals.

Beyond their magic, centaur druids are normally accomplished at practical psychology, aiding them in helping to keep the herd focused and working well together.



Chimaera

Attacks: Bite (Lion Head or Dragon Head) +21 (+1d8), Butt (Goat Head) +21 (+1d4 +*knockdown*), Spray Acid (Dragon Head) +21 (+1d6, cone area effect; does 1d6 damage per round for next 3 rounds unless washed off or counteracted), Claw +21 (+1d4), Roar (Lion Head or Dragon Head) +21 (+*fear* +*ringing in ears* +*dazed*, no PHP damage, area effect against all up to Long)

Physical Defence (AC): 24 (+12) (armour +4, size -2)

Mental Defence: 27 (+14) (size +2)

Movement: 16 (+3)

Range: Hand (Lion Head, Goat Head), Close to Reach (Dragon Head Bite), Reach to Short (Spray Acid)

Hit Dice: 9 (level 9)

PHP: 59

MHP: 68

Motivation: Kill and eat food, guard territory, follow orders

Actions: *Stand watch, track prey, attack prey with teeth and claws, headbutt prey, spray acid on food, negotiate, look at the situation from multiple angles, have second thoughts, get between foes, talk to multiple people at once, confuse things by talking over each other*

Special Defences: Magical hybrid resistances; immune to fire, heat, acid, and poison, resistant to fear

Monstrous Effects: Multi-Attack (can attack with all three heads and claws each round; only one head per target, claw attack must be against an opponent in front), Multi-Headed (cutting off one head will not kill it; all three would have to be cut off. Counts as three creatures for sleep, charm, fear, and other mental attacks; two of the three must be affected in order to affect body)

Attributes: Str 22 (+12), Dex 13 (+1), Con 15 (+2), Int 8 (-1), Wis 16 (+3), Cha 5 (-3)

Size: L (body length 8 to 12 feet, tail 6 to 8)

Type: magical hybrid

Alignment: NE, CE

Treasure: F

Chimaera (singular chimaeram) are strange creatures, a mixture of different animals, often with multiple heads. The most well-known variety is described above, with the heads of a lion and a goat in front, and a tail like a serpent, but with a small dragon's head on the end. The body is, for the most part, leonine in aspect, but is partially scaled as well, giving it very tough skin.

They are nearly fearless, but intelligent enough to recognize that some battles cannot be won. Thus, they may choose to withdraw from a fight, but can only rarely be scared away. In addition, their multiple heads sleep at different times, so chimaera are almost always wakeful - and, since each has an independent brain and senses, they make excellent guardians. Because of this combination of attributes and its intelligence (which is not great, but high enough that they can be negotiated with), chimaera are often used as sentries.

Their three heads can also be a weakness at times, if all three can be tricked into arguing with each other. Two in cooperation

Chimaera can vary in several ways. A simple variant is to change what the dragon head breathes - this could be fire, lightning, cold, or anything else that dragons are known to breathe. The chimaeram's associated immunities should be changed as well in this case. Heads may be switched as well. In some cases, this might merely be cosmetic (e.g., a tiger's head instead of the lion's), while in others, associated abilities might change (for example, giving it a basilisk's head instead of a dragon's).

Other variations might have more or fewer heads, or move the dragon head from the tail to the front. In that case, one might wish to add a *Tail Lash* attack or *Venomous Sting* (see the *Dragon* and *Scorpion*, *Giant* entries for inspiration).

The classical fantasy RPG chimaera have dragon wings. Ours don't, since those in Greek myth do not. If you wish to add them, add a flying move of 24 (+7). You could also add a dragon's *Wing Buffet* attacks. (One of our authors states that you could give them the head of a red bull and wings. His name is concealed for his protection.)

Our default assumption is that the heads can communicate to each other without speaking. GMs may wish to have them speak out loud to each other, however, either making it where they can only communicate that way, or simply doing it as a habit. Cruel GMs may have them fool foes this way, saying one thing but doing another.

Lastly, since they are guardians used by magic users and gods, a GM could grant one some form of enchantment or magical item to increase its capabilities and new attacks and actions. This could, of course, be of any sort - use your imagination and have fun!

can overrule a third, but if all three disagree on how to move, or if two disagree and the third is unconscious or dead, the chimaeram will be unable to move. Its physical defence, however, will not suffer, since getting out of the way of danger is very easy to agree upon.

Much like some insects, chimaera prefer their food to be soft and easy to eat - almost liquid. Thus, they will spray food with acid before eating it, then let it soften for a time, leaving the food laying where it is until they return to eat it. Finding such softening bodies is a strong indicator that a chimaeram is in the area.

Extremely powerful beasts, chimaera rarely employ stealth, preferring instead to attack prey openly, charging in with a headbutt against the enemy it sees as the biggest threat. Against multiple opponents, they will seek to get into the midst of their foes, bringing all of their heads to bear. They will roar as well, seeking to scare foes into fleeing, or to daze and/or deafen foes temporarily.

Chimaera most often speak Common, but might speak almost any language - it simply depends on what language(s) they were

taught by their maker. Many people believe that they can speak Draconic, but this is in fact rare, since dragons do not tend to like or associate with chimaera.

Chimaera are not natural creatures, and do not reproduce normally. Those that exist have been created by magic users, alchemists, or minor gods seeking to have guardians, and some of these have escaped into the wild. When not encountered as a guardian, chimaera tend to favour living in desolate, rocky areas, often in hills or mountains. Because of their immunity to fire and heat, they prefer to dwell in volcanic areas, hot springs, and so forth. They are not immortal, but are very long-lived, with lifespans of a thousand years or more.

Crocodile

Attacks: Bite +12/+6 on land (+1d8)

Physical Defence (AC): 22 (+10) (armour +6, size -2) in water, 16 (+7) on land

Mental Defence: 16 (+6) (size +2)

Movement: 9 (-1), 18 (+4) swim

Range: Hand (Bite)

Hit Dice: 4 (level 4)

PHP: 26

MHP: 18

Motivation: Find and eat food, protect nest and young

Actions: *Float and watch, suddenly surge forward, grab prey and dive, roll prey under water, walk slowly, surprise lunge*

Special Defences: -

Monstrous Effects: Strong Jaws (effective STR 24 (+14) when holding onto grabbed prey), Clumsy on Land (-6 to effective Str and Dex for attacks and Defences on land), Underwater Adaptation (only needs to roll to hold its breath once per hour)

Attributes: Str 18 (+8), Dex 14 (+2), Con 15 (+2), Int 2 (-4), Wis 10 (0), Cha 3 (-4)

Type: animal

Size: L (about 12' long)

Alignment: N

Treasure: -

While clumsy on land, in the water crocodiles are apex predators, preying not only on land animals that come into the water, but on other water animals as well, sometimes even other predators such as sharks.

Primarily nocturnal, crocodiles have excellent senses, and can remain submerged for long periods of time. They have been

observed to do so for as long as six hours in captivity. They will also lay near the top of the water, with minimal parts of their bodies sticking out, waiting for unwary prey.

Crocodile skin contains many bony plates, making them very well-armoured. In some older crocodiles, the scales that overlay the bony plates may have worn away, leaving the plates themselves exposed.

An attacking crocodile will attempt to grab on and hold, using the great strength of its jaws to keep a grip on prey. Its jaw strength is enormous, and it will attempt to drag air-breathing prey underwater. There, the prey will have to hold its breath, as per the rules on page 79 of the core book, but with a starting difficulty of 15.

While the muscles that close a crocodile's jaws are very powerful, those that open the jaw are not. If a character can manage to get hold of the jaws while closed, the crocodile's strength for resisting should be considered to be 8 (-1).

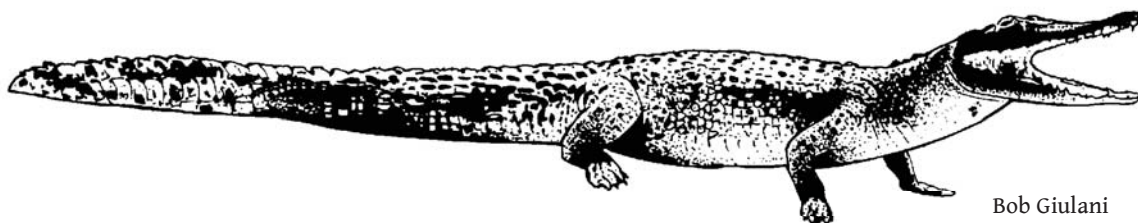
On land, crocodiles are slow and clumsy, but they are capable of short bursts of surprising speed, which may take prey unawares, especially if the crocodile manages to conceal itself in tall grass or at the edge of water before attacking.

Crocodiles are the most social of modern reptiles. While they do not cooperate in hunting, they will readily tolerate each other's presence, and sometimes gather in large groups when sunning. They make a wide variety of vocalizations, from the peeps of hatching crocodiles, to the high-pitched distress call of young ones, through hissing and coughing sounds used as warnings, up to the deep bellow made by males during breeding season.

Female crocodiles build mound nests, and keep a close watch on their eggs. The eggs will incubate for two to three months before hatching. When the crocodiles are beginning to hatch, they will make a peeping sound, which signals the mother to begin digging open the mound for them. She will also often help the young break out of their shells by rolling the eggs with her snout.

Once the young have hatched, the mother carries them to the water in her mouth. They will stay with her for a few months before going off on their own, and a mother crocodile will defend her young ferociously.

Crocodiles normally live 30-40 years. Larger species live longer, with the oldest known believed to be around 130 years old.



Bob Giuliani

Cyclops

Attacks: Club +21 (+2d6), Grab +21 (+hold), Thrown Rocks +10 (+2d6), Bite +21 (+3d6, only against opponent held by Grab with major effect or better)

Physical Defence (AC): 23 (+12) (armour +4, size -2)

Mental Defence: 21 (+11) (size +2)

Movement: 12 (+1)

Range: Close to reach (Club, Grab), short to medium (Thrown Rocks)

Hit Dice: 9 (level 9)

PHP: 50

MHP: 41

Motivation: Defend cave, acquire shiny things, desire human flesh, raise and eat sheep

Actions: *Smash things, throw something, search area, terrorize, knockdown, hide from other monsters, herd sheep, eat human flesh, see things far away, see in darkness, excellent sense of smell, never forget, know many riddles*

Special Defences: -

Monstrous Effects: Mighty Rage (when reduced to half hit points or less or blinded, gain +4 to all attacks and +4 resistance to mental attacks)

Attributes: Str 22 (+12), Dex 12 (+1), Con 12 (+1), Int 7 (-2), Wis 10 (+0), Cha 7 (-2)

Type: standard or semi-divine

Size: L (15' tall)

Alignment: CE

Treasure: C

This represents a monstrous cyclops like Polyphemus in *The Odyssey* - crude and of low intelligence. Polyphemus raised sheep, and would simply pick one up and eat it raw when he was hungry. He lived on an island which, according to other Greek tales, had other cyclopes as well, but there are no stories indicating any sort of society among the cyclopes.

They appear as huge, muscular humans with a single eye, centred above the nose. This eye is considerably larger in proportion to the cyclops' face than humans' eyes are. Between their great size and the relative size of their eye, a cyclops has considerable light-gathering power, allowing them to see excellently at night and over long distances.

However, their single eye also makes them easier to blind, requiring only a major effect to do so, rather than an extreme effect. A blinded cyclops will become enraged, as will one who is severely wounded.

Their sense of smell is excellent as well - however, like that of humans, it is not

directional. Thus, while a blinded cyclops will likely to be able to smell whether foes are still present, that will not help it to find or hit them.

Some cyclopes have come to consider human flesh a delicacy. These will sometimes raid villages or towns in search of food, or may strike a bargain for regular feeding in return for not attacking them. They have also been known to waylay travellers, and even caravans in snatch-and-run attacks.

Cyclopes are rather stupid, but many of them imagine themselves to be quite smart. They do have good memories, and will not forget a face or scent - and will hold grudges for a long, long time. Some enjoy riddle games, and may know a wide variety of riddles, but are likely to be stumped by any riddle that is come up with on the spot, even a reasonably simple one.

Rumour states that some are children of gods, who may be angered if they are killed. In this case, the GM may wish to have the cyclops curse its killer(s): add Death Curse +21 (+3d6).

Cyclops, Greater

Attacks: Spear +62 (+5d6), Thunderbolt of Zeus+38 (+20d6, treated as spell - damage dice are not added in until after determining whether a hit was made. Carries two.)

Physical Defence (AC): 50 (+37) (armour +12, size -2, henchman +2)

Mental Defence: 54 (+35) (size +2, henchman +2)

Movement: 18 (+4)

Range: Close to reach (Spear), short to long (Thunderbolt of Zeus)

Hit Dice: 22 (level 22)

PHP: 397 (henchman; includes CON)

MHP: 325 (henchman; includes WIS)

Motivation: Be free, create great weapons, be paid well

Actions: *Forge mythic weapons, create legendary fortifications, attack with spear, throw lightning bolt, haggle, smash structures, scatter armies*

Special Defences: Can only be harmed by +3 or better magical weapons, or attacks at legendary scale; immune to aging, disease, and death magic

Monstrous Effects: Smash Structures & Scatter Armies (can damage mythic and lower scale constructs), Forked Lightning (major effect to attack a second target with a lightning bolt), Set Spear (against a mounted combat charge, adding its damage to your armour class)

Attributes: Str 50 (+40), Dex 16 (+3), Con 34 (+12), Int 22 (+6), Wis 28 (+9), Cha 16 (+3)

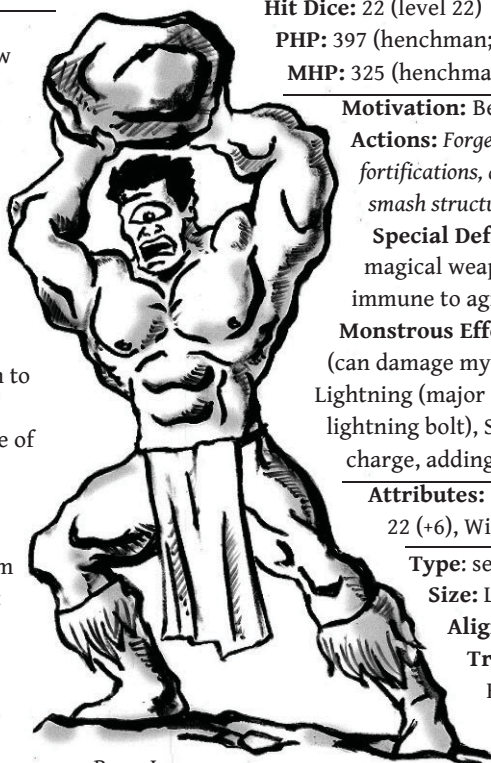
Type: semi-divine or primordial

Size: L+ (40' tall)

Alignment: LN

Treasure: H

Hesiod's *Theogony* describes a different group of cyclopes - three brothers (Argos, Steropes, and Brontes) who



Ryan Lee

were related to the Titans and were renowned for their blacksmithing and masonry skills. Uranus, who feared their strength, imprisoned them and Zeus promised to free them. In return for that promise, they made Zeus' thunderbolts (and kept some for themselves), Hades' helmet of invisibility, and Poseidon's trident, which the gods used to help defeat the Titans. Later on, they made Apollo and Artemis' bows and arrows, and were said to be Hephaestus' helpers. Legend also claimed that they made the great fortifications at Tiryns and Mycenae.

In Greek myth, they were slain by Apollo as revenge for killing his son Asclepius with thunderbolts - but there's no reason why you couldn't have them, or others like them, in your campaign world!

If you can look past their single eye, the greater cyclopes are quite handsome, and they are definitely well-spoken, unlike their more common kin, and far more intelligent as well.

It may be possible to engage them to create weapons of great power. To do so would likely involve one or more major quests at their command in payment, plus an offering of treasures of great value. A minimum of 30 treasure points would be needed to tempt them.

Greek myth never directly states how large they are, but given that the Titans feared their strength, it seems safe to assume that they are extremely large - 40' tall or more. They are mythic creatures, fit foes for gods.

Death Knight

'Death Knight' is the term used for certain powerful undead warriors. Exactly who is worthy of this appellation varies depending upon who is applying it, but it is generally agreed that the major undead 'generals' directly serving the Princes of Hell should be given the title. From here on, we speak only of these, unless otherwise stated.

All death knights are undead. However, they are a special sort, having been raised not by the power of any mortal necromancer, nor by a curse, but by a demon prince agreeing to place the soul of a mighty warrior back into its own body after that body has died and the soul become property of the demon prince in question. A death knight can only be created with the willing acquiescence of the soul in question: this cannot be compelled by supernatural means of any sort.

Because of this freely willed cooperation, death knights are resistant to *turn undead*, exorcisms, and holy effects that normally affect undead. Note that this also includes the *command undead* of evil clerics and necromancers. Since they are also not demons, they are also not restricted by magic circles.

These abilities make death knights of considerable use to the demon princes. The investiture of power required to create one is considerable, and because of this their numbers are limited, and only very powerful individuals are granted death knight status. To give such status to someone who would be easily destroyed by the mortal agents of the gods would be wasteful.

Death knights, having their own souls, retain the powers, knowledge, and skills they had in life. In the case of physical and arcane abilities, they are fully capable of using these, and often have them enhanced through additional abilities granted by their demonic patron. Their undead status grants the resistances and immunities associated with it, and their formerly-living flesh often feels no pain, granting a considerable advantage in combat. Further, their appearance and presence normally become much more fearsome.

Those who were formerly paladins (and there are some such) have lost the backing of their former gods. However, their knowledge of how to channel such energies remains, and they are normally granted access to demonic forms of the powers they formerly had.

Most often, the powers granted to death knights include the ability to command non-free-willed undead, to raise fallen foes as lesser undead (skeletons, zombies, and sometimes ghouls), attacks involving cold and/or necromantic energy (e.g., life draining), abilities to cause fear, and the ability to see invisible persons and objects. Some are granted fire or shadow-related powers, similar to those of certain demons (see the *Demons* section for inspiration).

Lastly, the Princes of Hell have access to powerful magical items, and will usually equip their death knights with a few - at the least, a weapon and armour.

Falcatus the Dread

Attacks: Swords (*Soulblight* and *Bitterfrost*) +27 (+1d6+3, see individual sword entries), Claw +21 (+1d6 +*chill of the grave*), Chilling Laugh +19 (+1d8 +*fear* +*paralysis*)

Physical Defence (AC): 30 (+18) (villain +2)

Mental Defence: 28 (+17) (villain +2), 36 (+26) against magic and clerical turning

Movement: 12 (+1), short-distance teleportation

Range: Close (Swords), hand (Claw), hand to short (Chilling Laugh)

Hit Dice: 14 (level 14)

PHP: 204 (villain; higher than average rolls and CON included)

MHP: 110 (villain; higher than average rolls and WIS included)

Motivation: Hatred of the living, desire to inflict pain on others
Actions: *Smite with sword, strike with fist, release the screaming souls trapped in Soulblight, chill with laughter, reflect the pain of strikes back on the attacker, resist magic, command lesser undead, create shapes of ice, see invisible things, detect and dispel magic, teleport about the battlefield*

Special Defences: Undead immunities, +1 or better magic weapon to hit, immune to cold, reflected pain (the pain of any wound done to Falcatus is experienced by the attacker; any PHP damage or physical effect done to her is mirrored as equivalent MHP damage or mental effect on the attacker; heroic effect to overcome/prevent this), countermagic (trait bonus to resist magic; uses INT instead of WIS when resisting magic; this includes clerical turning)

Monstrous Effects: Screaming Souls (once per day, can release the souls stored in *Soulblight*, causing an icy whirlwind of howling souls to envelop all within short range. Those within suffer difficulty 25 cold hazard and a difficulty 25 fear hazard each round. Lasts 1-10 rounds. Falcatus can end the effect at will.), Chill of the Grave (cold/slow and fear effects), Combat Teleportation (minor effect to appear behind someone or blink away to short range; major to blink away farther or extreme to leave area entirely), Two Swords (can attack with either; minor effect to make a second attack with the other against a different foe; can attack one foe with both (rolling 2d6+6 for damage part of attack), but must roll physical defence that round; can use one to parry, adding 1d6+3 to physical defence that round)

Attributes: Str 20 (+5), Dex 14 (+2), Con 22 (+6), **Int 20 (+10)**, Wis 16 (+3), Cha 4 (-3)

Type: undead, unique

Size: M (5'2" tall)

Alignment: LE

Treasure: H + special (her swords; see below)

Long ago, Falcatus was Aidara, a great elven warrior, the royal champion of the King of the Elfwood. Proud of her abilities with blade and spell, she would dance through the battle lines of the Elfwood's enemies, using her magic to blink about the battlefield, surprising foes and slaying them with her twin swords. She grew haughty, believing that none could best her, and boasted often of her skill.

Eventually, she became a target of interest for the drow. Wary of her skills with the blade,, they chose to attack her in a more subtle and insidious way. Working dark enchantments upon Aidara's mind and those of her husband and daughter, they sowed poison seeds of mistrust among them. In addition, drow infiltrated her household servants, planted evidence and worked suggestions to lead Aidara to believe that her daughter was having an affair with her husband (her daughter's stepfather). Furthermore, they convinced Aidara that many others knew of the affair and were mocking her behind her back.

The last straw came when Aidara found her husband and daughter in a seemingly compromising position, which the drow agents had arranged. In a blind rage, Aidara slew them both, whereupon, one of the drow agents revealed himself, and taunted Aidara with the ease with which she had been manipulated. Mad with rage and grief, she attacked the agent. This was the reaction the drow had anticipated, and she played right into the drow's hands. Aidara pursued the fleeing agent through a portal, only to find herself deep in the vaults of the drow, surrounded by a host of her foes. Her skill and fury were not enough to overcome their endless waves, and seeing that defeat was inevitable, in her fury she called out to demon prince of the undead and pledged herself to him if he would grant her the opportunity for vengeance. This had been his plan from the beginning, and he gleefully let her dispatch his unwitting drow pawns. No longer was she Aidara, but rather Falcatus, Sword of Mav'tglor, one of the greatest of the Death Knights.

Falcatus is a cold and efficient killer. She takes a grim joy in wounding and killing her foes, and revels in their pain. Unlike most other death knights, she does not allow her rage or joy in suffering to rule her, and she will not prolong battle with a foe who is obviously a true danger to her.

In battle, she will often use her power to raise zombies when she is dealing with many foes at once, seeking to kill the weakest, then use them as weapons. She will also make use of her abilities to slow as she teleports about the battlefield, smashing enemy lines to make ways for her zombie forces.

Soulblight: the sword with which Falcatus slew her daughter, *Soulblight* constantly radiates an aura of despair, such that anyone carrying it takes 1d4+1 effect points in mental damage and effects immediately. This repeats each turn. Undead are immune to this mental attack. Effect points from this can accumulate, creating major and extreme effects over time. The souls of those slain by *Soulblight* are trapped within the sword, allowing the wielder to call upon them to create the *Screaming Souls* monstrous effect above. Note that the wielder is not automatically immune to the effects of this.

Effect points generated from attacks with *Soulblight* can be used to create necrotic effects, including draining an opponent by one level as a major effect. On an extreme effect, *Soulblight* can immediately capture the soul of the target. Releasing a soul from *Soulblight* is a task of Legendary difficulty (30).

Consequences for those who fail can include level drains, or even the capture of their souls. On a killing blow, the wielder may use a minor effect that round or the next to immediately raise the killed opponent as a zombie under his/her control. Treat such zombies as followers (M&M page 70).

Soulblight is +3 to hit and damage. It appears to be a normal single-edged short sword with a hilt wrapped in black leather. It is unremarkable save for its aura of despair, and a continuous sound of many faint, tormented screams that can only be heard by holding it close to one's ear.

Bitterfrost: used by Falcatus to kill her husband, this sword constantly radiates an aura of intense cold, such that anyone carrying it takes 1d4+1 effect points in cold damage and effects immediately. This repeats each turn. These effect points can accumulate, creating major and extreme effects over time.

Effect points generated from attacks with *Bitterfrost* can be used to create cold and ice effects, including slowing or freezing the opponent.

Bitterfrost is identical in appearance to *Soulblight*, but makes no sound and radiates cold rather than despair.

Demons

Demons are evil extraplanar creatures, originating in the multitudinal planes of Hell. All demons are immune to fear, sleep, charm, paralysis, poisons, disease, aging, and death magic. Demons can understand any spoken language. Intelligent demons (INT 8+) can speak any language, and may be literate. Those of average human intelligence or better (INT 10+) are almost always literate.

The truly innocent are protected from demons. To represent this, no demon may use a trait bonus against any character with the trait *true innocence*, or with similar traits as judged by the GM. Furthermore, demonic mental attacks which can force specific behaviour (e.g., charm or seduction abilities) are completely ineffective against such characters. Additionally, attacks that create an emotional state (e.g., fear or anger) or a physiological reaction (e.g., paralysis or sleep) may still be used against them. They may be influenced, but their freedom of choice cannot be taken. Some demons have further restrictions against the innocent, which will be mentioned in their descriptions.

Like undead, demons are terrifying. Any fear attacks made by a demon have a +4 bonus (already figured into their stat blocks), and characters cannot add their trait bonus when resisting demonic fear attacks, unless they are clerics or paladins, or have a specific trait that enables them to.

Many demons have weapon immunities. Weapons that have been blessed by a cleric of good alignment or a paladin can strike them. A minor effect of blessing is required unless otherwise stated. If a higher degree of blessing is noted as being required, then count that degree as being a minor effect against that demon for purposes of striking it. For example, against a demon that requires an Extreme blessing effect to hit, that Extreme blessing gives only a +2, while a Heroic blessing would give a +4, and so forth. A *holy sword* always counts as being blessed for striking purposes.

Traditionally, the Fantasy System That Must Not Be Named distinguishes between demons (Chaotic Evil), devils (Lawful Evil), and daemons (Neutral Evil). We'll ignore the demodands because pretty much everyone else does. However, this distinction is not found in the classic fantasy source materials, so we're choosing to ignore it here and simply classifying all of our evil extraplanar creatures as "demons". If you want to use the distinction, though, feel free to simply assign all these "demons" to different groups based on their alignment.

Flenser Demon

Attacks: Flensing Claw +13 (+1d6), Whip +13 (+1d4), Death Kiss +11 (+4d6; only against a held or immobilized opponent, requires one round preparation), Keening Howl +13 (+fear +trembling)

Physical Defence (AC): 29 (+15) (armour +6)

Mental Defence: 19 (+10) (armour +4)

Movement: 18 (+4), 12 (+1) climb

Range: Hand (Flensing claw, Death Kiss), reach to short (Whip), hand to Medium (Keening howl)

Hit Dice: 7 (level 7)

PHP: 46

MHP: 25

Motivation: Serve those more powerful, delight in torture and cruelty, gather information about foes, amass power

Actions: *Play with their prey, make great leaps, drive others before them, move with impressive speed, snag with whip and drag around, use whip to throw things, use whip to disarm foes, catch and hold with claws, show disturbing tongue, extraordinary balance, evaluate opponents, climb quickly, command hell hounds or other servants*

Special Defences: Demonic immunities, resistant to fire, immune to stench

Monstrous Effects: Leap and attack (move up to full movement and still attack)

Attributes: Str 17 (+6), Dex 15 (+2), Con 15 (+2), Int 10 (0), Wis 8 (-1), Cha 4 (-3)

Type: extraplanar (demon)

Size: M (about 7' tall)

Alignment: NE

Treasure: C

Among the lesser, more common sorts of demons, flensers make up a great part of the armies of Hell. They appear as scaly grey, black, or red humanoids, with horns like those of a ram, powerful clawed legs of animalistic proportions, and a very large 'flensing claw' on each hand. They have tails, but they are stubby and useful only for balance.

Flensers aren't very bright, but they are well-disciplined and trained, and used to life under the lash. Their tactics won't be imaginative, but they aren't stupid enough to simply die in useless charges or keep using a losing strategy. Given the chance, they will make probing attacks against foes who seem likely to be a challenge, possibly withdrawing to prepare a proper strategy. In this respect, despite their lower intelligence, they're often smarter than those who employ them, who tend to be impatient with such practices, viewing them as cowardice.

In direct battle, flensers will make use of their whips to trip and disarm foes, and to throw objects about - sometimes even each other! Fast and strong, they are very good climbers and jumpers, and will use that to their advantage as well, especially if they have the superior numbers to swarm over and past enemy lines and defences.

They delight in torture, and will capture foes alive so they can 'play' with them later. Initial torture will involve their whips and claws, but they do have enough imagination and cruelty to appreciate 'games' like releasing a prisoner to hunt down, or setting prisoners against each other by randomly favouring (or simply appearing to favour) some of them. When they grow bored with a prisoner, their most common means of execution is their Death Kiss - in which a flenser demon will push its two-foot long, barbed tongue down the throat of a prisoner, then rip it out forcefully.

Flensers will often keep hell hounds as pets and hunting dogs. Since they are immune to the hell hounds' stench, flensers find them very useful.

Ice Demon

Attacks: Claws +23 (+1d4), Weapon +23 (+weapon dice), Mandibles +23 (+2d8), Ice Webs +14 (+*entrapment* +*cold*), Thrum Webs +17 (+*hypnotic paralysis*)

Physical Defence (AC): 37 (+24) (armour +10)

Mental Defence: 33 (+17)

Movement: 15 (+2), 15 (+2) climb

Range: Hand (Mandibles), hand to close (Claws), close to short (Ice webs, Thrum Webs), by weapon (Weapon)

Hit Dice: 11 (level 11)

PHP: 116

MHP: 116

Motivation: Eat, torment humanoids, prove mental superiority, defend lair, reproduce, gather treasure, amass power

Actions: *Spin webs of ice, see the invisible, detect magic, regenerate by feeding, lash out with legs, radiate cold, see in all directions, walk on walls and ceilings, wrap in ice webs, implant eggs, hypnotize by web thrumming, offer riddles, negotiate tasks*

Special Defences: Demonic immunities; immune to cold; requires silver, blessed, or magical weapon to hit; aura of icy cold (as riposte; hand range)

Monstrous Effects: Implant Eggs (victim must be immobilized; takes two full rounds. Removing eggs requires surgical or magical healing; difficulty 20, task value 15, turn length 1 turn or casting time of spell. Eggs hatch in 2d6 hours; larvae eat way out, causing loss of 10% of hit points per round for 15 rounds), Regeneration (minor effect on a feeding action to regenerate 3 PHP)

Attributes: Str 23 (+12), Dex 16 (+3), Con 22 (+6), Int 16 (+3), Wis 22 (+6), Cha 12 (+1)

Type: extraplanar (demon), load-bearer

Size: M

Alignment: LE

Treasure: Q, R

These spider-like demons have a body covered in hard, blue-black plates that seem to be made of some sort of dense ice. Their heads have dozens of eyes, allowing them to see in all directions at once, and they can see invisible items and the

Demons, Clerics, and Exorcism

In most old school games, the clerical *Turn Undead* ability also affects demons (and devils, and so forth). Another possibility is to require an *exorcist* advancement for clerics to be able to drive away demons (or, for evil clerics, to command demons!).

In many cultures, wizards are capable of exorcism as well, so the GM may wish to allow magic users to take such an advancement, even if clerics do not need it.

Additionally, note that holy attacks can cause fear effects to demons, even if they do not normally.

presence of magic. Their front two legs can be used as arms as well, and have a set of claws that can grasp as well as a human hand, and these are often used to wield weapons. Ice demons are about six feet wide and roughly eight feet long when standing, but most of this is their legs. Despite their size, they can squeeze through spaces as little as four feet wide and two feet high.

Like spiders, they can climb vertical surfaces and walk on ceilings, and they can do so on ice and similar slick surfaces.

Ice demons are often used as guardians by magic users or magic-using monsters in cold areas. Some have managed to escape control, and now dwell in cold waste areas with no master. Those who have dwelt freely in the mortal world for a considerable time may have developed a stronger-than-normal resistance to exorcism and other means of banishing demons to their native planes.

They prefer to eat humanoids, but when not hungry, will enwrap them in webs and store them for later. Sometimes they will implant eggs inside a wrapped victim. This usually leads to a horrible death as the victim is eaten from the inside by hundreds of ice demon larvae should they not be removed in time. Since other demons do not reproduce normally, this has led scholars to speculate that ice demons may be a corrupted race from the material plane - or that the eggs may in fact be damned souls.

Nevertheless, ice demons do have their own sense of honour, and will keep their given word, although they will seek ways to twist the literal meaning to their own ends. They are very impressed with their own intelligence, and enjoy toying with victims before killing them, often promising passage in return for being able to answer a riddle or perform a task. Ice demons do desire treasure, and can sometimes be bribed with it.

Their native environment is said to be an icy mountain range in Hell, covered with crystalline trees and the webs of the ice demons. In the mortal world, they will mark their territory with webs - but these markers will be placed far enough inside the territory that those finding them have almost certainly already been spotted and chosen for the next meal. A territory will normally be shared by a band of a half-dozen to a dozen, and carry an area about twenty miles across.

Incubi and Succubae

Here, incubi are being presented as separate beings from succubae – the male and female versions of the same species. In medieval lore, however, they were often described as being the same thing – a demon able to alter not only its shape, but its sex as well, becoming male or female as needed. If a GM wishes, they may use this form; few alterations should be required.

One alteration that is likely for this scenario is that incubi cannot impregnate women on their own; instead, one would first appear to a man as a succubus, gather his seed within themselves, and then appear to a woman as an incubus, altering the seed in demonic fashion in-between victims. In this case, 'gather seed' should be treated as a motivation when in succubus form.

Incubus

Attacks: Claw +10 (+1d4+1), Finesse Weapon +10 (+weapon dice), Grapple +10 (+hold), Charm +21 (+1d8 +seduce +arouse +confuse)

Physical Defence (AC): 25 (+12) (armour +2)

Mental Defence: 25 (+12) (armour +3)

Movement: 12 (+1), 18 (+3) flying

Range: Hand (Claw and Grapple), hand to short (Charm), by weapon (Weapon)

Hit Dice: 7 (level 7)

PHP: 53

MHP: 46

Motivation: Seduce women, drive people to evil deeds, reproduce, gather corrupted souls, amass power

Actions: Assume a pleasing form, create silence in an area, create darkness in an area, allow another to see in their darkness, know secret desires, call upon demonic master, arouse and seduce, create discord, grapple and hold, choke, assume demonic form, cause intense pleasure, appear in dreams, appear where a woman is dreaming of sex

Special Defences: Magic or blessed weapons to hit

Monstrous Effects: Call upon demonic master (once per day, 10% chance of success. The incubus will avoid doing this unless absolutely pressed.)

Attributes: Str 15 (+2), Dex 16 (+3), Con 17 (+3), Int 15 (+2), Wis 15 (+2), Cha 24 (+14)

Type: extraplanar (demon)

Size: M

Alignment: CE, NE, rarely LE

Treasure: I, Q

An incubus is a male demon of sex and desire. They are among the lesser sorts of demons, but one of the most intelligent, and tend to disdain other lesser demons as crude and unsophisticated brutes.

Incubi avoid direct confrontation when possible, their preferred *modus operandi* being to infiltrate a woman's dreams, discovering who she secretly desires, then appearing to her in

that form, often under cover of it still being a dream. They will use their abilities to create silence and darkness to aid them, often seducing a woman in the night while she is with others who are sleeping.

Like other demons, their goal is corruption and the gathering of souls for their demonic masters. To this end, they will encourage their victim to bring their apparent fantasies into real life, causing them to seduce others in turn. Once the incubus believes it has no more use for its victim, it may seek to harvest the corrupted soul by appearing to the woman in the night again, this time to strangle her to death.

In order for an incubus to seduce someone, there must be an opening. Thus, traits such as *virgin*, *pure of heart*, *innocent*, and so forth render the bearer entirely immune to an incubus' charm. At the GM's option, those of Good alignment may be able to use that alignment as a trait bonus in resisting.

As lesser demons, incubi usually serve stronger demons. Due to their intelligence and usefulness, they are sometimes even chosen to directly serve lesser demon lords. One sort of service they are often used for is to create half-breeds, seducing mortal women and leaving them pregnant with half-demons.

In their natural forms, incubi appear as tall, strong, handsome men with black, claw-like nails, bat wings, long canine teeth, and a slender, pointed tail. This form is usually only assumed if the incubus has been uncovered and is driven to combat.

Incubi are rivals of shadow demons, who operate in a fairly similar fashion. If they encounter a shadow demon and are not under the same demonic master, they are quite likely to attempt to interfere with the shadow demon's plans.

Rimeshade Demon

Attacks: Icy Blades +18 (+2d6 +cold +slow), Avalanche +27 (+3d6 +knockdown +buried +crushed limb +frozen, area effect), Disorienting Light and Shadows +27 (+where is it? +dazzled), Seductive Words +27, Transform into Frightening Appearance +31

Physical Defence (AC): 28 (+15) (size -2, henchman +2)

Mental Defence: 39 (+23) (size +2, henchmen +2)

Movement: 15 (+2), 15 (+2) climb in spider-ape form, 24 (+7) fly as snow flurry

Range: Close (Icy Blades), short to long (Avalanche), hand to reach (Disorienting Light and Shadows)

Hit Dice: 13 (level 13)

PHP: 144 (henchman; includes CON)

MHP: 159 (henchman; includes WIS)

Motivation: Establish control of surrounding area, kill the innocent, trap souls, accumulate power

Actions: Fool unwary travellers, attack those who climb its mountain with avalanches, power constructs with the souls of its victims, change and modify shape, climb icy mountainside with speed, use blizzards to conceal itself, hear all that is spoken in the dark upon its mountain, refract and reflect light with ice to disorient victims, become snow

flurry to move up and down mountain quickly, influence those who drink from mountain springs

Special Defences: Demonic immunities, immune to cold, freezing weapons (non-magical metal weapons shatter when used to attack it; +1 or lower shatter on minor consequence)

Monstrous Effects: The Driven Snow (may use *Seductive Words* against those inside a structure to persuade them to emerge; extreme effect needed), The Abominable (while on their mountain, if the rimeshade reduces a victim's PHP or MHP to zero, or inflicts an extreme mental consequence, the victim's soul is trapped), Icy Heart (the rimeshade demon can sense and influence thoughts and emotions of victim (WIS vs WIS attack). The demon can choose to apply the effect either as a bonus or penalty to attacks made by the sufferer as long as the effect persists, switching bonus/penalty at will), Frostbite (may inflict frostbite on any major physical consequence)

Attributes: Str 20 (+5), Dex 15 (+2), Con 20 (+5), **Int 25 (+14)**, Wis 22 (+6), Cha 18 (+4)

Type: extraplanar (demon)

Size: varies (shapeshifter) - up to L+ (15' tall)

Alignment: NE

Treasure: E

Rumoured to arise when ice and shadow demons interbreed, the rare rimeshade demons are considerably more powerful than either of their supposed parents. They construct bodies of snow and ice, growing fangs and claws as needed, and transforming into snow flurries to travel quickly. A rimeshade can also assume a humanoid form, appearing to be a pale human, elf, or half-elf with white hair, but with 'flesh' that is icy cold. In this form, they are sometimes mistaken for vampires.

Causing further confusion, a rimeshade cannot enter a constructed dwelling without being invited by someone who is within. Those in such a structure may hear voices in the wind calling to them, often sounding like those the person is missing or has lost. Going outside, they will find a blinding blizzard quickly arising, in which it's quite easy for them to become lost, wandering far from their shelter. When frustrated by those who will not emerge, the demons have been known to cause avalanches, burying the shelter in snow, ice, and rock.

In combat, a rimeshade will often assume a form similar to that of a great, hairy white ape, but with eight long, hairy, spider-like limbs, and six eyes upon its head. Sages speculate that this is their true form. In this form, they can climb as ice demons do. When appearing thusly, they are accompanied by constant flurries of snow, which seem to block light more than they should. They still have teeth and claws made of ice, and their forelimbs often sport icy blades. By combining their shadow powers with light refracted through their ice, they can dazzle and confuse opponents.

Most often, a rimeshade dwells on a snow-capped mountain. The cap will remain throughout the summer, even if the mountain is not tall enough for this to naturally occur. There will be a spring near the peak, which seems to have healing

Okay, what's a "Constructed Dwelling"?

Essentially, it's any dwelling place, temporary or not, that has been erected by an intelligent creature. Natural shelters, such as caves, giant mollusk shells, and similar things do not qualify. However, a house, hut, shack, lean-to, tent, or even igloo would qualify, since these are built. A rimeshade may not enter such a dwelling, nor can it directly affect anyone inside it, except with *The Driven Snow*. An avalanche caused by one will not hurt anyone within a dwelling, but it may trap them within.

If you choose to have your vampires be unable to enter a home, similar definitions can be applied. In the case of vampires, however, it is generally the case that the dwelling must be someone's personal home, and only a permanent resident can invite the vampire in.

powers. Drinking from the spring, or eating the snow or ice close to it, will allow the character consuming it to heal PHP damage or physical effects. In exchange, however, the *Icy Heart* monstrous effect is placed upon them, at the same consequence level as the consequence that was removed, or as the amount of PHP healed. Those affected will find themselves feeling much stronger and faster, but their new power will betray them should they fight the rimeshade.

Rimeshades trap the souls of their victims, keeping them in icy crystals within their lairs. Visible in the crystal is a tiny image of the person whose soul is within. The demon uses these souls to animate creatures of frost and ice; treat as giant spiders (M&M page 104) with immunity to cold, with entangling frost and frostbite instead of webs and poison, and looking like huge tarantulas made of frost and ice. As with the crystals in the lair, tiny images of the trapped soul can be seen within them, and when they are injured, they cry out with its voice (WIS difficulty 15 to recognize voice if well-known to the character).

Salt can harm rimeshades, much as holy water does undead and other demons. Throwing a handful of salt on one should be treated as a 1d8 thrown weapon attack. If one can find a way to effectively coat a weapon with salt, it should be treated as a +2 magical weapon against the rimeshade.

While a rimeshade's lair must be on its mountain, some keep multiple lairs, with some victims in each. They also make use of their shapeshifting ability, sometimes posing as someone trapped on the mountain, or who is attempting to rescue a friend or relative who has been trapped.

There are rumours that a rimeshade's power is tied to its mountain, and that removing one from its home will cause it to begin melting. If the GM wishes to have this be true, treat as a difficulty 30 CON hazard affecting the rimeshade each round. Rumours of magical hats that can prevent rimeshades from melting are most likely simply childhood fantasies.

Shadow Demon

Attacks: Incorporeal Claws +13 (+1d4 +slow +paralysis; ignore armour), Inspire Fear +22 (+2d6 +panic), Whisper Seductively +18, Consume Shadow +13 (+1d8; see monstrous effect below), Mind Shadows +18 (+1d8 +confusion +paralysis, only against those who initiate a psychic attack against the shadow demon)

Physical Defence (AC): 28 (+13), 32 (+15) in complete darkness, 24 (+11) in bright light

Mental Defence: 30 (+14)

Movement: 12 (+1); 18 (+4) fly, but only one round at a time

Range: Hand (Incorporeal Claws), hand to short (Inspire Fear, Consume Shadow), hand to close (Whisper Seductively), not applicable (Mind Shadows)

Hit Dice: 8 (level 8)

PHP: 68

MHP: 60

Motivation: Torment mortals, learn secrets, gather gems, serve evil master, corrupt mortals, amass power

Actions: *Inspire fear, incorporeal claw, create darkness, see in the dark, vanish in shadows, possess a victim, whisper seductively, communicate telepathically with the seduced, erase memories of seduction or possession, reveal a secret, pose as someone's shadow, slip away unnoticed*

Special Defences: Magic, blessed (with major effect), or silver weapons to hit; demonic immunities

Monstrous Effects: Possession (reduce target to 0 MHP or extreme mental effect); Create Darkness (major effect, area effect out to Reach distance); Cause Panic (target flees until no longer in sight of the shadow demon; major effect); Erase Memories (extreme mental effect; minor effect if victim at 0 MHP); Consume Shadow (mental attack; half of effect points must be spent to heal shadow demon or wasted. Difficulty 25 to notice weakened shadow if shadow demon not posing as it, 20 if weakened below half MHP); Mind Shadows (only usable against those who initiate a psychic attack; can create paralysis and confusion effects)

Attributes: Str -, Dex 20 (+5), Con 18 (+4), Int 17 (+3), Wis 22 (+6), Cha 20 (+10)

Type: extraplanar (demon), incorporeal

Size: M

Alignment: CE

Treasure: V

Creatures of living shadow, these vicious and spiteful demons are fortunately rare. When encountered, they are often in service to some stronger evil force, such as a stronger demon or an evil mage or cleric of very high level.



Shadow demons have no normal physical body – and hence no Strength attribute – and are only harmed by magic, magical weapons, and blessed or silver weapons. They cannot carry or move anything in their natural form. Thus their treasures tend to be small, valuable items they have had possessed victims secret away.

They are, however, vulnerable to holy light: magical light created by a cleric of Good alignment will burn them for 1d4

PHP/caster level each round they are exposed to such light. Moreover, while in holy light they are unable to vanish into shadows, and their true appearance is revealed: man-sized shadowy forms with small bat wings, horns, and goat-like legs. Magical light of a non-holy nature will burn them less strongly, for one MHP/caster level per round, and does not reveal their true form.

Shadow demons' wings are not large enough for true flight. Instead, they use them to make longer, higher, more controlled jumps, and fly in brief bursts. This is usually more than enough to assist them in getting away from a ground-bound pursuer, but shadow demons are intelligent enough not to put their flying ability up against that of a true flier.

Their favoured trick is to pose as someone's shadow and whisper to them of evil things they could do, slowly wearing down the victim's will until they begin to do evil things themselves, or are ripe for

possession. Having possessed or seduced a victim into doing some evil, a shadow demon can then cause the victim to forget about events that took place during the possession, and about actions they performed while possessed.

Shadow demons are psychically powerful, and those unwary enough to engage in direct psychic battle with one will find themselves in a realm of shadows. Here, within the demon's mind, it will appear and disappear while simultaneously projecting multiple targets of itself. Any psychic attacks hurled at any of these moving targets will ultimately reveal them to be the mental projections of allies, or perhaps reflections of the attacker themselves. Striking out at them only makes it easier for a shadow demon to defeat its opponent(s).

Because of these abilities, shadow demons make ideal spies, and their masters often use them in this capacity. Although they are chaotic, and would normally serve poorly in an independent capacity, shadow demons' love for knowing secrets helps bind them into service, and many masters will also make use of their love for gems.

Shadow demons and incubi are rivals. A shadow demon who encounters an incubus will often seek to disrupt the incubus' plans, if they do not serve the same demonic master.

Shadowflame Demon

Attacks: Flaming Weapon +33 (+2d6+4 +fire), Fiery Whip +32 (+1d10+3 +fire +drag closer +knock down +entangle +pain; ignores armour when not used to cause damage or pain), Claws of Fiery Steel +29 (+1d6 +burn) Deafening Roar +33 (+1d10 +terror +deafness), Invoke the Dark Flame +22 (MHP damage; +dispel light effects +break spell effects +weaken the holy +spiritual fire; vs. mental defence)

Physical Defence (AC): 32 (+18) (size -2, henchman +2)

Mental Defence: 35 (+22) (size +2, henchman +2)

Movement: 16 (+3)

Range: Close to reach (Flaming Weapon), reach to short (Fiery Whip), hand to close (Claws), any (Deafening Roar), hand to short (Invoke the Dark Flame)

Hit Dice: 15 (level 15)

PHP: 197 (henchman; includes CON)

MHP: 181 (henchman; includes WIS)

Motivation: Serve evil master, dominate lesser beings, destroy the good and holy, amass power

Actions: Rule minions with fear, climb, enshroud surrounding area in shadow, drive weaker creatures before them, part a sea of combatants to reach their target, command lesser demons, rip and tear enemies, shatter obstacles, grasp and throw opponent, see invisible and hidden objects, speak an unholy word

Special Defences: Only struck by +2 or better magical weapons or weapons blessed with a major effect, demonic immunities, immune to fire, resistant to magic

Monstrous Effects: Thundering Heartbeat (difficulty 26 WIS hazard each round to all who can hear, causing fear effects; Long range), Truly Fearsome (fear immunity counts only as resistance against it; fear resistance counts as a normal trait), Highly Coordinated (can take two different actions each round), Unholy Word (as *Invoke the Dark Flame* attack, but area effect against all within Short range, rolled separately for each target; usable once per day), Body of Flame (riposte against opponents who attack in melee)

Attributes: Str 25 (+14), Dex 17 (+3), Con 24 (+7), Int 18 (+4), Wis 23 (+6), Cha 17 (+3)

Type: extraplanar (demon)

Size: L (at least 8' tall, with shadow extending much further)

Alignment: LE

Treasure: F, Shadowflame Weapons (see below)

Shadowflames are the strongest of the non-unique demons; some have risen in power to become demon lords and ladies. Lesser demons fear them, and will normally obey them when within their presence, unless under orders from someone they fear even more greatly (e.g., a powerful demon lord/lady or a prince/princess). Shadowflames are intelligent, but unsubtle, and many serve as generals or great captains in Hell.

Physically, they appear as a vague humanoid shape made of fire, ranging in height from eight feet up to twenty at will. While their facial features are indistinct, they appear to have horns,

In case it's not obvious, our Shadowflame demon is inspired by a famous monster from a trilogy about rings. We've chosen not to give our version wings. The claws of fiery steel and use of variable weapons comes from other works by the same author. The effects of its dark flame are speculative, but seem appropriate.

The thundering heartbeat ties to the "Doom doom" sound heard in the scenes in which it appears. While that is described as drumming in the books, we were inspired to have it be the demon's heartbeat.

hooved legs, and claws of brightly glowing steel. They are always shrouded in shadows, which manifest as a cloud up to twice their height. They also flow out a similar distance to the sides, appearing as wing-like extensions. To those with true sight, a shadowflame has many fiery tendrils constantly whipping about within their shadow cloud, passing through things around them.

Shadowflames wield flaming weapons - most commonly, a striking weapon such as a sword, axe, or mace, in conjunction with a whip, scourge, or other weapon that can entangle and cause pain. The latter is often used in driving their minions forward, as shadowflames are cruel, barbarous masters. They are usually served by creatures of a similar nature, such as orcs, hobgoblins, ogres, trolls, lesser demons, hell hounds, and sometimes young dragons, hydras, werewolves, or wererats.

If loosed in the mortal world, shadowflames will sadistically wreak awe-inspiring destruction. They will happily undertake missions that allow them to do this, although they will still demand great tribute to do so, unless forced or compelled by a being of surpassing power. There are rumours that a few of these demons have escaped into the world, establishing dark kingdoms beneath the earth.

Shadowflame weapons: are powerfully enchanted, normally +4 and +3 with the *flaming* trait. Unless the wielder is immune to fire, they suffer a difficulty 24 fire hazard each round one is held. This cannot be removed without disenchanting the weapon.

Orcish Legion

Level 13, **AC** 31 (+20), **MD** 23 (+13), **PHP** 78, **MHP** 52, **Move** 12 (+1) **Str** 18 (+8), **Dex** 12 (+1), **Con** 14 (+2)

Int 8 (-1), **Wis** 10 (0), **Cha** 6 (-2)

Barbed Spears & Swords +21 (+1d10 +pain)

Black-Fletched Arrows +14 (+1d6)

Howls & Curses +15

Surround Them +20, cannot attack in same round

Type person (humanoid)

Hatred of Elves

We Fear the Master More

Storm Demon

Attacks: Rend and Bite +30 (+2d6+6), Terrifying Bellow +19 (+2d8), Call Lightning Bolt +20 (+6d6, added only after determining hit or miss; 3x per day, must wait 1d6 rounds between uses)

Physical Defence (AC): 31 (+20) (armour +7, size -2, henchman +2)

Mental Defence: 32 (+19) (size +2, henchman +2)

Movement: 12 (+1), 24 (+7) fly

Range: Close (Bite and Claw), hand to medium (Terrifying Bellow), reach to long (Lightning Bolt)

Hit Dice: 12 (level 12)

PHP: 166 (henchman; includes CON)

MHP: 106 (henchman; includes WIS)

Motivation: Revel in destruction, love of torture, serve evil master, desire for elf meat, amass power

Actions: *Call down lightning, crushing grapple, rend with claws and teeth, call winds, create storm, control storm, eat elf-flesh, fly amid lightning and rain, demonstrate great strength, revel in combat, kill foes slowly and painfully*

Special Defences: Lightning aura (counts as riposte; hand or close range; reach against opponents with uninsulated metal weapons), demonic immunities, magic or blessed weapons to hit, immune to lightning/electricity, regeneration

Monstrous Effects: Create Storm (roll as if casting spell to create weather-based effects; area effect), Call Winds (Strength 18 push, area effect), Regenerate (heal 3 PHP as a minor effect on any action; burns, acid damage, and holy damage, including that from blessed weapons, cannot be regenerated), Highly Manoeuvrable in Air (+4 in contests of flying)

Attributes: Str 28 (+18), Dex 12 (+1), Con 26 (+8), Int 11 (0), Wis 16 (+3), Cha 8 (-1)

Type: extraplanar (demon)

Size: L (8' tall)

Alignment: CE

Treasure: F

These demons are living embodiments of the storm, given evil sentience. Like other demons, they have no need to eat for sustenance – but they enjoy the taste of flesh, especially that of elves.

There are few of these horrid creatures, and these statistics are appropriate for one of the weakest of their kind. Storm demons should never be used as nameless foes, and for this reason, they are written here as henchmen (and might be appropriately upgraded to villain status).

Appearing as blue humanoids with five-eyed bald heads, pointed ears, shark-like fangs, claws and hairless, corpulent bodies, storm demons have taloned feet and bat-like wings. They are constantly surrounded by small electrical discharges, sparks that harm anyone attempting to touch them directly or with a conductive instrument.

They are capable of calling and directing storms, and enjoy using lightning bolts against targets – although they will not

seek to kill those they wish to eat in this manner. Storm demons also will use winds to push their enemies about, especially when fighting in the air, which they greatly enjoy, as their control of winds lets them play cruel tricks on their foes.

Perhaps their greatest weakness in combat is their cruelty, which drives them to prolong fights, preferring to cause painful wounds rather than those that would quickly kill their opponents. This tends to be of little comfort to their foes, however, especially when they see that the storm demon's own wounds regenerate quickly.

Due to their great personal power, storm demons often arise to power over other demons – yet they are poor commanders, focusing more on their own personal glory in combat than on effective use of their forces. Desertion from their forces is often a problem, which the storm demons normally seek to prevent through ever more harsh punishments.

Storm demons and zephyrs hate each other, and will attack on sight. Some scholars speculate that storm demons may in fact be a corrupted form of air elemental.



Ryan Lee

Mezzurithal of the Black Hand, Demon Lady of Nightmares

Attacks: Black Hand's Caress +24 (+1d8 +wither +slow +Mistress of the Black Hand), Terrify +30 (+1d4), Induce Waking Nightmares +30 (+seeing the nightmare instead of reality +nightmare transformations, counts as fear attack), Persuade +26

Physical Defence (AC): 43 (+24) (villain +2)

Mental Defence: 43 (+32) (villain +2)

Movement: 15 (+2), teleportation

Range: Hand (Black Hand's Caress), hand to long (Terrify), hand to long (Induce Waking Nightmares)

Hit Dice: 18 (level 18)

PHP: 238 (villain: includes CON, above-average hit points)

MHP: 347 (villain: includes CON, above-average hit points)

Motivation: Torture mortals, corrupt mortals, increase her power

Actions: Know your deepest fears and desires, induce waking nightmares, create nightmares in those sleeping, enter someone's nightmare, control nightmare reality, turn a dream into a nightmare, touch someone with her black hand, gate in lesser demons, dream logic, appear as someone known, appear differently to everyone around

Special Defences: +2 or better magic weapon, or weapon blessed with extreme effect to hit; demonic immunities

Monstrous Effects: Mistress of the Black Hand (major effect; touched opponent is attacked with Induce Waking Nightmares and defence must be rolled)

Attributes: Str 17 (+3), Dex 23 (+6), Con 22 (+6), Int 23 (+6), Wis 23 (+12), Cha 26 (+8)

Type: extraplanar (demon), unique

Size: M (varies; see below)

Alignment: NE

Treasure: special; see below

A Lady of Nightmares, Mezzurithal's special realm is that of dreams where the dreamer is or feels trapped - either physically trapped, or trapped in an unbearable situation. The dream will be arranged in such a way that some of the dreamer's friends or acquaintances are in the situation as well, and the dreamer can possibly escape by either betraying or abandoning one or more of them to their fate.

Over time, the situations will become more dire and personal, and closer and closer friends will be involved - and the solutions will become more extreme, culminating with the dreamer having to directly kill their best friends. This, however, will take a great deal of time to accomplish, and in most cases is never completely accomplished at all. The end goal is to make it more likely that the dreamer will betray their friends in real life, and Mezzurithal's efforts will sometimes be part of a larger plan, seeking to first "soften up" the target in dreams before other demons work on them in the waking world.

As a Lady, she only becomes personally involved when the dreamers are of some rank or importance - corrupting the

dreams of the common run of people is left to lesser demons. Her activity may be discovered by divinations, consulting with clerics on one's nightmares, or by means of magics that allow entering someone's dreams.

In dream and reality, she wields terrible power. She can control the 'reality' of a nightmare, shaping the dream world to her desire; others may struggle against this with their own mental abilities. In the real world, she is capable of creating darkness, teleporting away, and of *gating* in two to four lesser demons - typically shadow demons and incubi and succubae - or one greater demon, such as a storm demon. She will rarely be physically encountered, since she cannot manifest physically in the world unless summoned in some way. If forced into physical confrontation, she will *induce waking nightmares* in her opponents, then use *dream logic*, *control nightmare reality*, and *enter someone's nightmares* to fight, rearranging the battleground to her liking, making friends appear as foes, and shifting the battleground to a mental one rather than a physical.

Against foes who manage to close with her, Mezzurithal will use *Black Hand's Caress*, damaging and slowing them in order to withdraw to a safer distance. If the *Mistress of the Black Hand* effect brings them into the dream world, so much the better!

Often the Lady will appear in dreams as a woman or girl who is close to the dreamer - mother, sister, daughter, wife, or girlfriend, as suits her purposes. She may also appear as someone with whom the dreamer is not close, but wishes they were. Exploiting *dream logic* makes it difficult for the dreamer to realize that she is not who she seems to be, even if she is behaving in a way completely unlike how that person would in reality. Within a shared nightmare, she may appear differently to each dreamer at the same time, and can even be in multiple places at once, thanks to her *shape nightmare reality* ability (although each dreamer will only see one of her, at most).

A natural shapeshifter, Mezzurithal may use these same tactics in reality, if it would either make sense or she can *induce waking nightmares* and use *dream logic* to make the target accept it. When she cannot, she will appear as a beautiful woman (or man if absolutely necessary, though she detests doing so), with an appearance calculated to appeal to the viewer without seeming too obvious about it (given that she can *know your deepest fears and desires*).

In her true form, she is a small, beautiful woman with curly, jet-black hair that hangs to her waist - often decorated with feathers and tassels, large lambent green eyes with no pupil or white, and skin the pale grey of ashes. Her most distinguishing feature is her left hand, which is covered in tiny black scales, extending like a long glove past her elbow, and has clawed fingernails of emerald green. She is always left-handed (which is unlikely to be noticed even when she is appearing as someone else, thanks to *dream logic*), and normally carries a highly decorated fan in her right hand. Mezzurithal will appear dressed appropriately for whom she is impersonating, but prefers floor-length dresses and gowns.

Mezzurithal's home in Hell is a strange valley, surrounded on each side by tall, beautiful mountains, covered with lovely forests and sparkling rivers, verdant trees and safe, secure-looking houses. On one mountain, there stands a spire of deep blue crystal, and a well-built mountain road leads up to it. Those who venture there will find, however, that nothing is what it seems. Just as in nightmares, the land itself will twist around them, taking them places they did not wish to go, and any creatures will reveal themselves to be horrific monsters at the worst possible time. One other road leads from the valley. Leaving by a pass, it leads to The City of Fallen Dreams, where Satariel, Prince of Nightmares, Mezzurithal's liege, dwells.

Mezzurithal's Black Hand: even after the demon is slain on the material plane, her hand still proves quite dangerous. Anyone who takes it gains the trait 'Bearer of Nightmares', granting them demonic immunities and compelling them to utilize the Black Hand's Touch ability. Doing so corrupts the wielder - making them want to use it more and more often.

The owner also gains a new Alignment Drift, *The Black Hand's Caress*, which drifts them toward Neutral Evil when they use the hand or choose to inflict fear, terror, or similar mental effects and consequences on people. If the bearer becomes (or already is) Neutral Evil, this becomes a Focus. If ten points are accumulated in it as a Focus, the bearer becomes an NPC under the control of Mezzurithal.

If the hand becomes unhappy with its owner (most likely because the owner is successfully resisting its temptations), it will attack them once a day with a +30 (+4d6) mental attack. This attack is subtle, and the GM should record its effects secretly. Effects will include mental damage and effects designed to drive the person to use the hand, including paranoid fantasies, irrational anger, and so forth.

If the owner cannot be moved to use or give away the hand, then it will eventually disappear, usually after two weeks of attacking them as above. If the hand is not claimed by anyone when left on the material plane, it disappears after one day.

Mezzurithal's Fan: appears as a folding silk fan with ebony slats, painted on one side with a sylvan landscape showing unicorns and fairies. The other side shows the same landscape, but with the trees dark and twisted, and the inhabitants replaced by demons and skeletal creatures.

The fan grants a +4 bonus to persuasive, seductive and charm abilities, and also allows its wielder to enter and participate in the dreams of another. After doing so, the next dreams the target has will be terrible nightmares, causing a mental attack: Nightmares +30 (+tired +cranky +paranoid).

Wielding the fan will also cause its owner nightmares the next time they sleep, dealing (3d4+4) points of mental effects as above and/or MHP damage. There is no defence against this except not to use the fan. Should this reduce the owner to zero MHP, they will begin to suffer waking nightmares, designed to make them attack or betray their friends.

Scest-hualudas Demogorgon, Demon Prince of Serpents

Attacks: First Head's Bite +33 (+1d10 +paralyzing poison), Second Head's Bite +33 (+1d10 +befuddling poison), Gaze of All Serpents +42 (+mesmerism +petrification +know your secrets), Emit Hellflame +42 (attacks all in Hand or Close range), Speak Sweet Lies +42, Unholy Power +42, Command Demons and Serpents +56
Physical Defence (AC): 56 (+44) (armour +12, villain +2)
Mental Defence: 63 (+50) (armour +6, villain +2)

Movement: 18 (+4); teleportation

Range: Hand to close (First Head's Bite, Second Head's Bite), reach to short (Gaze of All Serpents), hand to short (Speak Sweet Lies), hand to long (Unholy Power), any (Command Demons and Serpents)

Hit Dice: 26 (level 26)

PHP: 359 (villain; includes CON)

MHP: 625 (villain; includes WIS)

Motivation: Maintain position, spread evil, collect souls, amass power, overthrow the gods

Actions: *Grant wishes for a price, swallow huge objects whole, make you think you got the better of him, berate servants, be paranoid enough to see the plot, subtly insinuate, make you think it was your idea all along, know things he shouldn't be able to, use your quirks against you, manipulate emotions, transform objects and people, teleport objects and people, lay curses, be in the right place at the right time, reveal that this was his plan all along*

Special Defences: Demonic immunities; immune to fire and cold; cannot be summoned, dismissed, or controlled by any other demon against his will; +3 or better magical weapon, or a weapon blessed with a heroic or stronger effect to hit (the heroic blessing only enables hitting him; it does not gain its normal +8 bonus against him)

Monstrous Effects: Two-Crowned King (may take four actions per round, two movement and two combat; heads may be in two different locations); Prince of Serpents (+12 to control or command any serpent; included in *Command Demons and Serpents*); Demogorgon (each day, may gate in one demon or demonic construct of mythic scale, two of legendary, four of epic, eight of heroic, and sixteen of normal to perform a service at his command; gains +12 to control or command any demon or demonic construct; other demons are at -12 to do so to him); Duke of the Unending Flame (flames created by him can only be put out by magic, or allowing them to burn out their fuel source); Lord of the Eternal Dark (can create darkness in a 100-yard radius at will; this snuffs all light sources of less than mythic scale in the area as well); Knight of the Pits of Torment (on any physical attack, can use a major effect to inflict torment with *Unholy Power* in conjunction with the attack); He Before Whom All Tremble (fear immunity counts only as resistance against his fear attacks; fear resistance counts as a normal trait); Master of Many Forms (see below for shapechanging details);

The Serpent Who Devours the World (on a bite attack, swallow opponent whole as an extreme effect)

Attributes: Str 25 (+7), Dex 18 (+4), Con 21 (+5), Int 23 (+6), Wis 27 (+16), Cha 22 (+6)

Type: extraplanar (demon), unique

Size: varies, but usually L; as a shape-shifter, however, he receives no size bonuses

Alignment: CE

Treasure: -

Lord of Serpents, eels, and all cold-blooded things that slither, Scest-hualudas is undisputedly the strongest of the demon princes. At least, for now - he rose to his position by slaying the previous Demogorgon, and, in the way of Hell, there are many who hope to someday gain sufficient power to challenge him.

While he did have to personally slay the previous Demogorgon to gain his position, do not make the mistake of believing that Scest-hualudas is a dumb bruiser. He is superhumanly intelligent, and has willpower and perceptiveness that many gods would be envious of. A long-term plotter, he is not afraid to take temporary setbacks in order to manoeuvre to a better position to attain his ultimate goal. Indeed, he always has many strategies in motion, with backup plans and 'escape hatches' in place. His position as Demogorgon allows him to work through many intermediaries, but he still tends to take a personal hand when things are important, knowing full well that his underlings would be happy to deceive him in order to gain personal advantage.

In many cases, Scest-hualudas finds mortal servants to be more reliable than demonic ones, as no demon's goals can truly be aligned with his own. With mortals, however, he can promise them the power to achieve their own goals, selectively helping those with goals that would further his own. They will, of course, be suspicious of him - but that he can fully understand and work with. Indeed, he will often attempt a minor betrayal of some sort, calculated to let his cat's-paws catch him, neutralize it, and therefore believe themselves to be more clever than he is. He may do this even when he has no need to betray them. Such a betrayal will be expected, thus, creating a scheme that is reasonably difficult to uncover causes them to relax their guard, blinding them to his long con.

His favoured appearance for serious combat or for open threat is that of a gigantic serpent, some sixty to a hundred feet long, with a body three to five feet thick, and a head at each end of that body. Upon each head is a crown, one of black iron, the other of adamant. Since he is a shapeshifter, Scest-hualudas' length and thickness vary as is convenient, allowing him to pass through doorways and enter areas that he would not be otherwise able to.

When he wishes to be subtle, Scest-hualudas is capable of appearing as any living or unliving creature, including plants. He tends to favour appearing as a serpent or an elf, and he will not hesitate to appear in a female form when it would be beneficial. Regardless of the form(s) he chooses, he always has

two heads. Thus, when disguising himself as a one-headed creature, his primary form will almost always have a 'companion' - an apparent servant or partner who in actuality is also Scest-hualudas. Rarely, he will assume two forms in this way and separate them so that he can be in two places at once, but he dislikes doing so. The difficulty of penetrating Scest-hualudas' disguise is Legendary (35), or 'merely' Heroic (25) if he is disguised as someone who the person knows extremely well (e.g., close family members).

His two heads can each speak and act, but he does *not* have two minds, and his two heads cannot be turned against each other. It is possible, however, for one head to be knocked out while the other remains standing, thereby robbing him of his second set of actions, and the use of one of his two crowns (see below for details).

In combat, Scest-hualudas will use minions and henchmen to do most of his fighting. When forced to a physical confrontation, he will *Emit Hellflame* and bite with the nearest head. He may also use his ability to teleport to move away, gaining a more advantageous position.

Crown of Lies: Sometimes referred to as 'the black iron crown', the *Crown of Lies* is the regalia of the Demogorgon, created by the first demon to hold that title. It appears to be a simple, undecorated band of black iron when picked up. If placed on someone's head, it immediately extrudes spikes into their head, fusing itself to the wearer, only releasing when the wearer dies. At the same time, twelve points extrude outward as well, giving it the appearance of a crown. A Mythic-scale effect would be necessary to remove it without killing the wearer.

It grants the powers of the office of Demogorgon to the wearer:

- A legendary-scale effect (+12) when struggling mentally or socially with demons.
- The wearer cannot be summoned or dismissed by a demon against their will.
- The wearer can *gate* in one demon or demonic construct of mythic scale, two of legendary, four of epic, eight of heroic, and sixteen of normal to perform a service at his command.
- Further, the wearer gains a +4 to all attempts to deceive anyone; however, they are incapable of telling a direct, straight truth while wearing the crown.

Crown of Truth: This silvery crown with an iridescent sheen is immediately recognizable (to those who have seen the material before) as adamant, rarest and hardest of metals. It has seven points, evenly spaced about, all projecting upward. One point is tallest, and is normally worn facing the front. The front of the crown is also set with a ring of black diamonds and agates.

This crown belonged to a moon goddess, a daughter of Night and Day, and was imbued by them with the following powers:

- The wearer can always see, regardless of the level of light - whether absolute blackness or blazing brightness, and is

further granted *true sight*, seeing through any and all illusions, and seeing the true form of shapeshifted beings as a ghostly image.

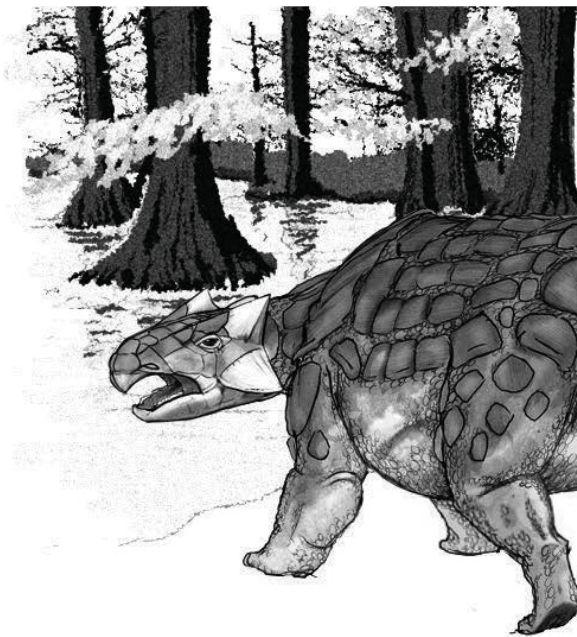
- The wearer gains a +4 to persuade people when telling the truth to do so; however, the wearer may not knowingly tell a lie while wearing the crown, although they can evade the truth.
- It defends the wearer, granting them a +4 bonus to discern the truth (and correspondingly, a +4 mental defence against attempts to lie to them). Once per day, the crown will reflect an attack back at the attacker; consider this to provide a Mythic (+14) bonus to defence, and allow consequence points to be spent as if the defender had initiated the same attack and generated that many effect points.

Since Scest-hualudas wears both crowns, their effects on his ability to lie and tell the truth cancel each other, and he may freely do either.

Dinosaurs

These versions of dinosaurs are based on the views of modern palaeontologists - that dinosaurs were warm-blooded, with the theropod lineage being the ancestors of modern birds.

Note that these are 'fantasy versions' of the dinosaurs presented, and are not meant to be completely accurate. In particular, very little is known about the nesting habits or other behaviour of most dinosaurs, so presume everything here is simply made up. The same is true of the colours described.



Dragon Tortoise (Ankylosaur)

Attacks: Tail Club +33 (+2d6), Bite +12 (+1d10), Charge +12 (+4d8, added after hit determination)

Physical Defence (AC): 30 (+20) (armour +10, size -2), underbelly 25 (+15) (armour +5, size -2)

Mental Defence: 27 (+16) (size +2)

Movement: 6 (-2)

Range: Close to reach (Tail Club), hand to close (Bite), hand (Charge)

Hit Dice: 13 (level 13)

PHP: 85

MHP: 72

Motivation: Eat, defend eggs and young

Actions: *Bite down trees, push boulders aside, ignore your puny attacks, knock things over, smash with tail club, charge with shoulder spikes, knock down buildings, eat and eat and eat*

Special Defences: Hard to flip (due to weight, broad build, and low centre of gravity, difficulty to flip over is 56)

Monstrous Effects: -

Attributes: Str 30 (+20), Dex 9 (-1), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 4 (-3)

Type: animal (or mythic beast), colossal, load-bearer

Size: L+ (25-35' long)

Alignment: N

Treasure: -

Huge, slow-moving herbivores, dragon tortoises would not seem to be a threat. However, they cause much damage simply from their sheer size and appetite, eating huge swathes through fields and knocking down small buildings. They can smell grain and vegetables, and have been known to break down silos and storage buildings to get to the food within. Their beaky mouths are strong enough to bite clean through a small tree trunk.

This destruction intensifies when a mated pair has young, as the immature dragon tortoises eat even more than an adult, thanks to their incredibly fast growth. It only takes three to four years for one to grow to adult size, during which time it will eat almost continuously when it is not sleeping. A female dragon tortoise will seek out a mate about every ten years, starting when she is five years old. After an extended courtship, which involves the male building or procuring a 'nest' of shattered trees or other heavy materials near a food source such as an orchard, they will

Maria Ruiz Villareal

mate, and the female will lay four to six eggs. There they will take turns guarding the nest for the next two months, each ranging out for two or three days before returning to let the other go out and eat. The eggs will hatch in early September to mid-October, and the attending parent will immediately lead the babies to food, whereupon they will set about eating. The attending parent will call the other with a series of great bellows, and the proud parents will then guard their offspring for the next two years, following them about and helping them to find food.

During this period, baby dragon tortoises do not yet have armour, and are easy prey for large predators. The parents will therefore be extremely hostile towards any nearby perceived threat, seeking to kill them or drive them away.

In their third year, the offspring begin to grow their armour, and by the end of it, they separate from their parents, having reached a size and plating strong enough to resist the vast majority of predators (8HD, armour 5).

Adults are a bright orange in colour, with the tail club being blue, while the young are a muddy brown. A full grown dragon tortoise is lighter than one might expect, at only three to four tons. The underbelly of one is, while not soft, nowhere near as well armoured as the back. However, getting under one is difficult, due to their low build – the belly of an adult is only about a foot and a half off the ground.

Land Dragon (Tyrannosaur)

Attacks: Bite +34 (+3d6), Tail Smash +32 (+2d8, includes penalty for attacking behind), Terrifying Roar +34 (+1d10 +panic +deafen)

Physical Defence (AC): 26 (+12) (armour +4, size -2)

Mental Defence: 28 (+17) (size +2)

Movement: 15 (+2)

Range: Hand to close (Bite), hand to reach (Tail Smash)

Hit Dice: 14 (level 14)

PHP: 91

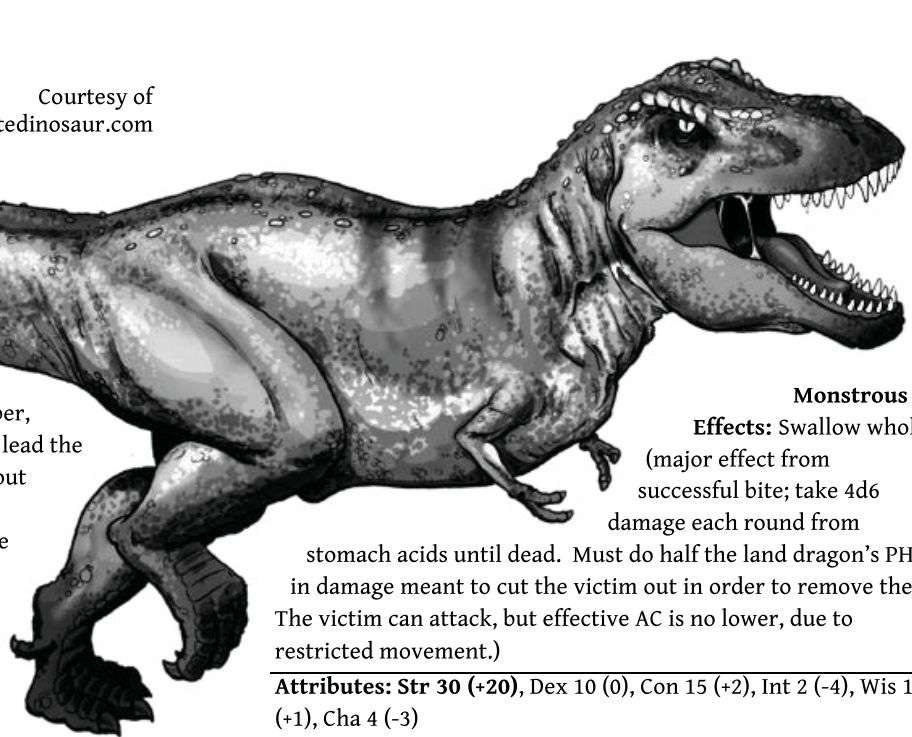
MHP: 77

Motivation: Eat prey, find a mate, defend nest and young

Actions: Scent prey, track by scent, chase prey down, swallow prey whole, bite and hold, bully smaller predators, scent kills from far away, take over others' kills, roar to establish territory, terrifying roar

Special Defences: -

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Monstrous

Effects: Swallow whole (major effect from successful bite; take 4d6 damage each round from

stomach acids until dead. Must do half the land dragon's PHP in damage meant to cut the victim out in order to remove them. The victim can attack, but effective AC is no lower, due to restricted movement.)

Attributes: Str 30 (+20), Dex 10 (0), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 4 (-3)

Type: animal (or mythic beast), colossal

Size: L+ (40-45' long)

Alignment: N

Treasure: -

While they are not as powerful as old flying dragons, land dragons are in some ways even more terrifying. The flying varieties are normally intelligent and can be negotiated with, but a land dragon is a dumb beast. Further, where the great flying dragons will often go through periods of torpor that can last years or decades, land dragons do not, and are continuously active. Herders especially hate and fear them, as cattle, sheep, and goats are favoured prey of these beasts, but they have been known to eat humanoids as well, so no one feels safe with one active nearby.

A female will seek out a mate, establish a nest, and lay four to six eggs about every four years. The young will stay in the nest for the first several months, until they are strong enough to hunt. Land dragons grow slowly at first, staying fairly small (less than 2 tons in weight) until about 14 years. They then grow quickly for the next four years, reaching their full size at about 19 years old. During this period of rapid growth, they are ravenous.

Young land dragons are feathered, with brown and grey plumage that helps them to hide in the forests they prefer to live in. During their 'growth spurt', they lose the feathers, acquiring the pebbly textured skin of an adult. Males are brightly coloured, often in blues and yellows, and slightly smaller than females. Females tend to be more muddy in coloration, but with some blue or yellow pebbling, especially around the shoulders.

Land dragons have excellent forward vision, and an incredible sense of smell, capable of scenting out rotting meat literally miles away if downwind of it. They are both predators and

Roars (or Lions and Tigers and Dragons, Oh My!)

Many creatures have attacks like *Terrifying Roar*, *Threatening Bellow*, or the like. These are naturally area attacks – a roll is made and applied against each significant target in the area. Since sound carries, such attacks can cover a huge area, though, and it doesn't really make sense for someone a hundred yards away to feel as threatened as someone close by. So, here are our rules for roars:

The given bonus applies out to Reach range. Beyond that, subtract 5 for each range increment: -5 at short, -10 at medium, and -15 at long. If the bonus is reduced to zero or below, opponents at that range are not rolled for.

Some roars can be heard *extremely* far away – a lion's roar can be heard for up to three miles, and a dragon's should be even louder! In the "out of range" category, apply a -20. This applies in sighting distance – up to a mile or so. Beyond that, apply a -25, if the creature can be heard that far away. In both cases, however, in order to be 'attacked', the hearer must know what the source of the roar is (i.e., that it's a lion, not necessarily that it's that specific lion), be able to hear it, and have some understanding of what the intent is (for a lion's roar, to announce that this is the lion's territory).

For creatures that have damage dice on their roars, those dice should *not* be included when determining

opportunistic scavengers, and adults will often track down other animals' kills and take them.

Sharptooth (Allosaur)

Attacks: Claws +21 (+1d4), Bite +21 (+2d6), Tail Smash +19 (+1d10, includes penalty for attacking behind)

Physical Defence (AC): 25 (+14) (armour +4, size -2)

Mental Defence: 23 (+12) (size +2)

Movement: 15 (+2)

Range: Hand to close (Claws, Bite), hand to reach (Tail Smash)

Hit Dice: 9 (level 9)

PHP: 59

MHP: 50

Motivation: Eat prey, find a mate, defend nest and young

Actions: *Scent prey, stalk prey, chase prey down, bully smaller predators, grab onto prey, take over others' kills, cooperate with other sharptooths, harry larger prey, bite and hold*

Special Defences: -

Monstrous Effects: Grab and choke (on extreme effect of a bite, the sharptooth has prey by throat. Prey will begin to suffocate, as per M&M page 79, but with difficulty starting at 15), Running attack (half move, bite, finish move)

Attributes: Str 25 (+12), Dex 14 (+2), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 4 (-3)

Type: animal (or mythic beast)

Size: L+ (25-35' long)

Alignment: N

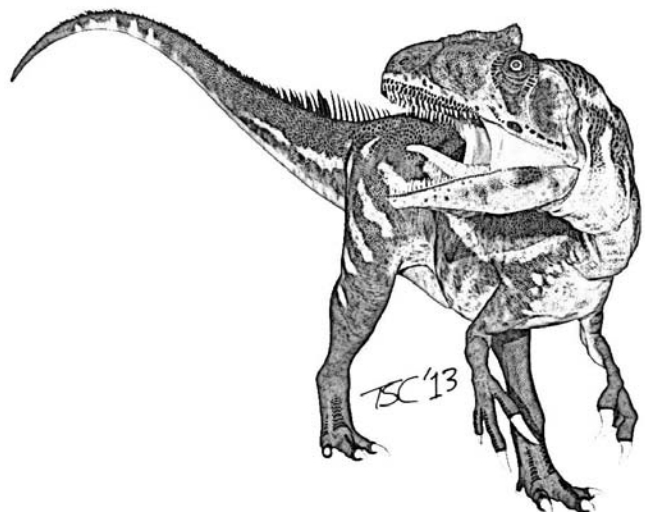
Treasure: -

These creatures may seem like a smaller version of the land dragon, but there are important differences. Where land dragons are solitary, sharptooths cooperate to hunt larger or more powerful prey, forming 'gangs' of two to four members. Further, where a land dragon's arms are so small as to be useless in combat, a sharptooth has much longer arms, allowing it to claw as well as bite, and to grab and hold prey.

Unlike land dragons, sharptooths grow steadily until they reach adult size at about 15 years of age. A female will mate about every two years for the rest of her life – average lifespan is 25 to 28 years. After mating, she and her mate build a mound of vegetation, into which she lays nine to sixteen eggs, which are then covered. Both sexes care for eggs, and hatchlings are protected and fed by the parents for the first few months, after which they leave the nest and the parents separate.

Sharptooths use stealth, stalking and ambushing their prey. Against smaller prey, they will grab with their arms and then bite. Somewhat larger prey the sharptooth will bite, trying to get a choking hold on the neck. For extremely large prey, sharptooths will either hunt in gangs, or use harassing 'quick attack' tactics, literally running in, taking a bite out of the prey, and then running out.

They prefer to hunt at dusk and dawn, and sleep at night. Sharptooths have colour vision, and the crests above their eyes are brightly coloured – red for males, blue for females. The rest of the body is brown or grey, sometimes almost black.



Spikehead (Triceratops)

Attacks: Horns +12 (+2d8 +impaled), Bite +12 (+2d8), Stomp +12 (+1d10), Trample +21 (+2d10), Tail Smack +12 (+1d8)

Physical Defence (AC): 29 (+17) (armour +4, size -2); 35 (+23) from in front (armour +10, size -2)

Mental Defence: 25 (+15) (size +2)

Movement: 18 (+4)

Range: Reach (Horns), Hand (Bite)

Hit Dice: 13 (level 13)

PHP: 163

MHP: 59

Motivation: Graze peacefully, stay with the band, protect young and mate

Actions: *Crop plants, bite down small tree, move between intruders and young, threaten intruders who approach young, push down trees to get at fruit, stand back-to-back with family for defence, pull down fences or bushes in their way, charge, bite*

Special Defences: -

Monstrous Effects: Charge (may make helping action with MOV when attacking with horns; must start from short range or farther to do so), Multiple Attacks (can stomp one opponent, attack another with horns or bite, and a third with tail; if charging or trampling, can attack up to three M-sized or smaller opponents in path)

Attributes: Str 26 (+8), Dex 14 (+2), **Con 18 (+8)**, Int 2 (-4), Wis 10 (0), Cha 6 (-2)

Type: animal (or mythic beast), colossal, load-bearer

Size: L+ (26-30' long)

Alignment: N

Treasure: none; however, eggs are worth 5 to 10 gp each

Although they are peaceful grazers, spikeheads should not be underestimated. As big as an elephant, but with a bony frill for defence and display, thick skin, a beak that can bite through a small tree, and two long projecting horns, these creatures survive despite being the favoured prey of land dragons.

Much like elephants, spikeheads will use their bulk to push down trees so they and their young can reach the fruit, making them a pest for orchard growers. Their beaks work well for grasping and pulling, and they will uproot bushes, pull down fences, and so forth.

They travel in small family groups, generally of three to six, consisting of a mated pair and their young. Sometimes, two family groups will travel together, usually a pair of siblings and their mates and children. A female will lay eggs in late spring every five years, usually laying about a dozen in a nest of earth and plant matter. She and her mate will guard the nest for the next two months, until the eggs hatch. Spikehead eggs are considered a delicacy by many animals - and intelligent races - and it's very rare that more than half of the eggs will survive to hatch. The young stay in the nest for another three to four months, until they are large enough to follow their parents

In addition to adding the fantasy names, these dinosaurs have been toned down considerably from the versions that The Fantasy System We Cannot Name used in its first and second editions. There, the largest dinosaurs had hit points and hit dice comparable to demon princes, and much higher than those of even the strongest dragons. Here, since a tyrannosaur has a body mass roughly equivalent to that of a large African elephant bull, it only has a few more hit dice than the elephant.

Between this change and the fantasy-style names given to them, it's our hope that these dinosaurs can be used as an integral part of your fantasy world if you so desire, rather than having to be restricted to extremely high-level 'Lost World' scenarios.

about. They will stay with the parents for about four years, at which point they will be large enough to go off on their own.

Males and females both leave at maturity to seek mates. They will contest with other spikeheads, displaying their frills - which are coloured in bright patterns - and locking horns to compare strength. They do not actually attack each other with horns, however, except in rare instances. Once a pair mates, they will stay together until one of them dies.

Spikeheads can live as long as 30 to 35 years. They do not attain full size until they are about ten years old - a new 'adult' of four weighs about half what it eventually will, and is at about 80% of its adult length. Full adults range from about seven to ten tons in weight, and 26 to 30 feet in length. Almost a third of that length is the head and frill, while the tail makes up another third.

When threatened, a group of spikeheads will move back-to-back, hoping that presenting a strong defence will cause their attacker to seek easier prey. If the attacker does not quickly leave, however, one of the adults will charge, bringing its horns to bear. If possible, a spikehead will move away repeatedly, using charging and trampling attacks to maximize damage to a foe. If surrounded or unable to move away, one will bite, kick, use its horns, and sweep with its tail, all the while attempting to find a way to move away in order to charge again.

However, while they are dangerous in a fight, spikeheads are not normally aggressive, and will usually let an opponent who tries to flee get away. However, one who is protecting small young will give chase, making sure the attacker moves far away.

Thunder Beast (Ampelosaurus)

Attacks: Stomp +17 (+3d6), Tail Club +29 (+2d8), Bellow +25

Physical Defence (AC): 30 (+21) (armour +6, size -2)

Mental Defence: 35 (+22) (size +2)

Movement: 10 (0)

Range: Hand to close (Stomp), reach to short (Tail Club), any (Bellow)

Hit Dice: 19 (level 19)

PHP: 200

MHP: 124

Motivation: Find food, protect young, protect territory

Actions: Browse treetops, shoulder aside unconcernedly, charge and trample, rear and stomp, raise head to look far away, put neck around corner, strike down trees, push aside rocks

Special Defences: -

Monstrous Effects: Multiple fighting (stomp twice and use tail club; no more than one against a single opponent), trample (move and make four stomp attacks, but do nothing else that round; up to two against same opponent)

Attributes: Str 30 (+10), Dex 7 (-2), Con 16 (+6), Int 2 (-4), Wis 14 (+2), Cha 6 (-2)

Type: animal (or mythic beast), load-bearer, colossal

Size: L++ (50' long)

Alignment: N

Treasure: -

Thunder beasts, while herbivorous, are extremely territorial. Humans and smaller creatures generally will be ignored, but anything elephant-sized or larger will definitely be considered an intruder if spotted, and a horse and rider is also quite likely to be. They are aggressive in defending their territory, and have little fear of anything less than a pack of cooperating sharptooths, a land dragon, or a true dragon.

Against anything they consider to be invading their territory, a thunder beast will first bellow to threaten, then will often (50% chance) make a fake charge before really attacking if the intruder does not begin to leave. If this fails, they will then either charge with intent to trample (against foes small enough) or attack with their tail club (against elephant-sized and larger foes).

Thunder beasts travel in herds, usually of six to eight adults and a dozen or so young of various ages. The adults form a ring

Ampelosaurus has been chosen here instead of the better-known *Apatosaurus* (aka *Brontosaurus*), because it is one of the armoured sauropods. It's a bit smaller than *Apatosaurus* (current estimates 15-20 tons, vs. 18-25), but we believe the armour makes for a better fantasy creature. While *Ampelosaurus* did not actually have a club on its tail, there are species in the same family that did, so we've added one.

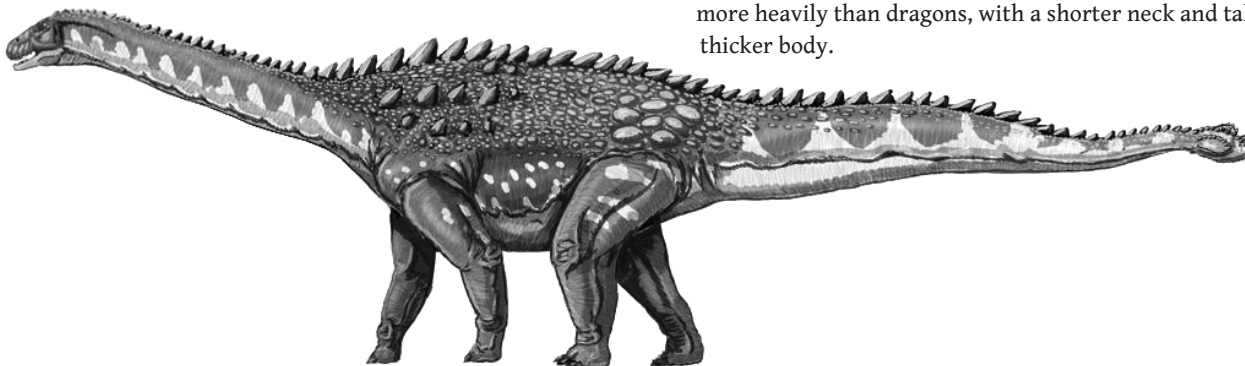
around the young while on the move. A herd will have one or two bulls, who take the lead in defending the herd, but it is the oldest cow who determines where the herd goes.

They communicate across long distances with sounds too deep for most creatures to hear. During daytime, this allows them to 'speak' to other thunder beasts up to 20 miles away; on clear nights in their favoured environment, however, atmospheric conditions are very good for this, and they can communicate across as much as 200 miles. This helps thunder beasts to find other groups for breeding, and aids groups in avoiding each other outside the breeding season.

They breed in spring. Bulls fight for breeding rights, and while they rarely hurt each other in doing so, they can do a great deal of damage to the area around them. They are egg layers, and the female will lay six to a dozen eggs, which will hatch after about two months. Newborn thunder beasts are tiny compared to adults - only two to three feet long. The babies leave the nest immediately, and live in underbrush on their own for their first two years. At this point, those who have survived will be around twelve feet long, and will seek out a herd to join. They will live another fifty to sixty years if not killed by predators. Breeding age is about fifteen years, at which point they are around forty feet in length. They will grow very slowly for the rest of their lives, the largest reaching around 60' in length.

They are herbivores, but sometimes accidentally swallow small animals, birds, etc. while browsing from trees. By rearing onto their hind legs, they can reach up about thirty feet to eat from treetops. They can also lower their heads to the ground to eat from bushes and other ground plants.

Adult thunder beasts are brightly coloured, with a yellow 'crest' row of spikes along the back, a yellow underbelly, and a blue-green body pebbled with yellow. The young are green to start with, and grow into their adult coloration around the time they become large enough to join a herd. They are built much more heavily than dragons, with a shorter neck and taller, thicker body.



Dog

In the wild, dogs are pack animals. Domesticated dogs treat their human family as their pack, with their master being the pack leader. Tales of the loyalty of dogs are manifold, and dogs may be helpful in tracking down missing family members. In addition, they have been known to travel dozens or hundreds of miles to rejoin a family they have been separated from.

Dogs chase things that run, and will chase horses and carts unless trained not to. Typical dogs are not very well-trained, and may not follow commands reliably, especially when there are distractions – such as fighting or creatures running around. Dogs also instinctively bark to warn the pack of possible danger, and require intensive training to learn to only bark on command.

A well-trained dog may be of value, but most dogs are considered to be of no value, beyond personal sentimental value.

Dog, Common

Attacks: Bite & Claw +3 (+1d4), Bark +3 (+1d4 for size M)

Physical Defence (AC): 15 (+4) (size +2) or 13 (+2)

Mental Defence: 11 (0) (size -2) or 13 (+2)

Movement: 16 (+3)

Range: Hand (Bite & Claw), hand to short (Bark)

Hit Dice: 1 (level 1)

PHP: 6

MHP: 6

Motivation: Obey master, earn treats, defend master and family

Actions: *Herd animals, chase anything that moves, track by scent, viciously attack threats, threaten with barks and growls, whine and beg for treats, sit beside master calmly, greet people by jumping onto them, sit in lap and be petted*

Special Defences: -

Monstrous Effects: Great loyalty (+4 to mental defence to stay with or protect master and family)

Attributes: Str 12 (+2), Dex 12 (+1), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 7 (-3)

Type: animal, load-bearer

Size: S, sometimes M

Alignment: N

Treasure: -

This is a herding dog; a sled dog is similar, but with Str 14 instead of 12. It is neither trained for nor experienced in combat. However, dogs are loyal to their masters and their families, and thus, may attack a perceived threat to either.

For a ratter, use the Small size modifiers,

increase Dexterity to 14 and make it primary, and change Bite & Claw to use Dexterity for attacking.

Dog, War

Attacks: Bite & Claw +7 (+1d6), Drag Down +7 (+1d6 +held, no damage), Bark +7 (+1d4)

Physical Defence (AC): 18 (+7) (armour +3)

Mental Defence: 15 (+4)

Movement: 18 (+4)

Range: Hand to close (Bite and Claw), hand to short (Bark)

Hit Dice: 3 (level 3)

PHP: 20

MHP: 17

Motivation: Obey master, guard home and family, earn treats

Actions: *Chase down target, knock target to ground, hold target down, worry target, defend master, aid master, stand guard, scent intruders*

Special Defences: -

Monstrous Effects: Worry (may make a static attack check on any knocked down opponent), Bound and Capture (can make full move and attack), Great Loyalty (+4 to mental defence to stay with or protect master and family)

Attributes: Str 14 (+4), Dex 12 (+1), Con 15 (+2), Int 3 (-4), Wis 12 (+1), Cha 6 (-3)

Type: animal, load-bearer

Size: M (4' long)

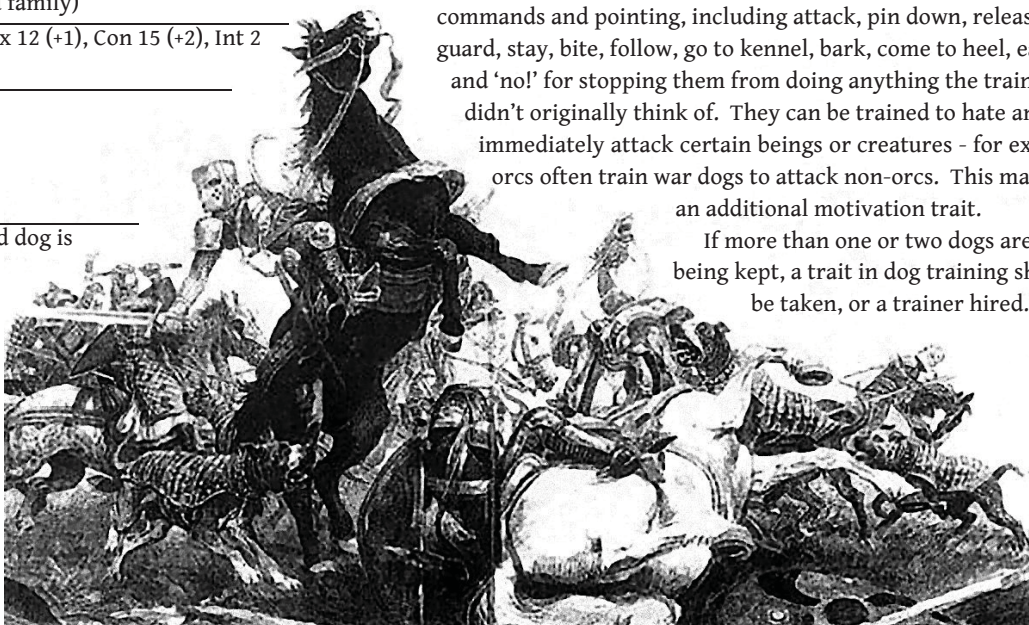
Alignment: N

Treasure: trained war dog is worth 30 gp

This is a large, stocky dog, such as a mastiff or pit bull, trained and armoured for war. War dogs are famous for defending their masters - there are many medieval stories of dogs who guarded a fallen master against all attackers. They are accustomed to horses, and will not chase one unless ordered.

They are bright dogs, and will have been trained to obey commands and pointing, including attack, pin down, release, guard, stay, bite, follow, go to kennel, bark, come to heel, eat, and 'no!' for stopping them from doing anything the trainer didn't originally think of. They can be trained to hate and immediately attack certain beings or creatures - for example, orcs often train war dogs to attack non-orcs. This may be an additional motivation trait.

If more than one or two dogs are being kept, a trait in dog training should be taken, or a trainer hired.



Dolphin

Attacks: Ram +8 (+1d4 +stun +push), Bite +8 (+1d3), Deafening Click +3 (+pain +deafness +stun, only against underwater opponents)

Physical Defence (AC): 18 (+8) (armour +2, size -2)

Mental Defence: 16 (+5) (size +2)

Movement: 18 (+4) swim

Range: Hand (Ram, Bite), Close (Deafening Click)

Hit Dice: 2 (level 2)

PHP: 11

MHP: 11

Motivation: Eat fish, defend pod, satisfy curiosity

Actions: Swim beside ships playfully, ram threats, gang up on predators, herd fish together, carry objects in mouth, rescue stranded swimmers, suddenly turn aggressive, slap with tail, push along, leap from water, show surprising intelligence, echolocate, mob attack, sleep with half of brain at a time

Special Defences:

Resistant to cold, slippery
(+4 to escape or defend against grapple)

Monstrous Effects: Ramming speed! (starting from short range or greater, make Movement check as helping action to attack, but must spend effect points to move into range)

Attributes: Str 11 (0), Dex 16 (+6), Con 13 (+1), Int 10 (0), Wis 12 (+1), Cha 10 (0)

Type: aquatic, animal or aquatic, person (see description)

Size: L (8' long)

Alignment: N (chaotic good tendencies)

Treasure: -

Closely related to whales (and even more closely to killer whales), the bottlenose dolphin is much smaller, weighing around 550 pounds on average. Those in colder areas tend to be larger than those living in warm waters, up to around 13 feet long and 1400 pounds. They do not live in arctic waters, though - in the real world, around Scotland is as far north as they tend to live.

In addition to their echolocation abilities, dolphins also have excellent eyesight, with horseshoe-shaped pupils that enable them to focus well both underwater and in air. Their sense of smell, however, is extremely poor - indeed, dolphin brains have no olfactory lobe at all.

Dolphins communicate with each other through whistles, clicks, and pulsed sounds, combined with body language (leaping out of the water, snapping their jaws, butting heads). Each dolphin has an individual "signature sound", and they identify and track each other by these sounds. They use sound to coordinate when hunting, and to communicate about predators in the area.

When hunting, they will cooperate to herd fish together, and have been known to raise up 'plumes' of mud from the bottom to aid in hunting, and to place sponges on their beaks to protect

them when searching for food in sandy seafloor areas. In some places, they have even learned to cooperate with human fishermen, driving fish toward a group of fishermen who wait with nets. One of the dolphins will roll over to signal the fishermen to throw their nets, and the dolphins will then feed on escaping, panicked fish.

Typically, a dolphin will surface two or three times a minute to breathe, but they can remain underwater up to 20 minutes at a time. Their breathing is purely voluntary, and they sleep with one brain hemisphere active at a time, controlling surfacing and breathing. They may also close one eye while doing this.

Dolphins normally live in 'pods' of ten to thirty members, but groups have been observed to vary from a single individual up to huge groups of more than a thousand;

these larger groups, however, are temporary agglomerations of smaller pods. They will herd their young together and circle them to protect them from sharks or other dolphin predators, and help injured dolphins by

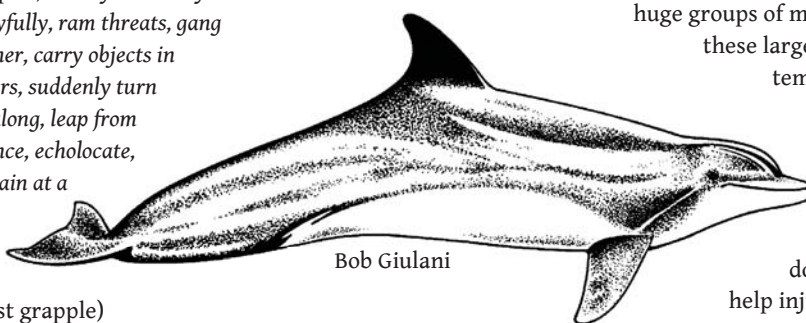
swimming under them and helping

them to surface. If forced to fight, they will 'mob' opponents, attacking from all directions, and have been known to kill considerably larger sharks in this way.

Adult males usually live alone or in groups of two or three, and join pods for short periods. Adult females and young usually live in groups together. Males bond when young, and will continue to stay together when they are adults.

They can be aggressive, especially males in mating season, when they will fight for rank and access to females. Some dolphin groups have been observed to practice infanticide, killing young dolphins in order to get their mothers to come into oestrus again. Small groups of males have also been observed herding a female for up to weeks at a time, waiting for her to go into oestrus and preventing other males from approaching.

Gestation averages twelve months. Births can happen at any time of year, but are more common in warm months. Dolphins give birth in shallow water, sometimes with another dolphin assisting. Usually only one calf is born, but twins do rarely happen. Newborns are around three to four feet long, and weigh around 40 pounds. The calf will nurse at least 18 months, and sometimes as long as eight years. Females reach sexual maturity at five to thirteen years, males at nine to fourteen, and females will reproduce every two to six years. Dolphins have been observed to live up to forty years in captivity, but average lifespan in the wild seems to be less than twenty.





Dragons

Dragon. The very word conjures forth images of beasts of great power, size, and alien intelligence. Encountering a dragon should never be routine, even for the most seasoned of adventurers. Even a young one is a force to be reckoned with, and the eldest of their kind are in a power class with Titans and demigods.

All dragons but the very youngest should be built as henchmen or villains - a dragon is normally the focus of an adventure, not a mere appurtenance.

Western dragons are often depicted with a body design much like a sauropod dinosaur - a long, thin neck and tail joined to a much thicker body. Other cultures depict dragons shaped more like a snake or eel. The latter type generally have fairly small legs in proportion to their body, and are here called *serpiform*. These dragons usually do not have wings, although some have small ones above the front legs.

Both kinds of dragons are normally depicted as being extremely long-lived - sometimes even immortal. On the other hand, they are usually depicted as being rare, but also laying many eggs. This implies that young dragons have a very low survival rate. For our version, then, dragons are normally solitary, meeting to mate once a century or so, and immediately separating thereafter. A female dragon in her mating cycle will seek out several mates over the course of a few months. Her body will store the sperm from each of them until she returns to her lair to begin laying eggs. She will lay dozens of eggs, often well over a hundred, which will begin to hatch in about six months. Dragon eggs are a bit more than a foot across, and almost perfectly spherical, but with numerous sharp protuberances and a brightly-coloured, very hard shell.

Dragon eggs are unusual in that they do not need to be incubated - indeed, those of dragons who dwell in the icy reaches of the far north stay freezing cold at all times, yet still hatch. Hatching time varies considerably, from six months up to well over year. Since dragons lay eggs in such profusion, in most

cases those who hatch early will eventually break open and eat the eggs of their slower-hatching siblings.

As a result, the many eggs will be reduced to a brood of anywhere from three to a dozen dragonets (see M&M core book, p 103). Most dragons are indifferent mothers, letting their young eat the rest of the eggs as mentioned above, then tolerating their existence in her lair for a few years, until she finally drives them out. Rarely will a mother dragon care for her young for a long term, but there are few things as fearsome as one such whose babies are threatened!

Once they have left the mother's lair, dragonets are quite capable of surviving on their own, already being quite intelligent. Immature dragons also have a *chameleon power* and *poison sting*, both of which most lose when they move to the next stage of their lives. Lastly, they have an innate ability to handle magical power, which causes more than a few magic users to seek them out as familiars. Allowing magic users to attach to them in such a way also heightens the likelihood of survival for the dragonet, and so they are usually quite open to such bonds.

A dragon will normally stay in its dragonet phase for about fifty to seventy years. There appears to be some element of choice involved in this, and those who bond to magic users as familiars will often stay dragonets until their bonded partner dies - in the case of elven mages, some have stayed as dragonets for centuries.

Eventually, should it live long enough, the dragonet will seek out a secluded spot, often in a deep cave or high mountain, where it will dig a hole in the earth several times its current size, go into the hole, and seal it behind itself. It's unknown whether

Dragons are a classic foe, expected to be quite difficult to take on. We've designed our dragons with this in mind - they are built as henchmen or villains, and have considerable abilities even in their basic form. In keeping with the general tone of this book, we've also provided details on dragon life-cycle, but of course you should feel free to use what you want of that, and ignore the rest!

the dragonet chooses this place according to its nature, or whether the choice of place shapes the nature of the dragonet. Regardless of which is the case, there is a relation - dragonets who seal themselves in volcanoes always become fire-breathers, those who choose icy caves always become cold-breathers, and so forth.

A year or so later, the former dragonet will break free, emerging with ravenous hunger. Immediately after emerging, the new dragon cannot yet fly - winged varieties do not yet have the wing size and strength to do so, and wingless ones are similarly under-equipped for flight. Because of this, dragons in this stage often take to the water for the next few years, until they become able to fly. Watery environments also often have tremendous food supplies, in the form of fish and animals who venture to the water to drink.

Once it is capable of flight, the beast is a true dragon, and will seek out the largest and best-located lair it can take. At first, this will likely be a cave or an abandoned ruin, but as the dragon grows older and stronger, it will periodically remove to a new home - often in the process greatly disrupting life both for those in the area it is leaving, and the one it is moving to!

The abilities and power of dragons vary greatly, but there are some things that can be relied on. Dragons in general have the following abilities:

Breath Weapon: all dragons have breath weapons - some more than one - but they vary greatly. Fire, cold, acid, poison clouds, lighting - there are even stories of dragons that breath forth geysers of water, steam, or blasts of sand or salt.

Most dragons breathe in a cone, doing a normal cone-style area effect. Those who spit acid or breathe lightning normally breathe in a line, targeting one character. Gaseous breath weapons, including steam, will take the shape of a cloud in the open, but conform to the shape of the environment indoors or underground.

Exceptional senses: hearing, sight, smell, and taste are incredibly acute. A dragon will sense the presence of a nearby invisible or hidden intruder. Most will sense it at short range, but elder dragons will sense at medium. This does not tell them the exact location, but does alert them of an intruder.

Fear aura: the mere presence of a dragon is enough to panic most creatures. A dragon's fear aura is a hazard with a difficulty of 10 + the dragon's HD. It can be resisted with one's prime attribute, whatever that is, as a measure of confidence in one's abilities. This is an iterated check, repeated until the resisting creature accumulates 15 effect points and overcomes the fear, or takes 15 effect points and breaks and runs.

Scaled constructs may resist as a unit; this represents the reassurance given to members of the group by their training, presence of the rest of the group, and so forth. A construct of higher scale than the dragon automatically resists.

Frequency of Breath Weapons

Traditionally in RPGs, a dragon's breath weapon is its ultimate attack, doing massive amounts of damage and covering a wide area. Because of this, how often or how many times it can be used is normally limited. Here, we've gone with making the breath weapon very powerful, and therefore limited it severely, using the "three times per day" limitation that the old school game that RPGs have their roots in used.

However, many GMs find this to be either not much of a limitation (since three uses of the breath weapon can often wipe out a party if all of them are caught in each one), or to be too predictable. ("Okay, it's breathed twice! We just have to get it to do it once more...."). So, here are some alternatives:

- Leave how many times it can be used unlimited, but have a recharge time in between. This could be a few rounds, if you want it to be able to breathe more than once in the course of a combat, or it could be expressed in minutes or hours - or in scenes or sessions, if you'd rather track it in dramatic time.
- Roll a die after each use to see if it's been exhausted. We recommend rolling a d6, with exhaustion happening on a 1 or 2.
- Make it a trait that can be used as a complication, so the dragon can gain a Hero Point by having its breath weapon stop working.
- Make it cost a Hero Point for each use in a scene after the first.
- Roll a die each round/scene/whatever after use to see if it has recharged yet. We recommend rolling a d6, with recharge occurring on a 5 or 6.

Immunities: dragons are immune to aging effects, ingested poisons, and death magic. They are resistant to fear, sleep, charm, and paralysis effects.

Multiple Attacks: a dragon is quite capable of fighting multiple foes at once. It can claw two opponents; bite, roar, or breathe; and tail swipe in the same round. Its tail is large enough to swipe multiple opponents, if there's more than one behind it. A dragon's wings are very strong, and can be used to buffet foes to the sides.

Serpiform dragons often do not have wings, instead flying purely by magic. Such will not have a wing buffet attack, but also cannot suffer damage to their ability to fly from opponents attacking the wings.

Dragon Enhancements

Encountering a dragon should never be routine, especially in a planned encounter. It's recommended that each dragon have something special about it. Here are several ideas for 'special abilities' for dragons:

Character Classes: a dragon could have levels in a class. It would gain the base traits of that class, and may have a few advancements of it. Since dragons are already of considerable power, one advancement per four hit dice is recommended. This does not change the dragon's hit dice or hit points.

Crusted Hide: the dragon's hide is encrusted with coins, gems, and so forth from centuries of sleeping on its treasure mound. Such a dragon gains an additional +5 physical defence (including AC), but should have a vulnerable spot that can be exploited. Even when not in its lair, the dragon's body will yield treasure type A, but with no special items allowed.

Hypnotizing Gaze: by looking someone in the eyes, this dragon can hypnotize them. This may act as a paralysis effect, or, at the GM's option, an outright charm effect. Use the same bonuses as for *Terrifying Roar*, but without an area effect.

Shapeshifting: many elder dragons can change shape. Frequently, this will be used to take the form of an intelligent race, so the dragon may interact with people more normally. While shapeshifted, STR should be reduced to a reasonable level for the form, and it only has the physical attacks of the form it has assumed; it still, however, retains full hit points. Dragons who can shapeshift often have a character class.

Speech: this dragon can speak human, demi-human, or humanoid languages. Speaking dragons tend to have a gift for languages, and should be allowed to speak a number of them equal to the higher of their INT and WIS bonuses.

Spellcasting: this dragon has magical ability. Note that this is not the same as a dragon having a spellcasting character class - in this case, it is natural magical talent. The dragon should be treated as a spellcaster of a level equal to half its hit dice, and its spell selection should be related to its breath weapon type.

Spiked Body: small, bony spikes cover this dragon's hide, especially the shoulders and upper back. This grants an additional +2 to physical defence (including AC), and the ability to riposte against physical attacks at hand range (or at close, by spending five consequence points to first close to hand range). Such a dragon will also usually have a spiked or club tail.

Tail Weapons: all dragons can strike with their tails, but this one has a tail especially suited for it. This could be a spiked tail, a tail club, a sword-like appendage at the end of the tail, or even a scorpion-like sting. The dragon's tail swipe damage die should

be increased by a step or two, and the GM may wish to add poison for a tail sting; see the *Scorpion*, *Giant* entry for an example of how this could work.

Weather Control: particularly in Eastern myth, dragons are sometimes able to control the weather, making rain and storms. This could be used for rain and wind effects; a lightning breath weapon may go well with this thematically.

Adult Dragon

Attacks: Claw +32 (+2d6), Bite +32 (+2d10), Tail Swipe +32 (+1d6), Wing Buffet +32, Breath Weapon +32 (+12d6, area effect, 3 times per day), Terrifying Roar +32 (area effect, audible out to 5 miles)
Physical Defence (AC): 34 (+23) (armour +8, size -2, henchman +2)

Mental Defence: 38 (+22) (size +2, henchman +2)

Movement: 9 (-1), 30 (+10) fly

Range: Hand to close (Claw), hand to reach (Bite), close to reach (Tail Swipe, Wing Buffet), hand to short (Breath Weapon); any (Terrifying Roar)

Hit Dice: 12 (level 12)

PHP: 176 (henchman; includes CON)

MHP: 146 (henchman; includes WIS)

Motivation: Gather treasure, eat, establish territory, exact tribute

Actions: Fly majestically, terrify by mere presence, breathe on foes, roar terrifyingly, swoop down and pick someone up, claw, bite, strike with tail, buffet with wings, know when treasure is missing, identify races and creature types by smell, awaken at the smallest noise, flap wings to create gusts of wind

Special Defences: Exceptional senses, dragon immunities, resistant to own breath weapon

Monstrous Effects: Multiple attacks, swallow whole

Attributes: Str 30 (+20), Dex 12 (+1), Con 26 (+8), Int 12 (+1), Wis 22 (+6), Cha 7 (-2)

Type: load-bearer, colossal

Size: L+ (50' long)

Alignment: any

Treasure: H

This is a basic dragon, with no special abilities beyond those standard to dragons. An adult dragon is a few hundred years old. It's common for dragons of this age to be able to speak, and many can cast spells as well. Only rarely will these be able to shapechange or have a character class.

A dragon of this age will normally measure around 45-55' in length, including the neck and tail, and weigh about seven tons - as much as a large bull elephant. A serpiform dragon of this age will measure around 55-65' in length and be of the same weight.

Old Dragon

As above, except:

Attacks: Claw +37 (+2d6), Bite +37 (+2d10), Tail Swipe +37 (+1d6), Wing Buffet +37, Breath Weapon +37 (+15d6, area effect, 3 times per day), Terrifying Roar +37 (area effect, audible out to 10 miles)

Physical Defence (AC): 35 (+25) (armour +10, size -2, henchman +2)

Mental Defence: 41 (+25) (size +2, henchman +2)

Hit Dice: 15 (level 15)

PHP: 214 (henchman; includes CON)

MHP: 180 (henchman; includes WIS)

Motivation: Gather treasure, eat, maintain territory, protect children and eggs

Attributes: Str 32 (+22), Dex 10 (+0), Con 26 (+8), Int 12 (+1), Wis 22 (+6), Cha 7 (-2)

Size: L++ (80' long)

Treasure: H, U

This is an old dragon - a thousand or more years of age, most likely. A dragon of this status will almost certainly speak several different languages, including some no longer spoken (although it won't be very diplomatic in any of them, usually), and can likely cast spells. It will weigh around 18 tons, and can relatively easily wreck a small to medium castle if it wishes.

Dragons this age tend to sleep a lot, sometimes for years at a time. When one awakens from such a sleep, it will be quite hungry, and will likely eat a few herds of cattle, horses, people, or whatever else takes its fancy.

Old dragons may share their lairs with younger ones at times, and are likely to have unhatched eggs about. Disturbing either of these is quite likely to anger the old dragon.

Sea Dragon

Attacks: Claw +24 (+1d10), Bite +24 (+2d8), Tail Swipe +24 (+1d6), Breath Weapon +24 (+10d6, area effect, 3 times per day), Terrifying Roar +24 (area effect, audible out to 2 miles)

Physical Defence (AC): 29 (+16) (armour +6, size -2, henchman +2)

Mental Defence: 31 (+17) (size +2, henchman +2)

Movement: 9 (-1), 18 (+4) swim

Range: Hand to close (Claw), hand to reach (Bite), close to reach (Tail Swipe), hand to short (Breath Weapon); any (Terrifying Roar)

Hit Dice: 10 (level 10)

PHP: 128 (henchman; includes CON)

MHP: 92 (henchman; includes WIS)

Motivation: Gather treasure, eat, establish territory, exact tribute

Actions: Breach majestically, terrify by presence, breathe on foes, roar terrifyingly, come up from beneath, claw, bite, strike with tail, snatch from deck, call storms, make waves, know treasure is missing



Eric Quigley

Special Defences: Exceptional senses, dragon immunities, resistant to own breath weapon

Monstrous Effects: Multiple attacks, Snatch from Deck (major effect to grab someone on a bite attack and hold; can do bite damage each round to target until it is freed by a major effect or consequence)

Attributes: Str 24 (+14), Dex 15 (+2), Con 23 (+6), Int 12 (+1), Wis 17 (+3), Cha 7 (-2)

Type: load-bearer, colossal

Size: L+ (30' long)

Alignment: any

Treasure: G

As described above, newly-emerged dragons often take to the water. For the first decade or two, they eat ravenously, generally staying away from men, other dragons, or any other creature that might pose a threat, until they become large enough to feel safe in leaving the waters.

Sometimes, however, one comes to enjoy the aquatic life. Dragons are capable of holding their breath for a good deal of time - not as long as, say, a whale or a crocodile, but for half an hour or more - and they are strong swimmers. This is especially true of those who are not flyers, whether by nature, or due to some injury.

This example has stayed aquatic longer than normal, and become large enough to threaten ships. Since dragons are air breathers, its lair will be out of the water, but may only be accessible by water or air - caves that have no large entrances except an underwater one, or that are on isolated islands, are often chosen.

It will venture forth from the lair often to threaten or attack ships in order to gain tribute. It will not demand much; perhaps a chest full of valuables, as that is the most it's likely to be able to carry back to its lair. It may also be satisfied with food in large quantities, or a combination of food and treasure.

Sea dragons often appear during storms. Sailors say that the dragons summon the storms, while others maintain that they merely take advantage of the storms to help keep themselves concealed when approaching ships.

Kalirad Earthburner, Great Wyrm

Attacks: Claw +43 (+2d6), Bite +43 (+3d6), Tail Swipe +43 (+1d12), Wing Buffet +43, Breath Weapon +43 (+14d6 +fire or sleep or scouring sand, area effect, 3 times per day), Earth-Shaking Roar +43 (+4d6 +deafened +fear, area effect, can do PHP damage to those within reach range, to a limit of 19 points), Sandstorm (epic scale; as roar, but can do full PHP damage; requires epic time scale)

Physical Defence (AC): 45 (+34) (armour +12, size -2, villain +2)

Mental Defence: 45 (+31) (size +2, villain +2)

Movement: 9 (-1), 30 (+10) fly

Range: Hand to close (Claw), hand to reach (Bite), close to reach (Tail Swipe, Wing Buffet), hand to short (Breath Weapon); any (Terrifying Roar)

Hit Dice: 19 (level 19)

PHP: 311 (villain; higher than average, includes CON)

MHP: 269 (villain; higher than average, includes WIS)

Motivation: Maintain territory, maintain desert environment, exact tribute, eat

Actions: Fly majestically, terrify by mere presence, use breath weapon on foes, roar terrifyingly, swoop down and pick someone up, claw, bite, strike with tail, buffet with wings, know when treasure is missing and track it, identify races and creature types by smell, awaken at the smallest noise, flap wings to create gusts of wind, seek out other dragons, create sandstorms, bring dry weather, reshape earth, conjure visions of distant places, destroy water, bind the spirits of those he has killed

Special Defences: Exceptional senses; dragon immunities; immune to heat, fire, cold, wind

Monstrous Effects: Multiple attacks, Swallow Whole, Great Roar (Earth-Shaking Roar can be heard up to 100 miles away)

Attributes: Str 34 (+24), Dex 13 (+1), Con 26 (+8), Int 18 (+4), Wis 22 (+6), Cha 14 (+2)

Type: load-bearer, colossal, unique

Size: L+++ (140' long)

Alignment: LE

Treasure: H (x4), U (x2), V

Dwelling at the centre of the Kalirad desert, which takes its name from him, Kalirad Earthburner is one of the oldest and strongest of dragonkind. He created - and maintains - the desert, seeking out and destroying any magical attempts to create green areas. Kalirad also uses his magic to influence the weather, drying out the air and causing the sandstorms for which the open areas of the Kalirad are infamous.

He tolerates no other dragons in his territory, which he considers to include the entire expanse of the desert. In times long past, he had mates and spawn, but all of them were driven out upon reaching adulthood - several are powerful dragons in their own right now. He has not spawned in well over three hundred years now, and seems to show no interest in doing so again.

Indeed, Kalirad shows little interest in anything, other than maintaining his desert and exacting tribute from the humans, elves, and lizard men he permits to live within it. The Kalirad Empire is also named for him, and much of the apparatus of the imperial government is devoted to raising the required tribute and conveying it to the agreed-upon place. In spite of this, Kalirad maintains no control over the empire that is named after him - he merely permits its existence in exchange for the tribute. There are some within the Empire who believe that Kalirad is a god, and there is a cult devoted to placating him as 'the great lord of the eternal desert'.

Personally, Kalirad is immense - 140 feet long, and with a weight of at least 180 tons. His serpiform body is a brilliant blue in colour, with golden horns, spikes, claws, and eyes. He is capable of speech, and is believed to use magic - at least, no one has suggested any other source for the spells that guard his lair, nor the powerful weather magics that maintain the desert for hundreds of miles around him.

He dwells in caverns deep beneath the earth, which are said to be guarded by the ghosts of other dragons he killed in establishing his territory. In the present time, Kalirad often sleeps for a decade or more at a time before venturing out for a few months of activity. The Kalirad Empire maintains guard posts near the entrances of his lair, both to relay warnings when he awakens, and to prevent adventurers from prematurely waking him.

The Spectral Flight

Composed of the spirits of dragons slain by Kalirad across the millennia, this ghostly army both defends his lair and, when necessary, accompanies him to remind those he allows to dwell within his desert who owns it.

Level 19, **AC** 40 (+28), **MD** 35 (+23), **PHP** 152, **MHP** 114, **Move** 24 (+7)

Ghostly Claws & Teeth +39 (+2d6; ignores non-natural armour (magic bonuses still count))

The Cold Fear of the Dead +43

Str 30 (+20), **Dex** 14 (+2), **Con** 18 (+4)

Int 12 (+1), **Wis** 14 (+2), **Cha** 3 (-4)

SD undead immunities, a storm from above (+4 AC against non-flying foes), incorporeal (magical or blessed weapons needed to hit)

Type undead

His lair adds the following standing effects to the Flight:

Guards & Warnings (+10 to detect intruders)

Hidden Ways (+6 to attempts to manoeuvre against foes)

Eagle

Attacks: Talons +5 (+1d3), Bite +5 (+1d4), Harry +5, Intimidating Cry +5, Stunning Thunderclap +5

Physical Defence (AC): 18 (+7) (size +2)

Mental Defence: 13 (+1) (size -2)

Movement: 6 (-2), 30 (+10) fly

Range: Hand (Talons, Bite), close (Harry), hand to short (Intimidating Cry)

Hit Dice: 1 (level 1)

PHP: 6

MHP: 7

Motivation: Find food, defend chicks

Actions: Soar above, spot prey from great distances, stoop to attack, stunning thunderclap, fly low and concealed, aid mate in attacking, come to defence of mate or chicks, harry prey, steal kills on the wing

Special Defences: -

Monstrous Effects: Stooping attack (half move, attack, half move - opponent must make DEX test against eagle to be able to attack it back; consequence points can be used normally, however), Eyes of an Eagle (+8 to vision tests when looking for distant things)

Attributes: Str 3 (-4), Dex 15 (+4), Con 12 (+1), Int 2 (-4), Wis 14 (+2), Cha 6 (-2)

Type: animal

Size: S

Alignment: N

Treasure: -

Eagles are among the largest of the birds of prey, and are usually the top aerial predator in their habitat. They prey on small mammals, reptiles, and other birds. Normally their prey is small, but eagles have been known to snatch and carry off prey as heavy as 15 pounds, including foxes, small dogs, and even baby moose and human toddlers. Eagles will also hunt prey too large to carry off, eating it where it was killed. In medieval times, falconers trained them to hunt and kill wolves.

Eagles are skilled hunters, using varied methods. Against other birds and animals with poor vision, they fly high and dive to attack, often braking at the last moment, which can create a booming sound like a small thunderclap. Against animals with better vision, they fly close to the ground as they come in on the attack, keeping low enough that they are not visible against the sky. They will also do this against burrowing animals, making passes close to the burrow entrance until prey emerges, in such a way that they cannot be seen from within.

When hunting prey that can fight back, eagles have been observed to make slow passes overhead until they observe that the prey is looking down or away before attacking. They will also land and walk on the ground, walking into brush to seek out prey that has sheltered in it, even sometimes taking baby sheep or deer who are sheltering under their mother this way.

Interestingly, while hawks look over their shoulder before going in for an attack, eagles do not. It is speculated that this is

because eagles are the top aerial predators of their habitats, and thus, do not fear attack from another while they are concentrating on their prey.

Eagles bond with their mates, staying together for years, often for life. Mated pairs will hunt together, using tactics such as one flushing prey for the other, distracting to help the other attack, or distracting a mother so the other can take one of her children.

The nests of eagles, called eyries, are built in high places - usually either in trees or on cliff sides. Eagles will prefer the tallest tree they can find for a tree eyrie; cliff side ones will be built about halfway up the mountain/hill they are built on.

Egg laying tends to happen in warmer times, but depending on local conditions, this can lead to an egg laying season as short as the start of March to the middle of April, or as long as January to September. Normally one clutch will be laid a year, with mating occurring 40-46 days prior. Eagles do, however, also mate outside of egg-laying season.

A clutch will have from one to four eggs, most commonly two. The eggs are laid with a gap of three to five days in between each egg, and will hatch about 40 days later. The oldest chick will often eat the younger sibling(s) once they have attained some growth.

Eagle, Giant

As above, except:

Attacks: Talons +17 (+1d4), Bite +17 (+1d6), Harry +17, Intimidating Cry +17, Stunning Thunderclap +17

Physical Defence (AC): 22(+9) (armour +2, size -2)

Mental Defence: 21 (+9)

Movement: 6 (-2); 30 (+10) fly

Range: Close (Talons, Bite), Reach (Harry), Hand to Short (Intimidating Cry)

Hit Dice: 7 (level 7)

PHP: 39

MHP: 46

Motivation: Find food, defend chicks, uphold good

Actions: Soar above, spot things from far away, stoop to attack, stunning thunderclap, fly low and concealed, aid mate in attacking, come to defence of mate or chicks, harry prey, glide silently, rescue wizards

Special Defences: -

Monstrous Effects: Stooping attack (half move, attack, half move - opponent must make DEX test against eagle to be able to attack it back; consequence points can be used normally, however), Eyes of an Eagle (+9 to vision tests when looking for distant things)

Attributes: Str 20 (+10), Dex 15 (+2), Con 12 (+1), Int 12 (+1), Wis 14 (+2), Cha 12 (+1)

Type: standard

Size: L

Alignment: CG

Treasure: -

Giant eagles are surprisingly intelligent and wise. Those who know them respect their advice and opinions, especially on matters pertaining to things of the sky. They are often described as noble birds, and are almost uniformly good in orientation - although as predators, they do not view their hunting of prey as being wrong. They do not, however, normally prey on other sentient beings.

Some giant eagles have formed alliances with good wizards, providing them transport and rescue on occasion. However, they do not care to perform this service too often - and since giant eagles are rare, it's quite possible that one will not be available on demand.

Eel, Electric

Attacks: Shock +5 (+1d6 +stun +paralysis)

Physical Defence (AC): 14 (+2)

Mental Defence: 13 (+2)

Movement: 16 (+3)

Range: Hand to close (Shock)

Hit Dice: 1 (level 1)

PHP: 9

MHP: 6

Motivation: Find food

Actions: Stun prey with electric shock, use shock to defend, sense other nearby creatures, lurk in muddy bottoms, surface to breathe air, slither across wet or muddy areas

Special Defences: Shocks (release lower-level shocks for defence; attacker is automatically attacked with Shock +5 (+stun +release grip)), immune to electricity

Monstrous Effects: Electrolocation (can sense nearby electrical currents, giving +4 bonus to finding and sensing other living creatures in the water)

Attributes: Str 8 (-1), Dex 13 (+1), **Con 14 (+4)**, Int 2 (-4), Wis 12 (+1), Cha 5 (-3)

Type: animal, aquatic

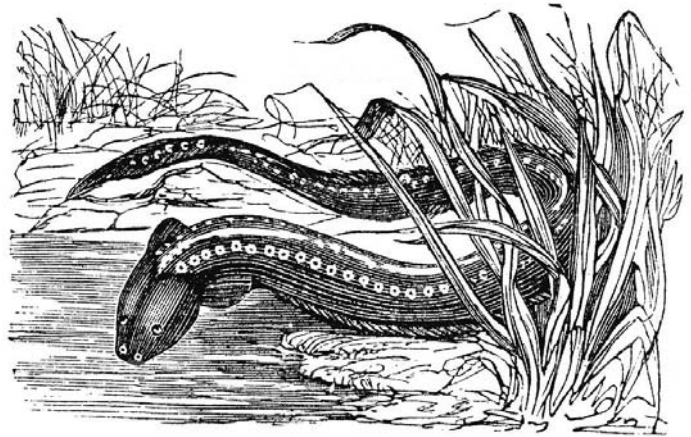
Size: M (6-7' long)

Alignment: N

Treasure: none, but alchemists and/or tinkerers might pay 50 to 200 gp for a live one

Despite their name, electric eels are not eels, but are more closely related to catfish. They are typically a greyish colour with a yellow-orangish belly. The body is cylindrical in shape, and it has a squarish mouth shape. They do not have scales.

They live in warm climates in fresh water: river basins, swamps, floodplains, and coastal areas at the mouths of large rivers. Their primary prey being shrimp and crabs, electric eels tend to dwell in muddy areas on the 'floor' of the water. They are highly sought after by collectors, but very hard to catch - one can continue producing its "defence" level of shock over and over for an hour or more before being exhausted. In captivity, they require very large tanks (200 gallons or more), and will not tolerate any fish besides other electric eels.



Electric eels are apex predators in their ranges, and have no known natural predators besides each other - adults eat young, and young eat each other. Adult electric eels, however, leave each other alone.

Electric eels must surface and breathe air once every ten minutes or so. Thus, they are mostly found in shallow waters, and can survive being stranded in muddy areas a considerable length of time. If one is forced to "slither" across land, it will move at ¼ normal movement rate.

Lifespan averages fifteen years in the wild. Mating behaviour is very unusual, with the male building a "nest" made of saliva, into which a female will deposit eggs. The male will then fertilize them, without the two ever approaching each other closely. The first eels to hatch will often eat the rest of the eggs.

Elementals

All elementals are immune to non-magical weapons, poison, disease, sleep, and aging. In addition, since their biology is nothing like that of normal creatures, they have the immunities and resistances of anomalous creatures.

Immortal and sexless, elementals do not reproduce as most creatures do. Instead, an elemental who has grown to massive size (around 20 to 24 HD) splits into three new elementals, each

These are not the traditional elementals of The Fantasy System We Can't Name Because of the OGL, nor are they the monsters from that system that have the same names, in the case of the Salamander and Undine. We wanted to have elementals with more 'color' to them, and hope we have succeeded!

GM Option: While we have presented all of the elementals as extraplanar-type creatures keeping in line with one element (pun intended!) of The Fantasy System We Can't Name Because of the OGL, it would not be a stretch to make them primordial-type creatures instead. If nothing else, it will let you have a little fun with your players' expectations!

of 8 HD size. The chthon, undine, and zephyr only do this when in a safe place, as for them it is a process that takes hours to days. Salamanders, however, can split quickly, and may even do so in combat if they have consumed enough with their flame!

Aether Elemental (Caeles)

Attacks: Magic drain +27 (see below), Magic release +27 (see below), Burst of Light +27 (+dazzled +blinded; area effect), Gravity realignment +27 (+throw +knockdown)

Physical Defence (AC): n/a

Mental Defence: 40 (+30) (mental armour 5; size -2)

Movement: special (teleportation)

Range: Up to reach (Magic drain, Burst of Light), up to medium (Magic release, Gravity realignment)

Hit Dice: 11 (level 11)

PHP: n/a

MHP: 226

Motivation: Unknown

Actions: *Sense magic, follow spell trails, randomly blink about, transform people and things, shed light, toss things about for no reason, playfully trip others, turn invisible, absorb spells and magical effects*

Special Defences: Elemental immunities, incorporeal immunities, magic absorption

Monstrous Effects: Magic drain (inflicts magic-related consequences, weakening spellcaster's powers, draining magic items, etc.), magic release (does strange things; have fun and be imaginative with effects!; drains 'charge' from the caeles as appropriate to the effect), attract others (on extreme effect, another aether elemental can be brought in), magic absorption (spells directed at the caeles that miss its mental defence are absorbed, 'charging' it with a number of points equal to the level of the spell)

Attributes: Str -, Dex -, Con -, Int 3 (-4), Wis 26 (+16), Cha -

Type: extraplanar (elemental), incorporeal

Size: S

Alignment: CN

Treasure: quintessence (see below)

Caelites are rarely encountered - which is a very good thing, since they are difficult to deal with. Appearing - when they can be seen at all - as small glowing balls of light, they are sometimes mistaken for pixies or other mischievous small fairies. Like those, caelites flit about at random, appear and disappear, seem to delight in playing tricks, and are attracted to magic. Unlike pixies or fairies, however, caelites have no physical body at all. Their light is the only indication of their presence.

An active caeles (i.e., one who is currently doing something, rather than simply sitting and observing) always sheds light. Attempts to strike it or move it will fail, however, since there is nothing there that can be struck or moved - objects will simply pass through the space where the caele is without disturbing it or being disturbed.

Spell Levels and Spell Dice

If you're using the optional magic system described in *Aperita Arcana*, then spells don't really have levels. In this case, substitute spell dice for spells levels with Caelites; it's not quite the same, but it's simple.

The exception comes when a 'full' caeles decides to play pranks. Having absorbed some magic, it can then release it to create magical effects. This works as if the caeles were casting a spell, and they favour minor transformations and illusions, typically directed to humorous effect.

A caeles will be satisfied upon absorbing a significant quantity of magic - sixteen spell levels, counting each five points in magic drain effects done as a spell level. If it's in a friendly mood, it may then simply disappear; if in a mischievous one, it will spend five to ten levels in playing pranks before departing.

A cooperative or bound caeles can lend power to a magic-user, allowing him or her to cast memorized spells without consuming them; this uses up the number of levels the spell would have cost to cast. Alternatively, they can boost the power of spells, effectively raising the magic-user's level for purposes of effect dice, range, etc. by the number of spell levels spent, up to a limit of +4 or doubling the magic-user's level, whichever is lower.

Binding a caeles is, however, exceedingly difficult, since one must overcome its high mental defence to do so. Furthermore, this must be done quickly, as the caeles will likely be trying to drain the would-be binder's magic while they are attempting to bind it! If one can be bound, a magic-user can use rare spells to drain energy from it, gaining *quintessence*, the physical manifestation of magical power. This is worth 2d6 treasure points. It is unknown whether doing this kills the caeles or not, as it disappears afterwards.

Caelites are native to the aethereal plane, but are rarely encountered even there. Sages theorize that they normally dwell in the deep reaches of the aether, far from those areas that are tangential to the material world. They are completely uncommunicative, show no signs of intelligence beyond that of a bright, playful animal, and nothing is known of how they reproduce or of any society they might have.

Air Elemental (Zephyr)

Attacks: Gusts of Wind & Debris +12 (+2d6), Charge & Envelop +20 (+asphyxiate +carry, ignores armour), Sonic Boom +20 (+3d4 +deafening; area attack against all within short range or closer)

Physical Defence (AC): 30 (+20), 34 (+22) in stormy weather, 26 (+18) in confined spaces

Mental Defence: 26 (+14) (armour +4)

Movement: 40 (+15) fly

Range: Hand (Charge & Envelop), hand to medium (Gusts of Wind & Debris), hand to short (Sonic Boom)

Hit Dice: 8 (level 8)

PHP: 28

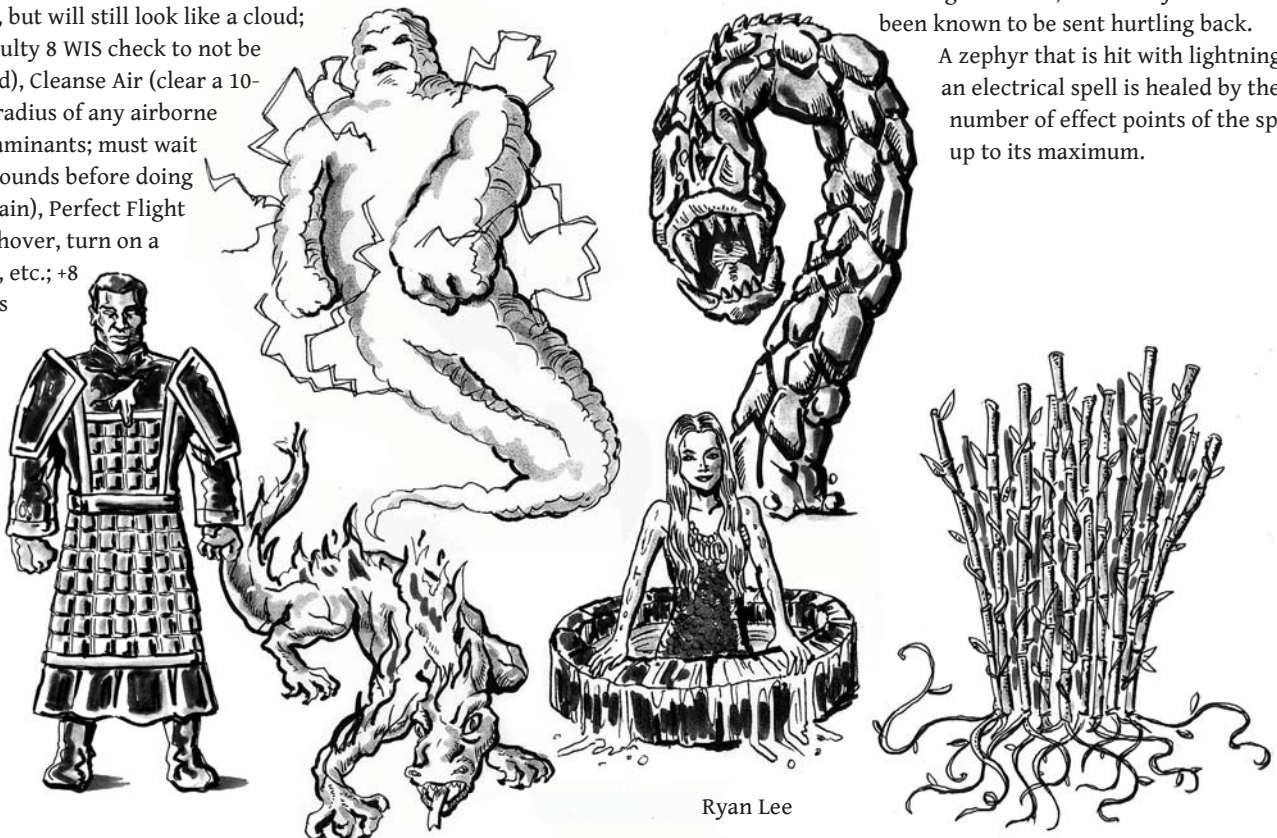
MHP: 52

Motivation: Chase storms, desire for lightning/electricity, play pranks, desire to prove superior speed, fear of confined spaces

Actions: Fly, attack with gusts of wind and debris, charge and envelop, asphyxiate, carry, sonic boom, chase target, become the wind, change shape, cleanse air, absorb lightning/electricity, avoid going underground

Special Defences: Regenerates from lightning/electricity, resistant to fire, immune to missile attacks (unless weapon is magical)

Monstrous Effects: Asphyxiate (as per Drowning & Suffocation, M&M p 79, but starting at difficulty 15), Carry (major effect to carry an enveloped target), Become the Wind (becomes invisible; difficulty 24 WIS check to perceive), Change Shape (assume any form, but will still look like a cloud; difficulty 8 WIS check to not be fooled), Cleanse Air (clear a 10-foot radius of any airborne contaminants; must wait 1d8 rounds before doing so again), Perfect Flight (can hover, turn on a dime, etc.; +8 bonus



Ryan Lee

to any flight check)

Attributes: Str 18 (+4), Dex 22 (+12), Con 8 (-1), Int 10 (+0), Wis 14 (+2), Cha 8 (-1)

Type: extraplanar (elemental), anomalous

Size: special (can change size; treat as M)

Alignment: N, with chaotic leanings in the wild

Treasure: valuable body (1d6 + HD/2 treasure points of elemental essence; see sidebar, p 54)

The elemental of wind, zephyr are sentient clouds that spend their days chasing after storms. Some legends say that it is the zephyr themselves that set storms in motion, just so they will have something to chase. Sages also say that the zephyr consumes the lightning given off from such storms.

Almost everyone has seen a zephyr, although most are unaware of this due to the nature of the creatures. Every time an individual sees a cloud that appears in the shape of an animal or object, they are really looking at a zephyr. It is also said that when chimes or bells are stirred by the wind, it is a zephyr trying to communicate with those nearby.

Extremely agile, a zephyr can travel almost as quickly as the wind itself. In addition, one can turn the power of wind against those who would seek to enslave or harm it. Many of those intent on doing such deeds have found themselves swept up by the zephyr and choked – or carried into the sky and summarily dropped from a great height. Anyone who attempts to throw or shoot objects at a zephyr will find it to be an exercise in futility, and a dangerous one, as said objects have been known to be sent hurtling back.

A zephyr that is hit with lightning or an electrical spell is healed by the number of effect points of the spell, up to its maximum.

Earth Elemental (Chthon)

Attacks: Ram +7 (+2d4+4), Bite +22 (+2d6+4 +swallowed), Pitfall +12 (+1d4, ignores armour; see below) Earthquake +22 (+3d6 +knockdown +structural damage, area effect, once per day)

Physical Defence (AC): 26 (+17) (armour +12, size -2)

Mental Defence: 24 (+12) (size +2)

Movement: 15 (+2), 12 (+1) burrow

Range: Hand (Ram, Pitfall), hand to close (Bite), special (Earthquake)

Hit Dice: 8 (level 8)

PHP: 148

MHP: 44

Motivation: Explore new places, eat metals and jewels, obey summoner, return to own plane, dislike of water

Actions: *Burrow, eat metals and jewels, feel surface vibrations, burrow up from beneath, create sudden pits, create earthquakes, ram and smash, bite, attempt to escape control, avoid water, target by vibrations and sound*

Special Defences: Hardened (fire and air cannot directly damage; however *stone to flesh* removes these immunities for 1d4 rounds and *rock to mud, dig*, and similar spells act as a *fireball* spell against them for damage), immune to visual illusions and blinding

Monstrous Effects: Pitfall (create sudden pit underneath target), Earthquake (area effect of HDx5' radius centred on elemental; makes one attack roll, compared to each target in area), Swallowed (extreme effect; swallowed targets take 2d10 damage each round; cutting out requires doing half the elemental's PHP in damage, targeted at cutting the victim out. The victim may try to do this, but against full AC, since they cannot easily move), Ram, Pitfall, and Earthquake can attack heroic scale constructs

Attributes: Str 18 (+4), Dex 8 (-1), **Con 24 (+14)**, Int 12 (+1), Wis 12 (+1), Cha 6 (-2)

Type: extraplanar (earth elemental), anomalous

Size: L

Alignment: N, with chaotic leanings in the wild.

Treasure: valuable body (1d6 + HD/2 treasure points of gems, metals, elemental essence, etc.; see sidebar, p 54)

Chthon appear as huge, brown-grey worms with a skin of rocky texture which has small, pale hooks almost like teeth in rows along their length. The maw of one is a terrifying thing, a round hole lined with thousands of sharp, gleaming crystal fangs in circular rows, and with four mandible-like protrusions around the edge, each sporting a tusk-like fang.

They have no visible eyes, and seem to be blind. Instead, they sense vibrations through the earth, and appear to be able to hear sounds when the 'head' is above ground. Whether they have a sense of smell or taste is unknown.

As elementals of earth, they pass through the earth as a lamprey swims through water, leaving behind no tunnels or other noticeable trails if they do not wish to. However, they are bound to the earth, and suffer 1d10 damage each round they are

not in contact with the earth. This, however, is rare, since they avoid water and are extremely difficult to lift (difficulty is CON + 2xHD; 40 for the standard small one given here).

They eat metals and gems, and thus are roundly hated by dwarves, who will do their best to drive chthon away. Those who anticipate fighting an earth elemental should consider its love of eating metals. Many a dwarf warrior has been swallowed by chthon due to their taste for dwarven-forged metal armour. Wielding metal weapons against the chthon is also unadvisable, as it often garners the same response from these creatures. When they wish to, they can collapse ground from underneath, creating sudden pits. Their most feared attack is their *earthquake*, but they cannot do this often - no chthon has been observed to do so more than once in a day.

The specimen here is relatively small - about twenty feet long and two and a half feet in cross section. Much larger ones have been observed, and there are rumours that ones exist on the elemental plane of earth that are literally miles long.

Valuable Bodies

The elementals and certain other creatures in this book have bodies or body parts that *are* treasure, that may be sold or used as ingredients, materials, or items. Recovering these valuables, however, is not automatic. The GM should roll the indicated dice to determine how many treasure points can potentially be recovered, and keep this a secret. The players are then required to make a roll to recover the items. This roll is against a difficulty of 25 - the creature's HD, and each effect point generated is a treasure point gained.

The minimum that will be recovered is half the minimum of the treasure dice, rounded down. Thus, for an eight hit dice elemental, any attempt to recover ingredients will yield at least two treasure points worth. However, the GM may wish to use consequence points on a failed roll to inflict consequences depending on the type of creature. For example, someone rolling badly when dissecting a greater basilisk for treasure might be slowed from being partially petrified, or suffer from poison. Someone doing so with the body of an undine might find themselves wet, and unable to become dry until they can remove the consequence, and so forth.

Fire Elemental (Salamander)

Attacks: Tongue of Flame +20 (+1d8 +burning), Tail Sweep +20 (+2d4 +burning), Flame Burst +9 (+2d6 +explosion +burning, see below), Charge and Engulf +9 (+burning +engulfed, ignores armour), Hypnotic Flames +10 (+1d8 +charm)

Physical Defence (AC): 22 (+11) (armour +4, size -2)

Mental Defence: 22 (+11) (size +2)

Movement: 14 (+2)

Range: Hand (Charge and Engulf), hand to medium (Tongue of Flame), hand to reach (Tail Sweep), hand to medium (Flame Burst), hand to medium (Hypnotic Flames)

Hit Dice: 8 (level 8)

PHP: 44

MHP: 44

Motivation: Seek flammable objects to devour, spread warmth to all corners of the land, defend territory, reproduce, obey summoner, return to home plane, fear of water

Actions: *Play in fire, light fires, crawl, walk, charge and engulf, tail sweep, flame burst, devour, hypnotic flames, explosion, parental melt, a world lit only by fire, attempt to escape control, avoid water*

Special Defences: Volcanic aura (any non-magical weapon used to attack salamander is rendered useless; anyone at hand range takes 1d10 fire damage each round; at close, 1d6; can do fire damage as a riposte against a melee attack), strengthened by wind/air attacks (gain a temporary point of STR for every 5 points of damage the attack does; lasts 1d4 rounds), immune to fire, regenerates from consuming flammable objects

Monstrous Effects: Hot-Tempered (as a minor effect, designate a foe the salamander is enraged at. Does an extra +1d4+2 damage to that foe, and is immune to any charm and fear effects from them), Engulf (target is attacked by *consume* attack each round; if destroyed or slain in this manner, salamander regains PHP equal to twice target's level), Flame Burst (twice per day, use STR to intimidate all creatures within medium range; the area is then covered with ash as a minor effect), Parental Melt (if salamander ever recovers more than twice its PHP, a new salamander is created), A World Lit Only By Fire (at will; when in combat and engaged, major effect to provide an ally with mental resistance for 1d4 turns), Consume Flammable Objects (STR vs. difficulty 10; on an extreme effect, object is destroyed and salamander regenerates 6 PHP)

Attributes: Str 22 (+12), Dex 12 (+1), Con 12 (+1), Int 8 (-1), Wis 12 (+1), Cha 14 (+2)

Type: extraplanar (elemental), anomalous

Size: L

Alignment: N, with chaotic leanings in the wild

Treasure: valuable body (1d6 + HD/2 treasure points of gems, volcanic rocks, elemental essence, etc.; see sidebar, p 54)

Rumoured to have spawned in the hearts of volcanoes, salamander were named after their resemblance to a lowly lizard. Nonetheless, a casual observer would note that the similarity is fleeting at best, since these creatures are extremely large and

covered in a cracked carapace made of ever-cooling magma. An appearance by one of these fire elementals is often greeted with trepidation - for one can never be sure what they will do. Many horror stories abound of villages and their occupants being overrun and reduced to ashes by a salamander, yet there are just as many tales that praise this elemental's beauty and devotion to protecting villages they consider home. Unless one incurs the wrath of this elemental, it will typically be very docile, and by some accounts, almost affectionate. It can be easy for villagers in such a situation to forget how dangerous a salamander is.

However, there are some physical warning signs that provide insight into a salamander's current emotional state. A tranquil salamander will always be crawling on all fours, and its carapace will have the appearance of cooled lava, with a few cracks showing the fires beneath. As it become more agitated, these cracks will widen and the temperature around the creature will begin to drastically rise. When preparing to attack, the salamander will shed the remainder of its carapace, revealing its true fiery nature, and stand up on its hind legs.

Woe unto those that are close enough to witness this transformation, for they too are likely to be considered opponents, along with the individual(s) that caused this reaction. It is usually far too late when said opponents discover that normal weapons are generally ineffective against salamander. To confuse things even further, most survivors can't even recall how they escaped such explosive confrontations. Some have theorized that a salamander is more likely to attack when it is preparing to reproduce, but there has been no evidence to support this.

The sheer power of a salamander is an awesome thing to behold, as survivors and those under one's protection can attest. Those who would oppose the elemental usually meet their end in its embrace, providing fuel for salamander as they do. When salamanders are not rampaging, it is not uncommon to see one destroying forests, isolated buildings or wildlife in an effort to feed itself.

Metal Elemental (Mercurial)

Attacks: Terrify Intruders +14 (+1d6), Weapon Attack +9 (+1d8; when in terracotta shell), Splash +10 (+1d6 +loss of coordination +sense impairment; when shell is broken), Tendril Stab +10 (+1d6 +madness; when not in shell)

Physical Defence (AC): 30 (+18) (armour +8) in shell, 26 (+12) (size +2) when not in shell

Mental Defence: 18 (+8)

Movement: 15 (+2)

Range: Up to short (Terrify Intruders), close (Weapon Attack), hand to close (Splash), hand to close (Tendril Stab)

Hit Dice: 8 (level 8)

PHP: 52

MHP: 52

Motivation: Curiosity, responsibility for those rendered mad by them, guard charge, get zapped by electricity

Actions: *Stand guard indefinitely, be unswayed from their duties, flow out of cracks in shell, dissolve metals, attack with poison fumes, persuade immortals to sleep for long periods, keep sleeping immortals asleep, distract intruders, deposit dissolved metals in patterns, treat and harden metals*

Special Defences: Elemental immunities, resistant to acid, immune to electricity, has no need to eat

Monstrous Effects: Terracotta shell (any single attack doing more than 10 PHP will crack the shell; this causes an immediate Splash attack), mercurial (may abandon a cracked shell, healing 1d10 damage in doing so; once out of shell, can flow through small openings), dissolve non-ferric metals (use major effect on a splash attack to dissolve a non-ferric metal object), conductive (when attacked with electricity, attack effects anyone touching the mercurial, while healing the mercurial for 1d8 PHP), attractive (electricity is attracted to them; any ranged electrical attack made within Reach range of them is drawn to the mercurial), shiny! (beings and creatures attracted by shiny objects encounter difficulty 20 WIS hazard when seeing their true form; effect points may be spent to move them toward the mercurial and for effects making them wish to touch it), combining (two mercurials outside shells can combine, forming a single mercurial with their combined PHP and MHP; this cannot result in PHP or MHP going above their original maximum), poison fumes (if attacked with fire or heat, emits fumes that are a difficulty 20 CON hazard to anyone within Reach range; effects are loss of coordination and sense impairment, eventual madness with repeated exposure)

Attributes: Str 12 (+1), Dex 14 (+2), Con 14 (+2), Int 9 (-1), Wis 15 (+2), **Cha 16 (+6)**

Type: extraplanar (elemental), anomalous

Size: M in shell, S out of shell

Alignment: N with strong lawful tendencies

Treasure: valuable body (1d6 + HD/2 treasure points of elemental essences and dissolved precious metals; see sidebar, p 54)

Often used as guardians for the tombs of royalty or alchemists, mercurials are typically found encased in constructed bodies of terracotta. In this form, their true appearance is hidden. When released from their terracotta bodies, they appear as blobs of living mercury, capable of extending tendrils and hardening parts of themselves at will.

The essence of mercurials can be used by alchemists and magic users to create elixirs of immortality or longevity. Unfortunately, such elixirs often have damaging side effects, causing madness in those who take them. Mercurials sometimes feel responsible for this, causing them to persuade the newly-made immortal that sleeping for ages under their guard is a good way to escape their problems. Thus, the 'tombs' that mercurials guard are sometimes the prisons of mad immortals, and the mercurials seek to prevent them from being awakened. They are somehow capable of keeping the immortals asleep, but unfortunately, can only do so while they are still present and alive.

Sometimes within such tombs, one may find what appears to be a pool, stream, or river of mercury forming a protective border. This consists of mercurials whose terracotta shells have been broken by previous intruders. They will usually form this in a place that intruders into the tomb must pass.

Besides guarding tombs, mercurials are sometimes summoned by magic users and alchemists for their abilities to dissolve and deposit non-ferrous metals, and to improve and harden all metals. This can be helpful when creating magical weapons, or permanent magical circles and other diagrams, or as a quick way of creating artworks.

Within the elemental planes, mercurials are comparatively rare, relative to air, earth, fire, and water elementals. There, they tend to congregate together more than they do in the mortal world, forming themselves into apparent ponds or lakes of mercury. The exact purpose of doing this is unknown, and mercurials seem unable or unwilling to explain it. Physically disturbing such a congregation, however, invariably results in being attacked.

Thanks to **John Rudd**, for requesting the metal elemental!

Void Elemental (Ortum)

Attacks: Tendril +23 (+1d6 +slow +cold +paralysis +life drain +item disappearance)

Physical Defence (AC): 32 (+17) (size +2)

Mental Defence: 31 (+17) (size -2)

Movement: 15 (+1) fly; on material plane, can return to astral at will if not controlled

Range: Close to reach (Tendril)

Hit Dice: 15 (level 15)

PHP: 83

MHP: 188

Motivation: Curiosity, gaining knowledge, experiencing unique situations

Actions: *Observe the world around it, follow those doing something interesting, communicate through crackling noises, bring forth random objects, make random objects disappear, heal and soothe by touch, hurt by touch, raise or lower temperature around it*

Special Defences: Elemental immunities; immune to energy attacks (lightning, fire, etc.), cold and life draining; magic resistance

Monstrous Effects: Heal others (treat as clerical healing spell with 3d6 additional effect), disturbing appearance (looking directly at from Reach range or closer is difficulty 15 WIS hazard each round; madness and anxiety effects, can build with continued exposure), absorb offending weapon/item (major effect to absorb a non-living item it's touching; can be used as consequence. Magical items require an effect in line with their scale (extreme for +1 and similar power items, heroic for +2, etc.)), singularity vortex (upon defeat, an ortum collapses upon itself. Make a Singularity Vortex +23 (+3d6) attack against each creature and construct within Medium range or closer. On an extreme effect, the target is sucked into the astral plane. Major effects take away important items, minor effects take easily replaceable items), magic absorption (as a consequence of a failed magical attack, heals self as if consequence points were effect points for First Aid (M&M p 38))

Attributes: Str 8 (-1), Dex 15 (+2), Con 13 (+1), **Int 19 (+8)**, Wis 18 (+4), Cha 7 (-2)

Type: extraplanar (elemental)

Size: S

Alignment: N

Treasure: -

Void is the element of creation and destruction, and also of life, and the ortum partakes in all these things. They are the rarest of elementals. From a distance, an ortum appears to be a sort of floating, spherical black ball. When approached more closely, however, things can be seen within it - brief flickers of something. Those who have seen this struggle to find words to describe it, but all say that it is disturbing to look upon, and those who have looked too long have sometimes gone mad.

When attacked, an ortum changes, its 'substance' flowing into a swirling mass of tendril-like extensions with which it lashes

out. The touch of these tendrils drains life energy, and can cause inanimate objects to disappear. These objects are moved to the astral plane (or, if already on the astral, to another). With the proper magic, the objects can be recovered, or the ortum itself can bring them back, if it can be persuaded to.

Orta are sometimes summoned by magic users in order to take advantage of their healing abilities. However, a magic-user powerful enough to summon one usually has access to other forms of healing, so this use is rare. Hypothetically, they could also be used for transportation or for storage and retrieval of items, but here as well, a magic-user who could summon an ortum normally has other, simpler options.

Thus, they are most often encountered when one has somehow found a way into the material plane from their native habitats in the deep astral, or by travellers in the astral plane (where the ortum's ability to move objects between planes is usually less problematic). Orta are very curious, and one that finds its way onto the material plane will likely spend several days looking about before returning. They show little to no fear of anything, generally secure in the knowledge that they can flee back to the astral plane if necessary. Sometimes, though, this sense of security turns out to be quite misplaced!

Normally friendly, orta will happily converse with anyone they can. Unfortunately, they rarely speak any language that most inhabitants of the material plane would know. When they do speak, they most typically speak Demonic, which can cause those who are familiar with it to assume that they are some form of demon.

Water Elemental (Undine)

Attacks: Water Tendrils +9 (+1d4), Surge +11 (+drown, ignores armour), Storm's Fury +14 (+3d6+3), Alluring Words +14 (+1d6 +charm)

Physical Defence (AC): 28 (+13), 12 (+1) on land, 9 (-1) in an arid environment

Mental Defence: 32 (+22) (armour +8)

Movement: 12 (+1), 28 (+9) swim

Range: Hand to reach (Water Tendrils), hand to short (Surge, Alluring Words), short (Storm's Fury)

Hit Dice: 8 (level 8)

PHP: 52

MHP: 84

Motivation: Play in water, gain knowledge, purify contaminated water, obey summoner, return to home plane, dislike of extreme heat

Actions: *Splash things, play tricks, disappear in water, pull under, lash with tendrils, cause rain, create waves, create whirlpools, pound with storm's fury, cause flooding, appear as beautiful human/humanoid/demi-human, speak any language, show visions of other places or the future, cause mirages, ask prying questions, know hidden desires, escape from control, avoid extreme heat*

Special Defences: Immune to paralysis, mental reflection (on failed mental attack, can riposte and create effects of attack's

type on attacker - note that this applies to attack types the undine is immune to, so still have them roll their attack!

Monstrous Effects: Drown (target pulled underwater or engulfed begins drowning as per M&M page 79, but difficulty starts at 15), Storm's Fury (can attack heroic-scale constructs)

Attributes: Str 12 (+1), Dex 16 (+3), Con 14 (+2), Int 12 (+1), Wis 16 (+6), Cha 10 (+0)

Type: extraplanar (water elemental), anomalous

Size: M

Alignment: N, with chaotic leanings in the wild

Treasure: special (1D6 + HD/2 treasure points of salts, purified water, elemental essence, etc.; see sidebar, p 54)

Undine are perhaps the friendliest of the elementals, appearing as beautiful humans, humanoids, or demi-humans (depending on what race(s) they are interacting with) when out of the water. In this form, they can be mistaken for the race they are imitating when not displaying their powers. Upon immersing in water, however, an undine transforms into an animated watery form, which is indistinguishable from the water itself without the use of *detect invisibility*, *true seeing*, or similar magic.

They can speak, and part of their magic is the ability to reflect the thoughts of humans and similar types, which allows them to speak the language of anyone they interact with. However, they do not comprehend languages as such - most undine cannot read, and they will not understand a message from a *magic mouth*, *whispering wind*, or other effect that replays or transmits a spoken message.

Undine are universally curious, and are happy to speak to people at length when they can, asking all sorts of questions about anything and everything. They do not seem to understand the concept of privacy, and since they automatically sense the surface thoughts and emotions of those they are interacting with, this can lead to interesting questions and situations, particularly when they are interacting with a group.

Those mentally attack an undine may find themselves in dire straits, as their own attacks will be reflected back at them. Thanks to the undine's reflective mental state, this happens even with non-magical mental attacks - one arguing with an undine finds their arguments being turned against them, one attempting to charm an undine finds themselves being charmed, and so forth. They become angry with those who are angry with them, and violent with those who direct violence toward them.

This can become quite dangerous, since in its element, an undine has terrible power. It can drag foes underwater and drown them, create whirlpools and mighty waves, and even raise storms. Since undine normally choose a form that would be attractive to those interacting with them, part of the traditional sailors' respect of mermaids comes from this. Any apparent mermaid could be an undine, which in turn has led to sailors' stories claiming that mermaids can control the waves and raise storms.

Wood Elemental (Writhecopse)

Attacks: Root Grab +15 (+1d8 +grapple +poison, no damage on initial grab), Smack with 'Trees' +15 (+1d6 +poison), Stab from Beneath +24 (+1d4 +poison), Poison Cloud +24 (special; see monstrous effects)

Physical Defence (AC): 22 (+14) (armour +8, size -2)

Mental Defence: 20 (+10) (size +2)

Movement: 4 (-3)

Range: Up to reach (Root Grab), hand to close (Smack with 'Trees'), within (Stab from Beneath), hand to short (Poison Cloud)

Hit Dice: 8 (level 8)

PHP: 164

MHP: 36

Motivation: Grow, reproduce via seedlings, find a good growing spot, defend itself from fire and over-harvesting

Actions: *Wave without a breeze, move 'trees' to grant or prevent passage, plant seedling, encourage growth of trees, wrap or grow over and around structures*

Special Defences: Elemental immunities, plant immunities, resistant to fire

Monstrous Effects: Poison (difficulty 24 CON hazard, effects are damage, pain, boils, welts, and temporary blindness), quick regrowth (minor effect on any action to heal 1d6 PHP), seedlings (major effect to leave a seedling on/in something it attacked; see below), toxic explosion (when inflicted with a major or greater fire-related consequence, a portion of the writhecopse explodes; attacks all at hand or close range with +15 (+1d6 +poison)), 'within' range (as swarm), multi-attack (can attack up to five opponents at once, one attack each)

Attributes: Str 25 (+7), Dex 8 (-1), Con 26 (+16), Int 6 (-2), Wis 10 (0), Cha 5 (-3)

Type: extraplanar (elemental), plant, colossal

Size: L++ (10 - 15' tall, 50 - 60' across)

Alignment: CN

Treasure: valuable body (1d6 + HD/2 treasure points of essences and poison; see sidebar, p 54)

Like the fire that it can engender, wood is a capricious element, generous most of the time, but terrible in anger. Writhecopse look much like a thick stand of bamboo or a cluster of young, slender trees. The entire cluster is a single wood elemental, and close inspection will show that its apparent roots are actually a web network joining the 'trees'.

Writhecopse are rarely summoned. When they are, it's most often to harvest some of their rare elemental essences - or its powerful poison. Wise summoners quickly dismiss a writhecopse, being well aware of the danger of it leaving seedlings behind, and of its destructiveness when enraged.

Normally, writhecopse are patient and kind, and do not mind having small amounts of their woody substance harvested. If too much is taken, however, or if it is threatened with fire or destruction, a writhecopse may go berserk. Unfortunately, they

also sometimes become infuriated for no apparent reason, making summoning them a dangerous proposition.

An angered writhecopse will attack any nearby animal life, releasing its deadly *poison cloud* as it does. The poison is secreted from its bark, affecting any creature that touches the writhecopse - or is touched by it. The poison is soluble in water, and water-based attacks against the writhecopse may result in nearby targets being sprayed with the poison. In this case, it will thankfully be somewhat diluted, so that the difficulty of resisting the poison will only be 15.

Fire, normally effective against plant creatures, is quite dangerous to use against a writhecopse, since they contain a great deal of water, making them resistant to it. Moreover, as the water boils out, it carries the writhecopse's poison with it, making the smoke affect creatures as with water attacks above. Lastly, watery pockets within the writhecopse's body can boil inside it, creating pressures that lead to explosions, spraying shards of poisonous wood up to Reach range.

Given the above, it's important to remember that normally, writhecopse are gentle and harmless. When not angered, they peacefully allow animals to nibble on them and people to harvest small amounts of their wood. In such situations, they control their poison, withdrawing it to prevent poisoning. Some communities live cooperatively with a writhecopse, feeding it their garbage and compost and irrigating it in return for its wood and tender shoots (which are quite tasty when cooked properly and not filled with poison).

Writhecopse reproduce via what are commonly called seedlings, although the term is not truly accurate. They have no seeds, but rather, can choose to leave behind a living piece that will grow, much like growing a new tree from a cutting of an existing one. These seedlings look like small branches. Given an environment with plenty of water, they grow with supernatural quickness. A new seedling begins with 1 PHP, and gains 1d6 PHP each hour. One growing within a living creature does the same amount of effect points to the creature each hour as it grows, represented in damage and blood loss (which can cause CON loss; minor effect to drain one point). When it reaches 20 PHP, it becomes able to move independently.

Writhecopse Seedling

Attacks: Small Vine Whip +9 (+1d4 +trip), Blood Drain +9 (+1d8 +blood loss; effect points can be spent to heal seedling, limited to same amount of damage it does)

Physical Defence (AC): 21 (+11) (size +2)

Mental Defence: 11 (+1) (size -2)

Movement: 12 (+1)

Range: Hand (Small Vine Whip, Blood Drain)

Hit Dice: 3 (level 3)

PHP: 20

MHP: 14

Motivation: Plant itself and grow, find or make corpses for fertilizer

Actions: Run about confusingly, slip from grasp while burning with poison, drain blood through roots, coordinate with other seedlings

Special Defences: Elemental immunities, plant immunities, contact poison

Monstrous Effects: Poison (difficulty 15 hazard; effects are damage, pain, boils, blisters, blindness), blood drain (must be embedded in target, or target must be helpless), sheltered by host (while embedded in host, gains +4 bonus to physical and mental defence)

Attributes: Str 6 (-2), Dex 16 (+6), Con 12 (+1), Int 4 (-3), Wis 10 (0), Cha 5 (-3)

Type: extraplanar (elemental), plant

Size: S

Alignment: CN

Treasure: -

Removing a seedling requires a major effect on a surgery check or some magic that can remove/destroy it - it will be embedded in the target's flesh and must be cut out. A seedling that has not been planted in a creature will grow much more slowly, gaining 1 PHP per day under normal conditions, and up to 5 PHP a day in very wet conditions.

Elephant

Attacks: Tusk +17 (+2d6), Trunk +17 (+1d8 +grab +grapple), Stomp +17 (+1d10)

Physical Defence (AC): 15 15(+6) (armour +2, size -2)

Mental Defence: 22 (+9) (size +2)

Movement: 14 (+2)

Range: Reach (Tusk), close to reach (Trunk), hand to close (Stomp)

Hit Dice: 7 (level 7)

PHP: 74

MHP: 39

Motivation: Stay with the herd, protect young, find food

Actions: Gore with tusk, grapple with trunk, lift with trunk, throw with trunk, stomp, walk away, push over, uproot, spray with water, trample

Special Defences: -

Monstrous Effects: Multiple fighting (make up to three attacks in a round, but not more than two against a single opponent), trample (make up to four stomp attacks in a round, but no other attacks; must be moving full normal movement or higher)

Attributes: Str 30 (+10), Dex 8 (body)/12 (trunk) (-1/+1), Con 16 (+6), Int 2 (-4), Wis 13 (+1), Cha 7 (-2)

Type: animal, load-bearer, colossal

Size: L+ (about 10' tall at shoulder, about 15' long)

Alignment: N

Treasure: valuable body (1d6 + HD/2 treasure points ivory tusks; see sidebar, p 54)

Henri-Paul Motte



Wild elephants live in free-roaming matriarchal herds. Control of the herd normally passes to the matriarch's eldest daughter when she is no longer capable of leading, even if there are older females in the group. Bulls live in separate bachelor herds and seek out females in mating season. During this period, bulls are very aggressive. A typical herd has 6-12 adults, but huge herds - both female and male herds - have been known to have a hundred or more individuals.

In zoos, elephants are notorious cage-breakers, often figuring out latches and bars and opening them with their trunks. In addition, elephants are enormously strong, and will easily overpower most gates by simply pushing against them, unless the gates are spiked.

Elephants tend to stay near water sources, and will migrate seasonally to follow food and water sources. They feed mainly in the morning, afternoon, and at night, dozing in shaded spots during the heat of midday. Dozing is often done standing up, but they lay down to sleep during the deep night. Elephants sleep only 3-4 hours a day.

An elephant herd has a large impact on its surroundings, as elephants will use their tusks to dig watering holes (especially during droughts), and sometimes even dig caves for shelter in bad weather. They will uproot trees and undergrowth, clearing the land, and have been considered to be a factor in the transformation of forest areas into savannah. Elephants do not

digest their food fully, and their droppings are an important means of spreading seeds.

Elephants have a two-year gestation, with births normally four to five years apart. Birth usually happens during the wet season. Calves are dependent on their mothers for the first two years. Females are fully mature at about nine years, males at around 14. Both live for 60-70 years.

As colossal loadbearers, elephants have their encumbrance capacities quadrupled, and may carry up to 1200 pounds, if properly distributed (e.g., by a howdah), and pull up to 6000 in a cart.

Elephants do not have treasure (unless they are war elephants or pack animals that have been loaded with something), but the ivory of their tusks is valuable, worth 100 to 600 gold pieces each.

In myth, some African tribes believed that the souls of their ancestors resided in elephants. In Sumatra and Hinduism, they are linked with lightning and thunderstorms. The Romans believed elephants were religious, and that they worshipped the sun and stars.

The mammoth and mastodon were prehistoric members of the elephant family. For the most part, they were similar enough to elephants as to make no difference. A few species were larger, however, and these stats might be used for a large mammoth:

Mammoth

Attacks: Tusk +19 (+2d6), Trunk +19 (+2d6), Stomp +19 (+2d6)

Physical Defence (AC): 17 (+8) (armour +2, size -2)

Mental Defence: 24 (+11) (size +2)

Hit Dice: 9 (level 9)

PHP: 95

MHP: 50

For something truly gigantic, like Tolkien's Oliphaunts:

Oliphaunt

Attacks: Tusk +25 (+2d10), Trunk +25 (+3d6), Stomp +25 (+3d6)

Physical Defence (AC): 23 (+14) (armour +5, size -2)

Mental Defence: 27 (+15) (size +2)

Hit Dice: 12 (level 12)

PHP: 126

MHP: 66

Attributes: Str 36 (+13), Dex 8 (body)/12 (trunk) (-1/+1), Con 16 (+6), Int 2 (-4), Wis 13 (+1), Cha 7 (-2)

Size: L++ (about 20' tall and 30' long)

Empyreals

The servants of the Higher Powers are collectively known as empyreals. Not Powers themselves, they nonetheless have a partially divine nature, and are immortal. This grants them immunity to fear, sleep, charm, paralysis, poisons, disease, aging, and death magic.

Empyreals communicate via telepathy in most cases, although they can speak, read, and write any language they need to.

Although some empyreals have bizarre appearances, there is nonetheless a property about them which inspires confidence in their honesty. Note, however, that this does not imply that their appearance will not be fearsome - should one openly state it will not harm you, you'd tend to believe it, but in the absence of such a statement, you would legitimately be quite terrified of one. In light of this, empyreals gain a +4 to persuasion attacks.

In most settings, the agents of the Higher Powers operate under a more strict set of rules than those of the Lower Powers, and we have chosen to present things so here. In general, empyreals are more reactive, while demons are proactive.

Because of this, it's to the demons' advantage to be subtle - so long as they go unnoticed, they can work without opposition.

Empyreals may have weapon immunities. Weapons that have a malediction place on them by an evil cleric or a character with similar powers can strike them; a minor effect is required unless otherwise stated. If a higher degree of effect is noted as being required, count that degree as minor for purposes of striking it - for example, against an empyreal that requires an Extreme malediction to hit, that Extreme effect grants only a +2 to hit, a Heroic would give a +4, and so forth. An *unholy sword* counts as maledicted for striking purposes, and retains its normal bonus.

Remember: Good Is Not the Same as Nice

So, in case you couldn't tell, the empyreals are basically angels. However, it should be kept in mind that these are not angels in the vein of "Touched by an Angel" or "Highway to Heaven". Bear in mind what Thomas Dagget says in "The Prophecy":

Did you ever notice how in the Bible, whenever God needed to punish someone, or make an example, or whenever God needed a killing, he sent an angel? Did you ever wonder what a creature like that must be like? A whole existence spent praising God, but always with one wing dipped in blood. Would you ever really want to see an angel?

Even now in Heaven, there are angels carrying savage weapons. -- 2nd Hezekiah 4:6 (Apocrypha)

Custodi

Attacks: Powerful Strike +21 (+1d8; counts as *blessed* weapon with major effect), Roar of Warning +21 (+1d10 +*fear* +*stun*; weapon die only applies against evil aligned; affects all in range), Holy Word +14 (+2d6 +*drive away demons* +*remove fear from the good* +*create holy light*; area effect)

Physical Defence (AC): 33 (+19) (armour +4)

Mental Defence: 32 (+18) (armour +4)

Movement: normally not applicable; when manifesting physically, 20 (+5) in all movement modes except burrowing
Range: Hand to close (Powerful Strike), hand to long (Roar of Warning), hand to short (Holy Word)

Hit Dice: 11 (level 11)

PHP: 94

MHP: 83

Motivation: Protect charge, advise charge, spread peace

Actions: *Defend the righteous from evil, stand vigilant watch over charge, provide guidance in dreams, act in accordance with the Higher Powers, subtly draw aid to a charge in distress, see into adjacent planes, awaken a charge at the right moment, cause serendipitous accident, work through subtle coincidence, take the long view*

Special Defences: Empyreal immunities, Incorporeal immunities

Monstrous Effects: Manifestation (physical form is created, rendering it immune to shapechanging effects. When one first manifests, any creatures present suffer a fear hazard of difficulty 20; the custodi may use its own Holy Word to bolster the good against this fear)

Attributes: Str 20 (+10), Dex 18 (+4), Con 18 (+4), Int 10 (0), Wis 17 (+3), Cha 15 (+2)

Type: extraplanar (empyreal), incorporeal

Size: M

Alignment: LG

Treasure: -

Some say that the gods give everyone a guardian spirit. Whether this is true or not, there are certainly some individuals who have been given such, and there are places and objects that the gods have chosen to place guards upon.

The custodi are the least order of the empyreals, and they are those who are typically assigned such duties. In most cases, their watch is only for direct action or interference from the Lower Powers. While there may be many other dangers that their charge could be subject to, they are normally under orders not to interfere with the natural order of things.

In artistic renderings, custodi are often depicted as beautiful, winged members of the artist's race. This, however, is merely an artist's fancy. Invisible to normal sight, the custodi appear to those who can see into the astral plane as a conglomeration of constantly shifting rectangular shapes. If forced to physically defend a charge, a custodi will usually take on the appearance of a powerful animal, such as a lion or bull, of larger than normal size, and sometimes with the wings that they are attributed in art. Their voices can vary from a soft whisper to a thundering roar as needed.

In some cases, custodi are allowed to appear in the dreams of their charge – often appearing in the guise of a friend, family member, or other trusted figure, in order to lend additional weight to any advice they might give. Sometimes, custodi may appear as their charge, seen in a mirror or reflected in a lake, to give advice as if their charge were talking to themselves.

It should be noted that while custodi do tend to like their charges, they focus on the greater good and the 'bigger picture'. Short-term suffering is not something they tend to worry about – and indeed, they may allow their charge to suffer it "for their own good", or simply because the Higher Powers have commanded it. For some, suffering brings enlightenment.

Soldati

Attacks: Weapon of White Flame +24 (+1d8 +spiritual fire +blessed), Word of White Flame +18 (+2d6 +drive away demons +remove fear from the good-aligned +create holy light +dispel darkness +dispel evil magic +weaken the unholy; area effect)

Physical Defence (AC): 34 (+20) (armour +6, size -2)

Mental Defence: 33 (+20) (armour +4, size +2)

Movement: 20 (+5) in all modes except burrowing

Range: Hand to long (Weapon of White Flame), hand to short (Word of White Flame)

Hit Dice: 12 (level 12)

PHP: 126

MHP: 78

Motivation: Destroy demons, guard the Higher Powers' domains

Actions: *Smite the wicked, act on the orders of the Higher Powers, see into adjacent planes, maintain vigilant watch, track demon spoor, intimidate without meaning to, charge into battle, chase down routed enemies and destroy them utterly, fight on against any odds, demand respect from lesser beings*

PCs and Custodi

As implied in their description, custodi are usually assigned only to individuals who are of special interest to the Lower Powers. While hypothetically anyone could be, since souls are valuable in and of themselves, in most cases this only happens with personages of influence, or with those who have been marked for a special destiny.

Thus, PCs are unlikely to be assigned one unless they are at least at Heroic scale, and more likely at Epic. Even then, if the GM decides a PC has one, its working should be subtle – perhaps some dream hints and the like. Since most PCs are quite combat-capable (or are associating closely with people who are), a custodi is extremely unlikely to physically defend them, even against an open demonic assault. (Or, for that matter, the custodi might be fighting off a more subtle assault, leaving the PCs to handle the physical one!)

As mentioned in the Demons section, the *truly innocent* are protected from demons. At the GM's option, this may take the form of characters with such a trait having a custodi watching over them. In this case, their immunity to certain demonic abilities originates in the custodi's defence of them, rather than being a property of the innocent character.

Special Defences: Empyrean immunities; immune to fire and cold; cannot be disarmed; +1 or better magical weapon, or maledicted weapon to hit

Monstrous Effects: The White Flame (body is made of holy fire, rendering it immune to shapechanging effects. When one first manifests, any creatures present suffer a fear hazard of difficulty 25; the soldati may use its own Holy Word to bolster the good against this fear. Evil-aligned attackers making physical attacks in melee are burned by the flame on a major consequence; treat as riposte), The Light Is With Us (sheds physical and spiritual light; all allies in short range gain +4 mental armour; included in MAC above)

Attributes: Str 22 (+12), Dex 18 (+4), Con 22 (+6), Int 13 (+1), Wis 15 (+2), Cha 8 (-1)

Type: extraplanar (empyrean)

Size: L

Alignment: NG, LG, sometimes tending toward LN

Treasure: -

The soldati are the soldiers of the Higher Powers, those who guard the borders of their extraplanar domains, who hunt down invading demons, and who patiently (or not-so-patiently) await the war they are certain is to come. Most commonly found in the upper planes or in the astral, in their true form, the soldati appear to be a centaur-like figure of white flame, wielding a weapon of the same substance. The form of this weapon changes according to the soldati's desire, and it can even become a bow, shooting arrows of white flame.

They shed light all around them, both physical and spiritual, granting the effect of *The Light is With Us* to all allies within Short range. This also counts as holy light. Thus, Shadow Demons fear the Soldati with a stark, unreasoning terror.

The soldati know no fear, and their bravery is legend even among other empyreals. This can work against them, however, as they are sometimes prone to overestimating their own chances of success. They can be proud as well, which at times interferes with carrying out their tasks properly.

Soldati are rarely deployed within the material world, due primarily to their own pride and sometimes foolhardy bravery. When they are, it tends to be as a lone individual or in very small groups, often with a custodi or terrestri in company, in hopes of mitigating the soldati's shortcoming. In general, little short of an open play of demonic forces will cause soldati to be so deployed - and even then, the Higher Powers prefer to see if mortal agents can handle the problem first.

Terrestri

Attacks: *special* (according to bodies being used), Gravity Crush +23 (+2d6 +slowed +immobilized +dropping held items; no direct PHP damage, area effect), Cause Earthquake +23 (+2d6 +knockdown +moved along +panic; no direct PHP damage, area effect), Nature Attack +23 (+4d6; effects per form it takes, see description), Incomprehensible Word +23 (+2d6 +confuse demons and undead +remove fear from the good +sow holy light +rend darkness +dispel evil magic +weaken the unholy +heal and cure; area effect)

Physical Defence (AC): *special* (see below)

Mental Defence: 35 (+25) (size +2)

Movement: *special* (see below)

Range: *special* (see below)

Hit Dice: 13 (level 13)

PHP: *special* (see below)

MHP: 159

Motivation: Maintain what must be maintained

Actions: *Do several things at once, summarily give orders, alter gravity, speak in disturbing ways, sanctify area, temporarily borrow living creatures' bodies on the physical plane, rage against undead*

Special Defences: Empyrean immunities

Monstrous Effects: Borrowed bodies (has physical stats of bodies being used, as construct, but boosted to level 13), Incomprehensible Form (any creatures present that see its true form suffer a fear hazard of difficulty 30), Sanctification (possessed bodies are temporarily given the immunities of an empyreal; can use their *Incomprehensible Word* to heal, cure, and create holy effects keeping demons and undead out)

Attributes: Str *special*, Dex *special*, Con *special*, Int 20 (+5), Wis 20 (+10), Cha 10 (0)

Type: extraplanar (empyrean), construct or swarm

Size: L

Alignment: CG

Treasure: none itself; possessed bodies may have treasure

The Keepers of Nature, terrestri are responsible for the ordering of the physical world - making sure that mountains rise and crumble on schedule, that the rains fall when they should, that the seasons come and go. There are few of them now, but there were more in previous ages, when the world was still being formed. Most of those have gone on, to other worlds and planes.

Usually, their day-to-day activities are enough to keep a terrestri busy. Thus, one is only likely to become involved in the material world in a direct fashion when and if something disturbs the natural order to a great degree and for an extended period. Alternatively, one might be captured and held, then forced to serve its captor, or simply prevented from taking corrective action.

On the astral or ethereal plane, a terrestri appears to be a network of fiery lines glowing in odd colours. This network shifts from time to time, with some pieces remaining only tenuously connected to the rest at times. In the material world, they normally 'borrow' the bodies of animals - with a strong emphasis on the plural. This can be disturbing in varying degrees, as the terrestri do not have a strong grasp of what bothers creatures that have only one body. Thus, they will speak from different bodies as is convenient, use some to to other tasks while speaking, have several bodies speak in chorus to achieve a desired volume (or to create sounds that the host bodies normally couldn't alone), and so forth.

Terrestri can possess any animal. If necessary to gauge the difficulty of this (e.g., for possessing a PC's animal companion or the like), treat as: Possession +23 (+1d8). An extreme effect is required to take control of an animal. As epic-scale beings, they can treat groups of animals as scaled constructs when taking control of them. Note that they can have two 'primary' attributes - their own (Wisdom), plus that of the body/construct they are inhabiting.

Since maintaining and enforcing the natural order is the purview of the terrestri, they are especially offended by undead. Their *weaken the unholy* effect applies to undead of all sorts as well as demons. If faced with both undead and demonic foes, terrestri will normally choose to attack the undead first, such is their hatred. When they are possessing a body, it counts as a +3 magical weapon for purposes of determining whether it can strike an undead creature.

The terrestri control the movements of the earth, and, if pressed, one can cause earthquakes. If in a suitable area, they can also cause and direct lava eruptions and tidal waves, or cause the earth to crack open beneath opponents, then slam shut around them. They prefer not to use these attacks unless necessary, however, since doing so does disturb the balance of the forces of the earth, causing extra work for them later on. They can also control the weather, creating storms, winds, and so forth, but their control is not as finely directed, and they cannot make direct attacks with lightning bolts and the like. In short, terrestri can only create effects over areas.

Bee swarm “body”

AC 27 (+17) PHP 39 Move 2 (-4), 18 (+4) fly

Swarming Stings +19 (+painful) W

Str 1 (-5), Dex 16 (+6), Con 10 (0)

has ‘within’ range

Rat swarm “body”

AC 25 (+15) PHP 78 Move 12 (+1)

Swarming Bites +17 (+1d4

+infection) W

Str 2 (-4), Dex 14 (+4), Con 14 (+2)

has ‘within’ range

Wolfpack “body”

AC 29 (+16) PHP 90 Move 18 (+4)

Bite & Claw +17 (+1d6) HC

Bloodcurdling Howl +15 (+1d6

+demoralise) H-M

Str 13 (+1), Dex 15 (+4), Con 15 (+2)

Worry (make static attack check on any knocked-down opponent)

Native body (on other planes)

AC 25 (+15) PHP 104 Move 18 (+4)

Spark Attack +15 (+1d6) WH

Str 15 (+2), Dex 14 (+2), Con 16 (+3)

has ‘within’ range

To create a new ‘body’ for a terrestri, simply take the physical stats of the creature or construct being used, then raise it to 13 HD, to reflect the terrestri’s empowerment of it.

Faun

Attacks: Hoof Kick +7 (+1d4), Headbutt +7 (+1d6), Pan Pipes +11 (+1d6; leader only)

Physical Defence (AC): 19 (+7)

Mental Defence: 19 (+7)

Movement: 16 (+3)

Range: Close (Hoof Kick), hand (Headbutt), hand to short (Pan Pipes)

Hit Dice: 5 (level 5)

PHP: 28

MHP: 33

Motivation: Revel, drink wine, feast, dance, woo maidens

Actions: Dance, drink wine, revel, play pipes, hide among plants, speak with animals, befriend sylvan creatures, lose trackers in woods, know the forest ways

Special Defences: -

Monstrous Effects: Use magical songs (as bard, M&M page 23)



Attributes: Str 10 (0), Dex 14 (+2), Con 12 (+1), Int 10 (0), Wis 14 (+2), Cha 16 (+6)

Type: person, optionally fey or semi-divine

Size: M (5-6’ tall)

Alignment: Usually CN, often CG, rarely CE

Treasure: Q, S, X

Most fauns (sometimes called satyrs by those who don’t know the difference) are peaceful, living for little other than to frolic and enjoy themselves. They are usually friendly to travellers who encounter them, asking them to stop and join in the revel, and can be quite persistent. Some are helpful, doing small (to them) kindnesses for those who live nearby - helping to find lost animals and children, carrying messages, and so forth - in exchange for wine, food, and fellowship.

Unfortunately, some fauns are evil. Fauns are rarely brave or warlike, so their evil tends to run to misleading, harassing, and stealing from travellers, seducing or outright raping young women, stealing livestock, and so forth. They will not attack someone unless they are certain of their ability to win a fight.

Rather than engage in physical combat, fauns prefer to use their songs. Generally only the leader of the group will have *Pan Pipes*, granting the same abilities as a bard’s *use magical songs* (M&M p 23). Very rarely, fauns who are evil or brave may carry daggers (+5, +1d4 damage) and/or short bows (+7, +1d6 damage). They may also wear leather armour, gaining a +2 to physical defence/armour class.

All fauns are male. They normally reproduce with nymphs, the children staying with the mother if female, or going with the father once weaned if male. Both races are of very low fertility and tend to be protective of their young, leading to most people believing that there are no young fauns or nymphs.

Fauns are extremely long-lived, or possibly even immortal at the GM’s option. There are rumours that fauns are capable of moving back and forth between the mortal world and the Otherworld of Faerie. At the very least, they have considerable abilities to hide and seem to disappear in their forests.

Their goat’s legs may appear to be awkward, but no one who has seen a faun run would make the mistake of thinking that again. They are extremely fast - almost as fast as centaurs - and quite manoeuvrable. Coupled with their intimate knowledge of their native forests, evading or catching a faun is extremely difficult.

Fauns respect druids, but since it often falls to druids to deal with fauns when they have behaved too far outside the bounds of propriety, druids have a reputation with them for being sticks-in-the-mud and killjoys. This in turn means that if and when a faun believes he can get away with pulling a practical joke on a druid, he most likely will. These will normally be only annoying or mildly embarrassing, however, since the fauns have no desire to anger the druids enough for retribution.

Ferret

Attacks: Claws & Teeth +7 (scratch damage only), War Dance +7 (+1d4 +*confusion* or +*charm*)

Physical Defence (AC): 19 (+9) (size +2)

Mental Defence: 11 (0) (size -2)

Movement: 12 (+1), 9 (-1) climb

Range: Hand (Claws & Teeth), up to short (War Dance)

Hit Dice: 0 (level 0)

PHP: 1

MHP: 1

Motivation: Eat often, sleep often, satisfy curiosity, have fun, defend territory, avoid extreme temperatures

Actions: *Attack with claws and teeth, war dance, poof, escape, squeeze through small openings, explore interesting things, chase prey, burrow, play, groom self, swim, climb things*

Special Defences: Flexible body (when attempting to escape something or squeeze through a small opening, gets a +2)

Monstrous Effects: War Dance (animals will find this to be confusing; humans/humanoids/near-humans will find this charming), Spray (once per day, may emit a foul smelling scent onto a close target that lasts for 1d4+1 turns; difficulty 16 to avoid, but if the target is touching the ferret, difficulty 21; target suffers a -1 penalty to their CHA modifier for the duration of the smell)

Attributes: Str 2 (-4), Dex 16 (+6), Con 8 (-1), Int 2 (-4), Wis 12 (+1), Cha 12 (+1)

Type: animal

Size: S

Alignment: N

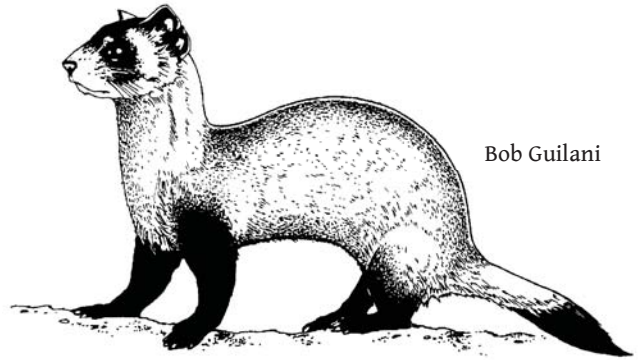
Treasure: 10% chance of a valuable shiny item (1d4 treasure points)

Ferrets are small, carnivorous animals who are often kept as pets. Their bodies are extremely flexible, and ferrets can fit through openings that one would not expect them to be able to - even going through a slot about an inch tall by three inches wide. Their claws make them excellent climbers. Ferrets are also surprisingly good swimmers.

Historically, ferrets have been used as rat killers and to flush rats out of their hiding places (hence the term 'to ferret out'). Their ability to go through small openings is of great use here. They have also been used for hunting rabbits in much the same way.

Tamed ferrets are very playful, and will fetch toys, climb on people, bat at them, and so forth, much like cats. Ferrets will often become obsessed with a particular 'treasured item', and will carry it around and hide it. Like many animals, they like bright and shiny objects, so this could be a valuable item, if the GM wishes.

In the wild, ferrets are nocturnal. Like cats, though, they will adapt their schedule somewhat when tamed. Also like cats, they sleep for most of the day - up to 18 or 19 hours a day.



Bob Guilani

Ferrets are solitary in the wild, only associating with other ferrets when breeding and raising litters. They are very territorial - males will not share territory with other males, nor females with other females. Territories of males and females can and will overlap, and males tend to claim larger territories, often overlapping or including those of multiple females.

Kits are born in May and June, in litters of one to five. They stay in the burrow together for the first six weeks, then begin to emerge. At this point, the mother will separate them, putting each in a separate burrow, often claiming burrows from other animals to do this. The kits become independent at about four to five months, and are sexually mature at one year.

The European polecat is closely related to the ferret, and may be considered identical for game purposes. Ferrets tend to have greyish or light brown fur, with black bands across the eyes and body. polecats tend toward a more even coloration, and show greater variation in colouring, with some having reddish, dark brown, and black fur. In the wild, they eat rodents, rabbits, small to medium birds (sometimes preying on chickens), and frogs and toads. Some have even been known to catch fish.

Furies

See sub-entry under *Harpy*, p 79.

Ghosts

Ghosts are incorporeal undead; the remnants of living creatures, kept in a pseudo-life through either magic or an intense need to accomplish something that they felt at the time of their death. Traditionally, the Game We Can't Name Thanks to the OGL has a wide variety of specific types of ghostly beings - ghosts, wraiths, spectres, haunts, phantoms, and so forth. In keeping with our general philosophy, however, we're instead giving you the tools to make your own ghostly beings, and a few specific examples.

As mentioned above, ghosts have the types *undead* and *incorporeal*. They gain the standard attributes of both types, and are thus immune to mind-affecting magic that does not affect undead, are immune to physical attacks of a non-magical nature, have no need to eat, drink, or sleep, cannot be paralyzed, and do not need to breathe.

Most ghosts have mental or magical attacks, causing fear, aging, loss of life levels, and similar effects. For those that do have physical attacks, their attacks often ignore armour. Ghosts tend to have attributes in the normal ranges for characters, except for STR (usually non-existent; sometimes DEX and CON are as well) and CHA, which usually suffers due to the ghost's scary nature and obsessive bent.

Ghosts are not assigned a size category, since they have no material bodies. For mechanical purposes, they are treated as Medium-sized creatures.

Some ghosts can move things even when they are incorporeal - knocking over pictures, throwing or breaking items, and so forth. These are often called poltergeists. Such ghosts have an effective Strength score for these purposes, and appropriate actions (and attacks, if they are capable of attacking by such means). Poltergeists will often make noise, but even fully immaterial ghosts are often capable of that as well.

Many ghosts of an evil nature will tend to whisper suggestions to people, and some will, if they can manage it, possess victims. For examples of how this might work, see the entries below, as well as the *Shadow Demon* entry (p 32).

As undead, ghosts can be turned. Many cultures also practice exorcism of ghosts, and if the GM is allowing *exorcism* as a separate ability (see sidebar, p 29), it is recommended that exorcists can also affect ghosts.

Many ghosts are 'stuck in a loop', repeating either the actions that happened immediately before their death, or unsuccessfully trying to accomplish a task over and over. Such ghosts usually take no notice of anyone attempting to communicate with them, unless it is a person who is/was involved in those events or that task. Anyone with a trait such as *turn undead*, *exorcism*, or *medium* may attempt to force such a ghost to notice them; treat this as if trying to turn or exorcise, but with an extreme effect needed for success. (Of course, once the ghost has noticed them, it might then take other actions - such as attacking or trying to possess them!) Often such ghosts can be released if what they want done can be figured out and accomplished.

Some ghosts are seeking revenge for something - often for their own murder or that of someone close to them, although it could be for other reasons, such as a grave insult. Such a ghost will attack or harass that person or those associated with them (e.g., descendants of theirs). In some cases, however, the ghost may no longer be capable of distinguishing who is whom, and simply attack or harass anyone it comes across. *Medium*, *turn undead*, or *exorcism* can potentially be used to communicate with the ghost - although as above, the ghost might have to be forced to communicate.

It is very common in myth and legend for ghosts only to appear at night, or only at certain times - for example, the time of day that they died, or some other time of significance to them. They are also often bound to a particular place, to certain people, or to specific items.

Haunt

Attacks: Frighten +14

Physical Defence (AC): -

Mental Defence: 21 (+10)

Movement: 12 (+1), may move through objects

Range: Hand to short (Frighten)

Hit Dice: 9 (level 9)

PHP: -

MHP: 49

Motivation: Get the person being haunted to do something, protect charge

Actions: *Appear as faint form, gesture, glide along, give someone a chill by moving through them, frighten people*

Special Defences: Ghost immunities

Monstrous Effects: -

Attributes: Str -, Dex -, Con -, Int 10 (0), Wis 12 (+1), Cha 6 (-2)

Type: incorporeal, undead

Size: -

Alignment: any

Treasure: usually none; however, might be trying to communicate the presence of one

This is an example of a ghost haunting and attempting to influence a person (although it could easily be changed to a place). Some possibilities include: find and read a letter, find the ghost's dead body, bring the ghost's killer to justice, or find an inheritance that the ghost left to the person. Other possibilities abound for creative GMs.

In this case, the ghost is hindered by not being able to make sound, having any attack that it could use to possess someone. Thus, someone is needed who either has an appropriate trait to let them communicate with spirits, who can figure out that the ghost wants something and let the ghost possess them to communicate, or who has access to magic such as a *speak with dead* spell (which could lead to a multi-step process - first they have to figure out where the ghost's body is, then use that for *speak with dead*).

A haunt can frighten people, but finds communication difficult (hence the low CHA score). In some cases, the ghost may be frightening other people away in order to make sure that the person it is influencing will be the one to find the thing it is having them search for. These others might be deliberately searching for it - for example, if the ghost was murdered, perhaps the murderer had to dump the body into a river, and is now trying to find it, and so the ghost is trying to frighten them away.

As noted in the section header, however, ghosts sometimes aren't good at recognizing living people. Thus, the haunt might be frightening anyone and everyone off, since it can't tell if intruders in the area are the murderer or not.

Poltergeist

Attacks: Throw Objects +13, Shove Person +7 (*+off-balance +knockdown*, ignores armour), Frightening Activity +8, Drop Chandelier +13 (+2d6), Grab and Drag +7 (ignores armour)

Physical Defence (AC): 23 (+13)

Mental Defence: 15 (+6)

Movement: 15 (+2), may move through objects

Range: Up to short (Throw Objects)

Hit Dice: 7 (level 7)

PHP: 39

MHP: 25

Motivation: Cause chaos and destruction, chase people out of its 'home'

Actions: Bang objects around in the night, knock down small objects, break glass, unscrew chandelier, throw objects about, pull covers off people, drag people out of bed, turn around pictures, knock over holy symbols, push over heavy object

Special Defences: Ghost immunities

Monstrous Effects: -

Attributes: Str 10 (0), **Dex 16 (+6)**, Con 12 (+1), Int 7 (-2), Wis 8 (-1), Cha 4 (-3)

Type: incorporeal, undead

Size: -

Alignment: any, usually chaotic

Treasure: -

A poltergeist is a 'noisy ghost' - one that makes noises, throws things around, breaks items, and plays frightening (perhaps even terrifying!) pranks. Sometimes this upgrades into outright attacks on the inhabitants of the place the poltergeist claims as its home. Poltergeists mostly attack by throwing, pushing over, or dropping physical objects, and these attacks do not ignore armour.

This example is a strong poltergeist, with high hit dice. It could be quite a threat to people if it decides to try to harm or kill them, and will also be difficult to exorcise or destroy!

Unfortunate Shade

Attacks: Impending Doom +7 (*+fear*)

Physical Defence (AC): -

Mental Defence: 13 (+3)

Movement: n/a (can appear anywhere in area it is haunting)

Range: Hand to close (Impending Doom)

Hit Dice: 3 (level 3)

PHP: -

MHP: 14

Motivation: Prevent others from dying as it did

Actions: Recall name and death, appear without warning, unsuccessfully warn people of impending doom, become invisible, scare people away, share knowledge of what killed it

Special Defences: Ghost immunities

Monstrous Effects: Frightening Appearance (automatically uses *Impending Doom* against all surrounding targets when it first appears), Cassandra's Curse (its warnings tend to have the wrong effect, driving people toward what it's trying to warn them from; treat as a trait that can generate hero points for others when it complicates life for them significantly)

Attributes: Str -, Dex -, Con -, Int 10 (+0), Wis 10 (+0), Cha 6 (-2)

Type: incorporeal, undead

Size: -

Alignment: Any

Treasure: B (if body and personal effects are nearby)

A shade such as this can be a very useful way to give a party warning of an extremely tough monster, which will require forethought and preparation to defeat - e.g., a dragon or demon. As with the haunt above, the shade cannot directly speak - that would make things too easy on the adventurers! Typically, those encountering the shade will realize it is trying to warn them of something and seek a way to communicate with it. Barring that, they might instead scout ahead to ascertain the meaning of the warnings. If the GM doesn't trust the players' ability to figure out subtle clues, they may be more blatant - leaving messages like GO BACK scrawled in blood, scattered remains, and so forth.

Unfortunately, the ghost's warnings tend to have the opposite of the desired effect, either causing the curious to try to see what it is they're being warned away from, or causing panicked people to head toward the source of danger instead of away. Since the ghost likely roams over a wider area than what it's warning people away from, this may lead to locals believing that the ghost itself is the danger...and thus, adventurers might be hired to exorcise it!

In any case, once the need for the warning is taken care of, the shade will fade away. It might thank the player characters by leading or pointing them to a treasure cache before it departs for its final rest. Alternatively, the ghost might need to be properly laid to rest by a cleric, paladin, or other similar character (and may use its treasure cache as a bargaining chip for this service).

Spirit of Vengeance

Attacks: Dreams of Vengeance +12 (+possession), I Know What You Did +18 (+1d8 +guilt +fear; MHP damage only)

Physical Defence (AC): -

Mental Defence: 18 (+7)

Movement: -

Range: Hand to Close (Dreams of Vengeance), any (I Know What You Did; hand to short via speech, any via written messages)

Hit Dice: 6 (level 6)

PHP: -

MHP: 18

Motivation: Haunt item and wait to be picked up, possess bearer of item, wreak vengeance

Actions: Lie in wait for unwary hosts, send dreams of vengeance, take possession of bearer, wreak vengeance against those who wronged it, torment those who wronged it, use magic it had in life, deceive those who bear its item

Special Defences: Ghost immunities

Monstrous Effects: Dreams of Vengeance (once per night, as an major effect, give the target a goal; this will involve finding the spirit's target, learning who killed the spirit, getting to the vicinity of that person/being, and so forth. This goal grants XP and trait bonuses as normal. A spirit of vengeance may possess the bearer of its item on an extreme effect; this will not normally be done until and unless the target has been identified and is very close. For both of these uses, effect points may accumulate over multiple nights. If the target manages to put a total of 15 consequence points onto the spirit, however, the spirit is no longer capable of sending that character any dreams.)

Attributes: Str -, Dex -, Con -, Int 10 (+0), Wis 12 (+1), Cha 6 (-2)

Type: incorporeal, undead

Size: -

Alignment: Any, usually chaotic

Treasure: item to which it is bound (50% chance magical item worth 1d4 treasure points)

The spirit of vengeance is a ghost who wishes to wreak vengeance upon someone, but is bound to an item (typically a magic item). Anyone picking up the items becomes susceptible to the influence of this ghost, who will use *Dreams of Vengeance* to try to drive them closer to the ghost's target (or a target, if there is more than one). This may be a multiple-step process, taking place over the course of many game sessions, if the GM desires.

Once a vengeful spirit has gotten it's item's bearer close enough to the target of its vengeance, it will attempt full possession of the bearer, so it may use their body to exact retribution. If possession succeeds, it can use the physical abilities of its host. Thus, it will choose physically-oriented characters like fighters and thieves over clerics or magic-users. If this is not possible, it may try to make its bearer pass the item on to someone else (either directly, or by losing it), or attempt to mentally compel the bearer via *Dreams of Vengeance* to enact a plan of their own against the target.

When possessing or otherwise controlling the bearer, the spirit will use its *I Know What You Did* attack to terrify its target(s) before attacking directly. Often, it will do this by leaving ominous messages for its target(s) to find.

Ghoul

Attacks: Bite +11 (+1d8 +black fever), Claw +11 (+1d4 +paralysis), Maniacal Laugh +11 (+1d6 +fear)

Physical Defence (AC): 21 (+9) (armour +4)

Mental Defence: 15 (+4)

Movement: 12 (+1) on two legs, 18 (+4) on all fours

Range: Hand (Bite), hand to close (Claw), hand to short (Maniacal Laugh)

Hit Dice: 3 (level 3)

PHP: 20

MHP: 17

Motivation: Eat human, demi-human, or humanoid flesh; keep lair safe

Actions: Track people by scent, see in utter darkness, bone-breaking bite, lock jaws, claw, laugh maniacally, make weeping noises, devour flesh, run on all fours, dig up graves, vanish in graveyards

Special Defences: Undead immunities, immune to sleep and paralysis

Monstrous Effects: Bite and Grab (Jaws can 'lock on' with major effect, giving effective 24 (+14) STR against escape attempts), Black Fever (complex hazard; bonus equal to effect +5, 1 hour, 10 effect points; PHP damage, confusion, paralysis, and CHA penalty effects; those who die from become ghouls), Consume Living Flesh (heal self as per first aid by taking an action to consume flesh of a helpless opponent via bite attack), Dream Travel (optional; see sidebar)

Attributes: Str 18 (+8), Dex 14 (+2), Con 14 (+2), Int 7 (-2), Wis 12 (+1), Cha 4 (-3)

Type: undead

Size: M

Alignment: CE

Treasure: F for pack; D for intelligent individual

Ghouls are a type of undead, arising through the slow transformation of humans who have become cannibals, by being killed by a ghoul without being laid to rest properly, or through vile magic.

Unlike most undead, ghouls experience a physical transformation, becoming hyena-like in aspect, with powerful elongated jaws, fanged teeth, pointed ears, a long black tongue, claw-like black nails, and a body built for locomotion on all fours. Some even grow fur, although they can still be distinguished from normal hyenas by their habits, and by the lack of a tail.

Like hyenas, they have powerful, bone-cracking jaws, and they often laugh when attacking - a sound somewhat like a mixture of a mule's braying, human laughter, and a dog's barking. Also like hyenas, they can make crying and weeping noises, and will use these to lure victims.

Most ghouls' minds have been warped by the transformation, leaving them with a twisted cunning, but not true intelligence. These ghouls live and hunt in packs of four to a dozen, and their only joy is in killing and eating.

As they are undead, they can be turned. In addition, a *protection from evil* spell or effect will keep them away. While religious symbols are of no use in keeping away ghouls, the recitation of religious verses can be.

Unlike most undead, ghouls do need to eat, and one who cannot eat will weaken. Some stories say that they cannot starve to death, and a ghoul that has been starved for too long falls into a coma-like state, in which it is no longer capable of acting. These same tales say that the only action they can take is to move their mouths to chew – and thus, any desiccated corpse found with an open mouth may be a ghoul, waiting for someone to be unwise enough to put their fingers or some other piece of food into it.

It is sometimes said that ghouls can travel the world of dreams, entering and leaving via graveyards, allowing them to escape pursuit without a trace if they can make it to one.

There are stories that tell of ghouls of greater intelligence,

Our ghoul is an amalgamation of many past interpretations. From *The Game We May Not Name*, we borrowed its undead status and paralytic claw attack. Taking a page from Lovecraft, we gave them the ability to travel through the dreamworld, and included the possibility of humans turning into ghouls. Going back to the original Arabic folklore concerning ghûl, we added their hyena-like appearance, ability to appear fully human, and the power of reciting religious verses to repel them. In addition, we were inspired to create other abilities based off of their association with hyenas.

We've also included a somewhat similar creature from Algonquian legend, the wendigo. We designed it as a variation of the ghoul since we felt that it was very similar tonally (as a quasi-demonic cannibal of unnatural strength), and we felt that it would provide GMs a fun option. Since mixing folklores makes things more interesting, check out how this creature interacts with the redcap (p 110) of English folklore.

While *That Game* treats ghouls as undead beings, Arabian sources do not support this. If you wish your ghouls (and wendigo) to be closer to their legends, make them *standard* type creatures, or treat them as *extraplanar* (*demon*) with demonic immunities (p 28) and a vulnerability to blessed weapons.

Another interesting possibility is to expand upon the Lovecraftian ghouls' connection to dreams. One could treat them as Freddy Krueger-like, attacking victims first in dreams, then manifesting from their dreams into reality. If you wish to do this, take a look at *Mezzurithal, Lady of Nightmares* (p 35) and borrow actions from her.

who have somehow gained or learned magic that allows them to appear to be a normal, living human. In many such stories, a ghoul will claim to be a lost or abandoned traveller (usually female) to lure a group into allowing it to ride or walk with them. When it can, it will lure one away from the rest of the group on an excuse, and then attack.

In a few stories, a ghoul marries a non-ghoul, who becomes suspicious because their new spouse never eats in front of them. Realizing that the ghoul is slipping out each night, the spouse follow the ghoul one night, to find it going to a graveyard, where it joins other ghouls in digging up and eating corpses. Such stories usually end with the spouse fleeing in horror.

For such a ghoul, add the action *appear human*, increase INT to 12 (+1) or higher, and CHA to 14 (+2) or higher.

Wendigo

In the frozen north, tales tell of the *wendigo* – a cursed anthropophage which one becomes through practicing cannibalism. Make the following changes:

Attacks: Bite +11 (+1d8 +*black fever*), Claws +11 (+1d4)

Special Defences: Undead immunities; immune to sleep, paralysis, and cold

Monstrous Effects: Bite and Grab (Jaws can 'lock on' with major effect, giving effective 24 (+14) STR against escape attempts), Black Fever (complex hazard; bonus equal to effect +5, 1 hour, 10 effect points; PHP damage, confusion, cannibalistic desires, and CHA penalty effects; those who die from become wendigo), odour of corruption and decay (difficulty 15 CON hazard; effects are nausea, vomiting, weakness)

A wendigo appears as a large, powerfully-built humanoid figure with shaggy hair and ashen-grey skin. Their eyes are sunken and reddened, and they wear little or no clothing. They are always hungry, no matter how much they eat.

Giants

Creatures of humanoid shape and human-like intelligence that are much larger than humans are lumped together by the "normal-sized" races as *giants*. There are several different varieties of giants, and sages disagree over whether or not they are truly related to each other. Some sages categorize "true giants" as a separate group, with the "true" ones being those with a more elemental nature. Others consider the greatest giants to be Primordials.

Giants of all kinds tend to be hated by dwarves and gnomes, who are used to competing with these larger humanoids for the mountain heights and large cavern spaces that they both prefer.

Stone Giant

Attacks: Stone Club +26 (+2d8), Throw Rocks +9 (+2d8), Fists +26 (+1d4), Grab +26, Bellow +26 (+fear +stun)

Physical Defence (AC): 26 (+17) (armour +10, size -2)

Mental Defence: 24 (+13) (size +2)

Movement: 9 (-1); 16 (+3) as rolling boulder, 20 (+5) downhill

Range: Reach (Stone Club), reach to medium (Throw Rocks), Close (Fists), Hand (Grab), hand to short (Bellow)

Hit Dice: 10 (level 10)

PHP: 105

MHP: 55

Motivation: Drive away intruders, guard the stones, distrust of smaller races and their gods

Actions: Blend with cliffside, roll up to appear to be a boulder, grab from hiding, thunderous bellow, know the mountains and caves, be suspicious of 'smallers', collapse mine, trigger avalanche

Special Defences: Stony body (does not need to breathe, immune to poison and disease, resistant to electricity, magical weapons required to hit; can be bypassed via a major or better result with a stone to flesh spell. Also loses armour +10 when flesh)

Monstrous Effects: All smallers look the same (resistant to social attacks from smallers), boulder attack (roll up into a boulder and roll at foes - treat as fists with Move assisting)

Attributes: Str 26 (+16), Dex 8 (-1), Con 20 (+5), Int 9 (-1), Wis 12 (+1), Cha 8 (-1)

Type: anomalous

Size: L+ (16' tall)

Alignment: N

Treasure: valuable body (2d4 + HD/2 treasure points worth of gemstones and precious metals, minimum 2 gems)

Man-like creatures of living stone, stone giants are considered by many sages to be earth elementals - yet they cannot be dismissed from the material plane, causing others to disagree.

Regardless of their origin, it is known that stone giants prefer to live in high mountain areas, especially in caves on the upper slopes: above the tree line, but beneath the snow line. They greatly distrust 'smallers' (that is, anything smaller than an ogre) and the gods of smallers as well. For the most part, they tolerate travellers passing briefly through their domain, but stone giants do have tempers, and have difficulty distinguishing smallers from each other, which may lead to a group passing through stone giant territory being attacked or harassed because of what someone else did.

Dwarves are particularly likely to trigger

this wrath, as stone giants consider mining in their territory to be 'poaching', even though they themselves do not mine.

Attempts to discuss this with stone giants are usually short-lived, as the stone giants only reply that they are the guardians of the stones, and will not explain further, nor reconsider.

Unfortunately, owing to the above-mentioned lack of ability to distinguish between small races, the wrath the dwarves trigger is often visited on others.

Stone giants agree there are male and females of their race. However, they have no visible sex organs, and it seems to be beyond the abilities of non-stone-giants to discern their genders. Stone giant children have never been observed, but given where stone giants live and their ability to disguise themselves as stones, they may simply hide around outsiders.

Stone giants are normally encountered alone or in small groups (2-4), but are often accompanied by hill giants and/or ogres. They have been known to use giant scorpions as guardians, and sometimes cooperate with gryphons in watching out for intruders. Stone giants intensely dislike chthon and will hunt them, but chthon do not seem to take any more notice of stone giants than they do of anyone else.

Stone giants seem to enjoy carving designs into their stony 'skin', often producing fine inlaid works of art this way. Some also set gems or precious metals into their skin. Similar patterns have been observed on stone giants living together, so it is possible that these indicate families or clans. In addition, their eyes are gemstones, leading some groups of dwarves to deliberately antagonize stone giants in order to have an excuse to kill them and loot their bodies!

Storm Giant

Attacks: Massive Weapon +37 (+ 2x normal weapon dice), Control Weather +20 (+knockdown +push +obscure +soak; damage only from debris; area effect), Lightning Bolt +20 (+absorb electricity; ignores metal armour), Grab & Lift +37, Skyward Throw +37 (+6d6, target must be grabbed with major effect; half of effect points must move target away; ignores armour)

Physical Defence (AC): 25 (+14) without armour (size -2), 35 (+24) armoured (armour +10, size -2)

Mental Defence: 37 (+22) (size +2)

Movement: 15 (+2)

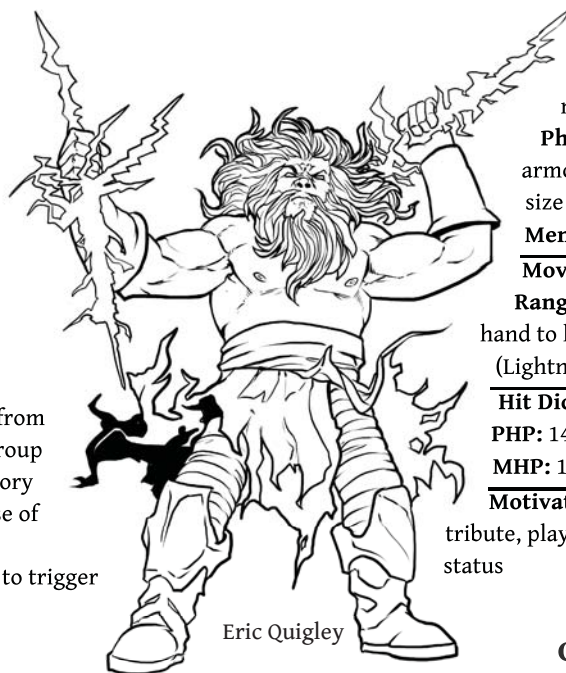
Range: Weapon + one category (Massive Weapon), hand to long (Gale Force Winds), hand to medium (Lightning Bolt), close to reach (Grab & Lift)

Hit Dice: 15 (level 15)

PHP: 143

MHP: 143

Motivation: Maintain and protect territory, exact tribute, play in/with storms, chat with visitors, maintain status



Actions: *Call forth storm, withstand fierce winds, speak with courtly flair, play in storms, reach up to absorb lightning, hide in heavy fog, walk on rain/ice-slick surfaces, negotiate from strength, respect the rules of hospitality, conduct self with noble bearing*

Special Defences: Immune to electricity and wind effects, resistant to heat and cold

Monstrous Effects: Absorb electricity (10 points damage/effect from an electrical attack yields 1d6 the storm giant can emit as lightning; limit 15 dice in one attack); multi-attack (two attacks per round - can do two grabs at once. Cannot lightning bolt twice in one round.)

Attributes: Str 32 (+22), Dex 12 (+1), Con 21 (+5), Int 14 (+2), Wis 20 (+5), Cha 15 (+2)

Type: colossal

Size: L+ (25' tall)

Alignment: CN, often CG, rarely CE

Treasure: G

The most powerful of giants, storm giants are so named for their fondness for and ability to create storms. They appear much like giant humans, but with skin colours that range in the greens and blues, from pastel to near-black. Hair can be blue, green, black, or white, and male storm giants are generally long-haired and bearded. Males and females both often braid their hair.

Storm giants normally make their homes atop high mountains, or sometimes in enchanted castles built on clouds that never seem to dissipate. Since storm giants are fond of picking up and throwing foes, these locations can prove very dangerous to their enemies - a character thrown off a mountain or a cloud is going to have a long, long fall in addition to the standard damage of the attack!

Although they can control all sorts of weather, lightning in particular is associated with storm giants. While not capable of generating electricity on their own, they can *absorb* electricity and emit it as a *lightning* bolt. Usually, a storm giant has enough electricity stored for one full-power bolt when encountered. In combat while a storm is happening, a storm giant has a 1 in 20 chance each round of being struck by lightning and recharged. In addition, they can create and direct winds, rain, snow, and fog. These abilities will be used to move around, knock down, and otherwise inconvenience those they are fighting.

Usually, storm giants live alone or with one other; sometimes, a couple might have children, who will not normally participate in combat. Storm giants love treasure of all sorts, and also love company and chatter, although the latter only for brief times - many a storm giant guest has found themselves unceremoniously ushered out when their host grew tired of them. Because of these loves, storm giants will quite often require tribute from those they live near, in the form of treasure and company when desired.

They are fond of pets, and will often keep giant eagles, dinosaurs, and sometimes even young dragons as such. Those of evil nature are also liable to keep human, demi-human, or humanoid slaves.

Goblins

Goblins are the smallest of the goblinoid races. They are similar in size to dwarves, but skinnier. There are a number of sub-races of goblins, but a given tribe will usually all be of one race. Their skin ranges from ash-grey to near-black in colour, sometimes tinged strongly with yellow or green.

They are smart as goblinoids go, and some make their living as traders and merchants, rather than as raiders, bandits, or hunters. Goblin tribes have been known to strike deals with other, larger and stronger monsters, especially ogres. These deals usually have the goblins supplying the stronger monster's day-to-day needs, in return for its help in dealing with intruders.

Goblins can be quite skilled trackers, having an excellent sense of smell. In addition, they will often tame animals, especially wolves and dire wolves, and are small enough to ride larger dire wolves into battle. Some tribes of goblins have been known to tame giant bats and ride them.

They are often used as slaves by larger, stronger races, especially hobgoblins, bugbears, and orcs. In turn, goblin tribes will make slaves of captives when they can.

A tribe's preferred lair tends to be a cave system, but goblins are opportunistic, and will lair in ruins (especially those with an underground portion), abandoned buildings, and other such places. They will only rarely build their own shelter, the notable exception being goblin traders, who travel and shelter in their wagons.

Goblin Bat-Rider

Attacks: Javelin +10 (+1d6), Dagger +10 (+1d4), Bat Bite +10 (+1d6), Goblin Bite +5 (+1d4), Intimidating Screech +5 (+1d6)

Physical Defence (AC): 18 (+10) (size -2)

Mental Defence: 17 (+6) (size +2)

Movement: 10 (0), 20 (+5) fly

Range: Short (Javelin), hand (Dagger, Bat Bite, Goblin Bite), reach to medium (Intimidating Screech)

Hit Dice: 4 (level 4)

PHP: 24 (as construct with x4)

MHP: 16 (as construct with x4)

Motivation: Protect tribe against attackers, keep bat from being slain, prove worth to the tribe

Actions: *Swoop and throw javelin, cut saddle to escape, emit stunning screech, fly in darkness, perceive by echolocation, snatch items, scout from above*

Special Defences: -

Monstrous Effects: Separable (extreme effect to separate into a Goblin Warrior (p 74) and Giant Bat (p 15), Swoop Attack (use Movement as helping action to Javelin attack; may make half move, attack, then half move again, using full move bonus for attack), Irreplaceable Bat (if someone closes to melee - e.g., by jumping onto the bat or managing to engage on the ground - the goblin will voluntarily separate, letting the bat flee. If in mid-air,

this causes both goblin and 'guest' to fall!), Two Heads Are Better (bat and goblin can each take action; see description for details)

Attributes: Str 12 (+1), **Dex 16 (+6)**, Con 14 (+2), Int 9 (-1), Wis 11 (0), Cha 7 (-2)

Type: person (humanoid), animal, construct

Size: L

Alignment: Any evil, N, CN (goblin); N (bat)

Treasure: Jx2

Goblin bat-riders are elite troops - practiced goblins riding giant bats of unusually large size. Most goblin tribes do not have any, but some will have a few - perhaps two to four of them. Riders tend to be very protective of their bats - a bat-rider without a bat is simply another goblin warrior, after all! With a bat, however, the rider gains status in the tribe. This is even more important than usual for goblins, because bat-riders are usually among the smallest warriors, picked partly because their bats can carry them more easily. This would normally put them near the bottom of the goblin pecking order.

A bat and rider together are somewhat more vulnerable than they are apart, making a larger target. Thus, bat-riders prefer tactics that keep others from engaging with them, using swooping attacks with their javelins. Where there is not enough room for a proper dive, or it's inadvisable for other reasons, the bat may use *intimidating screech* as the pair approaches. On a major effect from the screech, the target is momentarily disoriented and must roll their physical defence against the next attack (which will usually be a thrown javelin).

On the ground, the pair is much slower, and the goblin will usually try to defend the bat. Bat mounts can be loyal, however, and have been known to fight alongside their masters - in this case, the bat and goblin may both make attacks.

Sometimes, powerful dark lords will put together a large group of bat-riders. These can serve as excellent scouts and fearsome shock-troops. Use the following for a unit of about 25:

Goblin Bat-Rider Unit

Level 9, AC 23 (+15), MD 22 (+10), PHP 63, MHP 45, **Move** 10 (0), 20 (+5) fly

Massed Javelins +15 (+1d6) S

Ground Fighting +15 (+1d6) C

Str 12 (+1), **Dex 16 (+6)**, **Con** 14 (+2)

Int 9 (-1), **Wis** 11 (0), **Cha** 7 (-2)

Type person (humanoid), animal, construct

Swooping Charge (use flying movement as helping action with Massed Javelins attack)

Goblin Shaman

Attacks: Staff +5 (+1d6), Sharp Teeth +2 (+1d4), Hex +7 (+1d6)

Physical Defence (AC): 19 (+7) (armour +2)

Mental Defence: 18 (+5)

Movement: 10 (0)

Range: Close (Staff), hand (Sharp Teeth), short (Hex)

Hit Dice: 3 (level 3)

PHP: 17

MHP: 26

Motivation: Worship the spirits, keep the tribe safe, learn more magic, keep position in tribe

Actions: *Heal, bless, summon minor monsters, counter hostile magic, cow goblins, hex, negotiate with outsiders, rally goblins together, pronounce impressive prophecy*

Special Defences: -

Monstrous Effects: Hexes (can cause bad luck and minor magical effects - flames, pushing over, etc.), summon minor monsters (once per day, can summon a 1-2 HD monster of the GM's choice)

Attributes: Str 8 (-1), Dex 14 (+2), Con 12 (+1), Int 15 (+2), **Wis 15 (+4)**, Cha 7 (-2)

Type: person (humanoid)

Size: M

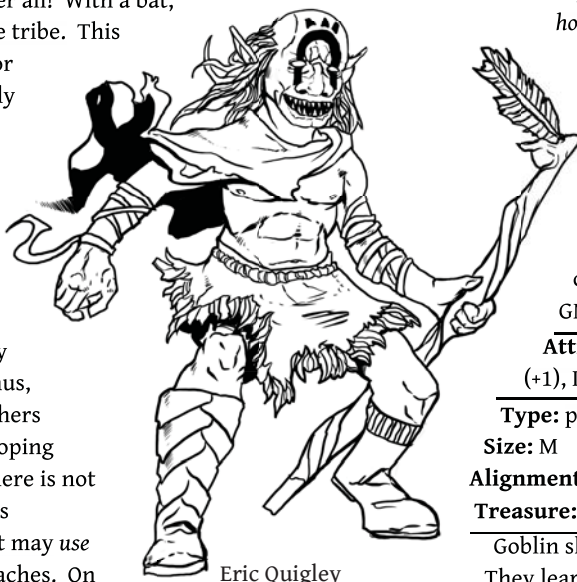
Alignment: Any evil, N, CN

Treasure: K, 10% chance of M, 25% chance of S

Goblin shamans mix divine and arcane magic. They learn through apprenticeship to another shaman, and then later through trial and error; often, a good bit of their magic is simply superstition and impressive rituals meant to cow other goblins.

Usually the shaman will not be the tribal leader, leaving that to a particularly powerful warrior, but some tribes have been led by their shaman. Even where that is not the case, the shaman exercises great influence through their hold on the beliefs and mores of the tribe.

Due to the mixture of magic they employ, goblin shamans are sometimes contacted by demons, malicious ghosts, or other evil spirits pretending to be one of the goblin gods. Such a spirit will slowly persuade a shaman toward courses of action that benefit the spirit, to the detriment of the shaman and his or her tribe. Some tribes have become corrupted enough to openly deal with undead, hell hounds, and other such entities.



Eric Quigley

Goblin Trader

Attacks: Fast Talk +8 (+1d4 +*confusion* +*persuasion*), Salesman +8 (+1d4 +*what the hell did I just buy?*), Dagger +3 (+1d4), Sharp Teeth +1 (+1d4)

Physical Defence (AC): 14 (+3)

Mental Defence: 19 (+7) (armour +2)

Movement: 10 (0)

Range: Up to short (Fast Talk, Salesman), hand to close (Dagger), hand (Sharp Teeth)

Hit Dice: 2 (level 2)

PHP: 9

MHP: 13

Motivation: Make money, sell gimcracks and gewgaws, buy things to resell for more, make more money, avoid legal entanglements, drink and party

Actions: *Haggle, fast talk, sell things, produce fake authorizations, produce real authorizations, carry messages for pay, hide small items on person, hide larger items in wagons, smuggle people in wagons, slip a knife between someone's ribs, trade in illegal goods, unhitch wagons*

hurriedly, sense trouble, get out while the getting's good, bribe officials, call for guards, you broke it - you bought it, hire guards

Special Defences: -

Monstrous Effects: Lull suspicions and stab (use Fast Talk to get major effect; can then use INT to do dagger attack on subject)

Attributes: Str 8 (-1), Dex 12 (+1), Con 10 (+0), **Int 16 (+6)**, Wis 15 (+2), Cha 12 (+1)

Type: person (humanoid)

Size: M

Alignment: N, CN, CG, LE

Treasure: special (M on person, 10% chance of T; O, P in wagon, but well-hidden; 75% chance for wagon to have less-well-hidden false treasure)

Some goblins have integrated into civilized lands as nomadic traders. They travel from town to town in brightly-painted wagons, often following a circuit, although sometimes simply following their whim. While some specialize, most trade in anything and everything they think will bring a profit.

In towns and villages, a goblin trader (or group thereof)

What the Hell Did I Just Buy?

d8+d10	Item Description
2	Forged patent of nobility. 70% chance it's a title someone else legitimately claims. Price in gp.
3	Very official-looking deed to some property. 85% chance someone already owns it. Price in gp.
4	Costume jewelry. +1d3 social weapon, but -1d4 if realised to be fake.
5	Food item of dubious origin. (Tastes like chicken!!) Price in cp.
6	Vial of mysterious, foul-smelling fluid. Tastes surprisingly good. 10% potion of hallucination.
7	Roast chicken leg. (Does not taste like chicken.) Price in cp.
8	A small normal weapon (dagger, hand axe, etc.) 50% break on first use, but half normal price.
9	A small, harmless pet (mouse, hamster, bird, cat, chihuahua). Price in cp.
10	Small golden statuette. (Gold flakes off in 1d4 days.)
11	A small buckler, painted in bright green and pink colours. +1d4 social vs people without taste.
12	Surprisingly genuine holy symbol of your religion. (A miracle if you aren't religious!)
13	Freakishly scary troll doll. +1d10 fear weapon vs small children and non-trader goblins.
14	'Anti-werewolf' silver weapon. (Silver flakes off after 3d4 uses.) Price in gp.
15	Seemingly normal item, curses bearer with ogre stench (major effect).
16	Something that looks surprisingly familiar - wait, this is mine!
17	Small hideous idol that looks more hideous from any other angle. +1d6 to disguise as cultist.
18	An actually valuable item, that turns out to have been stolen when the owner comes looking.

will hitch their wagons and set out their wares, generally staying for the day, then travelling on that night. They will usually have useful items to sell, and one can find good bargains if they approach with a clear goal in mind and keep their wits about them. Many goblin traders will try to sell all sorts of gewgaws, gimcracks, and, not to put too polite a face on it, junk to those they can get to buy it.

Goblin traders are well-known for not quite following the law, and frequently use bribery to get themselves out of trouble, if they can't avoid it simply by leaving at the first sign (or even sooner). Many are smugglers, transporting illegal goods, and sometimes persons who need to 'avoid imperial entanglements'.

In spite of all this, goblin traders do provide useful services. Those who can resist their sales pitch can get useful items from them. They will also carry messages or packages for a small fee (though it is wise to make sure that half or more will be paid on delivery!). They will also buy broken or surplus items, to repair them and/or take them somewhere that they are more desired.

Goblin traders encourage customers to handle merchandise... which often proves surprisingly fragile, instantly leading to the refrain of "you broke it, you bought it!" They may negotiate to 'let' the customer buy another item instead.

When travelling, traders band together in areas known for bandits or other dangers, and/or hire guards. Typically, these guards are goblin or orc warriors, but sometimes traders hire other races. Indeed, the PCs might be hired as guards, if they're travelling in the same direction! Such guards may be employed in a town as well, if the town is normally hostile to goblins, or the trader has reason to believe an 'enforcer' might be of use.

The *What the Hell Did I Just Buy?* table may be used to determine what a character buys if they fail a contest with a goblin trader. Typically this will be an iterated social contest, with the goal to reach 10 effect points first. If the player wins, they get the item they are trying to buy for 25% off (GM's judgment about what items are available). If the goblin wins, the player either gets the intended item at full price *and* buys an item from the table below, or pays an extra 25% for the item. The price of an item from this table is 2d6 silver pieces, unless otherwise indicated.

Goblin Warrior

Attacks: Jagged Blade +2 (+1d6 +*bleeding wound*), Sharp Teeth +2 (+1d4)

Physical Defence (AC): 21 (+9) (armour +4)

Mental Defence: 12 (+1)

Movement: 10 (0)

Range: Close (Jagged Blade), hand (Sharp Teeth)

Hit Dice: 1 (level 1)

PHP: 7

MHP: 5

Motivation: Rob strangers, defend lair, establish dominance, take slaves



Actions: Ambush, bully in greater numbers, gang up on foe, slice, backstab, hide and sneak, slice legs, cut loose gear, set up foe for attack by another

Special Defences: -

Monstrous Effects: Backstab (+5 attack, must attack by surprise or from stealth), poisoned blade (CON hazard, difficulty 15; turn length one round, last 2 rounds; effect points are PHP or other effects, depending on nature of the poison (GM decision))

Attributes: Str 12 (+1), Dex 16 (+6), Con 14 (+2), Int 9 (-1), Wis 11 (0), Cha 7 (-2)

Type: person (humanoid)

Size: M

Alignment: Any evil, N, CN

Treasure: J

Goblins are not known for their courage, and their warriors are not an exception. They prefer to attack using ambushes and in superior numbers, making use of their skills at hiding and sneaking. In open battle, they are not strong at all, but they can be surprisingly capable when allowed to use their preferred tactics.

Most goblin warriors will be armed with a long knife or small sword, often with a jagged edge as above. Goblins have been known to poison their blades when they have some sort of venom available to them. Usually this will be a very weak poison, but some tribes have been known to have stronger ones.

Some - generally 20% or less of any force - will be archers. The bows they use are weak, and are they are at +5 (+1d4) when attacking with them.

Goblin Army

This is an army of around a thousand goblins. It might also have a wolf-rider cavalry and bat-rider unit, which would be represented separately. Normally a shaman would not be with such an army, since goblins usually only go to war when under the influence of a dark lord.

Level 10, **AC** 30 (+18), **MD** 21 (+10), **PHP** 60, **MHP** 40, **Move** 10 (0)

Jagged Blades +16 (+1d6 +bleeding wounds) C

Massed Arrows +10 (+1d4) SM

Str 12 (+1), **Dex** 16 (+6), **Con** 14 (+2)

Int 9 (-1), **Wis** 11 (0), **Cha** 7 (-2)

Type person (humanoid), construct

Goblin Wolf-Rider

Attacks: Cut with Hooked Sword +10 (+1d8), Catch with Hooked Sword +10 (+1d4 +knockdown +disarm +drag), Spear Charge +10 (+1d8), Bloodcurdling Howl +10 (+2d4 +demoralise)

Physical Defence (AC): 13 (+3) (armour +2, size -2)

Mental Defence: 17 (+6) (size +2)

Movement: 18 (+4)

Range: Close (Cut with Hooked Sword), hand to medium (Bloodcurdling Howl)

Hit Dice: 4 (level 4)

PHP: 24

MHP: 16

Motivation: Rob strangers, gain glory in battle, take slaves, defend lair

Actions: Catch and knock down with sword, drag with sword, charge with spear, surround foe, make harassing attacks, dismount and approach by stealth, chase down those who flee, scent prey

Special Defences: -

Monstrous Effects: Separable (extreme effect to separate into a Goblin Warrior (p 74) and Dire Wolf (M&M p 110), Mounted Charge (use Movement as a helping action to Spear Charge attack), Ride By Attack (half move, use a 'Hooked Sword' attack, half move again), Drag (major effect; roll STR v STR, spend effect points from roll to move opponent at least one range category; extras can be spent on more movement, or PHP damage. Opponent is knocked down at end as minor effect)

Attributes: **Str** 16 (+6), **Dex** 9 (-1), **Con** 14 (+2), **Int** 9 (-1), **Wis** 11 (0), **Cha** 7 (-2)

Type: person (humanoid), animal, construct

Size: L

Alignment: Any evil, N, CN (goblin); N (dire wolf)

Treasure: Jx2

Elites among goblins, wolf-riders are generally picked from among the larger and stronger goblins. They take great pride in their positions, and use their status and size to bully other goblins. This in turn, however, means that normal goblin warriors are quite likely to abandon wolf-riders to their fate

should it appear likely that they can do so without fear of reprisal.

Wolf-riders enjoy using their hooked swords to catch opponents, pulling them over or disarming them, and sometimes even catching their armour and dragging them along. If opponents do not seem to be too much of a threat, they will try to capture them alive, to take as slaves.

When dismounted, treat one as a goblin warrior, with these modifications:

Attacks: Cut with Hooked Sword +7 (+1d8), Hook with Sword +7 (+1d4 +knockdown +disarm +rip off armour piece)

Physical Defence (AC): 16 (+5) (armour +4)

Range: Close (Cut with Hooked Sword, Hook with Sword)

Monstrous Effects: -

Attributes: **Str** 16 (+6), **Dex** 11 (0), **Con** 14 (+2), **Int** 9 (-1), **Wis** 11(0), **Cha** 7 (-2)

Evil armies often have large number of wolf-riders. Treat a unit of these as follows:

Goblin Wolf-Rider Cavalry

Level 9, **AC** 18 (+9), **MD** 23 (+11), **PHP** 63, **MHP** 45, **Move** 18 (+4)

Hooked Swords +15 (+1d8 +knockdown +drag) C

Massed Charge +15 (+1d8) R

Str 16 (+6), **Dex** 9 (-1), **Con** 14 (+2)

Int 9 (-1), **Wis** 11 (0), **Cha** 7 (-2)

Type person (humanoid), animal, construct

Mounted Charge (use movement as helping bonus to Massed Charge attack)

Drag (major effect; roll STR v STR, spend effect points from roll to move opponent at least one range category; extras can be spent on more movement, or PHP damage. Opponent is knocked down at end as minor effect)

Hobgoblin Warrior

Attacks: Sword +9 (+1d8), Halberd +9 (+1d10 +hook +trip +pull off mount), 20% have Heavy Crossbow +4 (+1d10; one shot per two rounds); mounted have Lance +9 (+1d8 +charge bonus), Scimitar +10 (+8 vs. heavy armour) (+1d8), Composite Bow +4 (+1d8)

Physical Defence (AC): 22 (+10) (armour +6)

Mental Defence: 16 (+4)

Movement: 9 (-1) (heavy armour; normal move is 12 (+1))

Range: Close (Sword, Scimitar), reach (Halberd, Lance), short to long (Heavy Crossbow, Composite Bow)

Hit Dice: 3 (level 3)

PHP: 20

MHP: 17

Motivation: Show martial prowess, dominate other goblinoids, find glory in battle, enslave 'lesser' races, enjoy cruelty

Actions: Charge and attack, attack in formation, support front ranks with halberds, massed crossbow shooting, establish battle lines, hold a force in reserve, flank enemies, cavalry charge, ride and shoot, maintain discipline, create advantages with military tactics, guard borders with fervour and paranoia

Special Defences: Resistance to fear when in formation

Monstrous Effects: Set halberd (against a mounted combat charge, adding its damage to your armour class), charge (use movement as helping action to attack), ride and shoot (half move on mount, attack, half move)

Attributes: Str 16 (+6), Dex 13 (+1), Con 14 (+2), Int 8 (-1), Wis 13 (+1), Cha 6 (-2)

Type: person (humanoid)

Size: M (5-6' tall)

Alignment: LE, NE

Treasure: usually K, 20% chance of L instead

Larger and more heavily built than goblins, hobgoblins are usually orange to brown in coloration, and while they have pointed ears, theirs are not as prominent as those of goblins. They have sharp fangs, but do not normally use them for combat. Splint or banded mail is common among them, and hobgoblins have been known to make use of dwarven slaves as smiths. Their armour, weapons, and other gear are well-kept, and they tend to be much cleaner than other goblinoids. Hobgoblins make use of their size and strength in dominating both their 'lesser' cousins and other races. They have an extremely martial culture, focused heavily on discipline and obedience, with harsh and cruel punishments for those who do not live up to their strict standards.

Hobgoblins fight as regular troops, preferring open battle to the guerrilla tactics of goblins. They drill regularly for battle, and will make use of terrain and tactics. Hobgoblin forces are unlikely to break when in formation, but are not particularly brave if their formations are broken or scattered. They employ a mixture of troops - usually about 70% infantry, 20% crossbow archers, and 10% cavalry.

Not as intelligent as goblins, hobgoblins are poor strategists, especially in the fields of logistics and siegecraft. They also tend to be inflexible in their tactics, responding poorly to unexpected developments or unconventional opponents. These factors, together with their smaller numbers, keep hobgoblins from controlling large areas. Instead, they tend to claim marginal territories, which they patrol for intruders with vicious fervour. Where they do allow traffic to pass, it is watched intensely and heavily taxed.

Hobgoblin society is based on a military model, with status and privilege corresponding to rank. Everyone is expected to be able to fight, women and children included, and those who cannot are mercilessly cast out, or reduced to the status of slaves, regardless of their former glories. Slaves are poorly treated, and arming a slave or teaching combat skills to one are high crimes.

Golems

Created by magic or artifice, golems are man-like creations of great size, usually made for the purpose of guarding a place or object. A cleric or magic-user constructs a golem using a *manual of golems* of the appropriate sort. This process takes place on the time scale appropriate to the scale of the golem being constructed, and has ingredient costs at least equivalent to twice the golem's Hit Dice in Treasure Points. In most cases, a quest to obtain rare ingredients will be involved as well.

Bronze Golem

Attacks: Giant Sword +37 (+3d6), Thrown Boulder +37 (+2d8), Stomp +37 (+1d10)

Physical Defence (AC): 33 (+24) (armour +10, size -2)

Mental Defence: 29 (+19) (size +2)

Movement: 15 (+2)

Range: Reach (Giant Sword), short to medium (Thrown Boulder), hand to close (Stomp)

Hit Dice: 17 (level 17)

PHP: 162

MHP: 77

Motivation: Protect charge, obey creator

Actions: Guard charge, patrol area of charge, spot intruders using high vantage point, grab and pick up person, wade into water to chase boat or ship, smash ships into kindling, smash siege towers, batter and break castle or city walls, be confused by things outside its orders, shine blindingly in the sun

Special Defences: Animated immunities, +2 or better magic weapons to hit

Monstrous Effects: Vulnerable Point (difficulty 30 to spot, or 25 to research beforehand; attacks to vulnerable point ignore armour and do not require a magical weapon), healed by fire (effect points of fire attacks heal PHP and/or MHP damage rather than doing damage to the bronze golem), Multi-attack (can simultaneously stomp and attack with either sword or

thrown boulder), area attack (can make area attacks against closely clustered foes with sword)

Attributes: Str 30 (+20), Dex 8 (-1), Con 20 (+5), Int 7 (-2), Wis 10 (0), Cha -

Type: animated, colossal

Size: L++ (30' or more tall)

Alignment: N

Treasure: none of its own, but its charge often is or contains a treasure

Crafted by the most powerful of magic users, the bronze golem is an amazing work, shining brightly in the sun as it guards its charge, never-ceasing in its vigilance. Not needing to eat or sleep, it can watch endlessly - and, it is said, some of these do, watching the ruins of ancient cities, awaiting someone to try to invade what Time has reduced to nothing more than a pile of rubble.

These magical guardians are extremely difficult to defeat, unless one knows the secret of how it was constructed. Each one has a weak point, somewhere on its seemingly invulnerable body, where the fluids that help to maintain its animation can be released.

Clay Golem

Attacks: Powerful Blow +21 (+2d8), Grab +10, Throw Heavy Object +10 (+1d8)

Physical Defence (AC): 18 (+8) (size -2)

Mental Defence: 21 (+12) (size +2)

Movement: 8 (-1)

Range: Hand to close (Powerful Blow, Grab), short (Throw Heavy Object)

Hit Dice: 11 (level 11)

PHP: 94

MHP: 39

Motivation: Obey master's commands or kill and destroy

Actions: Plod along, obey orders, take orders too literally, keep following last command until given a new one, not recognize consequences of actions, fly into great rage, furiously smash all around it, pick up and throw people

Special Defences: Animated immunities; immune to fire, cold, lightning; immune to stabbing and cutting weapons; limitless endurance (never becomes tired or fatigued, has no need to sleep)

Monstrous Effects: Haste self (when out of control, doing 2 attacks per round for three rounds and doubling movement, once/day), Berserk (immune to social attacks; uses 3d8 for attacks, but must roll physical defence)

Attributes: Str 20 (+10), Dex 9 (-1), Con 18 (+4), Int 4 (-3), Wis 8 (-1), Cha -

Type: animated

Size: L (8' tall)

Alignment: N

Treasure: -



Adam Schmidt

A clay golem is created by a cleric, using a ritual that requires first shaping the body of the golem from clay, then inscribing certain words on a paper to be placed in the golem's mouth. When this is done, the golem animates and obeys the commands of its creator. If the paper is removed from the golem's mouth, it de-animates, and this should be done one day of the week, allowing it to rest.

A golem that is not permitted to rest as required will become increasingly unstable, until it will eventually escape control after 2d4 weeks. When this happens, control can be re-established by reducing its MHP to zero magically (via control rituals and spells), or it can be de-animated, either by taking it to 0 PHP, or by removing the animating words from its mouth via an extreme effect. One forced to perform in combat is also likely to escape control; there is a 1% cumulative chance per round the clay golem engages in combat that this will happen.

An out of control clay golem is *berserk*, and will attack anyone or anything nearby, seeking to harm people or tear down structures.

Clay golems are all but mindless, yet they can understand spoken commands in the language that their creator first spoke to them with, and will attempt to carry them out to the best of their ability. However, they have no imagination, no understanding of consequences, and no common sense. Their great strength and limitless endurance make them incredibly useful for some tasks, but they must be carefully managed.

At the GM's option, it may be possible for a clay golem to acquire greater intelligence. This would make sense as a consequence of not allowing one its recovery periods. Of course, as it becomes intelligent, it may also come to resent its bondage!

Gryphon

Attacks: Claws +19 (+2d4), Bite +19 (+2d6), Cry Challenge/Harrying Attack +19 (+1d8 +*fear*), Stunning Thunderclap +19 (+1d8 +*stun* +*deafen*; no actual damage inflicted)

Physical Defence (AC): 26 (+11) (armour +4, size -2)

Mental Defence: 22 (+10) (size +2)

Movement: 12(+1), 30(+10) fly

Range: Hand, close (Claws), hand (Bite), any (Cry Challenge), hand to close (Harrying Attack)

Hit Dice: 7 (level 7)

PHP: 54

MHP: 39

Motivation: Hunt prey, steal food, defend the eyrie, defend eggs and chicks, eat horse-flesh

Actions: Fly majestically, dive and attack, grab and carry, eat horse-flesh, spot at great distance, scent prey, steal prey from other flyers, cry challenge, dive and create thunderclap with wings

Special Defences: Resistant to fear

Monstrous Effects: Dive and attack (move full movement and still attack); grab and carry (major effect to grab a target and carry it up); grab and rake (on hit with claws, spend 5 points to make follow-up attack with rear claws); Stoop (half move, attack, half move - opponent must win opposed DEX check to be able to attack in return, but consequence points on a failed attack can be used normally)

Attributes: Str 22 (+12), Dex 15 (+2), Con 16 (+3), Int 5 (-3), Wis 13 (+1), Cha 8 (-1)

Type: mythic beast, load-bearer

Size: L (10-12' long, 25'+ wingspan)

Alignment: N

Treasure: C, S

With the head and forelegs of an eagle, the hind body of a lion, and a wingspan of 25 feet or more, gryphons are majestic creatures, and know almost no fear. Gryphons live alone, as a mated pair with chicks, or, rarely, in prides of four to eight adults. A pride of gryphons is a fearsome thing, and prides have been known to drive away even dragons.

Like lions, adult male gryphons will call out to help establish their territory, doing so several times a night, but especially at dusk and dawn. A gryphon's territorial cry can be heard as far as five miles away. Quieter calls are used to communicate and to call in young.

The adults of a gryphon pride are normally half males and half females - a set of cooperating mated pairs, who share hunting duties and the raising and protecting of young.

A pride will hunt cooperatively. Just like lions, the males will drive prey toward females, who will do the killing, and then the entire pride will eat. While gryphons love the taste of horse flesh, they will eat any large animal they can catch and kill, and will hunt humans if hungry enough.

Gryphons are further like lions in that they will sleep most of the time when they are not hunting. Their nests are built in

caves or on high, rocky ledges, and are usually situated near an open plain or other area offering little cover from the air. Nests are built using sticks, leaves, and bones. Gryphons do not collect treasure for its own sake, but their caves or nests often contain treasure left from pack horses they have taken and humanoids they have killed in order to take horses.

They have the eyesight of eagles, able to spot prey as far as two miles away when on the wing, combined with the night vision of a lion.

A mated pair will produce one or two eggs in spring every two to three years, with the eggs typically hatching in late summer. The fledglings do not begin to venture out of the nest until they are about a year old. Adult gryphons with eggs or nest-bound young are extremely vigilant and protective. They will never leave the nest unguarded, and will attack any creature not a member of their pride that ventures within a hundred yards of the nest without mercy or restraint, fighting to the death, all the while calling for the rest of the pride to come.

Gryphon eggs sell for 2,000 gp, and fledglings young enough to train for 5,000 on the open market. To train, a fledgling should be no more than a year old; they are rideable at four years of age, fully mature at five, and considered old at sixteen. Gryphons are extremely aggressive, and training requires either a specialist, or a specific trait of *gryphon trainer*.

Trained gryphons are also sometimes used as guards, due to their exceptional senses and territoriality. Once trained, a gryphon regards its master and other humanoids it was taught to respect during training as part of its pride, and thus, will not attack them unless they attack it.

A gryphon's carrying capacity is doubled even when flying. Thus, a normal gryphon can carry up to 145 pounds unencumbered, 290 lightly encumbered, 440 heavily encumbered. Like most fliers, they cannot fly when heavily encumbered.



John Tenniel

Harpy

Attacks: Sharp Talons +10 (+1d6 +*snatch and carry* +*pain*), Rush of Wings +10 (+*fear*), Gust of Wind +10 (+1d6 +*knockdown* +*blinding dust*)

Physical Defence (AC): 21 (+10)

Mental Defence: 17 (+5)

Movement: 6 (-2), 24 (+7) fly

Range: Hand (Sharp Talons), reach to short (Rush of Wings), short to medium (Gust of Wind)

Hit Dice: 4 (level 4)

PHP: 19

MHP: 22

Motivation: Torment adventurers, acquire objects of desire

Actions: *Slash with talons, carry away grabbed foe, swoop and snatch objects, torment and taunt victims endlessly, inspire fear with the sound of their wings, use gusts of wind in battle, fly quickly*

Special Defences: Resistance to wind and air attacks, magic, and fear

Monstrous Effects: Snatch and Carry (major effect on talon attack to grab and lift target), terrible beauty (difficulty 15 WIS hazard for those attracted to human females; distraction and fear effects), mistresses of wind (+4 to contests of flight)

Attributes: Str 14 (+2), **Dex 17 (+6)**, Con 10 (0), Int 10 (0), Wis 13 (+1), Cha 5 (-3)

Type: semi-divine

Size: M (6' tall, 15' wingspan)

Alignment: NE, LE, LN

Treasure: -

Resembling beautiful women with the lower bodies of giant eagles, and wings rather than arms, harpies are renowned for both their beauty and their cruelty. Myth says that they are sent by the gods to punish the evil - but also that they greatly enjoy their tasks, taking fierce delight in tormenting their appointed victims, as well as any others they happen across.

In this role, their normal tactics are to harass their target with frequent and unpredictable harrying attacks, seeking to inflict pain and fear more than to do actual damage. They will take away needed objects and food, sometimes tauntingly leaving refuse in its place.

If forced to outright combat, harpies will use their control of wind to weaken, confuse, and separate opponents, bringing up a concealing cloud of dust in which they can either get away, or choose targets of opportunity for attack. Picking up one member of a group and carrying them off to fight alone is also a favoured tactic - often with two or more harpies still ganging up on the lone victim.

As noted above, their human half is beautiful. Their hair is especially renowned, being long, thick, and shiny. Harpies have been known to demand that captives comb their hair for them, and sometimes to bargain for hair-combing as a service. Possibly influenced by their bird half, they also seem to have a predilection for shiny objects, especially metal ones. They do

not wear any sort of clothing or jewellery, however, having no hands with which to put on or remove such.

Some harpies are said to sing to attract victims, who they will then kill and eat. See the *Sirens* entry (p 117) for information on what sort of alterations to make to build such harpies.

Furies

The greatest of harpies are the Furies - three sisters tasked by the gods with punishing those whom the gods hate and despise. Make the following adjustments to represent them:

Attacks: Sharp Talons +17 (+1d6 +*snatch and carry* +*pain*), Rush of Wings +17 (+*fear*), Gust of Wind +17 (+1d6 +*knockdown* +*blinding dust*), Fearful Song +12 (+*fear*; area effect)

Physical Defence (AC): 30 (+19) (villain +2)

Mental Defence: 26 (+14) (villain +2)

Hit Dice: 11 (level 11)

PHP: 103 (villain; higher than average, includes CON)

MHP: 115 (villain; higher than average, includes WIS)

Motivation: Torment those targeted by the gods, torment violators of divine law, acquire objects of desire

Monstrous Effects: Snatch and Carry (major effect on talon attack to grab and lift), terrible beauty (difficulty 25 WIS hazard for those attracted to human females; distraction and fear effects), mistresses of wind (+4 to contests of flight), carry off to the Underworld (must *Snatch and Carry*, then make move actions against target's mental defence with trait bonus, trying to accumulate 15 points. Foes can attempt oppose by chasing after, attempting to wound wings, throwing ropes after, etc. Must accumulate 10 points against the Fury to get victim out of their talons), Divine Patronage (GM may negate an attack against a Fury by giving the attacker a Hero Point)

Attributes: Str 14 (+2), **Dex 17 (+6)**, Con 15 (+2), Int 10 (0), Wis 16 (+3), Cha 5 (-3)

While "Furies" is the proper name of these creatures, it should be noted that they do not like it. They are often euphemistically referred to as "the kindly ones". In battle these three will often sing songs to torment their enemies further, often bringing victims to their knees in anguish.

For those unfortunate enough to fall before these terrible sisters, they may quickly find themselves being carried off into The Underworld, where an eternity of torment awaits.

Hell Hound

Attacks: Bite & Claw +10 (+1d8+1), Breathe Fire +10 (+2d6; cone), Release Hell Stink +10 (+1d6 +*Hell stench*; ignores armour, cone to rear, usable once per day)

Physical Defence (AC): 21 (+9) (armour +4)

Mental Defence: 14 (+4)

Movement: 18 (+4)

Range: Hand to close (Bite & Claw), close to short (Breathe Fire), Hand to reach (Release Hell Stink)

Hit Dice: 4 (level 4)

PHP: 22

MHP: 18

Motivation: Hunt prey, defend lair, torment the weak, obey the master

Actions: Chase down prey, hunt, run with the pack, scent prey, harry the weak, see the hidden or invisible, hide and stalk, ambush, set on fire, release hell stink

Special Defences: Immune to fire, but vulnerable to cold; stinks like hell (simple hazard: CON or WIS vs. difficulty 20.

Consequence points used to make affected target nauseated, dizzy, etc.)

Monstrous Effects: Breathe Fire (fire damage, cone), hell stink (Affected targets get 'stench of Hell' consequence, causing CHA penalty for 1d6+3 days, and detect as evil for 2d10 days)

Attributes: Str 16 (+6), Dex 13 (+1), Con 13 (+1), Int 8 (-1), Wis 10 (0), Cha 6 (-3)

Type: standard or extraplanar

Size: M

Alignment: LE

Treasure: B, hell stink (worth 10-20 gp to an alchemist)

Hell hounds appear as very large, demonic dogs. They are generally a sooty black to dull red in colour, with glowing red eyes, black mouths and tongues, and small spiky growths around their shoulders. They are not native to the mortal world, but many have been brought here as guardians by evil creatures and wizards. As a result, most groups of hell hounds found now are 'native', and cannot be banished back to Hell.

They make exceptional guardians, due to their ability to smell intruders, track by scent, and see invisible creatures and things. While not of great intellect, they are far more intelligent than any normal animal. They have their own language, and can learn other languages. Beyond basic intelligence, they have the cunning of a pack predator.

Hell hounds stink extremely badly – enough to cause nausea, dizziness, and vomiting. Their stink is the stench of Hell; physically, it smells sulphurous, much like rotten eggs, but it also stinks on a metaphysical level. Hell hounds can spray the stench like a skunk. Those sprayed stink physically and metaphysically, detecting as evil to spells and powers while affected. Someone who has encountered this effect before may be able to tell the difference between the truly evil and those affected by hell stench; difficulty to determine is 20.

Hell hounds are evil, and torment weaker creatures for the sheer joy of it, 'playing with' prey until they tire of the game, then killing it viciously. Understanding most creatures' fear of fire, they use their ability to breathe fire to frighten and herd prey into ambushes. They will also release their stench onto passers-by just to torment them.

In their native environment (i.e., Hell) hell hounds are opportunistic predators and scavengers, as they are among the weakest creatures there. They band together into packs (10-30 in Hell, 3-12 in the mortal world), which are led by a dominant female. Like spotted hyenas, female hell hounds have a pseudo-penis, and cannot be distinguished from males except by experts.

They tend to lair in caves and abandoned buildings. In Hell, they attempt to avoid leaving stink about their lair, since many stronger creatures hunt them. On the mortal plane, they leave stink in their lairs to weaken intruders. Since hell hounds do have a low intelligence, entrances to their lairs will be concealed when possible, and they may construct crude traps, limited by their lack of hands. Rarely, a band will have a trap constructed for them by another creature.

Hippogriff

See sub-entry under *Pegasus*, p 104.

Hobgoblin Warrior

See entry under *Goblins*, p 76.

Horses

Horses are common throughout human lands, and are used by several other races as well, including hobgoblins, some orc tribes, and elves. Dwarves, halflings, and gnomes more rarely use horses, and when they do, tend to favour ponies.

Horses breed in late spring or early summer, and foals are born about the same time the next year (normal gestation is 11 to 12 months). Mares normally give birth at night or early in the morning, and prefer to be alone for the birth. They lay on their side to give birth. Foals are capable of standing within minutes, and within a few hours can travel with the herd.

A foal will nurse for about a year, but begins to eat grasses, grains, and other food at about four weeks. Mares can be aggressive when protecting young foals, and often will not tolerate even other horses near them for the first few weeks.

Horses primarily eat grasses in the wild, but eat leaves and fruits as well. Many horses acquire a taste for fruits, but too much can cause digestive and hoof problems. Hay and oats are commonly fed to tamed horses; a horse being fed on hay will need more water, since there is less in its food.

A horse should be unsaddled and groomed after riding, and be supervised when it eats, too rich grass or too much fruit can lead to foundering, making the horse unrideable. Horses do not walk much faster than humans, and this, combined with the time

needed to care for the horse, means that over long distances, riding a horse is no faster than walking. However, it does allow one to carry much more. For rapid transport, changing horses is required. In medieval times, knights commonly travelled with four horses – the war horse, a riding horse, another riding horse for their squire, and a spare.

Horses normally live 25 to 30 years, but in the wild, this can be considerably shorter, due to predators. The oldest verifiable horse lived to be 62. A horse can begin being trained at two to four years, and is considered fully adult at five.

Ponies are taxonomically horses, with the distinction being made on the basis of size – ponies are normally under 14 hands at the withers, while horses are larger. Pony breeds also tend to have proportionally shorter legs, and somewhat shaggier manes and coats.

Riding Horse

Attacks: Hooves +7 (+1d4), Bite +7 (+1d8)

Physical Defence (AC): 15 (+3) (size -2)

Mental Defence: 15 (+3) (size +2)

Movement: 24 (+7)

Range: Close (Hooves), hand (Bite)

Hit Dice: 3 (level 3)

PHP: 17

MHP: 14

Motivation: Find food, defend offspring, stay with the herd, serve the master

Actions: Kick, bite, run away, graze, return home, walk sedately, trot, smell water and food, scent other horses

Special Defences: -

Monstrous Effects: -

Attributes: Str 18 (+4), Dex 14 (+2), Con 13 (+1), Int 2 (-4), Wis 10 (+0), Cha 6 (-3)

Type: animal, load-bearer

Size: L

Alignment: N

Treasure: -

Riding horses are light horses that are not trained for combat. A light work horse is identical for game purposes. They can carry up to 120 pounds unencumbered, 240 lightly encumbered, 360 heavily encumbered. Multiply these weights by five for pulling a cart or wagon and its contents.

These statistics can also be used for wild or feral horses, with the removal of the motivation *serve the master* and action *return home*. Add *establish dominance* as a motivation for a stallion.

For a draft horse, increase Strength to 20 or 22, and decrease Dex to 12 or 10. Modify carry and pull weights appropriately.

Not being trained for nor experienced in combat, most riding horses don't have a prime attribute. Draft horses might have STR or CON as prime, while trick horses might have DEX. Prime attributes for other sorts of work horses are up to the GM.



War Horse

Attacks: Kick +14 (+1d4), Rear and Kick +14 (+2d4), Bite +14 (+1d10)

Physical Defence (AC): 16 (+4) (size -2) (add any barding as well)

Mental Defence: 20 (+8) (size +2)

Movement: 24 (+7)

Range: Close (Kick, Rear and Kick), hand (Bite)

Hit Dice: 4 (level 4)

PHP: 26

MHP: 26

Motivation: Show dominance, obey master,

Actions: Kick, bite, run, graze, return home, trot, smell water and food, scent other horses, charge, establish dominance

Special Defences: -

Monstrous Effects: Combat mount (see Mounted Actions, M&M page 83)

Attributes: Str 20 (+10), Dex 14 (+2), Con 15 (+2), Int 2 (-4), Wis 14 (+2), Cha 6 (-3)

Type: animal, load-bearer

Size: L

Alignment: N

Treasure: -

War horses have been, as the name implies, specially trained as war mounts. They are picked from strong, hardy, aggressive horses, and are trained to be steady in battle (hence their much better mental defence and MHP). As load-bearers, their encumbrances are doubled, allowing them to carry up to 133 pounds unencumbered, 266 lightly encumbered, 400 heavily encumbered.

Historically, war horses were chosen more for spirit and aggression than for size. War horses through most of the

European medieval period were more similar to a modern Hunter than to a cart-horse. It was not until horse armour, called barding, became common that heavier blood began to be introduced into war horses. Thus, our war horse is represented as being slightly stronger and hardier than a riding horse, but with much higher Wisdom, representing its more spirited nature.

Hydra

Attacks: Bite +25 (+1d10), Claw +25 (+1d4), Head Bash +25 (+knockdown +stun), Terrifying Screech +25

Physical Defence (AC): 24 (+14) (armour +5, size -2)

Mental Defence: 25 (+14) (size +2)

Movement: 9 (-1), 15 (+2) swim

Range: Close to reach (Bite, Head Bash), hand (Claw), hand to medium (Terrifying Screech)

Hit Dice: 11 (level 11)

PHP: 94

MHP: 61

Motivation: Eat, defend lair, gather shiny objects

Actions: Arise from beneath the water, surge forward, attack from two sides with heads, pick something or someone up with a head, bite, claw, screech a warning, hold breath for minutes, disappear under the water, bash with head to knock down

Special Defences: Immune to poison

Monstrous Effects: Many Heads (GM sets number of heads, - ½ HD recommended; each can attack, but no more than 2 per target per round; major effect to cut off a head)

Attributes: Str 24 (+14), Dex 10 (0), Con 19 (+4), Int 4 (-3), Wis 12 (+1), Cha 2 (-4)

Type: mythic beast, colossal

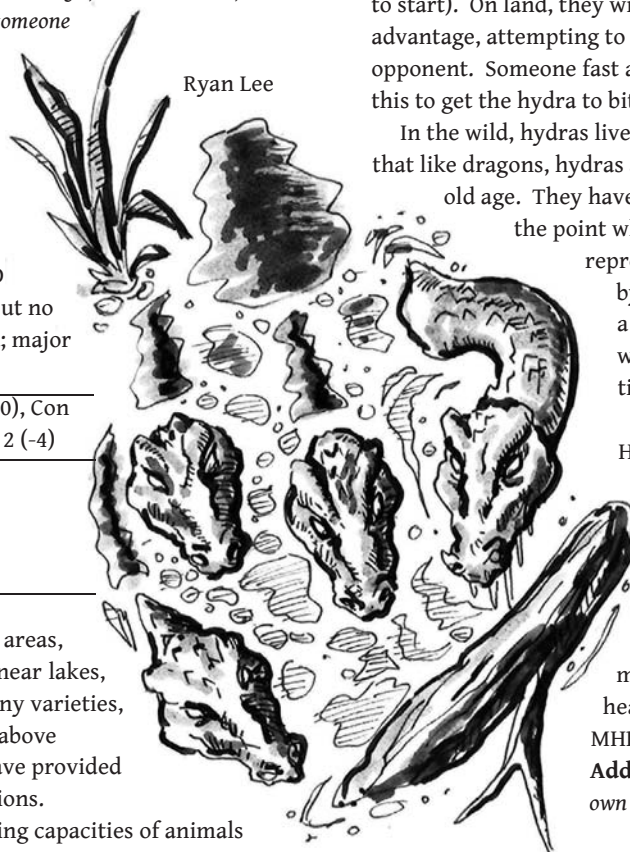
Size: L+ (30' long)

Alignment: N

Treasure: B

These multi-headed, dragon-like creatures prefer to live in watery areas, such as swamps, marshes, caves near lakes, and so forth. Hydras come in many varieties, much like dragons, and the stats above represent a normal hydra. We have provided options below for creating variations.

Normal hydras have the thinking capacities of animals - very smart animals, but still, they are not capable of abstract reasoning, forming long-term plans, and so forth. However, there are persistent rumours of hydras that have crossbred with dragons, giving rise to ones of much greater intelligence. The fact that some hydras have breath weapons provides some



Barding

Leather barding weighs 30 pounds and costs 20 gp, for +2 to physical defence. Chain weighs 60 pounds and costs 200 gp, for +3 physical defence. Plate mail weighs 80 pounds and costs 600 gp, for +4 physical defence. Barding does not provide as much protection as human armour, since fairly large portions of the horse remain uncovered. Magic barding can be made, but is rarely found.

support for these rumours. There are also rumours of flying hydras, but these are much less widely believed.

When hunting, hydras tend to let prey come to them, lurking underwater, often with a few heads near or at the surface. As hydra heads are shaped much like those of crocodiles, a hydra doing this may be mistaken for a group of crocodiles sunning themselves at the water's surface (difficulty 20 WIS check). They hunt in a similar manner to crocodiles as well when in the water, grabbing prey and dragging them underwater (requires drowning checks as per core book, pg. 79, but with difficulty 15 to start). On land, they will use their multiple heads to their advantage, attempting to put heads on opposite sides of an opponent. Someone fast and lucky enough may be able to use this to get the hydra to bite or breathe on itself!

In the wild, hydras live a very long time - indeed, some say that like dragons, hydras are limitedly immortal, never dying of old age. They have a correspondingly low birth rate, to the point where many people believe they do not reproduce at all, but instead were created by the gods or mad wizards. They have a reptilian metabolism, and can go for weeks or months without eating at times.

Here are common variations, with their additional information:

Lernean: regrows lost heads

Monstrous Effects: Grow Two New Heads (can be done on any action after a head has been severed as a minor effect; the hydra grows two new heads, gaining 2 HD worth of PHP and MHP as it does (17 PHP and 11 MHP))
Additional Action: bite off own head, eat own heads when starving

Poison blooded: has poisonous blood

Monstrous Effects: Poison blood (can be used as a riposte, causing damage and poison effects; when the hydra is reduced below half hit points, becomes a DEX hazard of 10+HD to avoid getting blood on you when at hand range. In water, the blood will spread into the water, allowing the GM to spend effect

points to apply an appropriate minor effect at any time once the hydra is below half hit points)

Pyrohydra: breathes fire

Attacks: Breathe Fire +25 (+2d6 +fire; twice per day for each head; cone area)

Range: Close to short (Breathe Fire)

Actions: *Breathe fire on opponent, set something on fire*

Special Defences: Immune to fire

A cryohydra is similar, but breathing cold; its breath can slow and freeze. An *electrohydra* breathes lightning, with slowing and temporary paralysis effects. Other variants can easily be imagined.

Invisible Stalker

Attacks: Buffet +19 (+2d8), Bite +19 (+1d10)

Physical Defence (AC): 33 (+23) (size -2, invisibility +4, henchman +2)

Mental Defence: 29 (size +2, henchman +2)

Movement: 12 (+1), 30 (+10) fly

Range: Reach (Buffet), hand (Bite)

Hit Dice: 9 (level 9)

PHP: 67 (henchman; includes CON)

MHP: 76 (henchman; includes WIS)

Motivation: Obey the summoner, leave this world, harass and kill the summoner if possible

Actions: *Stalk prey, track prey, attack unexpectedly, resist magic, fly*

Special Defences: Natural invisibility, immune to air/wind-based attacks, sleep, and charm

Monstrous Effects: Perfect flight (can hover, turn on a dime, etc.; has additional +8 bonus to any attempt to out-fly another creature); horror of invisible attack (those seeing the attack face a difficulty 15 WIS hazard with fear effects)

Attributes: Str 16 (+3), **Dex 20 (+10)**, Con 15 (+2), Int 14 (+2), Wis 16 (+3), Cha -

Type: extraplanar (elemental)

Size: L

Alignment: N

Treasure: -

Creatures of elemental air, invisible stalkers do not naturally occur in the mortal world. They are only found when summoned by a powerful magic-user or cleric, and they are rarely called by them. Stalkers are useful solely for transport or killing, and will do everything in their power to inconvenience and even kill a summoner who requires a service from them spanning more than a day or so.

They are naturally invisible, and do not become visible upon attacking. A *detect invisibility* spell or similar effect will reveal their presence and approximate location, but will not enable them to be seen. A *true seeing* spell or similar effect allows them

to be seen as a shifting, cloudy form that lashes out with tentacle-like projections.

Despite their large size, an invisible stalker's amorphous body allow it to pass easily through any opening large enough to admit a middling-sized dog or a child.

Because of their natural invisibility, immunities, magic resistance, and other abilities, invisible stalkers are favoured by magic users for stealthy assassination of other magic users. This sometimes leads to paranoia on the part of those magic users with many enemies.

They do not communicate, and cannot be negotiated with - services can only be gained from them through compulsion. The rituals that summon these creatures include such spells of compulsion imbedded within them, and the target they are to kill or transport must be indicated as part of the ritual. In order to make this as unambiguous as possible, it's normally necessary to have a sample of the target's hair, fingernail clippings, or some other sort of bodily castoff. Clothes the target has worn can do in a pinch, provided they have been worn in the last three days and not been washed since.

The stalker will normally take some parts of its target, consuming them quite messily. If multiple stalkers have been summoned, they may literally tear the target apart among them.

Kitsune

Attacks: Claw & Bite +7 (+1d6), Create Illusions +12 (+1d8), Confusing Speech +12

Physical Defence (AC): 19 (+7) as human, 21 (+9) (size +2) as fox

Mental Defence: 21 (+8) (no size penalty as fox)

Movement: 12 (+1) as human, 18 (+4) as fox

Range: Hand (Claw & Bite), close to medium (Create Illusions, Confusing Speech)

Hit Dice: 6 (level 6)

PHP: 39

MHP: 39

Motivation: Maintain freedom, humble the overly-proud, devotion to family

Actions: *Use illusions to tempt others, attack with tooth and claw, transform to get away, provoke the proud, be kind to the humble, be a devoted wife and mother, hide true nature*

Special Defences: -

Monstrous Effects: Kitsunebi (foxfire) (sheds light, can be used to mislead or hypnotize; treat as Create Illusions), duplicate the appearance of a specific person (difficulty 20 WIS check to realize), shapechange (may take on one of 7 different forms; seeing through the disguise is a difficulty 25 WIS check)

Attributes: Str 8 (-1), Dex 13 (+1), Con 14 (+2), **Int 16 (+6)**, Wis 15 (+2), Cha 10 (0)

Type: person, optionally fey

Size: M (5' tall)

Alignment: CN

Treasure: -

In the east, tales are told of the kitsune – foxes who can assume the forms of women, and sometimes other forms as well. They are said to dislike overly-proud people, and delight in taking such persons down a peg or two, using their shapeshifting and illusions to do so.

On the other hand, they are kind to the humble, often helping poor but honest people in small ways. They do this in secret, not wishing recognition for it, but simply to help those truly in need.

In their fox form, they can often be recognized by the fact that they have multiple tails. The older and more powerful a kitsune becomes, the more tails she will have. The eldest of them have nine tails. They will sometimes use this fact in their illusions, escaping pursuit by transforming to fox form, then making it seem as if the tails separate, each one attached to a copy of the fox that runs in a different direction.

They are said to be able to assume seven forms, including their fox and human forms. The other forms may be of animals, objects, or minor monsters. Their changes of form do not actually affect their abilities, beyond locomotion (swimming as a fish, flying as a bird, etc.), size (entering through small openings when in a small form), and appearance (they can appear to be other individuals of a form they can assume).

While they are highly individualistic, kitsune are also loyal friends and lovers. Many tales tell of the devotion of kitsune who married human men, and the unfortunate consequences when a man who discovers that his wife is a kitsune chooses to abandon her or chase her away (that is, of the man's change of heart and subsequent loneliness and sorrow; kitsune do not seek vengeance on those they love). They may have children with humans as well, and a kitsune who is chased away will try to take her children with her if she can.

Normally, a kitsune will avoid combat, seeking to escape rather than fight when violence is offered. If she must fight, a kitsune will use her illusion powers to trick foes into fighting each other if possible, doing her best to create a situation in which she can slip away.

Kobolds

Somewhere between the goblinoid races and the fey are the kobolds - small, wizened creatures that appear misshapen to humans, with the powers of changing shape to that of a plant or inanimate object (or, according to some, turning invisible) and creating fire. They are found in many different places, but in all of them, they keep the fey ways: staying secretive and hidden as much as possible, rewarding those who respect their rights and offer them small tributes, while playing pranks, gags, and sometimes deadly practical jokes on those who disrespect or attack them.

Their shapechanging abilities, along with great numbers, make it impossible to fight kobolds directly - however many you kill, it always seems like there are more. Instead, kobolds must be dealt with by persuasion, intimidation, or careful negotiation. The last of these is harder than one would think,

What?! These Aren't Kobolds!

While the traditional fantasy gaming kobold is a small creature that seems to exist mainly to provide the lowest-level adventurers with something they can kill, we've decided to go back closer to the sources of the name 'kobold' in German folktales. In those, 'kobold' is as generic as the English 'goblin' is, covering what otherwise seems to be several different kinds of creature.

We've also drawn on the later interpretation that some GMs used, where kobolds construct deathtraps throughout their tunnels, becoming challenges to adventurers through a combination of sheer numbers and clever tactics. For this reason, we consider a kobold band as a construct of an appropriate level. This allows their deadfalls, traps, luring, etc. to be more effective through their greater numbers and better planning, and allows the GM to simply keep track of an MHP total for the group of kobolds, rather than keeping track of dozens of individual kobolds.

In keeping with the way most fey are treated in stories, we've also made our kobold constructs immune to physical damage. Physical effects can be put on a band, blocking them out of areas or weakening their attacks, but they can't be 'killed' or taken out that way. Instead, adventurers have to find other ways to deal with them. Since a kobold infestation is also likely to be a major part of an adventure, we've statted them as henchmen.

If you'd rather have traditional kobolds, we recommend using the goblin stats for them. Lower them by a hit die (making the kobold warriors zero-level critters, as per the sidebar, p 21) and describe them appropriately. If you're doing that, you may wish to use the kobolds here as pixies, gremlins, or other such small, prankish fairy types.

however, since kobolds will not communicate directly - indeed, many scholars believe that they *cannot* speak, read, or write.

Mining Kobolds

Attacks: Hammer +8 (+1d4), Spark Flame +14 (scratch damage only), Trip +14 (scratch damage only), Prepared Trap +14 (+1d8 +effects according to type of trap)

Physical Defence (AC): not applicable

Mental Defence: 22 (+10) (henchman +2)

Movement: not applicable

Range: not applicable

Hit Dice: 6 (level 6)

PHP: not applicable

MHP: 65 (henchman; includes WIS)

Motivation: Make beautiful metal objects, be left alone, help those who are kind to them

Actions: Mine ore, lure with knocking sounds, warn away with knocking sounds, craft beautiful but odd trinkets, hide in plain sight,

see in utter darkness, disappear before your eyes, leave signs to ore veins, lead to false ore, strike with hammer, snuff lanterns, steal small items and tools, spook with sound and flame, lure into gas pockets, create rockfalls, subtly lead about, spring prepared trap

Special Defences: Immune to fire, does not need to breathe in shapechanged forms

Monstrous Effects: Shapechanging (a kobold can assume the form of any small, simple, non-valuable plant or object - e.g., a rock or pebble, a burning candle, a sapling, a turnip, a tree stump, or a shrubbery), Spark Flame (create flame effects, including setting objects on fire, but cannot directly damage), Rockfall (difficulty 20 DEX hazard to avoid setting off; when set off, all in area affected face a difficulty 25 DEX hazard, with effects of damage, stunning, broken equipment, etc.)

Attributes: Str 14 (+2), Dex 20 (+5), Con 13 (+1), Int 8 (-1), Wis 14 (+4), Cha 7 (-2)

Type: fey, construct

Size: S (about 2-3' tall)

Alignment: N with strong chaotic tendencies

Treasure: C

Sometimes mistaken for dwarves or goblins, mining kobolds dwell beneath the earth, in places where veins of gold, silver, copper, and other valuable metals are found. They mine ore, smelt it in secret, and craft the purified metal into trinkets of no apparent use - often interlocking geometrical shapes that seem more like some sort of puzzle than anything else, or repeated, swirling shapes like sea shells. Mining kobolds do not speak, as far as is known, nor do they seem to be able to read or write. Some scholars theorize that they communicate with the tapping of their hammers.

In many mines, the steady tapping sound they make is the only indication of their presence, for they are very shy folk. If, however, the kobolds feel that they or their access to ore are threatened, they will become hostile. Small and weak, kobolds almost never directly confront foes. Instead, they rely on harassing tactics to drive foes away. Such tactics include, but are not limited to: lanterns going out mysteriously, disorienting and confusing foes with knocking sounds, stealing essential items (tools, food, etc.) from foes, and ruining their foes' clothing. If such pranks to achieve the desired result, or if foes try to hunt or trap the kobolds, deadlier discouragements will be employed. Kobolds favour leading enemies into gas pockets, using *spark flame* on their clothing, damaging the rails of mine carts, and setting up rock falls. GMs should feel free to create other tactics!

Some miners say that the kobolds actually create pockets of flammable gas, and even that they can create veins of false, worthless ores such as fool's gold and cobalt. Scholars doubt these tales, preferring to believe that kobolds simply have knowledge of where these can be found, and use that knowledge and their abilities to subtly lure miners to them.

Where miners do not tap out ore veins and are careful to leave small tributes of food and gold, kobolds may become

friendly, leading them to veins of ore, warning them away from dangers, and sometimes leading lost miners back to safety.

Note that the high DEX and WIS of the kobold miners partly represents the fact that they seem to be everywhere - there's always another one ready to grab something, and always one watching from somewhere.

Ship Kobolds

Attacks: Trip with Rope +13 (+pratfall +embarrassment), Boom Sweep or Falling Ladder +13 (+knockdown +stunned), Entangle in Rigging or Nets +13 (+dangling upside-down)

Physical Defence (AC): not applicable

Mental Defence: 21 (+9) (+2 henchman bonus)

Movement: not applicable

Range: not applicable

Hit Dice: 5 (level 5)

PHP: not applicable

MHP: 33 (henchman; includes WIS)

Motivation: See many lands, play in rigging, entertain themselves with the ship

Actions: Add on to the ship, change things while you sleep, take small items and leave other things, repair damage to the ship, take control of the ship temporarily, throw parties, vanish when you find them, hold your ship in port, make wooden objects, repair wooden objects, play pranks, help repel boarders, humiliate the proud, whispering voice talking about how the ocean is rolling while you're trying not to get seasick, rock the boat, 'borrow' lifeboats

Special Defences: Immune to fire, does not need to breathe in shapechanged forms

Monstrous Effects: Shapechange (individual kobolds can appear as any small, simple, non-valuable object - e.g., a rock or pebble, burning candle, bucket, steering wheel, or plank), Create Lights

Attributes: Str 16 (+3), Dex 18 (+8), Con 13 (+1), Int 10 (0), Wis 14 (+2), Cha 5 (-3)

Type: fey, construct

Size: S (2-3' tall)

Alignment: N with chaotic tendencies

Treasure: wooden objects worth 2d6 treasure points

Some kobolds prefer to work with wood rather than metal. These often make their homes on ships, where they can live completely surrounded by wood, and can employ their talents upon their home. Like most fey, ship kobolds enjoy playing tricks - which can include adding new things onto the ship, rearranging rooms while the occupants sleep, and so forth. They are not normally of evil intent, so their tricks will not be intentionally hurtful unless the ship's occupants try to harm the kobolds. They also have a sense of fairness, and will leave items in exchange for those they take, usually leaving cunningly-crafted wooden articles, such as music boxes made purely of wood, small wooden clocks, pipes (both musical and smoking - sometimes one pipe that serves both purposes!), polished wooden 'jewellery', and the like.

Ship kobolds enjoy swinging from rigging at night, especially in storms, and some sailors attribute the balls of indigo coloured light that can appear on ship's masts in stormy weather, to kobolds. Singing, dancing, and feasting are favourite activities as well, and can sometimes keep sailors awake at night. They do not always plan well, and their feasts can result in ships running short of food on long voyages.

Ship kobolds do recognize that their own health depends partly on that of the ship, and thus, they will repair damage to the ship's hull. They are less likely to repair masts, but sometimes can be coaxed to do so - while they will not communicate directly, they can read, and offerings of food left with written messages will sometimes be responded to.

They enjoy using their shapechanging abilities to appear as various objects on ships, disappearing or transforming and running away with gleeful laughter when a sailor tries to use them. Buckets are a common thing they will appear as, waiting to be filled with water, then transforming to leave a soapy mess on the deck. On the more cruel side, they sometimes appear as ladders or gangplanks, disappearing when the sailor is halfway up or over them, respectively.

One of the things they most enjoy about ship life is the chance to see the world, and crews sometimes welcome the respite that they can get from their pranks while in port. However, the kobolds' schedule does not always match the ship master's, and some have found that their moorings will refuse to untie, or one will be retied while another is being untied, if they try to leave before the kobolds are ready. Actually leaving port without the kobolds is quite hazardous - at least, if one isn't sure that all the kobolds are off the ship, or intends to return to the same port in the near future!

Kraken

Attacks: Shake +31 (+knockdown +debris), Tentacle Grab +31 (+4d6), Dreams of Ages Past +26 (+confusion +memories that are not mine)

Physical Defence (AC): 40 (+30) (armour +9) vs. epic scale attackers; cannot be harmed at lesser scales

Mental Defence: n/a

Movement: n/a

Range: Hand (Shake), short to long (Tentacle Grab)

Hit Dice: 21 (level 21)

PHP: 315

MHP: n/a

Motivation: Unknown

Actions: *Float and dream nameless dreams, manifest creatures on surface, manifest copies of the slain, draw faces and creatures from memories, shake surface, grab and crush ships with tentacles*

Special Defences: Immune to mental/social attacks, spells do not detect it as living

Monstrous Effects: Buds (see below)

Attributes: Str 30 (+10), Dex -, Con 20 (+10), Int -, Wis -, Cha -

Type: aquatic, load-bearer, colossal, construct, possibly unique

In modern usage, the term 'kraken' has come to be interpreted as a creature like a giant squid. However, the original legends speak of them being huge creatures that sailors thought to be islands. Sailors would land on one, and inevitably accidentally awaken it by building a fire, having axe-throwing contests (these were Vikings, after all), or trying to dig a hole or trench for a latrine. The sailors would then flee from the awakened 'island', and, in some tales, their ship be attacked by tentacles (which is probably where the giant squid confusion stems).

We've gone back to that idea, but also brought in ideas from Stanislaw Lem's *Solaris*, Marvel's "Krakoa" and "Ego the Living Planet" and similar sources. A GM feeling cruel might also throw in Lovecraftian inspirations - perhaps mentally contacting the Kraken drives one mad?

Size: L+++ (size of a medium to large island)

Alignment: N

Treasure: usually none; GM may wish to have treasure left by previous visitors, however (as appropriate to level of party)

Often confused with giant squid, the mythical kraken is another sort of beast entirely. The size of a medium to large island, a kraken is a floating creature, with a soft body like that of a mollusc outside its shell, and with an opening on one side, from which the creature's tentacle arms can emerge. Some say that there is but one of these beasts, and it is a remnant of an earlier time, before the gods who now rule rose to power. There are others who maintain that there are very few, but more than one.

The kraken's body is so huge, and its lifespan so long, that over time, it becomes crusted with dirt, plants grow in this 'ground', and various animals make their home upon it. The kraken does not mind these - indeed, it most likely does not even notice them. It is unknown whether kraken have any intelligence. No one has ever managed to communicate with one, and they do not seem to have any language, or to make any noises. They may take notice of fleets of ships, but only as food sources.

A kraken will, however, take notice of digging on its surface or other activity that causes it pain. When this happens, the kraken will begin to manifest 'buds' on its surface, which will break off and become creatures of various sorts, attacking and attempting to drive off the foreign bodies on it. These should be treated as animals and monsters of various sorts, but all with the kraken's immunity to mental and social attacks. The kraken may also shake its surface trying to dislodge those on it.

The things manifested on the kraken's surface often seem to come from the minds of sentient beings currently on it. They may have familiar faces, or appear to be creatures they have encountered before. In some instances, these may be people or creatures they have only dreamed of, but who are not real. They can appear to be anyone among the group on the kraken's surface as well. These creations, however, do not and cannot communicate in any clearly meaningful way. At most, they may

speak phrases drawn from the memories of those who knew or imagined them.

When encountered as a construct, the above statistics should be used - since it is of mythic scale, a kraken could take on an entire nation's fleet. For a party landing on a kraken unawares, however, the GM is encouraged to run the encounter as an adventure, creating 'buds' that are creatures appropriate to challenge the party. The kraken's shake can be thrown in as well when needed to drive the players off the 'island', and the tentacle attacks used as a last clue/reminder that what they were just on wasn't really an island at all.

Lamiae

Appearing as beautiful women with the bodies and tails of serpents instead of legs, lamiae are widely feared as evil creatures. This description does indeed fit most lamiae, but by no means all. Lamiae in general are rare, and they tend to dwell alone or in small groups. The major exception to this is desert lamiae, who often band together with other intelligent creatures for survival.

Lamiae are often spellcasters, usually using druidic, magic user, or bardic magic. They also have an affinity for serpents, many being able to communicate with them on a basic level. Serpent men are related to lamiae, but the two usually do not dwell together.

They can reproduce with almost any human-like race, including lizard men and serpent men. Normally, the child will be a lamia, unless the father is a serpent man or lizard man, in which case it will be of the father's race. In such cases, the lamia will give the egg over to the father to hatch and raise.

Unlike most civilized races, they have very little use for clothing beyond decoration, but they do like adorning themselves, and can sometimes be appeased with gifts of jewellery and other fripperies and baubles.

Sea Lamia

Attacks: Harpoon +8 (+9 thrown) (+1d8 +harpooned), Bite +7 (+1d4 +venom), Bewitch +17

Physical Defence (AC): 26 (+13) (armour +2, henchman +2)

Mental Defence: 21 (+10) (henchman +2)

Movement: 12 (+1), 12 (+1) swim

Range: Reach to short (Harpoon), hand (Bite), close to medium (Bewitch)

Hit Dice: 7 (level 7)

PHP: 33 (henchman; includes CON)

MHP: 51 (henchman; includes WIS)

Motivation: Find food, be left alone, find a mate, guard territory

Actions: Bewitch others, command snake companions, set ambush, use snakes as scouts, swim like a snake, seek male companions, track at sea or along coastline, know territory, inject venom with bite

Special Defences: Resistant to charm and poison

These lamiae, like many of our other examples of creatures that we also present as PC races, have been built as pseudo-PCs, using the standard number of attribute points. The Sea Lamia is a Beastmaster, and the Desert Lamia is an Elementalist, both classes featured in *Aperita Arcana*.

Monstrous Effects: Command serpents (can speak to normal serpents and use CHA normally when interacting with them), Snake Companions (three 6 HD snakes), Snake Followers (many ordinary snakes, treated as followers), Watchful Companions (gets "second chance" roll for surprise at +3), Venom (difficulty 27 CON hazard for two rounds after being bitten; effects are PHP damage, slowness, and paralysation)

Attributes: Str 12 (+1), Dex 15 (+2), Con 8 (-1), Int 10 (+0), Wis 12 (+1), **Cha 16 (+6)**

Type: person

Size: M

Alignment: CN with evil tendencies

Treasure: -

This would be an example of a lamia living alone, along a seacoast, where she has gathered sea snake companions. She could be indulging in piracy (possibly with a full-on sea serpent as a 'helper'), kidnapping young men from a coastal village, or simply trying to maintain her privacy by driving away people who have settled in her territory. If you wish to increase how challenging she is, give her some illusion abilities, or possibly bard-style singing (see the *Sirens* entry, p 117).

Desert Lamia

Attacks: Tail Grapple +14 (+grapple; see Constrict monstrous effect), Withdraw Air +18 (+suffocation; vs. mental defence), Sandstorm +18 (+blindness +pain +scouring; area effect), Wind Burst +18 (+throw), Bewitching Appearance +19

Physical Defence (AC): 30 (+18) (armour +4)

Mental Defence: 24 (+13)

Movement: 18 (+4), 18 (+4) fly

Range: Close (Tail Grapple), short (Withdraw Air), short to long (Sandstorm), reach to short (Wind Burst), hand to short (Bewitching Appearance)

Hit Dice: 12 (level 12)

PHP: 54

MHP: 66

Motivation: Protect tribe, secure allies

Actions: Bewitch others, defend companions, suffocate foes, fly through the air, track through desert, obscure area with sand and fog, lift constructs or others, create thunderclaps, filter poisons from air, shift dunes with wind, distract while others close in, command allies

Special Defences: Immune to air magic and effects

Monstrous Effects: Constrict (with major effect on grapple, can begin suffocating target as per M&M page 79, but with difficulty increased by 5)

Attributes: Str 10 (+0), Dex 14 (+2), Con 10 (+0), **Int 16 (+6)**, Wis 12 (+1), Cha 12 (+1)

Type: person

Size: M

Alignment: LN

Treasure: -

The desert is a hostile place, and desert lamiae often form alliances with others. A powerful one could well be leading a tribe of lizard men, desert orcs, or even serpent men. Using her magic to manipulate the air, this one has learned to use her abilities to move herself, her allies, and the sands about, and to throw her opponents.

Given her abilities, this lamia would likely select a sandy desert area for a lair, preferably close to an oasis or an underground water source. Her allies/minions would comb the desert around the lair for food - possibly even food in the form of travellers. Some possible sets of allies or minions could be:

Desert Orc Band

Level 9, **AC** 25 (+14), **MD** 19 (+9), **PHP** 54, **MHP** 36, **Move** 12 (+1)

Str 18 (+8), **Dex** 12 (+1), **Con** 14 (+2)

Int 8 (-1), **Wis** 10 (0), **Cha** 6 (-2)

Sword & Axes +17 (+2d6)

Headlong Charge +17 (+3d6; treat as charge, M&M p 83)

Type person (humanoid), construct

Desert Power (has actions *hide in desert*, *survive in desert*, *use desert terrain*)

Healer (regenerate 3 PHP as a minor effect on any action)

Minor Air Mage (generate wind effects on any attack)

Special *Healer* and *Minor Air Mage* can each be disabled as a major effect

Lizard Man Army

Level 11, **AC** 29 (+17), **MD** 23 (+12), **PHP** 66, **MHP** 55, **Move** 12 (+1)

Str 16 (+6), **Dex** 14 (+2), **Con** 14 (+2)

Int 8 (-1), **Wis** 12 (+1), **Cha** 4 (-3)

Sword & Spears +17 (+2d6)

Daunting Force +17

Type person (humanoid), construct

Set Spears (can add *Swords & Spears* dice to defence against charges)

Desert Power (has actions *hide in desert*, *survive in desert*, *use desert terrain*)

Minor Earth Mage (generate earth effects on any attack)

Chthon Riders (Move 15 (+2) to catch fleeing enemies, *Earthquake* attack as Chthon, p 54)

Special *Minor Earth Mage* and *Chthon Riders* can each be disabled as a major effect

Liches

A lich is a magic-user or cleric who has managed to unnaturally prolong their existence by transforming themselves into an undead being through dread rituals. In becoming undead, the lich gains monstrous hit dice (d8 physical, d8 mental), the immunities of an undead, the *frigid touch* attack, a +6 natural armour bonus, and immunity to non-magical weapons. They lose 6 points of Charisma (to a minimum of 3), and gain 6 points of Constitution. Liches are rare, and should be significant characters - thus, they should be stat'd as henchmen or villains.

A lich has a *phylactery*, a small container to which the lich's unlife is bound. A lich cannot be truly destroyed without finding and destroying the phylactery - killing their physical body simply sends their soul into the phylactery. From there, the lich can use its magic to rebuild its body, or take over a recently-deceased body of the same species. If it must rebuild its body from scratch, this process usually takes weeks to months.

Someone powerful enough to become a lich most likely had servitors in life, some of whom might remain loyal even after death - or whose loyalty might be forced. Further, since becoming a lich is a matter of necromantic magic, liches are quite likely to have undead servants as well.

A lich's primary power is its knowledge of magic, which it retains. No longer needing to sleep or eat, a lich has a great deal of time in which to learn more about magic, including performing original research. Thus, liches often have access to unusual spells and a wide variety of magic items, and the lair of a lich may be riddled with magical traps.

Some other abilities commonly ascribed to liches include:

Frigid Touch: the lich's hand counts as a +1d8 weapon, with cold and slowness/immobilization effects.

Chill of the Grave: cold is often associated with liches (due largely to World of Warcraft, but hey....). A lich with this ability constantly radiates cold, granting it a +2 to resist heat and fire attacks, and doing 1d4 damage per round to anyone within Reach distance who is not resistant or immune to cold.

Aura of Fear and Majesty: an automatic +1d10 mental attack, based on the lich's INT or WIS, triggered when first meeting someone openly as a lich.

Motivations typically include furthering their knowledge, desires to control large areas, MORE POWER!, and 'living' forever. They are also prone to overestimating their own intelligence, to running extremely long-term plans, and to always having an escape plan in place.

Kaltraxis the Damned

Attacks: Frigid Touch +18 (+2d6 +cold +paralysis), Spells +34 (+1d8+4 +Staff of Kaltraxis) (+30 (no weapon dice) without staff)

Physical Defence (AC): 36 (+24) (armour +6, villain +2)

Mental Defence: 42 (+32) (uses INT instead of WIS, villain +2)

Movement: 12 (+1), teleportation

Range: Hand (chilling touch), varies (spells)

Hit Dice: 16 (level 16)

PHP: 158 (villain; higher than average per die, includes CON)

MHP: 186 (villain; higher than average per die, includes WIS)

Motivation: Learn all there is to know of magic, survive forever, get subjects for experiments, restore his body to a life-like state

Actions: *Call on servitors, lure into death trap, teleport, animate dead, create teleportation traps, drain life from others, speak with demons, disguise self with illusions, create light or darkness, become invisible, create illusory doubles, change the appearance of objects, know magical lore, know secrets, reveal this was his plan all along*

Special Defences: Immune to non-magical weapons, undead immunities, phylactery

Monstrous Effects: Spells

Attributes: Str 8 (-1), Dex 14 (+2), Con 20 (+5), **Int 24 (+14)**, Wis 16 (+3), Cha 7 (-2)

Type: undead, unique

Size: M (5'4" tall)

Alignment: NE

Treasure: H + special magic items (see below)

High in the Irontooth Mountains lies Blackrift Citadel, home of Kaltraxis the Damned - a place known and feared by the dwarves who dwell beneath the mountains, and the people of the neighbouring kingdom of T'haloth.

Kaltraxis has been quiet for many decades, and the locals are quite happy with that situation. They will not be glad to see adventurers coming, fearing that said adventurers will rouse and anger the lich, who would then take out his wrath upon the locals. And adventurers do come, following the songs of the bards, who tell tales of the fabulous treasures that Kaltraxis has accumulated within his castle... and of the awful deaths of those who seek those treasures.

Of course, if the adventurers were perhaps a bit smarter, they might wonder who saw those deaths and lived to tell the tale. Realizing that adventurers will come bearing their best equipment, Kaltraxis has turned his castle into a death-trap, a maze of illusions filled with traps and monsters, with just enough treasure sprinkled in to lure the greedy to their dooms.

He is, however, beginning to tire of this game. What he seeks is a way to restore his body to a life-like state, so that he can once again venture out into mortal society - and, while he's at it, experience the pleasures of the flesh again.

Kaltraxis is a magic-user of great power - consider him to be 16th level for spellcasting purposes, with the bonuses given above. He has special knowledge in the fields of necromancy,

teleportation, and illusion, which he will use to great advantage. His greatest treasures he keeps on his person:

Ring of the Damned: made of an unknown silvery metal, the ring is covered in tiny glyphs almost too small to make out, which are in no known language. Legend says it is the prison of the demon lord Buboeus. The wearer of the ring can speak and understand Demonic, receives a +4 bonus to checks made when negotiating with or persuading demons, and can summon a demon of 8 HD or less once per day and demand one service from it.

Robe of Death: this velvety robe of deep burgundy fits any creature of medium size perfectly. This is scant consolation, however, for the fact that anyone who touches it must bear a difficulty 25 CON hazard each round it is worn, unless they are already undead. It attempts to turn the wearer into a zombie or skeleton, doing PHP damage to kill them, then accumulating points to raise them as a zombie or skeleton (major effect).

When worn by an intelligent undead, it assists in maintaining their undead state. Specifically, it provides a +5 to resistance to holy water, turning effects, sunlight, running water, and other undead vulnerabilities the wearer has. If the vulnerability normally does damage without a chance of resisting it, the difficulty of resisting is Epic (25).

Staff of Kaltraxis: +4 staff, grants its wielder its damage bonus (1d8+4) as a bonus to spellcasting. The staff is capable of maintaining a spell that requires concentration to maintain, freeing up the wielder to do something else. The staff creates *light* and *darkness* on command, and grants the wielder the ability to *animate dead* as the spell.

It serves as a legendary-scale construct for purposes of illusion and necromancy spells, allowing a suitable wielder to cast such spells at scale. The staff itself is nigh-indestructible; the GM may decide on how it can be destroyed, but it should involve great difficulty and danger (e.g., taking it to the home of the demon lord of illusion in the Abyss).

While Kaltraxis keeps a pendant safe in his lair which has been enchanted to detect as being his phylactery (difficulty 65 to overcome), in actual fact, the staff is his phylactery. From the staff, he can use both his own and its powers, and use the *magic jar* ability on anyone touching the staff. Kaltraxis can sense everything happening around the staff while he is in it. None of these abilities apply to anyone else who should be imprisoned within the staff.

In addition to his personal abilities and items, Kaltraxis has many servitors. Chief among these is the storm demon Ukkosta Skyrender, who ensures the security of Kaltraxis' castle. He also has numerous undead servitors, and is capable of fielding an army of zombies and skeletons of epic scale.

Kaltraxis' Army of the Dead

Level 13, AC 35 (+23), MD 23 (+13), PHP 91, MHP 65, Move 13 (+1) Str 17 (+6), Dex 14 (+2), Con 14 (+2)

Int 13 (+1), Wis 11 (0), Cha 3 (-4)

Waves Upon Waves of the Dead +19 (+1d10) C

A Sky Darkened With Arrows +15 (+2d6) S-L

Terrifying Howling & Screaming +23 H-M

SD undead immunities, skeletal (sharp/edged weapons do half damage)

Type undead, construct

Skeletal Outriders (Move 20 (+5) for cutting off fleeing foes)

Rock & a Hard Place (if with castle, gives up own attacks to instead pin foes for the castle's attacks; treat as grappling, effective combat bonus +25)

Blackrift Citadel

Level 16, AC 38 (+28), MD 30 (+18), PHP 208, MHP 96, Move n/a Str 16 (+3), Dex 14 (+2), Con 18 (+8)

Int 13 (+1), Wis 14 (+2), Cha 3 (-4)

Fiery Catapults +18 (+3d8 +fire) S-M

Flaming Oil and Rocks +19 (+2d8 +fire) H

Undead Guardians +19 (+1d10) W-S

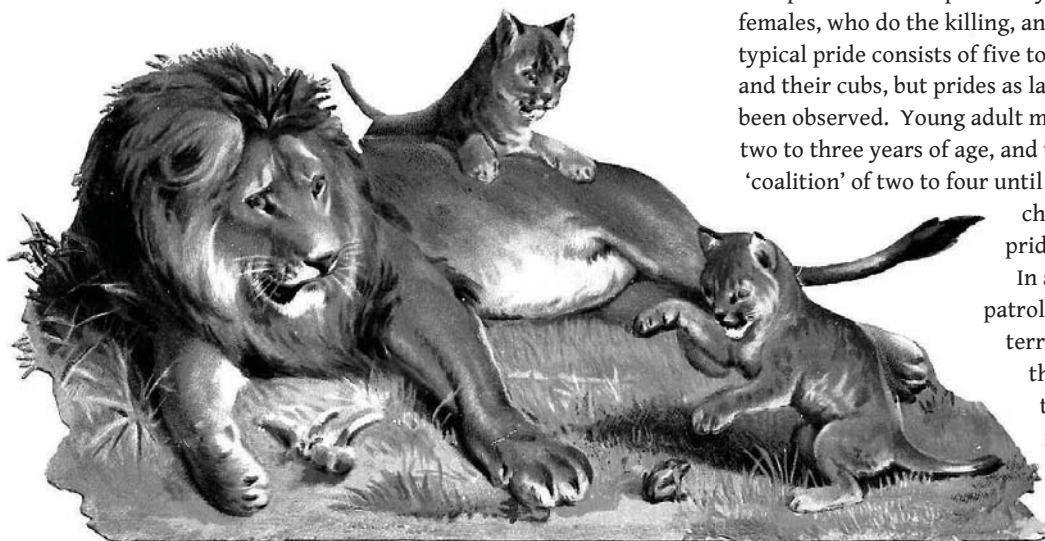
SD undead immunities, mountain fastness (difficulty 25 to close with), teleport block (resists attempts to teleport in with AC), stone walls (resistant to fire, acid, and cold), gates and wards (difficulty 35 to move to within range)

Type undead, extraplanar (demon), construct

has Within range; at Within range, stone walls no longer protect

Well of Unlife (Within the citadel, all healing spells are +10 difficulty, anyone who dies rises as a zombie under Citadel's control 1d3 rounds later, living creatures cannot benefit from food or rest)

Special: if Kaltraxis is with his Army or Citadel, he can use his Spells attack to heal them (as First Aid, M&M p 38)



Lion

Attacks: Claws +15 (+2d4), Bite +15 (+2d6), Roar +15 (+2d6 +fear)

Physical Defence (AC): 23 (+9) (armour +3, size -2)

Mental Defence: 19 (+8) (size +2)

Movement: 24 (+7), leap 30 feet

Range: Hand to close (Claws), hand (Bite), any (Roar)

Hit Dice: 5 (level 5)

PHP: 33

MHP: 28

Motivation: Hunt prey, protect the pride, sleep, defend territory

Actions: Roar proudly, hide in tall grass or undergrowth, see in dark, surround prey, drive prey into ambush, pounce, bite and hold, establish dominance, drive away other predators

Special Defences: -

Monstrous Effects: Pounce (full move and still attack), rake (against opponent of sufficient size, major effect to get second attack after successful claw attack), bite and hold (after successful bite, major effect to keep hold, continuing to automatically do bite damage each round until opponent gets free)

Attributes: Str 21 (+10), Dex 17 (+3), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 6 (-2)

Type: animal

Size: L (7-8' long)

Alignment: N

Treasure: -

Often called "the king of beasts", lions are the apex predators in lands where they dwell. An adult male fears no other animal predator, and will take kills from others unless heavily outnumbered.

Lions roar several times a night to help establish their territory, doing so especially at dusk and dawn. An adult male's roar can be heard up to five miles away. Prides sometimes roar together, to strengthen the call. Quieter calls are used to communicate and call in young.

A pride hunts cooperatively. The males drive prey toward females, who do the killing, and then the entire pride eats. A typical pride consists of five to six females, one or two males, and their cubs, but prides as large as 30 adult members have been observed. Young adult males are driven from the pride at two to three years of age, and then roam alone or form a 'coalition' of two to four until they manage to successfully challenge a male of an established pride.

In a pride, the male lion(s) will often patrol the outside areas of the lions' territory. Part of this is looking for threats, while part is establishing the territorial markers and looking for signs of encroaching prideless males.

Lions will sleep most of the day and much of the night, and are most active at dawn and dusk. They normally sleep in the open unless it is raining. Lions can climb trees, and will sleep in them, although adult males may have trouble finding a tree that will support them. Females with cubs will often sleep in trees, to keep the cubs safer from predators.

They will seize the kills of smaller, weaker predators, such as cheetahs, hyenas, and wild dogs, and have been known to kill and eat wild dogs. Lions have been known to kill crocodiles venturing onto land, and crocodiles to kill lions in the water.

When a female is about to give birth, she separates from the pride – but remains in their territory – and establishes a den in a thicket or cave. After giving birth to one to four cubs, she will wait to rejoin the pride until the cubs can keep up with it, six to eight weeks later. During this period, she will move to a new den several times, carrying the cubs one by one by the nape of their neck. This is done to prevent scent from building up at the site of the den, which would attract predators who would eat the cubs. Lions reach full maturity at about three years of age, and males will become strong enough to displace another male from a pride at four to five years.

Lycanthropes

See *Werebeasts*.

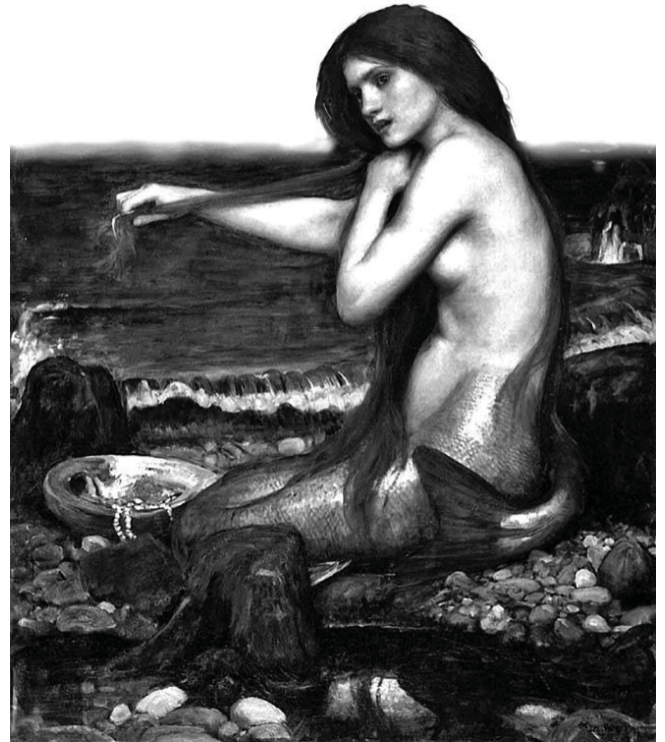
Merfolk

Merfolk are sea-dwellers who resemble humans with fish tails rather than legs. They dwell in shallow temperate and tropical waters, where there is plentiful vegetation and fish. Most mermen are hunter-gatherers and herders, and they often tame larger fish to aid with this, including large barracuda and sharks. Octopuses are popular pets among them as well.

Surface legend has it that all merfolk are ruled by a single king, who is often identified with the sea god. However, most merfolk know no more about their king than the average surface peasant – generally a name, but sometimes not even that! Merfolk speak Nautilann, although there are regional dialects.

Merfolk can breathe both air and water, but if they are out of water for too long, their skin dries out. They frequently come to the surface to sun themselves, enjoying the warmth. It is there that they are most often seen by surface dwellers, sitting on rocks by the seashore or on the coasts of small islands.

Sailors' stories often tell of beautiful mermaids who comb their long hair while sitting and singing. Scholars tend to maintain that either the sailors are deluded due to long periods at sea, or they are confusing mermaids with other creatures, such as nereids or undine. Sailors' responses to the suggestion that they don't know what they're talking about are generally rude and unprintable. There are legends that merfolk have sometimes married and had children with humans – if this is true, these children are quite rare.



John Price Waterhouse

Larger groups of merfolk sometimes demand tribute from surface dwellers who make use of their waters, either by fishing or passing across them for trade. When such tribute is not forthcoming, they have been known to attack ships. In doing so, merfolk will use grappling hooks, with many of them holding onto each line in order to slow or stop the ship. They also use tamed sea creatures in such assaults.

Even when not demanding tribute, merfolk tend to regard the fish in their waters as theirs (and indeed, they often take care in herding and protecting schools), and dislike fishermen stealing from their herds. When an accommodation can be reached, however, merfolk can be very good neighbours, trading their fish and other fruits of the sea for jewellery and baubles that they cannot make themselves, rescuing those lost or endangered in their waters, and so forth.

Merfolk Ship Stoppers

Level 11, AC 27 (+14), MD 19 (+10), PHP 55, MHP 39, Move 18 (+4) swim

Grappling Hook Attack +17 (+1d6 +slow ships) RSM

Water Fighting +17 (+1d8)

Boarding Party +17 (+1d6)

Str 16 (+6), Dex 12 (+1), Con 13 (+1)

Int 10 (0), Wis 8 (-1), Cha 8 (-1)

Type person, animal, aquatic, construct

Stop Ship (extreme effect with *slow ships* stops completely)

Merfolk Commoner

Attacks: Tail Smack +2 (+1d4), Weapon +2 (+weapon dice; typically trident, spear, or dagger; sometimes javelins and crossbows), Net +2 (+1d6 +snared +entangled +tripped; does not do PHP damage)

Physical Defence (AC): 13 (+3) (armour +2)

Mental Defence: 9 (0)

Movement: 4 (-3), 18 (+4) swim

Range: Close (Tail Smack), by weapon, reach to short (Net)

Hit Dice: 1 (level 1)

PHP: 5

MHP: 4

Motivation: Guard territory and families, find food, exact tribute (sometimes)

Actions: *Swim playfully beside ships, cheerfully harass fishermen, herd fish, know edible water plants, hunt and stalk underwater, know their territory, trade for jewellery and baubles, rescue lost or endangered people, sun on rocks, fetchingly comb hair, speak Nautilann*

Special Defences: -

Monstrous Effects: -

Attributes: Str 12 (+1), Dex 10 (0), Con 10 (0), Int 10 (0), Wis 8 (-1), Cha 10 (0)

Type: aquatic, person, optionally fey

Size: M

Alignment: any (usually neutral with chaotic tendencies)

Treasure: individuals have 10% chance of M, 10% chance of Q. Groups extracting tribute have 30% chances on individuals, and R in their village or town

These are normal merfolk, as described above – the equivalent of surface-dwelling farmers and townsfolk. As hunters and gatherers, they will quite often be armed, and may be carrying fishing nets, which they may put to use for fighting as well.

Shanne, Princess of Nauta

Attacks: Seashell Dagger +9 (+1d4 +paralytic poison), Tail Smack +5 (+1d4), Talk Rings Around You While Smiling Prettily +12 (+3 additional vs. those who might be attracted to her)

Physical Defence (AC): 24 (+11) (henchman +2)

Mental Defence: 26 (+16) (royal confidence +2, henchman +2; based on INT)

Movement: 4 (-3), 18 (+4) swim; 12 (+1), 3 (-4) swim with legs

Range: Hand (Seashell Dagger), close (Tail Smack), hand to short (Talk Rings Around You While Smiling Prettily)

Hit Dice: 6 (level 6)

PHP: 46 (henchman; includes CON)

MHP: 30 (henchman; includes WIS)

Motivation: Curiosity, find a mate, escape arranged marriage

Actions: *Walk in like she owns the place, turn to fully human form, charm everyone around her, pretend she's dumber than she is, know obscure facts, comb hair seductively, speak Nautilann and Common, fish are my friends, think she's more clever than she really is, show*

Underwater Combat

Encounters with merfolk, sharks, giant squids, and some of our other monsters may take place underwater. Moving about in the water is quite difficult for those not adapted to it; in addition to the slow swim speed of most land races, we suggest the following:

Land creatures fight at a -4 underwater; this penalty is applied both to their attacks and defences. Thus, two land creatures fighting each other have their modifiers effectively cancel, but creatures that normally operate underwater have a major advantage against those that don't.

Since moving through water is much slower, land creatures without a specific trait for underwater combat do not add their level when rolling for initiative. Sea creatures, however, do.

Javelins and nets have their normal ranges underwater. Specially-made crossbows and bows can work underwater, but they suffer a -4 (not added to the -4 for land creatures underwater) to hit, and their maximum range is reduced by one category (Long to Medium, Medium to Short, Short to Reach). Minimum ranges are unaffected.

Lastly, someone trying to fight and hold their breath at the same time uses the normal breath-holding rules, but with difficulties increased by 5. (So 15 the first round, 20 the second, and so forth.)

For more information on underwater adventuring, see the expanded rules for it in *Aperita Arcana*.

surprising naiveté, come up with a good plan, make potions from sea plants and animals, identify potions

Special Defences: -

Monstrous Effects: Paralytic Poison (difficulty 15+effect points spent CON hazard; *slow and paralyse*), Potions (d4+2, GM's choice)

Attributes: Str 9 (-1), Dex 16 (+3), Con 13 (+1), **Int 16 (+6)**, Wis 9 (-1), Cha 16 (+3)

Type: person, aquatic

Size: M (5'4" in human form)

Alignment: NG

Treasure: M, N, Q

There are many tales of merfolk princesses, both of their extraordinary beauty, and of them falling in love with surface-dwelling men. As is the nature of tales, they are of course exaggerated, but there is a grain of truth in them.

This particular princess, Shanne (pronounced like "shiny") comes from a moderately powerful underwater kingdom, and has used her position to learn as much as she can about surface life - which, as it happens, is quite a lot. Nonetheless, she's lived a sheltered life in her palace until now, and expects things to go the way they do in stories. Until she gets some experience, she's quite likely to judge people based on appearances.

For a generic merfolk captain, use Zeyno, but change:

Motivation: Defend village/tribe, sometimes exact tribute

Actions: *Be suspicious of outsiders, plan defences, organize patrols, rally the troops, negotiate with opponents, warn intruders away, lead from the front, show great personal courage, know the terrain of his territory, adapt to opponent's fighting style*

Treasure: M

You can also genericize Shanne into a sage or healer with very few changes. She could be a Siren, with CHA primary and actions and motivations from the *Sirens* entry (p 117).

She's quite skilled in alchemy, and has broad general knowledge, but with surprising gaps in it. Knowing that people will underestimate her because of her looks, she's learned to play dumb, and may do so to the point of being annoying before she relaxes around allies enough to let her true intelligence shine through. From her father's court, she has great experience in the arts of negotiation, evasive answering, and getting people to forget what they wanted to talk to her about in the first place.

Her father, King Nahir, has announced Shanne's impending marriage to a neighbouring king who has recently become a widower, and Shanne is eager to avoid this. She thinks the surest way to do so is to quickly find a husband, get married, and make sure the marriage is consummated. She is basically a good person, though, and is not out to simply make any match possible and run away after. Shanne truly believes life is like it is in stories, and is certain that she'll find her True Love. Because that's the way these things work, right?

Zeyno, Merfolk Captain

Attacks: Trident or Spear +10 (+1d8), Tail Smack +10 (+1d4), Net +10 (+1d6 +snared +entangled +tripped; does not do PHP damage)

Physical Defence (AC): 22 (+10) (seashell armour +4)

Mental Defence: 18 (+6)

Movement: 4 (-3), 18 (+4) swim

Range: Reach (Trident or Spear), close (Tail Smack), reach to short (Net)

Hit Dice: 4 (level 4)

PHP: 22

MHP: 26

Motivation: Follow the King's orders, protect Shanne from untrustworthy surface-dwellers, obey conscience

Actions: *Be suspicious of surface-dwellers, search for Shanne, rally troops, negotiate with opponents, defend Shanne, lead from the front, show great personal courage, know the terrain of his territory, adapt to opponent's fighting style, try to decide between duty and conscience*

Special Defences: -

Monstrous Effects: Command troops, defensive stance

Attributes: Str 16 (+6), Dex 14 (+2), Con 12 (+1), Int 10 (0), Wis 14 (+2), Cha 12 (+1)

Type: person, aquatic

Size: M

Alignment: LG

Treasure: M, P

Zeyno (pronounced with an "eye" sound) is a captain in King Nahir's personal forces. He was Shanne's assigned bodyguard, and has been sent to bring her back home (GM note: and is quite possibly in love with her, but feels he's too far beneath her station). He may have been sent with a few ordinary merfolk 'soldiers' as well. None of them have Shanne's ability to transform into a fully human form; they will be relying on a limited supply of transformation potions instead.

In personal combat, Zeyno is brave, but not foolhardy. He'll spend a round or two testing his opponent, using defensive stance and *adapt to opponent's fighting style* to create an effect on himself before wading in. When commanding troops, he'll behave similarly, not risking his forces until he has a good idea of the enemy's strengths and weaknesses. He's more comfortable with guerrilla tactics than open battle, knowing that his forces are small, and any losses would hurt severely.

Zeyno knows very little about the surface world, but has a strong conviction that surface-dwellers are untrustworthy. He's been supplied with money and trade goods to aid in his quest, and one of his first actions will be to obtain horses...which he will quickly realize neither he nor his troops know how to ride. He might hire PCs to teach them and/or act as guides.

Mimic

Attacks: Snapping Bite +10 (+3d8 +swallowed), Ensnaring Tongues +15 (+ensnared, ignores armour, see below), Charge +10 (+1d4+8 +knockdown)

Physical Defence (AC): 24 (+14) (armour +5, size +2)

Mental Defence: 23 (+9) (size -2)

Movement: 12 (+1), 9 (-1) swim

Range: Hand (Snapping Bite, Charge), up to reach (Ensnaring Tongues)

Hit Dice: 7 (level 7)

PHP: 88

MHP: 60

Motivation: Lure prey, eat often, desire for flesh

Actions: *Lie in wait, sense prey's desires, veil self with tempting illusion, drag with tongue, snapping bite, swallow victim whole, charge and knock over prey, burrow to hide and protect body, flee when overwhelmed or full, moving and lurking in water*

Special Defences: Does not register to detection spells.

Monstrous Effects: Ensnaring Tongues (four tongues, each attacks each round; the mimic can attack Small beings with one tongue, Medium with two, and Large with all four), Drag to Mouth (STR vs. STR contest with creature ensnared by tongue, +2 per tongue beyond the first. Mimic needs 10 total points to get

opponent to mouth; opponent must match original ensnarement effect to break free), Swallowed (on extreme effect, swallows target; difficulty 25 CON hazard, damage and acid effects each round; cutting out requires doing half mimic's PHP in damage, targeted at cutting the victim out), Knockdown (extreme effect, knocks down target); That Which You Seek (cloak itself with illusion of victim's desires; difficulty 22 WIS check to penetrate)

Attributes: Str 16 (+3), Dex 10 (+0), **Con 18 (+8)**, Int 8 (-1), Wis 18 (+4), Cha 6 (-2)

Type: mythic beast

Size: L+ (about 15' long and 6' tall)

Alignment: CE

Treasure: Q, S, X

Many adventurers have fallen prey to the foul creatures known as mimics. Instead of actively pursuing victims, it lures them closer with illusions of their hearts' desire. Those exploring dungeons and caves might stumble across a massive chest surrounded by treasure, while individuals crossing a desert might see a cool spring hidden beneath shady trees.

Adventurers who have encountered a mimic recall that it did not attack until someone opened the treasure chest or attempted to drink from the spring. Usually, the mimic targets the person who first touches it - unless there happens to be a particularly large individual or creature nearby. The four tendril-like tongues of the mimic are used to ensnare its victims and forcefully drag them down its gullet. If more force is required, a mimic will attempt to knock victims over before trying to grab them with its tongue(s). Since a mimic has a prodigious appetite, any beings that it successfully swallowed alive will have to contend with its powerful stomach acids, and hope for a quick rescue. Upon swallowing its fill (one L, two M, one M and two S, or four S-sized creatures), the mimic will flee to its burrow. Often, the burrow's entrance will be underwater.

Those who have survived encounters with mimics describe their physical appearance as being close to that of a hippopotamus, except that its head is much wider and box-shaped, and it has a mouth full of incredibly sharp teeth. It has also been noted that the creature only seems capable of creating illusions while remaining still and that it cannot make illusions of people or creatures.

The observant adventurer will notice that illusions created by the mimic do not adapt to changes in their immediate surroundings (e.g. illusory water will not ripple or make sounds when a rock is thrown in). Other details of note include: the immediate area around being littered with weapons and gear of previously devoured individuals and the repeated appearance of four in the illusion (be it four trees, four reeds in the water or four locks on a chest). Scholars theorize that this compulsion to include the number four is the equivalent of a mimic's mouth watering in anticipation, so it subconsciously projects representations of its tongues into its illusions.

Like the hippopotamus it resembles, the mimic is at home in the water as well as on land. A mimic in water will adapt its

illusion accordingly, often presenting a convenient place to get a drink or to fish from. Victims dragged into the water will also have to deal with drowning as well as the mimic itself.

Mimic, Greater

Attacks: Cave In +23 (+1d10 +the way back is blocked), Interior Creatures +23 (+1d4), Stomach Tentacles +23 (+2d6 +splash with acid +pull under), That Which You Seek +20 (+1d8 +lure deeper)

Physical Defence (AC): 30 (+20) (perfect disguise +4, villain +2)

Mental Defence: 31 (+21) (perfect disguise +4, villain +2)

Movement: not applicable

Range: not applicable

Hit Dice: 15 (level 15)

PHP: 149 (villain; higher than average, CON included)

MHP: 115 (villain; higher than average, WIS included)

Motivation: Eat adventurers

Actions: *Observe those inside with many eyes; shift passages about; shake the 'ground'; attack with stomach tentacles; 'throw up' irritants; move treasure to the 'stomach island'; use 'cave ins' to separate party; lead in circles; every way leads to the stomach; create external lures; spew blood, ichor, and bile when damaged*

Special Defences: Does not register to detection spells

Monstrous Effects: The Perfect Disguise (appears to be a dungeon filled with creatures; this counts as a major effect, making it more difficult for it to be attacked, until one realizes they can simply attack the walls, floor, etc.), That Which You Seek (this creature can telepathically pick up on adventurer's desires, allowing it to use illusions to lure victims inside of it and towards its cavernous stomach), Multi-attack (can attack each member of the party every 'round')

Attributes: **Str 18 (+8)**, Dex 9 (-1), Con 14 (+2), Int 12 (+1), Wis 10 (0), Cha -

Type: mythic beast, construct

Size: L+++ (size of a dungeon; no size modifiers)

Alignment: N

Treasure: G, U

The greater mimic is, in spite of the name, unrelated to the normal mimic. These creatures are of unknown origin, and are incredibly huge - ranging from the size of a small town, up to that of a large city. Their external appearance is unknown, as they live underground, and are never encountered above it.

The interior of a greater mimic appears to be a cave system, with many stalactites and stalagmites, glistening with moisture. It is teeming with creatures - or at least, appears to be. These are either extensions of the creature or symbiotic organisms, much like the intestinal flora and fauna of smaller creatures. Somewhere within the greater mimic is its stomach, appearing as a cavern a hundred yards or more across, with a deep pool, pond, or lake. In the middle of this cavern will be an island, on which there will be much of the treasure the mimic has gleaned from prior victims.

The 'water' of this pool is acid, constituting a difficulty 25 CON hazard to anyone entering it, causing PHP damage and acid effects. A boat or similar device should count as a major or extreme protection effect. Tentacles will also arise from the pool, seeking to grab intruders and pull them in. To the adventurers, this will likely appear as if some horrid tentacular beast lives within the pool.

Greater mimics appear to have minor telepathy, allowing them to create partially illusory lures that appeal to those inside. These can include false treasure maps, the voices of companions they've been separated from, or figures running away. Magic can enable one to see through these illusions; difficulty to overcome them is 30. They create external lures as well, using telepathy to plant rumours of the 'dungeon's' presence and the 'fabulous treasures' within.

When reduced below half PHP or MHP, the greater mimic will attempt to expel those within to preserve itself. If reduced to zero, it goes quiescent, no longer fighting against those within, in hopes that they will take some of its accumulated luring treasure and leave.

This set of statistics can also be used for a regular dungeon, with appropriate changes to description, allowing a dungeon raid to be run as an encounter when at higher levels. Note that in either case, the party will be acting on epic time scale, with 'rounds' representing an hour or so of time spent within the 'dungeon', and 'turns' representing a day or so.

Thanks to **Lester Ward** for requesting the Greater Mimic!

Monkey, Capuchin

Attacks: Slap +7 (scratch damage only), Howl +2 (+1d4 +intimidate, see below), Taunt +2 (+1d4 +infuriate)

Physical Defence (AC): 17 (+7) (size +2)

Mental Defence: 11 (-2) (size -2)

Movement: 10 (+0), 16 (+3) climb

Range: Hand (Slap), medium (Howl), reach (Taunt)

Hit Dice: 0 (level 0)

PHP: 1

MHP: 1

Motivation: Eat food, satisfy curiosity, sleep, defend troop, mate

Actions: Climb quickly, carry things away, slap and run, throw detritus, howl, hang and taunt, swing from place to place, leap

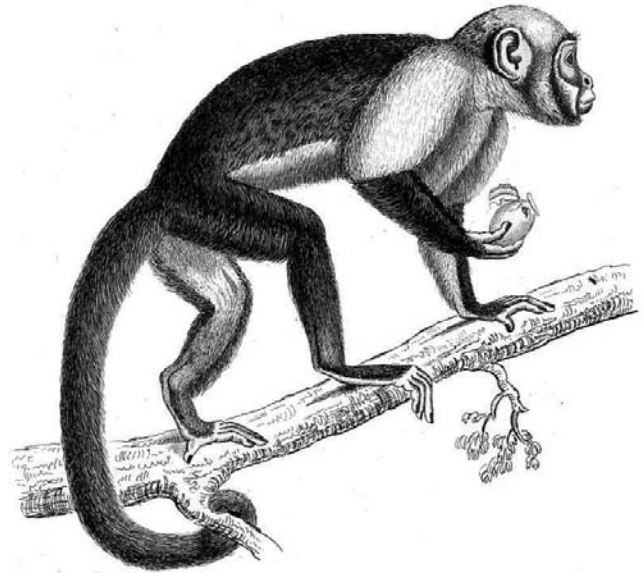
Special Defences: -

Monstrous Effects: Howl (summon 2d6 members of its troop for aid), Opposable Thumbs (monkey can lift and carry up to 2 lbs. of objects in its paws), Prehensile Tail (lift and carry an object weighing 2 lbs. or less with its tail, keeping its hands free for other tasks; monkeys may also hang from their tail)

Attributes: Str 7 (-2), Dex 16 (+6), Con 10 (+0), Int 3 (-4), Wis 12 (+1), Cha 12 (+1)

Type: animal

Size: S (about 1 ½' tall)



Alignment: N

Treasure: -

The most intelligent primate cousin of humans, Capuchin monkeys are small mammals weighing two to nine pounds and are 12-22 inches tall when fully grown. Typically light-skinned, most Capuchins have white to light tan fur lining their faces and covering their neck and shoulders. The remainder of their body is covered in dark brown fur.

In the wild, Capuchin monkeys typically live in troops of 10-40 members. A troop consists of females and their offspring, led by a single alpha male. Baby monkeys have a gestation period of 5 ½ to 6 months, and the alpha male rarely interacts with them until maturity - instead spending his time gathering food. These animals have a lifespan of 15-25 years in the wild, and have been known to live up to 40 years when cared for by humans.

As omnivores, Capuchins typically eat nuts, fruits, spiders and insects. However, it has been observed that they also eat small birds and mammals when they can catch them, and crabs and shellfish if they live near the water.

Capuchins have demonstrated their higher intelligence by requiring little training to perform simple tasks, with only slightly more effort for more involved ones. As a result, they are fairly popular as pets and helpers for adventurers and commoners alike. In the wild, they have been observed crushing millipedes and spreading the resulting mess over their backs as a form of insect repellent, and using rocks to smash open food. While these monkeys are not aggressive, their cries can deter some creatures from intruding upon their nests. They can also jump up to nine feet while climbing.

Although they are cute and mostly harmless, Capuchins can quickly become an annoyance to adventurers once they begin taking important objects (usually of the shiny variety), especially when encountered in greater numbers.

Mosi

Also known as mushroom men, the mosi (sounds like 'mossy') are a mobile, intelligent fungus. They appear much like mushrooms with legs, arms, eyes, and mouths, and average about four feet high - roughly the size of dwarves. They are considerably lighter than dwarves, however, not having as thick a build as that race, and their fungus 'flesh' being less dense. Their 'skin' feels rubbery, and they have a mushroom 'cap'. They come in many colours and patterns, but usually all those that belong to a ring will have similar colouring.

Normal mosi are part of a 'ring' called an yggmýrr (pronounced ig-mire) - a connected group of mosi who share a single group consciousness. All the mosi forming a ring act with singular purpose, helping spread the influence of the yggmýrr.

Some mosi, however, are not part of an yggmýrr. Having budded separately, these individuals are interested in pursuing their own goals and avoiding yggmýrr at all costs, for fear of being forced into the ring. Thus, one will rarely encounter multiple mosi working together, as paranoia and fear of losing their individuality keeps them apart.

In spite of being called "mushroom men", mosi are asexual, reproducing via spores and budding. They may, on occasion, assume a gender for social purposes - which may change from time to time, having more to do with their current tastes in clothing and personal decoration than anything else. Some freely mix the clothing of different genders, finding the insistence of many other races that certain clothing is "only" for males or females bewildering.

Mosi Adventurer

Attacks: Rapier +7 (+1d8), Main Gauche +7 (+1d4), Taunts & Insults +10

Physical Defence (AC): 20 (+7), may add Rapier or Main Gauche damage die while attacking with other

Mental Defence: 20 (+13) (based on CHA)

Movement: 12 (+1)

Range: Hand (Main Gauche), close (Rapier), hand to short (Taunts & Insults)

Hit Dice: 4 (level 4)

PHP: 22

MHP: 14

Motivation: See the world, achieve fame, avoid yggmýrr control, love of bright colours and flashy clothes

Actions: Attack with speed and grace, glow in the dark, insult opponent's ancestry, ridicule poor performance, delight in your anger, know the rules of formal challenges, knowledge of underground races, rests but never sleeps, charm ladies

Special Defences: Immune to seduction, resistant to charm spells and effects

Monstrous Effects: Foxfire (sheds light in the dark; out to Close range for those with normal sight, Short for those with infravision or ultravision), Dual Wielding (use damage dice from

both weapons on an attack, or use one to attack and the other to parry), Flashy Moves (may declare a flashy move; make normal attack. If it succeeds, attack again immediately with Taunts & Insults; if it fails, take 5 extra consequence points), Steely Calm (on successful attack with Taunts & Insults, may use effect points to heal own mental damage, at first aid rates)

Attributes: Str 12 (+1), Dex 16 (+3), Con 13 (+1), Int 12 (+1), Wis 9 (-1), **Cha 16 (+6)**

Type: plant, person

Size: M (just over 4' tall)

Alignment: NG

Treasure: N

Seeking an independent life far away from the mosi rings, this mosi has struck out on 'his' own, working as an adventurer and sword-for-hire. He's taken to wearing large, stylish hats, partly to conceal his mushroom head, and partly just because he likes them. Having endured much teasing from human, elven, and halfling children when he was smaller, this mosi has learned just how to infuriate a foe with words.

To most, he cuts rather a silly figure, with his bright rakish clothes and small size - but those who laugh often find that he who laughs last, laughs best. Mocking his appearance is a sure way to be challenged to a duel of honour.

Mosi are asexual, and reproduce by budding - but a rakish duellist is expected to play it up with the ladies, so he does... often leading to much confusion, sometimes anger, when he doesn't follow through.

We've obviously drawn a bit of inspiration from Star Trek's Borg - or at least, the Borg as they were originally presented, before somebody decided they needed a "queen". You can imagine them speaking in much the same sort of way....

We are all yggmýrr. Your insistence on addressing individual components of the collective as if they were separate beings is quite pathetic. Can you imagine nothing greater in scope than yourself?

Were you a proper member of the collective, your understanding of Our meaning would be perfect.

Mosi Ring (Yggmýrr)

Attacks: Spear Carriers +15 (+2d8), Spore-Bomb Throwers +14 (+2d6 +spore cloud)

Physical Defence (AC): 24 (+14)

Mental Defence: 30 (+17)

Movement: n/a for construct; individual pieces are 12 (+1)

Range: Close to reach (Spear Carriers), reach to short (Spore-Bomb Throwers)

Hit Dice: 14 (level 14)

PHP: 98

MHP: 112

Motivation: Attain new knowledge and experiences, find new host bodies to gain power, bring all life under control of the ring

Actions: *Send many members to scout, overwhelm with sheer numbers, assimilate new mosi, plant new mosi, rally to defend the core, flood core caves with spores, regenerate (eventually) from just a single spore, communicate with members via spores*

Special Defences: Plant immunities, pacifying spores (see below), entire core must be burned to destroy

Monstrous Effects: Spore Cloud (creates CON hazard that lasts 1d6 rounds; difficulty 10+effect value, effects are confusion, passivity, and sleep), Resistance is Futile (immune to intimidation and reason unless this is cancelled), Unending Hordes (regenerate 5 PHP as minor effect on any action), Conversion (spore infection is a difficulty 15 CON hazard, 3 hours, 15 effect points to put under control of the ring; once under control, 1 day period and 15 effect points needed to turn into a mosi), set spear (against a mounted combat charge, adding its damage to your armour class)

Attributes: Str 12 (+1), Dex 10 (0), Con 14 (+2), Int 14 (+2), Wis 16 (+3), Cha -

Type: plant, construct

Size: n/a

Alignment: LN

Treasure: -

An yggmýrr is a “ring” of mosi - a collective intelligence made up of all the mosi who are part of it. While one might think that this would create an advanced intelligence, it does not - a ring behaves fairly brightly, but is uncommunicative and seems to normally regard other life as nothing more than obstacles. It’s sometimes possible to warn one away, but true negotiation is not possible - there is no trading with an yggmýrr or reaching a negotiated understanding with one.

The most frightening part of an yggmýrr collective, however, is its conversion spores. With these, it can take control of the minds of others - even non-mosi - and given enough time, convert them into mosi. The converted, and the mosi who make up the yggmýrr, communicate with each other via spores at up to Long distance. Beyond that, they are out of touch; thus, moving a controlled individual out of that range of all other members of the collective makes it much easier to bring them out of the collective’s control. Note, however, that ending the

control does not remove all spores from the individual’s system! An extreme effect is needed to do that.

Controlled individuals do not use their own intelligence in service of the collective. They only make simple melee attacks, and are treated as first level for attack and defence purposes. They will not cast spells, nor use magic items beyond those that function automatically. Yggmýrr do understand the concept of weapons, however, and they will use swords, axes, and other melee weapons.

The core of an yggmýrr is a massive set of fungus growths beneath the ground. There will be tunnels - or an entire cave system - around it, to enable newly-budded mosi to exit to the surface. Like an ant hive’s queen, the core is the reproductive system of the yggmýrr, and to destroy it will eventually destroy the collective. However, one must be very thorough in doing so, since even a single spore can eventually regrow the core... though it may take decades for it to do so.

Mosi Thrall

Attacks: Spear +3 (+1d8), Spore Bomb +5 (+1d8 +spore cloud)

Physical Defence (AC): 12 (+2)

Mental Defence: 18 (+4)

Movement: 12 (+1)

Range: Close to reach (Spear), reach to short (Spore Bomb)

Hit Dice: 2 (level 2)

PHP: 13

MHP: 15

Motivation: Support the ring, ‘recruit’ new members, further the influence of the ring

Actions: *Attack with spears, saturate opponents with spores, fight without regard for own safety, access the knowledge of the collective, adapt to foes’ tactics, retreat when needed, have no pride, communicate with other thralls via spores, call nearby mosi to itself, speak in synchrony with other thralls*

Special Defences: Plant immunities, pacifying spores (see below)

Monstrous Effects: Controlled by an yggmýrr (mind attacks that attempt to take over control of the mosi are going against the ring, not the individual mosi - MD 30 (+17). MHP remain the same, representing all of the points that the ring is willing to spare to keep one mosi), Spore Cloud (creates CON hazard that lasts 1d6 rounds; difficulty 10+effect value, effects are confusion, passivity, and sleep), Resistance is Futile (immune to intimidation and reason unless this is cancelled), Pacifying Spores (when struck for 5 damage or more, automatically release spores as per spore cloud, but with only one round duration), Conversion (spore infection is a difficulty 15 CON hazard, 3 hours, 15 effect points to put under control of the ring; once under control, 1 day period and 15 effect points needed to turn into a mosi)

Attributes: Str 12 (+1), Dex 10 (0), Con 14 (+2), Int 14 (+2), Wis 16 (+3), Cha -

Type: plant, person

Size: M

Alignment: N

Treasure: -

This is a typical individual thrall of a yggmýrr, suitable for using at lower levels, when fighting the entire ring as a construct isn't feasible. See the description of the yggmýrr for more.

Mother of Monsters

Attacks: Elemental Attack +25 (+3d6; area effect if desired), Knock Foe Down or Away +25 (+1d6 +*knockback* +*knockdown*), Charm +36 (+4d6)

Physical Defence (AC): 43 (+31) (armour +8, villain +2)

Mental Defence: 42 (+27) (villain +2)

Movement: 14 (+2)

Range: Reach to long (Elemental Attack), hand to close (Knock Foe Down or Away)

Hit Dice: 20 (level 20)

PHP: 248 (villain; higher than average, includes CON)

MHP: 240 (villain; higher than average, includes WIS)

Motivation: Spawn more monsters

Actions: *Know weaknesses and desires; seduce gods, demons, or heroes; assume a male form, then have a child engendered by it; command her young; create cave systems, cause earthquakes, quiet or excite volcanoes; cause whirlpools or tsunamis; cause tornadoes or hurricanes; call down lightning; spawn firestorms; create and manipulate flora; shape metals as desired*

Special Defences: Everyone Loves Their Mother monstrous effect, demonic or primordial immunities, +2 or better magic weapon to hit or weapon from an extraplanar source

Monstrous Effects: Everyone Loves Their Mother (CHA bonus applies against all creatures; anyone attempting to directly attack her must overcome a difficulty 30 WIS check to do so), You Know How You Get to be a Mother? (can change to a form attractive to the target, no matter what that form might be), Mastery of Elements (elemental-based attacks turn on their users; treat as riposte), Steel Knows Her (attacks from weapons that cannot hit her also turn on their wielder; count as riposte), Mother's Love (her children gain the following while within Medium range of her: resistance to intimidation and fear, immunity to charm, regenerate 5 PHP as a minor effect on any action)

Attributes: Str 20 (+5), Dex 13 (+1), Con 18 (+4), Int 14 (+2), Wis 20 (+5), **Cha 26 (+16)**

Type: extraplanar (demon) or primordial, unique

Size: varies

Alignment: unknown, usually considered evil

Treasure: H x3, U, V

Every culture has legends of a being from whom the greatest of monsters are born. Her children are the stuff of legends - great dragons, mighty demons, and monstrous beasts. In some legends, she has other children as well, and even some of the gods are said to have been born of her. Their fathers have been

gods, demons, great heroes - but she has ultimately spurned them all, going on to find other lovers, and have more children.

The stories disagree on what her true form is, or even whether she has a true form. Her origin is disputed as well, with some saying she is one of the primordials, existing before the gods came to power, while still others claim her to be a demon - if not the first demon.

She does not seem to care for her children once she has released them into the world, and does not seek vengeance against their slayers. Idealistic sages speculate that she spawns monsters for a higher purpose, so that heroes will have something to strive for. Other scholars fear that she is preparing the heroes for some inconceivably greater challenge. Of course, there are those who claim she is evil, and creates monsters in the hopes that someday, her brood will destroy the mortal races who have claimed the world, and perhaps even the gods.

Some leaders propose, and a few have undertaken, quests to destroy her. Nonetheless, others seek her out for her fabled knowledge, which is said to include the weaknesses of every being in creation, even the gods and demon princes. A few even crave the fabulous treasures whispered to lie in her lair, while even fewer seek simply to meet her, this woman from whom even gods and demons have pined. Regardless of their reasons, however, all agree that seeking her out is a perilous task, for her caverns include not only her, but her numerous young spawn as well - dozens or hundreds of monsters of all sorts, perhaps even some never seen before by mortals. Those who have sought her, and found her, have never returned in their right minds, if at all. All of the material elements are hers to command, and if forced to fight, she will use them to attack, eschewing hand-to-hand combat when possible. She does, however, have great strength, and will use it to knock back or down opponents who try to close with her.

Nightmare

Attacks: Kick +20 (+1d6 +*fire*), Rear and Kick +20 (+2d6 +*fire*), Fanged Bite +20 (+2d6), Frightening Charge +24

Physical Defence (AC): 24 (+12) (armour +6, size -2); may have additional armour

Mental Defence: 24 (+11) (size +2)

Movement: 24 (+7), 36 (+13) fly

Range: Close (Kick, Rear and Kick), hand (Fanged Bite), hand to short (Frightening Charge)

Hit Dice: 6 (level 6)

PHP: 39

MHP: 33

Motivation: Serve evil master, amass power, show dominance over others, eat horse-flesh and unicorn flesh, hatred of the living

Actions: *Pretend to be no smarter than a horse, show sudden frightening intelligence, plan for master's overthrow, betray weakened*

master, unexpected attack, enter an adjacent plane, see into adjacent planes

Special Defences: Demonic immunities, immune to fire

Monstrous Effects: Combat mount (see Mounted Combat, M&M page 83), Flaming Steed (sitting astride is difficulty 20 CON hazard each round, with PHP damage and accumulating fire effects; those in hand or close range suffer difficulty 15 CON hazard each round from smoke if the nightmare chooses)

Attributes: Str 24 (+14), Dex 14 (+2), Con 15 (+2), Int 13 (+1), Wis 16 (+3), Cha 4 (-3)

Type: extraplanar (demon), load-bearer

Size: L

Alignment: NE

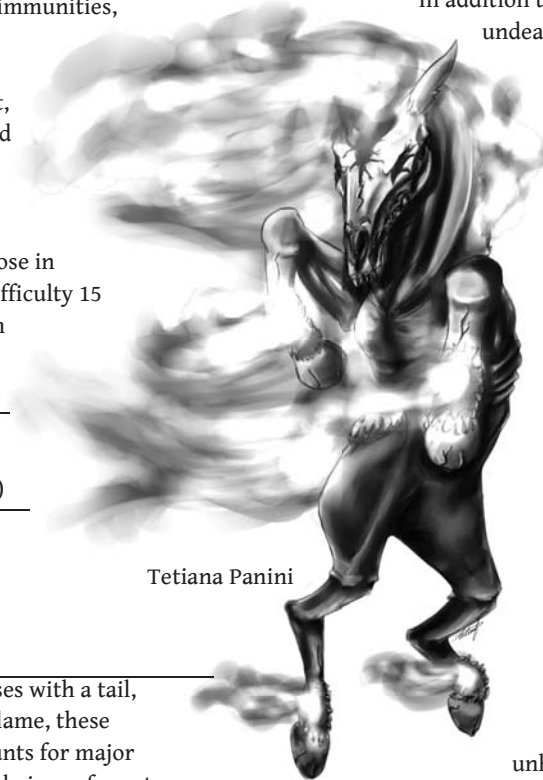
Treasure: -

Appearing as coal-black horses with a tail, mane, fetlocks, and eyes of flame, these creatures often serve as mounts for major demons, liches, or other evil beings of great power. Even in their native habitat of Hell they are rare, and sages are unsure where they come from, although there are persistent rumours of a great herd of nightmares deep in one of the lower hells.

Quite intelligent, nightmares have the demonic ability to understand and read all languages, but due to their vocal cords, cannot speak most. They can communicate telepathically, but will usually do so only to other nightmares or their master, preferring to maintain the illusion that they are no more intelligent than a horse in order to maximize their advantage.

Weak as demonic creatures go, they are looked down upon by other demons, especially flenser and shadow demons. Thus, from the nightmare's point of view, attaching itself to a demon lord is a form of protection, preventing other demons from harassing and abusing it. While they do not normally participate in them, they are well aware of the politics of hell, and a nightmare will try to attach itself to a demon lord who is on the rise or already powerful...and may betray a lord whose overthrow looks likely, in hopes of finding a safe place in the new order.

When in the material realm, they greatly enjoy their relative power. They especially enjoy running down and killing horses, whether the horses have riders or not. They will do the same to unicorns when able, although success is much rarer in these instances.



Nightmare, Undead

In addition to the demonic horses described above, powerful undead horses are sometimes called nightmares as

well. Use the above statistics, but remove the ability to fly, remove +fire from attacks and add +disease to the bite attack, remove the enter an adjacent plane and see into adjacent planes actions, change the type to "undead, load-bearer" and special defences to undead immunities, lower INT to 8 (-1), and remove the Flaming Steed monstrous effect.

Very weak undead horses should be treated as normal horses, but with undead immunities and appropriate changes to their motivations and actions.

Nightwalker (Shadow Titan)

Attacks: Strike +36 (+2d6), Breath of Howling Cold +21 (+2d6 +cold; cone area effect), Fearsome Gaze +25 (+1d10 +fear +paralysis +confusion; only once per day per opponent)

Physical Defence (AC): 40 (+28) (armour +10, size -2, henchman +2, unholy aura +2)

Mental Defence: 40 (+25) (size +2, henchman +2, unholy aura +2)

Movement: 16 (+3)

Range: Close to reach (Strike), up to short (Breath of Howling Cold), up to long (Fearsome Gaze)

Hit Dice: 14 (level 14)

PHP: 132 (henchman; includes CON)

MHP: 153 (henchman; includes WIS)

Motivation: Spread darkness, usher in the twilight of the gods, drag other planes into the plane of shadow

Actions: Crush an opponent's armour or weapon, create absolute darkness, sense magic, dispel magic, sense invisible things, become invisible in shadow or darkness, cause nearby food to spoil, summon undead and shadow creatures, unholy aura, sudden burst of speed, reveal that your action was anticipated

Special Defences: Undead immunities, primordial immunities, only hurt by magical or silver weapons, resistant to magical bindings and wards, immune to cold

Monstrous Effects: Unholy Aura (grants +2 bonus to attacks and defences for all undead, shadow creatures, and demons within Short range of the nightwalker; can use unholy aura action to counter holy effects), unnatural speed (attacks twice per round), aversion to sunlight (suffers -4 to all actions when exposed to sunlight), absolute darkness (darkness created by the nightwalker extends to medium range about it, and cannot be seen through with normal darkvision. The nightwalker and its allies can see through it)

Attributes: Str 30 (+20), Dex 14 (+2), Con 17 (+3), Int 20 (+5), Wis 20 (+5), Cha 6 (-2)

Type: colossal, undead, extraplanar, primordial
Size: L+ (20+' tall)
Alignment: CE
Treasure: special (2d6 treasure points worth of magic items useful to it)

Now native to the plane of shadow, nightwalkers are usually encountered there, and only in extremely rare cases are these monstrosities found in the material world. Since they are rarely found outside the plane of shadow, which is an inhospitable environment for most creatures from the material plane, little is known of any society they might have. Even there, they are most often encountered singly; rarely, one might come across a group of two to four.

As primordials, they were once native to the mortal plane, but long ago were cast out by the fledgling gods. Thus, they can be bound by magic circles and such - although they are resistant to being held or repelled by them and other magical effects. In addition, the nightwalkers were immortal as primordials, but only in a limited fashion: when one died, after a time it would be reborn, but it would not have memories of its former existence. Not wishing to ever forget their vendetta against the gods, some of the outcast titans found a means to bind themselves to the plane of shadow as undead.

Now, they are nightmare creatures, appearing as huge humanoid figures made of shadow with blank featureless blackness where eyes should be. Nonetheless, those who have encountered nightwalkers report being able to feel the creature's *fearsome gaze* upon them. Around them, food spoils, animals hide or flee, and the environment feels spiritually and physically chilled. They are often accompanied by other undead, minor demons, or shadow creatures which take advantage of the nightwalker's *unholy aura*. If encountered alone, a nightwalker is capable of summoning such beings to itself.

Nightwalkers are capable of reading and understanding all languages. They eschew speaking, however, communicating instead by telepathy, which they may do at up to Long range. They seem to have no desire for treasure for its value - the only treasures they collect are those that they believe may be of use to them.

Extremely intelligent, nightwalkers will make good use of their abilities and those of their allies. Before engaging in combat, they will seek to weaken foes and improve their own position, creating effects to do so. Such effects can include creating a *well-planned ambush*, *covering all the entrances*, and the like.

Nymphs

While their origins are shrouded in mystery, nymphs are widely viewed as minor nature deities that have taken the form of beautiful young maidens. These beings are largely found near bodies of water and forests, be they of import or not. Whether they serve as protectors of these areas, or have some other purpose entirely, is yet to be determined.



John Price Waterhouse

Nereides, or water nymphs, can be identified by their continually damp hair and predilection to adorn themselves with plants and flowers that grow in the water. Dryades, or wood nymphs, are usually seen wearing and using wooden objects that are still alive and blooming. Hamadryades are easily confused with dryades given their practically identical appearances, and the only giveaway seems to be in regards to their behaviour, as hamadryades tend to be the more flighty and forgetful of the two. All nymphs are known for their mercurial nature that can change in an instant - one moment they may be laughing and dancing and the next they might be cursing infants.

Wild nymphs can usually be found dancing and singing within clearings and on the shores of bodies of water. Their songs can be entrancing, and many have gone to their death trying to chase the nymphs. It is not uncommon for one such poor soul to get lost in the woods or drown beneath the waves. Nymphs do not normally try to make this happen, unless pursuers are seeking to harm them, but they are not always too aware of how hazardous their favoured environments can be for others.

Water Nymph (Nereid)

Attacks: Enchanting Song +15 (+charm +heal +fear), Knife +4 (+1d4)

Physical Defence (AC): 18 (+6)

Mental Defence: 20 (+7)

Movement: 12 (+1), 18 (+4) swim

Range: Hand to short (Enchanting Song), hand (Knife)

Hit Dice: 5 (level 5)

PHP: 18

MHP: 33

Motivation: Defend her pond, help her wildlife, frolic

Actions: Charm intruders, vanish into water, appear from water, call upon water animals, heal water animal, heal friendly people, know her pond and its area, frighten with song, look after lost children

Special Defences: Merge with water (can become invisible and incorporeal in water)

Monstrous Effects: Enchanting Song (can expand capabilities as a bard, see M&M p 23. GM should choose two additional effects)

Attributes: Str 8 (-1), Dex 13 (+1), Con 9 (-1), Int 12 (+1), Wis 15 (+2), Cha 20 (+10)

Type: person, optionally fey or semi-divine

Size: M

Alignment: N, NG, CG

Treasure: M, X, 50% chance of T

As described above, nereides are (extremely) minor nature divinities, whose special area of attention is usually a single small body of water - a pond, lake, stream, or such. They appear as beautiful women, often seeming to be bathing and singing if found unaware.

Finding one unaware is rare, however, as they are quite familiar and friendly with the animals and minor nature spirits of their domains. Nereides tend to be good neighbours, and are only a threat to those who torture animals, pollute or interfere with their waters, or take too many or too young animals when hunting.

Nereides whose domain is in or overlaps with a forest that is home to a dryad vary greatly in their relations with the dryad. Usually, the dryad's domain is larger in such situations, and the dryad tends to see the nereid as being one who should be subordinate to her - much like a hamadryad. Some nereides accept this easily, while others chafe at the idea, and a few

Wait, Isn't There Already a Dryad?

Well, yes, there's a *Dryad* entry in the core book. Perusing that entry and this one, however, will show that these two dryades are different. In particular, the dryad described in the M&M main book is bound to a particular tree, while this one is not.

In the terms the Greeks used, the 'dryad' in the M&M core book is a *hamadryad*, the spirit of a specific tree, while this one is what the Greeks would have simply called a 'dryad' - a forest nymph.

openly defy the dryad, sometimes to the point of active conflict. This is rare, but can make things extremely uncomfortable for other denizens in the forest, as they are pressured to take sides in the conflict.

Such a conflict is almost never violent - and when it is, it tends to be because of overzealous followers of the nymphs, rather than because the nymphs themselves encourage violence. Instead, they wage war over followers, each trying to persuade or entice more to their side, especially by recruiting the other's followers. They may also encourage their followers to reshape things to increase their own domain or decrease the other's, which can result in such things as weeds and trees choking up a pond, or beavers being unusually active in building dams.

Unfortunately, third parties sometimes take advantage of such a conflict, making use of the nymphs' distraction to gain a foothold in the forest. This can result in such corruption as giant spiders entering, goblins or evil fey making their home there, or the creation of a blackwood.

In swampy areas, a nereid may claim authority over the local hamadryades - this tends to be a fractious situation, with the hamadryades often being unwilling to simply accept the nereid as their leader/mother.

Wood Nymph (Dryad)

Attacks: Control Nature +15, Knife +6 (+1d4), Luring Song +14,

Healing Magic +15 (+3d8 +heal)

Physical Defence (AC): 21 (+9)

Mental Defence: 25 (+15)

Movement: 12 (+1, +3 in woodlands)

Range: Hand to short (Control Nature, Luring Song), hand (Knife)

Hit Dice: 7 (level 7)

PHP: 25

MHP: 88

Motivation: Defend her forest, care for her forest's animals, keep the hamadryades from stealing men, frolic

Actions: Mislead intruders, vanish into forest, appear from forest, call upon forest animals, heal forest animals, know her forest and its denizens, rebuke hamadryad, heal friendly people, look after lost children, leave no trail

Special Defences: Merge with forest (become invisible and incorporeal in forest)

Monstrous Effects: Healing Magic (as spell; effect points spent to heal damage at 1-to-1 cost, or to remove effects)

Attributes: Str 8 (-1), Dex 14 (+2), Con 8 (-1), Int 12 (+1), Wis 18 (+8), Cha 17 (+3)

Type: person, optionally fey or semi-divine

Size: M

Alignment: N, NG, CG

Treasure: M, X, 50% chance of T

Dryades' forests tend to also have hamadryades (see sidebar). Where a hamadryad is bound to an individual tree, however, a dryad is a spirit of the forest as a whole, and freely wanders in it, and even out of it, so long as they return frequently. An old, dense forest might have as much as one hamadryad for each square mile; usually, the number is closer to around a third of this. A forest does not normally have a dryad unless it has half a dozen or more hamadryades. A very large forest might have multiple dryades, each responsible for a region of the forest, with a few dozen hamadryades in their area of authority.

One of the responsibilities of a dryad is to see to the hamadryades, part of which may involve keeping them from stealing men permanently - for if a mortal man stays with a hamadryad for too long, he will eventually begin to turn into a tree. This can take anywhere from several months to a few years, depending on the individual. When the transformation is complete, the tree will become home to a hamadryad - either the man's former lover (who will mourn him, while she still remembers), or even to the man's daughter - a newborn hamadryad.

Hamadryades accept the authority of a dryad as a matter of course - but this does not necessarily mean they are completely cooperative. Rather, the relation is often like that of a mother and children, with the hamadryades competing for the dryad's favour, trying to 'get away' with things, and 'tattling' on each other. More rarely, one will rebel more strongly - these sometimes become dryads themselves after a period of time, and move on to a forest or area of their own.

They are also capable of healing, and will help forest animals who have been injured by hunters who did not finish the kill. Occasionally, they will extend this mercy towards individuals who may have been attacked (without just provocation, of course) by creatures in the dryad's forest. This is mostly extended to children and the men foolish enough to become entranced by the hamadryades.

Very rarely, an old forest which has been whittled down over the years, or a small forest of great importance (e.g., a sacred grove) will have a dryad, but no hamadryades.

Dryades tend to be good neighbours, only threatening those who endanger the forest, over-hunt, hunt very young animals, or torture animals.

Octopus

Attacks: Grab +10 (scratch damage only +trip), Beak Bite +10 (+1d4 +paralysis, only on someone grabbed with tentacles)

Physical Defence (AC): 22 (+12) (size +2)

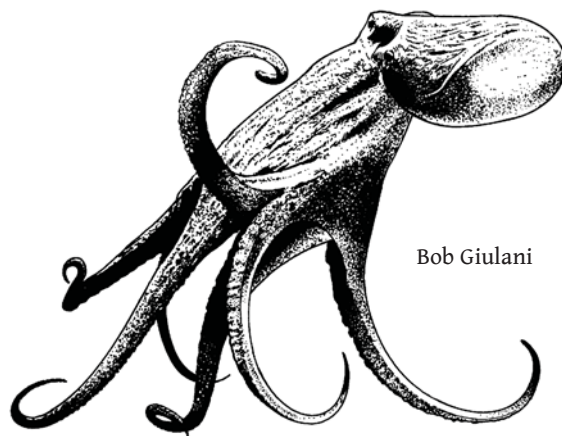
Mental Defence: 12 (+1) (size -2)

Movement: 9 (-1), 18 (+4) jetting

Range: Hand (Grab)

Hit Dice: 2 (level 2)

PHP: 11



MHP: 11

Motivation: Find food, take shiny objects, defend self

Actions: Grab shiny object and jet away, make ink cloud and jet away, squeeze through extremely small holes, reach through holes or bars and open doors, change colour to match surroundings

Special Defences: -

Monstrous Effects: Suckers (grip strength for Grab is 12 (+1); can taste objects it has grasped with tentacles), Ink Cloud (difficulty 25 to see through; blocks infravision, ultravision, etc.; impairs sense of smell; twice/day)

Attributes: Str 7 (-2), **Dex 18 (+8)**, Con 12 (+1), Int 3 (-4), Wis 12 (+1), Cha 7 (-2)

Type: aquatic, animal

Size: S (2' - 3' long, including arms)

Alignment: N

Treasure: -

Octopuses are best known for their eight 'arms', from which they get their name. Most species of octopus have no internal skeleton at all, making their bodies incredibly flexible - some have been observed to move through holes as small as an eighth of their body length around. Their arms have suction cups, commonly called 'suckers', which allow them to grip objects quite well. The mouth of an octopus has a hard beak, the only hard part of most octopuses' bodies. They use their beak to bit prey, cutting it up into pieces small enough to swallow and digest. Their blood uses haemocyanin to carry oxygen rather than haemoglobin, giving it a bluish colour. They have three hearts, two which pump blood through their two sets of gills, and a third that pumps blood through the body.

An octopus 'swims' head-first, with its arms trailing behind it, propelling itself by taking in water and jetting it out repeatedly. This allows them to move very quickly over short distances. They are able to move on land, but are extremely slow; for practical purposes, they have no combat movement on land. Octopuses seem highly intelligent as animals go; they have long-term memory, can distinguish colours and patterns, and are well-known for breaking out of their aquariums and into others to try to eat other animals. They have also been known to break into the holds of boats to steal fish and crabs, opening doors to

do so. Some have been observed building shelters out of discarded coconut shells, and to carry about discarded shells of other animals to use as protection.

Like many animals, they are attracted to shiny objects, and have been known to steal such and take them back to their nests. Octopuses usually live in or around reefs. Their primary defences are changing colour, running away, and squirting ink clouds to hide themselves. Some can also detach arms, leaving behind the wriggling arm to distract an attacker. The arm will regrow later.

The well-known 'mimic octopus' takes its camouflage skills further, reshaping its body to look like those of other animals as well as recolouring itself to match them. They normally shape themselves to appear to be more dangerous animals, such as sea snakes, eels, or lionfish.

Octopuses have excellent vision, and see in colour. They also have chemoreceptors in their suckers, allowing them to taste things they are touching. However, since an octopus' arms have their own controlling nerve clusters, an octopus cannot identify an object by its shape by feeling it. Indeed, they do not seem to be able to tell precisely what their arms are doing – the primary brain issues commands to the arms, but the arms' sub-brains perform the commands independently. This might have humorous possibilities for an octopus companion.

In the wild, they eat primarily crabs, sea worms, prawns, fish, and other molluscs, although some large octopuses have been observed to catch and eat sharks. Their saliva is mildly paralytic, helping them to hold their prey as they dismember it to eat it.

The largest reported are about 600 pounds, with a body around 20 feet long, including 15-foot arms; however, the largest verified measurements are 160 pounds and around 13 feet long.

Octopuses have a very short life expectancy, with most species living less than five years, and a few under six months. Reproduction is a cause of death; males live only a few months after mating, and females will not eat once they have laid their eggs, literally starving themselves to death as they take care of their unhatched eggs. A female octopus will lay many thousands of eggs, which will not usually hatch until after the mother is dead.

Pegasus

Attacks: Hooves +9 (+1d6), Diving Attack +14 (+2d6), Bite +9 (+1d8)

Physical Defence (AC): 17 (+5) (size -2)

Mental Defence: 19 (+8) (size +2)

Movement: 24 (+7), 36 (+13) fly

Range: Close (Hooves, Diving Attack), hand (Bite)

Hit Dice: 5 (level 5)

PHP: 28

MHP: 28

Motivation: Maintain freedom (or serve the master if tamed), find food, defend offspring, stay with the herd

Properly speaking, Pegasus is a *particular* winged horse, sired by Poseidon, born of Medusa's blood after Perseus beheaded her. Beyond being winged, Pegasus was intelligent, and anywhere his hooves touched the earth, a spring arose. The hero Bellerophon captured him, and rode him to fight the Chimaeram.

However, in popular usage, "pegasus" has come to mean any winged horse, and we use it so here. Beyond Pegasus himself, there is the Cholima in Chinese myth, the Ethiopian Pegasus in medieval bestiaries (a horned breed of winged horses supposed to be found in Ethiopia), the wind horse in Tibetan Buddhism (sometimes portrayed as winged), and the Tulpar in Turkic myth... and, of course, many winged horses from fantasy fiction.

Pegasus proper would likely have more hit dice than this, would be of semi-divine type, and would count as a combat mount, as per page 83 of the core Monsters & Magic book. As a war steed, he would likely also have Strength as a primary attribute.

Actions: Fly away, fly with great speed, soar while searching for food, smell water and food from great distances, graze, find way home, associate with wild horses, attack from the air, carry rider majestically

Special Defences: -

Monstrous Effects: Winged Steed (can bear a rider; counts as load-bearer even for flying movement), Diving Attack (can make half move flying, attack, then half move again)

Attributes: Str 18 (+4), Dex 14 (+2), Con 13 (+1), Int 4 (-3), Wis 12 (+1), Cha 12 (+1)

Type: mythic beast, load-bearer

Size: L

Alignment: CG, CN

Treasure: -

The winged horses called pegasi are highly valued as mounts, due to their great speed and the natural advantages of flight. While most such mounts are not strong enough to fly while carrying a warrior in heavy armour, those few that can are even more highly valued, fetching prices of 10,000 gp or more - and that is without any sort of training!

Wild pegasi are notoriously shy, rarely allowing any creature they think might be a threat to approach closer than fifty yards or so. They will take to the air to flee, where their superior speed - faster even than a gryphon or dragon - makes them nigh-impossible to catch. They will let their own kind approach, or other horses, and some will tolerate centaurs.

Pegasi are normally pictured as white, but this is largely artistic license, as they come in all the colours and patterns that horses do. Their feathered wings normally are similarly coloured to their body. Folded, their wings extend behind their body roughly half the body length (that is, the length of the torso and hips). In flight, their legs fold in tightly against the body, giving them a look more like a horse-headed bird than a running horse.

They are herbivores. In the wild, they graze on grasses and eat fruits and berries. They particularly enjoy fruit, and will sometimes raid orchards - a herd can strip an orchard quite thoroughly! Needing the energy for flight, they eat more than horses; a single pegasus will eat around forty pounds of food a day, and drink around fifteen gallons of water. Pegasi also sleep in the same manner as horses, with some members laying down in deep sleep, while others of the herd enter a light sleep state in which they remain standing.

Their lifespan, gestation time, and growth rate are all similar to horses; see the *Horses* section (p 80) for details.

Training a pegasus for battle requires a year or more of effort from a trainer with a specific trait for it. Their natural tendency is to run rather than fight, even more so than with horses. It's possible to have barding made for a pegasus - however, protecting the wings requires a large amount of armour, which will quadruple the weight and cost. Alternatively, there can simply be holes for the wings, but in this case, the protection of the barding will be halved (round up).

Note that the pegasus' INT of 4 indicates an extremely intelligent animal, rather than something of very dumb human-like intelligence. Pegasi don't anticipate or plan in the way humans do, but they are very bright for animals, and easily trained to do tricks.

As load-bearers, their encumbrances are doubled, allowing them to carry up to 120 pounds unencumbered, 240 lightly encumbered, 360 heavily encumbered. Like most flying creatures, they cannot fly when heavily encumbered.

Hippogriff

Technically, a hippogriff is a completely different creature from a pegasus - half eagle and half horse, akin to a gryphon, but with a horse body instead of a lion's. In practical terms, however, there isn't a lot of difference; thus, you may use the pegasus statistics for a hippogriff, with these changes and notes:

Hippogriffs eat a diet more like eagles, consisting mostly of meat. They are omnivores, however, and will eat some fruit and grains. They are less shy than pegasi, and more likely to attack. Give them primary strength, granting them a +8 strength bonus instead of the pegasus' +4. They are also slower.

Attacks: Talons +13 (+1d6), Diving Attack +18 (+2d6), Bite +13 (+1d8), Harry +13, Intimidating Cry +13

Range: Close (Talons, Diving Attack), hand (Bite), close to reach (Harry), short (Intimidating Cry)

Movement: 20 (+5), 30 (+10) fly

Monstrous Effects: Winged Steed (can bear a rider; counts as load-bearer even for flying movement), Diving Attack (can make half move flying, attack, then half move again), Eyes of an Eagle (+8 to vision tests when looking for distant things).

The Phoenix and its egg are essentially a *deus ex machina*; they're as hard to get ahold of as the GM wants them to be, can do anything the GM wants them to do, and using them has whatever consequences/prices/etc. the GM wishes. For practical purposes, it's a god who can be temporarily removed at times, during which its power may be tapped into by others - well-intentioned or not.

Phoenix

Attacks: Beak & Talons +23 (+1d6 +*rebuke*; ignores armour), Fire Aura +43 (+4d6 +*fire* +*purification* +*exorcism*; ignores fire resistance or immunity), Song +43 (+*charm* +*healing* +*blessing* +*resurrection*)

Physical Defence (AC): 43 (+29) ('villain' +2)

Mental Defence: 55 (+45) ('villain' +2)

Movement: 12 (+1), 48 (+19) fly

Range: Hand (Beak), close (Fire Aura)

Hit Dice: 23 (level 23)

PHP: 269 ('villain'; higher than average, includes CON)

MHP: 674 ('villain'; higher than average, includes WIS)

Motivation: Preserve the universe, uphold the balance of things, be an influence for good

Actions: *Shed physical and spiritual light, warm those who are cold, heal the injured and sick, return the dead to life, drive away demons, remove curses, purify the impure, bless the good, sing beautifully, dispense wisdom, transform into egg upon 'death', sense and track evil*

Special Defences: Immune to aging, death magic, poison, fire; does not need to breathe, sleep, or eat; resurrection; fire aura (as riposte against melee attacks); magic resistant

Monstrous Effects: Fire shield (when the phoenix chooses, anyone coming within Reach distance or closer takes 1d10 PHP damage per round), Purifying Fire (the phoenix may choose to use its fire to purify substances, exorcise demons, and/or destroy undead), Fire of Creation (Fire Aura ignores fire resistance and fire immunity), Rebuke (the phoenix may choose to inflict a Fire Aura attack on anyone it strikes with its *Beak & Talons*; if it wishes, it may inflict this as mental damage on a good-aligned target)

Attributes: Str 10 (0), Dex 18 (+4), Con 16 (+3), Int 18 (+4), Wis 30 (+20), Cha 17 (+3)

Type: primordial, unique

Size: M (12' wingspan)

Alignment: NG

Treasure: -

The Phoenix, it is said, is older than the gods themselves, and will still exist when they are dead. By some accounts, it either created the world, or was essential to its creation. Others say it will feature in the world's destruction.

It appears as very large eagle-like bird, with feathers of many colours - blue on its underside, red above that, and a crest and wingtips of yellow. Its feathers are constantly aflame, each in its own colour, shedding light and heat. In spite of this, nothing the phoenix touches burns unless it desires so. Feathers plucked from the Phoenix will continue to burn until the point when

they would have naturally molted, which may be as long as five years later. Some magic users and alchemists greatly desire these feathers, and will promise riches untold for them.

The Phoenix is said to have wisdom beyond that of even the gods, and some seek it out to ask questions of it - or to ask boons of it, since it is also capable of miraculous healing, up to and including restoring the dead to life.

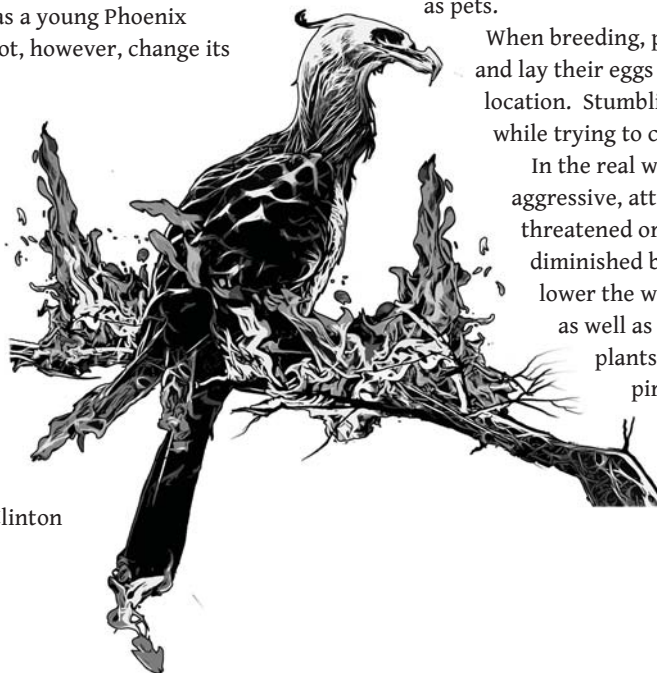
While the Phoenix is good, its wisdom guides it to the necessity of balance - therefore, it rarely takes an active role in things. Only in cases of truly world-threatening danger would it presume to do so. It can, however, offer support to those who seek it out, by advising and healing them. It will not make it easy to obtain such support, however, since otherwise it would be swamped with requests constantly.

The Phoenix dislikes anomalous beings, as they are intruders into this reality - but not enough for it to actively seek them out. It will not grant boons or healing to anomalous beings, however, and it has been speculated that it *cannot* heal them. The Phoenix is somewhat more likely than usual to give aid when dealing with anomalous entities, especially those of extreme power. The Phoenix's healing is capable of healing any physical or mental consequence whatsoever.

If the Phoenix should be reduced to zero PHP or below, it immediately self-immolates, burning all hostiles within short range as per its fire aura attack in so doing. It transforms into an egg, which will hatch into a newborn Phoenix in 1d6 weeks. The Phoenix's egg is completely and utterly indestructible, and no force or effect can harm it. The egg is roughly two feet long, shaped like a chicken egg, and weighing around twenty pounds. It radiates powerful magic and a mild heat.

Although it is immune to magical aging, the Phoenix does age naturally. Every millennium, it grows old enough to self-immolate as above, to be reborn as a young Phoenix again. These changes in age do not, however, change its powers and abilities in any way.

To make things clear on the Phoenix's fire: there are no resistances or immunities against it. No trait bonuses count against it, period. *This is something even gods fear.*



Malcolm McClinton

Piranha Swarm

Attacks: Swarming Bites +11 (+1d8)

Physical Defence (AC): 19 (+9) (size -2)

Mental Defence: 19 (+9) (size +2)

Movement: 15 (+2) swim

Range: Within (Swarming Bites)

Hit Dice: 7 (level 7)

PHP: 42 (as construct with x4 PHP)

MHP: 28 (as construct with x4 MHP)

Motivation: Find food, eat food

Actions: *Be everywhere, bite and tear, cover opponent, separate victims, remove small appendages*

Special Defences: -

Monstrous Effects: -

Attributes: Str 2 (-4), **Dex 14 (+4)**, Con 14 (+2), Int 2 (-4), Wis 10 (+0), Cha 2 (-4)

Type: animal, swarm

Size: L

Alignment: N

Treasure: -

Piranha are legendary for the ability of a school to kill a large animal in minutes. Individually, they are capable of biting off fingers and toes, and creating painful wounds. Schools can kill people, cattle, and even larger animals. The most common variety of piranha have silvery bodies with reddish bellies. They are aggressive toward each other, and individuals with only one eye are often found, the other having been lost to fights. They are tropical in origin, but specimens have been found in the wild as far north as New York in the real world, apparently having been released into the water by people who had bought them as pets.

When breeding, piranha dig small pits in riverbeds and lay their eggs in them, then defend the egg's location. Stumbling into a school's spawning bed while trying to cross a river is extremely hazardous.

In the real world, piranha are not very aggressive, attacking mainly when they feel threatened or their food supply has been diminished by drought or other factors that lower the water levels. Piranha are scavengers as well as hunters, and are omnivores, eating plants as well as meat. In fiction, however, piranha are pure carnivores and extremely aggressive - able to strip a cow to the bone in minutes.

The stats above, of course, reflect the fictional variety.

Psyche Lasher (Nocellid)

Attacks: Telepathic Attack +21 (+*domination +illusions +inflict pain*), Finesse Weapon +10 (+*weapon damage*), Mind Blast +21 (+2d6 +*confusion +stun*; vs all non-nocellides in Short range; cannot use again for a turn), Grapple +8 (normally weakens or controls foes first), Telekinetic Punch +12 (+1d6)

Physical Defence (AC): 27 (+16) (armour +4, henchman +2)

Mental Defence: 33 (+23) (uses INT, henchman +2)

Movement: 12 (+1); can levitate, walk on water, and teleport up to Heroic distances

Range: Hand (Grapple), hand to medium (Telepathic Attack, unless *mental attunement* on target), by weapon (Finesse Weapon)

Hit Dice: 9 (level 9)

PHP: 73 (henchman; includes CON)

MHP: 84 (henchman; includes WIS)

Motivation: Dominate other lifeforms, devour brains and memories, gain greater knowledge, cause eternal darkness

Actions: *Read thoughts, levitate, telepathically communicate, sense nearby minds, command a thrall, sacrifice a thrall to save itself, teleport, eat living brains and memories, astrally project, have wide-ranging knowledge, implant false memories, erase memories, plant trigger commands, construct mental illusions, release slime*

Special Defences: Anomalous immunities, resistant to magic; can conceal self from *detect evil* and *know alignment* spells - in the latter case, can present a false alignment; vulnerable to sunlight (difficulty 12 CON hazard each round in direct sunlight; consequence points taken as PHP and painful wounds)

Monstrous Effects: Mental attunement (major effect to attune to someone; once attuned, can mentally communicate with and use Telepathic Attack against at Heroic range (~30 miles)), Combat Teleportation (minor effect to appear behind someone or blink away to short range; major to blink away farther or extreme to leave area entirely), Telekinesis (effective Strength 16, up to Medium range)

Attributes: Str 9 (-1), Dex 12 (+1), Con 14 (+2), **Int 22 (+12)**, Wis 16 (+3), Cha 7 (-2)

Type: anomalous

Size: M

Alignment: LE

Treasure: B, S, U, V (special notes apply - see below)

These creatures appear to be humanoid, with a body like that of a human, elf, or other race - but the head is a hideous, slimy, and elongated pale oval, pointed at the top, sprouting four two-foot-long tentacles about halfway up its length.

The origins of the nocellides are unknown, but sages speculate that they come from another plane of existence, where life is different from that found here. What is known is that these creatures are capable of performing magic-like feats with their minds: levitating themselves, attacking the minds of others in order to dominate or fool them, teleporting from place to place, and even projecting forth their spirits. Mages, however, insist that the powers of the nocellides are not magical; indeed,

Flaying Minds, Lashing Psyches

This is an homage to a certain classic monster that we can't name, thanks to the restrictions of the OGL. It isn't exactly like that creature, but is designed to be visually similar in this incarnation. However, the design of having it be a separate creature allows several other options, which will be explored more fully in an upcoming product. For now, note that younger nocellides are considerably smaller, and can conceal themselves *within* the skull of their host, taking the place of the host's prefrontal lobes.

the creatures seem to be quite resistant to magic. They call powers of this sort *psionics*, and point to other individuals who possess such seemingly magical abilities.

Examinations of dead nocellides have shown that the creature proper is a squid-like horror that attaches to the upper part of a host's head. It bores two holes in the skull - one at the top, to gain access to the brain, and one lower, through which it inserts two of its six tentacles to help it hold on. This takes a minimum of ten to twenty minutes. Having attached, the nocellid begins to excrete a pale slime which soon covers the host's head. This hides the face, so that the host and creature appear to be one.

It appears that in this horrid process, the nocellid gains the memories of its victim. Some claim to have the memories of dozens or hundreds of beings, indicating that they are able to retain such memories as they move from body to body, and possibly to gain memories from those whose brains they devour for sustenance.

The combination of having the memories of dozens of people, plus their psionic abilities, grants nocellides considerable power. They desire knowledge, fully believing the adage 'knowledge is power', and a fully-developed nocellid will have gained memories from a variety of people, such that they may take a trait bonus on any sort of knowledge check that does not involve the highly restricted or deeply personal. Further, they can present a false alignment by calling up the thought patterns of another, concealing themselves both from *detect evil* and *know alignment* spells and effects.

The exact life cycle of nocellides is unknown, although sages have made numerous speculations, some of which seem quite paranoid (for example, the speculation that *all* psionic individuals are actually hosts to larval nocellides). It is known that they construct and utilize devices of an alien nature, and it seems as though their ultimate goal is finding a way to blot out the sun in order to extend their power across the world.

Knowledgeable attackers may direct their attacks at the head. Calling a head hit counts as a minor effect, requiring five effect points that may then not be used for other purposes. If this is done, however, the damage done will stay with the nocellid should it abandon the host body.

Hostless Nocellid

Attacks: Drop onto Head and Grab +11 (+1d6), Telepathic Attack +9 (+domination +illusions +inflict pain), Mind Blast +9 (+2d6 +confusion +stun; vs all non-nocellides in Short range; cannot use again for a turn), Bore Into Skull +7 (+2d10; only against target grappled with major effect or helpless, ignores non-helmet armour)

Physical Defence (AC): 29 (+19) (armour +4, size +2, henchman +2)

Mental Defence: 23 (+9) (size -2, uses INT, henchman +2)

Movement: 12 (+1); can levitate and teleport short distances (up to 30')

Range: Hand (Drop onto Head and Grab), hand to short (Telepathic Attack, unless mental attunement is on target)

Hit Dice: 5 (level 5)

PHP: 47 (henchman; includes CON)

MHP: 54 (henchman; includes WIS)

Motivation: Find and take a new host

Actions: Hide in dark and high places, construct mental illusions, telepathically communicate, summon thrall, command thrall, eat living brains and memories, blink-teleport, sense nearby minds, have wide-ranging knowledge

Special Defences: same as nocellid above

Monstrous Effects: Mental attunement (as nocellid above), combat teleportation (as nocellid above), Telekinesis (effective Strength 7, up to Short range)

Type: anomalous

Attributes: Str 7 (-2), Dex 16 (+6), Con 14 (+2), Int 18 (+4), Wis 16 (+3), Cha 3 (-4)

Size: S

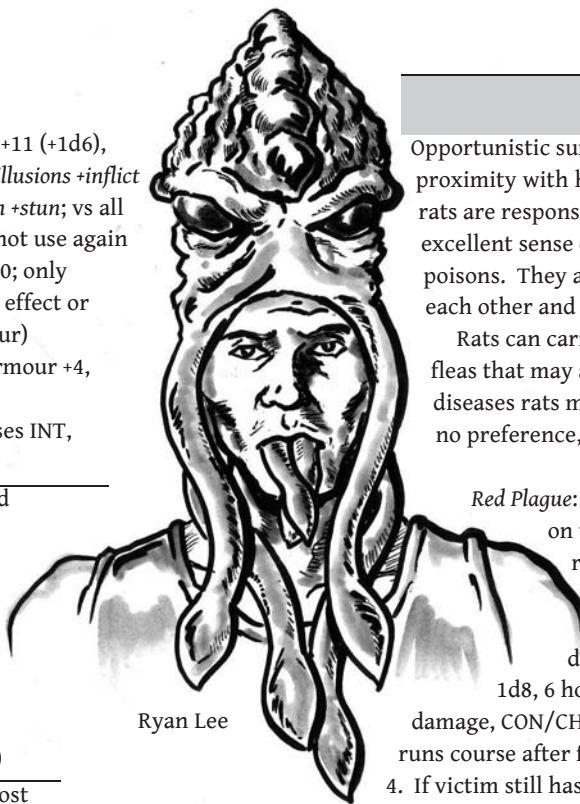
Alignment: LE

Treasure: usually none

Separated from a host body, a nocellid suffers physically and mentally – physically, it has only its own strength to use, while mentally, it no longer is able to use the host's brain to boost its psionic powers, weakening it even more significantly.

Any thralls the creature had immediately make a CHA or WIS attack against the nocellid's lowered mental defence; effect points gained may create effects representing weakened control, and an extreme effect will free the thrall from control. Mental attunements can also be weakened or lost this way.

A hostless nocellid will first hide, then *sense nearby minds* in search of a host. If it has a suitable host available as a thrall, it may call that thrall to itself. Otherwise, it will use *blink-teleport* and *hide in dark and high places* to reach a candidate host, then, once the host is alone, use *telepathic attack* and *mind blast* to weaken the host before using *drop onto head and grab*, gaining a sufficient hold, and taking over the host with *bore into skull*.



Ryan Lee

Rats

Opportunistic survivors, rats have learned to live in close proximity with humans and similar species. In some areas, rats are responsible for significant food loss. Rats have an excellent sense of smell, and quickly learn to avoid poisons. They are highly social, readily sharing food with each other and rescuing other rats from cages.

Rats can carry diseases, and are often infested with fleas that may also be carriers. Some sample fantasy diseases rats might have are listed below. If the GM has no preference, simply roll 1d4 to choose.

Red Plague: distinguished by florid, bright red spots on the chest, face, and hands of sufferers, the red plague is rarely fatal, but can disfigure, leaving permanent bruise-like splotches. (complex CON hazard; difficulty 10 + effect/consequence value + 1d8, 6 hours, 10 effect points to shake. PHP

damage, CON/CHA drain, and causes vomiting. Disease runs course after four days, and check difficulty drops to 4. If victim still has reduced CON or CHA at that point, one point of loss is permanent.)

Blue Death: begins with fever and congestion, much like a cold. Progresses rapidly, causing swelling of the tissues of the neck and chest, eventually causing suffocation. This results in a bluish appearance from cyanosis, leading to the common name. (complex CON hazard; difficulty 12 + effect/consequence value, 1 hour, 5 effect points to shake. PHP damage, fever, coughing. Runs course in one day, with difficulty dropping to 4.)

Spotted Fever: causes very high fever and black spots on the body, especially around hips. Very contagious, can cause brain damage from fever. (complex CON hazard; difficulty 10 + effect/consequence value, 1 day, 5 effect points to shake. MHP damage, fever and confusion effects; once 15 points in other effects have been caused, inflicts INT/WIS drain; major effect to drain one point. Drained points are permanent, requiring extreme effect from magic to restore a lost point. Does not have a natural end, persists until recovered or left mindless. Those treating or in close contact with infectees are also automatically exposed.)

Rotter Madness: causes delirium and the urge to bite others. The point of infection begins to necrotize (rot), which begins to spread. (complex CON hazard; difficulty 15, 1 day, 10 effect points to shake. PHP damage, CHA drain, extreme pain and urge to bite others. After 15 effect points accumulated, begins to drain CON and WIS. At zero CON, infectee dies. Those who survive without magical treatment lose 1d4 CHA permanently, looking somewhat zombie-like. Bite spreads disease to target on a minor effect.)

Giant Rat

Attacks: Bite +5 (+infection), Distressed Shriek +3 (+frighten hearers +summon aid)

Physical Defence (AC): 19 (+9) (size +2)

Mental Defence: 9 (-2) (size -2, cowardly -2); 11 (0) when part of a group of four or more

Movement: 15 (+2), 8 (-1) climb

Range: Hand (Bite), hand to reach (Distressed Shriek)

Hit Dice: 1 (level 1)

PHP: 7

MHP: 6

Motivation: Find food, scare away cats and dogs, reproduce

Actions: Attack with teeth, scurry away, hide in dark areas, build nests, forage for food using scent, squeak for other rats when distressed, free other rats from cages, stalk prey, gnaw holes in walls

Special Defences: Vulnerable to cats and dogs (cats and dogs that normally only do scratch damage do regular damage to them)

Monstrous Effects: Infection carriers (can carry a variety of diseases; see section header), Fleas (characters may become infected without being bitten by the rats, even hours later. Use a minor effect on any action to infest a character with fleas; at a later time, chosen by the GM, check to see if they have become infected), Summon Aid (when using Distressed Shriek, summon another giant rat on a minor effect)

Attributes: Str 4 (-3), Dex 15 (+4), Con 14 (+2), Int 2 (-4), Wis 12 (+1), Cha 5 (-3)

Type: animal

Size: S (about 3' long)

Alignment: N

Treasure: -

Unlike ordinary rats, giant rats are primarily carnivorous, preying on smaller rats and mice, insects, squirrels when they can catch them, and small cats and dogs - especially kittens and puppies. They are omnivores, however, and will eat grains and vegetables when those are readily available.

While they are large, their bodies are built thinly, with a tube shape like that of a dachshund, and thus, they do not need extremely large holes to enter and leave through. They tend to live in the sewers of large cities, coming up through storm grates and the like; where there are no sewers, they establish nests in whatever spaces they can, often within the walls of buildings, in attics or basements, or in alleyways. They prefer dark, small spaces, and cities with buried 'undergrounds' are especially favored by them.

As predators, they are opportunistic, catching and eating whatever they come across. Where they've grown numerous, they will hunt and kill kittens and puppies, and sometimes small adult cats and dogs. Individually, they are cowardly, but in groups, they may become bold.

Rat King

Attacks: Scabble and bite +7 (+1d4 +infection), Terrify +11, Piercing Shriek +8 (+1d6 +deafen +pain; MHP damage; area effect against all up to Short range), King's Song +11 (+1d8 +follow the music)

Physical Defence (AC): 20 (+7)

Mental Defence: 21 (+11)

Movement: 12 (+1)

Range: Within to hand (Scabble and bite), within to short (Terrify, Piercing Shriek), within to long (King's Song)

Hit Dice: 5 (level 5)

PHP: 38

MHP: 53

Motivation: Control other rats, find and eat food, defend self and other rats, kill those who harm rats, create other rat kings

Actions: Swarm over, lure with piping music, appear as something else, spawn rat swarm, consume food stores, watch in all directions, make disturbing sounds, track enemies by scent, smell flesh, sense body heat, gnaw through barriers, sense invisible creatures

Special Defences: Swarm immunities

Monstrous Effects: Spawn rat swarm (creates a 2 HD Rat Swarm; usable once/day), many-headed (all attacks count as area effect against everyone out to Hand range, but it can exempt specific targets), illusory disguise (appear as another size M creature; difficulty 21 to perceive truth), infection (minor effect to cause infection hazard on bite; difficulty 15 CON hazard, period 4 hours, accumulating effects of dizziness, vomiting, unconsciousness, and PHP damage. Someone caring for a victim can become infected on a minor consequence.)

Attributes: Str 8 (-1), Dex 15 (+2), Con 16 (+3), Int 11 (+0), Wis 16 (+6), Cha 3 (-4)

Type: mythic beast, swarm

Size: M

Alignment: N

Treasure: -

Sometimes, a group of rats become tangled together with their tails. Somehow, they adapt to this situation, becoming an entity with a single mind and will - and in the process gaining intelligence far beyond what any normal rat has. Such an entity is called a rat king.

Consisting of a few dozen to a hundred or more rats, a rat king looks like a small swarm of rats, until one comes closer and sees that their tails are somehow tangled together and joined. That is, if the rat king lets you see this, because the joined mental power of the rats that make up the rat king grants them psychic powers of illusion. The rats also coordinate their vocalizations, allowing them to make incredibly loud piercing shrieks - or a strange, piping music that can lure the curious to the rat king.

A rat king can sometimes voluntarily release some of its rats, spawning a swarm. They are also often accompanied by one or

more swarms of rats. They will not, however, be found in the company of wererats, for rat kings recognize these not as fellow rats, but as another species that wishes to gain control of rats, and the two mutually despise each other.

Realizing their own physical weakness, rat kings prefer to feed on small dogs, children, halflings, and similarly-sized creatures. They are, however, afraid of cats and large dogs. Given a good opportunity, they will take larger prey, but only if it seems safe, or when forced by circumstances.

They prefer the inner organs of prey, and their hundreds of small teeth make neat holes, sometimes even looking like pieces have been cut out. Thus, the remains of a rat king's victim may appear to have been subjected to rapid, crude surgery by a disturbed individual.

It's possible to cut the tails of the rats making up a rat king, thereby separating them from the group. On a major effect with a cutting melee weapon, one can reduce the rat king by a hit die, causing the equivalent of 6 PHP and 10 MHP of damage and also reducing attacks, defences, and trait bonuses by one. This, however, spawns a rat swarm. A rat king reduced to 2 HD in such a way becomes a rat swarm outright, destroying the rat king entity.

Rat Swarm

Attacks: Swarming Bites +6 (+1d4 +infection)

Physical Defence (AC): 14 (+4) (size -2)

Mental Defence: 18 (+6) (size +2)

Movement: 12 (+1), 9 (-1) climb

Range: Within (Swarming Bites)

Hit Dice: 2 (level 2)

PHP: 12 (as construct with x4 PHP)

MHP: 12 (as construct with x4 MHP)

Motivation: Find food, eat food, obey controller

Actions: Be all over, sense body heat, smell flesh, swarm over any obstacle, bite and gnaw

Special Defences: -

Monstrous Effects: 'Within' range (see sidebar)

Attributes: Str 2 (-4), Dex 14 (+4), Con 14 (+2), Int 4 (-3), Wis 14 (+2), Cha 2 (-4)

Type: animal, swarm

Size: L

Alignment: N

Treasure: -

While an individual rat is generally no threat to a human - and especially to an adventurer! - swarms can be. Such swarms form either when a population of rats have experienced rapid growth due to an abundant food source, which then suddenly runs out, driving hundreds or thousands of starving rats to seek whatever food they can find, or when rats are controlled by magic or by monsters capable of controlling them.

The rat king is a real piece of European folklore - and with some basis in truth, since groups of rats tied together in such a way by their tails have been found. In folklore, they're considered a bad omen, and associated with plague. We've added the illusion power and, inspired by the idea of a reversed Pied Piper, the luring music.

These statistics represent a small swarm, of a few dozen rats. A swarm of several hundred rats would be a heroic-scale construct, while several thousand would be of epic scale.

Raven

Attacks: Peck with beak +7 (scratch damage only), Taunting Cry +2 (+1d6 +nevermore)

Physical Defence (AC): 19 (+9) flying, 15 (+5) on ground (size +2)

Mental Defence: 12 (0) (size -2)

Movement: 6 (-2), 24 (+7) fly

Range: Hand (Peck with beak), close to short (Taunting Cry)

Hit Dice: 0 (level 0)

PHP: 1

MHP: 1

Motivation: Find food; protect nest, young, and mate; protect flock if young and unmated

Actions: Call other ravens, search for carrion, wait patiently for the dying to die, eat smaller creatures, tear meat from carrion, fly away, watch ominously, repeat what someone said, say a cutting word, see spirits

Special Defences: -

Monstrous Effects: Nevermore (can cause foreboding and unease by repeating certain words)

Attributes: Str 1 (-5), Dex 16 (+6), Con 12 (+1), Int 2 (-4), Wis 13 (+1), Cha 7 (-2)

Type: animal

Size: S (2' long)

Alignment: N

Treasure: usually none; may have small, shiny objects, such as a few coins, gems, or jewellery

Common almost everywhere, ravens are large birds, averaging about two feet in length including the tail. They are known for their glossy black feathers, black beaks and legs, and their status as carrion birds.

They are opportunistic omnivores, hunting mice and other small animals, feeding on carrion, and eating cereal grains, berries, and fruit. As scavengers, they will take waste food found in garbage, and when food is abundant in a place, they may carry some away to store elsewhere. They will also eat the eggs of other birds (including other ravens), and some ravens have been



observed to follow foxes and wolves about, waiting for them to make a kill and then stealing bits from it.

They have also been known to call wolves or other animals to carcasses, letting the larger predators do the work of opening the belly so they can feed on the internal organs. Their association with wolves, together with the flock behaviour of juveniles, has led to some calling them 'wolf-birds'.

Among the most long-lived of birds, ravens can live up to 21 years. They mate for life, and a mated pair will aggressively defend their territory from other ravens. Together they will build a nest of sticks, twigs, mud, and bark, lining it with soft leaves and fur. Eggs are laid in late winter, and hatch in about three weeks. The young begin to fly after a month, and stay with the parents for another six months afterward.

Young ravens group into flocks, and one finding carrion will call the rest of the flock. They will find a mate and bond at about three to four years of age. Juveniles are very curious, and will steal bright, shiny objects, but adults lose this curiosity. They also love to play, and have been observed playing catch-me-if-you-can (both with other ravens and wolves), sliding down snow banks repeatedly, making aerobatic displays, and even tossing twigs back and forth like toys as a form of social play.

Ravens are capable of a wide variety of vocalizations, and can learn to imitate speech. In many myths, they are capable of full, intelligent speech. They are of high intelligence for birds, and have been observed to perform problem-solving behaviour; some linguists believe they are capable of communicating with other ravens about objects that are not present.

In myth and legend, ravens' intelligence and status as carrion birds results in them often being associated with the dead or with gods of death and battle. The Celts associated them so with The Morrigan, and the Norse with Odin (for whom they were also scouts). The Greeks considered them messengers of Apollo, and to be good luck.

Some myths associate them with lost souls, Swedish myth going so far as to say that the ghosts of murdered people appear as ravens. Germany has a legend of a sleeping emperor, around whose mountain ravens always fly; when the ravens stop flying, he will rise. Similarly, English legend says that England will fall should the ravens ever leave the Tower of London.

The highest position ravens are given is that of creator of the world, in the myths of the Pacific Northwest Indians; that raven is also a trickster, and sometimes a guide of dead souls. The Siberian shamans have similar legends, and also consider the raven to be a guide for shamans on their ventures into the other world.

Bruno Balixa



Redcap

Attacks: Talons +16, Iron Pikestaff +14 (+1d8), Iron-booted Kick +14 (+1d4 +hurt or break leg), Fey Magic +8 (+2d6 +transform +glamour)

Physical Defence (AC): 28 (+15) (armour +4, size +2)

Mental Defence: 20 (+9) (armour +4, size -2)

Movement: 19 (+4)

Range: Hand (Talons), reach (Iron Pikestaff), close (Iron-booted Kick), close to short (Fey Magic)

Hit Dice: 6 (level 6)

PHP: 39

MHP: 33

Motivation: Lure and trap people, kill and acquire fresh blood for cap, inhabit isolated castles, turn people into wendigos

Actions: Dip cap in blood of slain, throw opponents, pick up and throw objects, roll boulders onto people, leap large distances, run incredibly fast, claim ruined castle as territory, know every nook and cranny of its lair, let intruders sleep before killing them, deadly hide-and-seek, entertain travellers, feed guests prior victims, enforce arbitrary and cruel rules, delight in telling vicious truths and lies, use fey magic to transform victims and glamour objects

Special Defences: Fey immunities, is not vulnerable to iron

Monstrous Effects: Must keep cap dipped in blood, the sound of iron boots (fear hazard, difficulty 15), vulnerable to holy items, what you just ate (difficulty 26 WIS hazard; 15 effect points to cause wendigo curse), fey bargains (must keep the letter of his word; however, if he's made a deal with someone that allows him to transform them, or if they have broken their word to him, his fey magic works as if he knew their true name (sidebar, p 4))

Attributes: Str 20 (+10), Dex 16 (+3), Con 15 (+2), Int 10 (0), Wis 12 (+1), Cha 6 (-2)

Type: fey

Size: S (4-5' tall)

Alignment: CE

Treasure: C

Malicious creatures of faerie, redcaps appear as small, wizened men with long beards, heavy boots, and bright red caps. The red colour of their caps is from being dipped in the blood of their victims, which the redcap must periodically dip in fresh blood, lest he die.

Most often, a redcap is found in a ruined castle, a cave, or some other isolated shelter, usually located near a road, since the redcap needs travellers to kill. However, they do not simply catch and kill their victims, for redcaps delight in tormenting them first. Often, they will play the part of a friendly host, inviting travellers in, feeding them, and even letting them go to sleep. At some point in the night, the redcap will awaken them (not necessarily all at once), and the waking nightmare will begin - as it threatens them, isolates them, chases them down, and kills them.

During this, the redcap will make use of its supernatural speed and strength. It knows its hunting ground intimately, but may play at letting its victims think that they've managed to hide successfully before attacking them. It will also often torment them by letting them know that the meal it fed them earlier had meat that was human (or demi-human) flesh. If it has managed to separate them, it may also lie and say that companions who are still alive are already dead, and vice versa.

Some redcaps follow a slightly different *modus operandi*, inviting travellers in as above, but enforcing arbitrary and cruel rules upon their guests later on. These usually involve some sort of physical test, with the victim(s) to be harmed in some way if they do not meet the requirements. Procrustes' bed, which he allowed travellers to use, but cut off their feet if they were too tall for it and stretched them on a rack if they were too short, would be an example. Other possibilities could include requiring guests to beat the redcap in a footrace (punishment for failure could be hobbling, or perhaps transforming them into some sort of fast animal, like a rabbit); weighing 'guests' and cutting off parts of those who are too heavy, while force-feeding those who are too light; requiring guests to wake at the first cock-crow or be transformed and fed to the chickens; challenging one to a game of chess, with the loser to be physically beaten by the winner; a boulder-tossing contest (for distance and accuracy), with the winner getting to throw a boulder at the loser); or the ever-popular 'guess what you just ate' contest.

A GM who's feeling more generous might offer some reward as part of the contest - for example, "survive the night in my castle, and I will give you <something you think will tempt your players>". Of course, simply because the redcap offers a reward doesn't necessarily mean it's telling the truth...

When on the chase, a redcap's heavy iron boots make very loud sounds, like a rapid drumming - but they can also be ghostly silent when the redcap wishes it. A redcap will also have an iron pikestaff that it will use as a weapon. If disarmed of it, a redcap will gleefully reveal taloned fingers that are quite effective weapons in their own right. They will trip and injure foes before killing them, delighting in the fear that they cause.

Unlike most fey, redcaps are not especially vulnerable to iron - it merely affects them normally, just as it would a human. They are repelled by holy items, and a cleric of good alignment or a paladin can turn them as if they were undead.

Removing one's cap is not easy (difficulty 28), but doing so will cause the redcap to lose one point of strength each round. At zero strength, it will die. If the cap is replaced, it will recover the lost strength at one point per round.

Redcaps tend to prefer northern climes, often using the promise of shelter from the cold and storms to draw victims in. There may also be wendigos in the area - former victims who were cursed and transformed after dining on the redcap's cannibalistic offerings (see the *Wendigo* entry, p 69).

Rusalka

Attacks: Charming Presence +16 (+1d6 +charm +soothe suspicions +make inattentive), Terrifying Laugh +20 (+fear +hair turns white; PHP and/or MHP damage), Tickle Mercilessly +20 (+paralysis +suffocation; PHP damage)

Physical Defence (AC): 30 (+18) (armour +8)

Mental Defence: 22 (+10)

Movement: 12 (+1), 12 (+1) swim

Range: Hand to short (Charming Presence, Terrifying Laugh), hand (Tickle Mercilessly)

Hit Dice: 8 (level 8)

PHP: 44

MHP: 52

Motivation: Avenge death, lure men and children to death

Actions: *comb hair enticingly, lure with song, laugh merrily, laugh terrifyingly, tickle mercilessly, entangle with water plants, disappear in area of death, be aware of those in area of death, tell who wronged them*

Special Defences: Undead and incorporeal immunities, hit only by magical or blessed weapons

Monstrous Effects: Manifest physically, Come to My Grave (+4 to tickle when target is in water or at edge of cliff, difficulty for suffocation checks or to resist being pushed over increased by 5), Bound to Death Site (if away from area of death without comb for more than a turn, begins taking 1d4 PHP per round), Magical Comb (periodic combing prevents the preceding), Vulnerable at Death Site (at its death site (in the water or at the cliff's edge), a rusalka cannot disappear or turn incorporeal if they are being grappled with a major effect or better)

Attributes: Str 10 (0), Dex 14 (+2), Con 12 (+1), Int 10 (0), Wis 14 (+2), **Cha 18 (+8)**

Type: incorporeal, undead or incorporeal, fey

Size: M

Alignment: varies, usually CN or CE

Treasure: Tortoiseshell comb (worth 5-10 gp as jewelry; also has magical trait *Granted Freedom*, allowing those normally bound to an area to venture away from it for unlimited time, provided they use it to comb their hair a minimum of five minutes out of each hour; also gives trait bonus when escaping from bonds)

In Russian legend, the rusalka are described in many ways. The most common belief is reflected here - that they are the ghosts of young women who died an untimely death, usually by drowning. In death, they seek to lure handsome young men and children into joining them.

They emerge at night to dance and sing for hours, and sometimes, multiple rusalki will do so together. On rare occasions, one will join in with nymphs, fey, or other ghosts who are celebrating. If a handsome young mortal male or a child comes along, the rusalka will persuade them to dance with or otherwise spend time with her. As dawn approaches, she will try to bring them back to her home with her - which will, unfortunately for them, generally be underwater, at the bottom of a cliff (which she will try to get them to jump from or push them off of), or in some other place that will result in their death.

While this may seem evil, not all rusalka are. Many seem to simply not realize that what they are doing will kill their 'friends'. (There are some who are actively evil, but this is a minority.) Traditionally, one releases a rusalka by either solving its murder and bringing the killer to justice, or by exorcism. In some areas, an annual festival is held for the rusalki, where a symbolic sacrifice of a young man is made to appease them. Whether this works or not is up to the GM!

A murderous one, or one who feels threatened, may use its *Terrifying Laugh*. When truly pressed, they will *Disappear in Area of Death*.

In some legends, rusalki are described as having mermaid tails, or as being faerie spirits. They are also sometimes described as singing to attract, like sirens. At the GM's option, these could be the case with some rusalki, or these could be the results of confusing them with mermaids, banshees, lamiae, or sirens.

Thanks to **Bill Newton** for requesting the Rusalka!



Ryan Lee

Rüstungsspek (Armour Guardian)

Attacks: Sword Slash +16 (+2d6+2), Punch +16 (+1d6), Reveal Unnatural Nature +16 (+1d8 +fear +momentary paralysis)

Physical Defence (AC): 29 (+16) (armour +7)

Mental Defence: 12 (+4)

Movement: 12 (+1)

Range: Hand to close (Sword Slash), hand (Punch), hand to short (Reveal Unnatural Nature)

Hit Dice: 6 (level 6)

PHP: 57

MHP: 15

Motivation: Obey commander, defend commander or area

Actions: Follow orders literally, attack with sword, defend target or area, pick removed piece back up and put it on, bash with armoured fist, show empty helmet

Special Defences: Immunities per type

Monstrous Effects: Unnatural Nature (when first revealed to be an empty suit of armour, causes immediate mental attack as above), Put Parts Back On (minor effect on any action; heals 1d8 PHP or removes consequence caused by losing part; removing both 'hands' prevents. Requires either two major effects (one per hand) or one extreme effect (to get both at once))

Attributes: Str 20 (+10), Dex 16 (+3), Con 20 (+5), Int 8 (-1), Wis 6 (-2), Cha 6 (-2)

Type: undead or extraplanar (demon) or animated for clockwork
Size: M

Alignment: LE or N for clockwork

Treasure: -

These horrors are empty suits of armour, animated by spirits of undead or demonic origin. They are extremely difficult to stop, as they can put back on pieces of their physical form that have been knocked off, and they are immune to most mental attacks. Undead ones can be turned by those able to turn undead; demonic ones may be turnable, or may require a separate exorcism advancement (see sidebar, p 29).

The ones described above have been animated magically, through the efforts of a magic-user or cleric of great power. In most cases, killing their master will release the spirits animating them, causing the suits to simply collapse.

More rarely, a suit of armour may be animated by the spirit of the person who wore the armour in life, seeking to finish some task or right some wrong (see the *Ghosts* general entry, p 65). In such a case, motivations and actions should be assigned as described for ghosts, and alignment may be of any sort. Often, such a ghost may reveal the location of a treasure cache of type W; it may also have a signature or magical sword and/or armour.

Lastly, and even more rarely, inventors may create guardians of clockwork armour. In this case, the guardian itself should count as treasure, with the clockworks therein being worth 3d4 x 100gp (or 3d4 treasure points, if the GM desires).

Scorpion, Giant

Attacks: Pincers +13 (+1d6), Sting +13 (+1d10 +venomous sting)

Physical Defence (AC): 23 (armour +6, size -2)

Mental Defence: 15 (size +2)

Movement: 15 (+2)

Range: Close (pincers), close to reach (sting)

Hit Dice: 5 (level 5)

PHP: 28

MHP: 18

Motivation: Find food, rest in sun, defend nest

Actions: Hunt, hide among boulders, charge prey, sting, drag prey back to lair, sun on top of rocks

Special Defences: Immune to charm

Monstrous Effects: Venomous sting (CON hazard, difficulty 20 (15+HD); PHP damage +numbness +paralysis. Turn length 3 rounds, lasts four turns or until cured.)

Attributes: Str 18 (+8), Dex 14 (+2), Con 13 (+1), Int 1 (-5), Wis 8 (-1), Cha 2 (-4)

Type: animal

Size: L (8' long)

Alignment: N

Treasure: none; however, INT roll vs. difficulty 20 to extract poison; worth 10gp per effect point, to a limit of 100 gp. Consequence points can be damage and effects, as per the poison sting.

Greatly feared, giant scorpions are thankfully only found in wilderness places, especially ones inhospitable to people, such as deserts and badlands. They can live just about anywhere, however, and do not mind dark places, so some may be found underground as well.

With a body about the length of a cow or horse, a giant scorpion stands about four feet wide, with a tail that arches up a good eight to ten feet into the air. This tail and its stinger are the most prominent feature – and its most feared one, since the sting carries a powerful venom. This is also a reason to seek it out, however, as the venom can be worth a great deal to both assassins and alchemists.

Giant scorpions can live for a very long time, up to 20 years. In some places, the locals have named particular specimens, and tell stories of them, especially to frighten children from wandering off.

They can survive a long time without food – as much as a full year – and can also eat a huge amount at once, often killing and eating half a dozen cattle when they have been without food for a long time. This in turn makes them more unpredictable and harder to track down and kill, since they will often hide for months at a time.

Giant scorpions are solitary except when mating. Mating involves a complex ritual of 'dancing' with the two scorpions holding each other's pincers, which can last as much as 25 hours.

Their young are born alive – they do not lay eggs – and are carried on the mother's back until the first molt, while they are

still soft. Such a mother will be carrying two to twenty babies half a foot to a foot long.

The shells of scorpions fluoresce under ultraviolet light, and will appear brightly coloured to those with ultravision. The scorpions themselves possess both infravision and ultravision.

As scorpions grow, they will molt periodically. After molting, a scorpion will have a soft shell, reducing its physical defence until the shell hardens a few days to a week later. During this period, while the shell is still soft, it also does not fluoresce, and thus those with ultravision may be surprised to not see the approaching scorpion!

Scorpion wine has been used as an analgesic in some Eastern and Middle Eastern cultures. Small amounts of giant scorpion venom could be used in wine for this purpose in a fantasy world.

Sea Serpent

Attacks: Bite +25 (+2d6), Wrap and Crush +25 (+3d6), Keen +11 (+deafen +disorient), Wave Attack +25 (+knockdown +capsize)

Physical Defence (AC): 25 (+13) (armour +4, size -2)

Mental Defence: 22 (+11) (size +2)

Movement: 15 (+2) swim

Range: Hand (Bite, Wrap and Crush), hand to short (Keen), short to medium (Wave Attack)

Hit Dice: 9 (level 9)

PHP: 59

MHP: 41

Motivation: Find food, defend territory

Actions: Keen loudly, suddenly emerge from water, bump boat/ship from underneath, bite and carry off someone from the deck, wrap around boat and crush it, cause wave to wash over decks, crash wave into ship, rip at sails, vanish under the water, pull victim under water, shed light from under the eyes

Special Defences: Resistant to scrying and detection magic

Monstrous Effects: Carry off (major effect on bite to lift and move someone); Heroic Scale vs. ships, boats, etc.; pull under (must carry off first; next round, can pull under. STR vs. STR to escape; others can help by shooting or otherwise attacking. While underwater, drown as per main book page 79, but with starting difficulty of 15)

Attributes: Str 26 (+16), Dex 14 (+2), Con 15 (+2), Int 2 (-4), Wis 11 (+0), Cha 2 (-4)

Type: mythic beast, colossal, aquatic

Size: L+ (40' long)

Alignment: N

Treasure: -

These monsters of the open sea are thankfully rare; nevertheless, sailors live in fear of them. Smaller ones, such as given here, cannot sink a large ship, but they certainly can do so with smaller boats, and they can pluck sailors off the decks of large ships. Larger ones (10+ HD) can potentially sink even a large ship.

While they are called 'serpents', these are not snakes, but rather a form of fish. As such, they can stay underwater

indefinitely. For the most part, sea serpents live far down, coming up toward the surface mainly to feed. Their natural prey are dolphins, sharks, small whales, seals, and other such marine animals, but some have discovered that ships can be a source of many tasty morsels. Upon finding a ship, such a sea serpent will attempt to snatch sailors off the decks or knock them off, in order to pull them under, drown them, and eat them. Against a smaller boat, they will try to capsize or crush it, thereby spilling the passengers into the water, where the sea serpent can pick them off one by one.

Sea serpents court and mate deep underwater, having developed organs that can glow, allowing them to find each other and successfully mate. These organs can also be used by sea serpents to illuminate ships at night, helping them to find prey. There are even stories that some have learned to raise their head up out of the water and turn their lights off and on, simulating a lighthouse in order to lure ships or drive them into an ambush by their mate. Most commonly, their bodies are black, deep blue, or dark green, but other colours have been observed.

A mated pair will stay together for three to four months while their spawn develop; after that, they will separate. A female will mate every other year, bearing one or two spawn as live births. The spawn are initially around six feet long, and will grow to twelve feet or slightly more before leaving their parents. They are believed to live twenty-five to thirty years.

Serpent Men (Yisisir)

Rarely seen, the yisisir are the subject of many rumours. It's said that they are an old, old race, predating even the elves, and that they worship dark, strange gods who ruled the world during those ancient times, whom they seek to return to power. It is also rumoured that they have no women of their own race, but instead resort to kidnapping those of other races and force them to bear their serpent children.

What is actually known is that they are insular, secretive, and unfriendly. The yisisir do not tolerate other intelligent races in the areas they control, with the exception of lamiae. They make no secret of the fact that they will kill and eat members of other intelligent races, when they catch them trespassing in yisisir lands. They do trade, primarily with orcs, goblins, and others who do not mind such behaviour in their trading partners. Trade points are mutually agreed upon, and usually a well-marked spot on the border of the yisisir lands.

Serpent man young look much like snakes with small arms when first born. They grow quickly, shedding their skins many times over the course of the first three years, until they reach a total length of about eight feet (and a 'standing' height about the same as a halfling). At this point, growth slows, with them reaching full growth around fifteen years of age. During this period, they are not yet venomous; instead, young yisisir use the discarded fangs of their elders as weapons, capping the loose end with wax, and filling the fang's reservoir with venom donated by



others. Such weapons count as a dagger, but with yisisir venom sufficient for 2d3 uses.

Socially, serpent men form a very tight, organized society, with a strictly-enforced caste system. Those who grow larger and maintain their tailed bodies are warriors, while those who grow legs become magic users and psionics. Their government is normally a magocracy, with those who have magic and psionics ruling.

Most serpent men dress minimally or not at all, the primary exceptions being the lowest classes, who are outfitted with bandoliers and harnesses so they can do carrying for their betters. Warriors will have a weapon-belt, and may have some armour. The ruling class often wear rings, bracelets, and coronets. These serve both to show status, and many are practical magic items as well. Outside their own lands, serpent man magi sometimes wear robes, since such dress is associated with magic users in most of the world. A few have taken to doing so even among other serpent men.

The natural lifespan of serpent men is fairly short - around sixty years or so - and their warriors often die much younger. The ruling class, however, have access to life-extending magics, and use them liberally. Such individuals are believed by the elves to have lived for a thousand years or more.

It's possible to harvest very good leather from yisisir, which can be used to make leather armour that grants +4 physical defence rather than the usual +2. Skinning a yisisir properly is a difficulty 15 task, with the results worth 1 gp per effect point, up to a limit of 10. Their venom sacks can be emptied by an alchemist; this is difficulty 20, with venom worth 5 gp per success point up to a limit of 50, but a minor consequence of suffering from the venom possible on failure. Their fangs can be used to make daggers, and are worth 5 gp each.

Serpent Man Magus

Attacks: Bite +10 (+1d6 +venom), Spray Venom +12 (+pain +blindness), Psychic Attack +20 (+illusions +domination +confusion +paralysis)

Physical Defence (AC): 30 (+18) (armour +4, henchman +2)

Mental Defence: 26 (+14) (henchman +2)

Movement: 12 (+1)

Range: Hand (Bite), hand to reach (Spray Venom), reach to medium (Psychic Attack)

Hit Dice: 10 (level 10)

PHP: 67 (henchman; includes CON)

MHP: 79 (henchman; includes WIS)

Motivation: Enhance personal power, subjugate others, display dominance

Actions: *Polymorph into other human-like shapes, read thoughts, dominate minds, confuse others, command nearby serpent man warriors, command snakes, summon and command minor demon, tell persuasive lies, sacrifice minions for gain, astrally project, create teleportation gateways*

Special Defences: Resistant to Yisisir venom, hypnosis, and mind control

Monstrous Effects: Venom (difficulty 20 CON hazard each round for two rounds; effects are dizziness, pain, swelling, unconsciousness, and PHP damage. Additional hits do not increase difficulty, but do extend duration), inhuman stare (resistant to attempts by other intelligent species to 'read' their emotions or figure out what they're thinking; stare is disturbing, counting as trait for attempts to unnerve non-serpent-men)

Attributes: Str 10 (0), Dex 14 (+2), Con 12 (+1), **Int 18 (+8)**, Wis 14 (+2), Cha 6 (-2)

Type: person

Size: M (6' tall)

Alignment: LE

Treasure: E, Q, V

Mind magics – what some call psionics – are a specialty of the yisisir. Their 'magi' mix psionics and more traditional forms of magic, using their abilities to both maintain their dominance of yisisir society and to subtly manipulate and control others. Using their shapeshifting abilities, they disguise themselves to move among other races. When they are spotted, their powers of mental domination usually let them erase the memories of those who have seen them, making them believe that something else happened.

While the yisisir do not usually worship demons (although a few groups have turned to the worship of Scest-hualudas, p 36), their magi work with demons, trading temporary unfettered access to the mortal plane for services they need in a mutually beneficial arrangement.

Serpent Man Warrior

Attacks: Hollow Bone Spear +15 (+1d8 +venom), Fang Dagger +15 (+1d4 +venom), Bite +13 (+1d6 +venom), Spray Venom +15 (+pain +blindness)

Physical Defence (AC): 27 (+17) (armour +4, size -2)

Mental Defence: 21 (+10) (size +2)

Movement: 12 (+1), 9 (-1) climb

Range: Reach (Hollow Bone Spear), hand (Fang Dagger, Bite), hand to reach (Spray Venom)

Hit Dice: 7 (level 7)

PHP: 39

MHP: 39

Motivation: Defend the tribe, hunt and kill intruders, hunt humanoids for food

Actions: *Attack with venomous bite, unhinge jaw to swallow large things, hiss menacingly, wield spears, spray venom onto weapons and surfaces, coordinate ambush, surround foes, slither quickly, attack from above, drop onto foes, smell by tasting air, give respect to those who fight well*

Special Defences: Resistant to Yisisir venom, hypnosis, mind control, tripping, and knockdowns

Monstrous Effects: Venom (difficulty 20 CON hazard each round for two rounds; effects are dizziness, pain, swelling, unconsciousness, and PHP damage. Additional hits do not increase difficulty, but do extend duration), inhuman stare (resistant to attempts by other intelligent species to 'read' their emotions or figure out what they're thinking; stare is disturbing, counting as trait for attempts to unnerve non-serpent-men), set spear (against a mounted combat charge, adding its damage to your armour class; minor consequence to enemy to poison)

Attributes: Str 13 (+1), **Dex 18 (+8)**, Con 12 (+1), Int 12 (+1), Wis 12 (+1), Cha 6 (-2)

Type: person

Size: L (6' tall, 12' long)

Alignment: LE

Treasure: M, Q (both on person)

Yisisir warriors are viewed by their leaders as a sort of renewable resource – it's always easy to get more. At the same time, however, the warriors greatly outnumber the magi, and can be dangerous; thus, it's good to keep them entertained. The mages do this with frequent raiding parties and hunts, unfettered access to captives, and gladiatorial fights. They also encourage the warriors to take out their frustrations on the lowest classes – the servants, slaves, and captives.

All of this violence gives the yisisir warriors frequent practice at their arts. Their normal favoured weapons are *hollow bone spears*, in which the yisisir store venom (milked from the lower classes to keep them from accumulating it to use), and daggers made from shed fangs. A spear can store enough for a dozen uses; if one is captured, roll 1d6 to see how many doses remain in it. A *fang dagger* holds up to six uses; roll 1d4 to see how many remain if captured.

A group of yisisir warriors will cooperate well, and have plans in place for how to deal with enemies. Ambush is a favoured tactic, with the warriors often using their climbing abilities to get above foes, surprising them with thrown spears or by spraying venom before dropping onto them. They will work to separate and surround foes as well.

Since captives give status and wealth, they will usually try to cripple and capture foes, making attacks on their legs and using their venom to render them unconscious or otherwise unable to fight. They will certainly be carrying ropes, manacles, or other means of binding captives.

Yisisir warriors respect prowess in combat, and those who show it may be spared - possibly to fight in gladiatorial pits. When defeated in honest, open combat, yisisir warriors will offer terms and keep them.

One of their primary weaknesses is magic. The ruling class does not wish for the warriors to know how to effectively fight magic users, and so they are not trained in such... and those who show too much ability in that area are silently removed. Their primary tactic against magic users will be the ambush, combined with trying to overwhelm them quickly with numbers. If this fails, they are likely to break and flee.

Shark

Attacks: Bite +13 (+2d4), Tail Slap +13, Threat Display +13

Physical Defence (AC): 23 (+10) (armour +4, size -2)

Mental Defence: 17 (+7) (size +2)

Movement: 18 (+4) swim

Range: Hand (Bite), close (Tail Slap), hand to reach (Threat Display)

Hit Dice: 5 (level 5)

PHP: 33

MHP: 23

Motivation: Find food, defend self, reproduce in season

Actions: *Hear struggling prey far away, smell blood in the water, make threat display, attack, frenzied attack, sense motion, cruise ominously, show threatening fin*

Special Defences: Excellent senses, dermal teeth (see effects), sleeps little or none

Monstrous Effects: Frenzy (3d8 rolled for attacks, but Defences lowered by -3); dermal teeth (treat as riposte against attacks at hand range, damage limit 4 points)

Attributes: Str 18 (+8), Dex 16 (+3), Con 14 (+2), Int 2 (-4), Wis 10 (0), Cha 2 (-4)

Type: animal, aquatic

Size: L (9 - 12' long)

Alignment: N

Treasure: -

This is a medium-sized shark, about nine to twelve feet long - a large blue or mako, large hammerhead, or a tiger shark, for example.

Most sharks spend the majority of their time as solitary predators; yet they will congregate together during mating season, and some species swim in schools of dozens to hundreds - usually only smaller species gather in such numbers. Sharks migrate, and some species cover thousands of miles in a year.

Sharks give live birth; the number of pups varies greatly between species, with most bearing only a few at a time, but some dozens. To give birth, a female shark will seek out a sheltered area, such as a bay, river mouth, or shallow reef, with abundant fish; this provides the newborn pups with both some protection from predators, and a food source.

In reality, humans are rarely attacked by sharks this size, and a lone shark will not generally try to kill a human unless very hungry or defending itself. A frenzied group of sharks, however, may well tear one apart.

Sharks tend to be greatly feared by island dwellers, and several island mythologies feature were-sharks and death gods who appear as sharks.

Shark, Giant

For a large species, such as a great white, make the following changes:

Attacks: Bite +24 (+2d8), Tail Slap +24, Threat Display +24

Physical Defence (AC): 28 (+15) (armour +4, size -2)

Mental Defence: 22 (+12) (size +2)

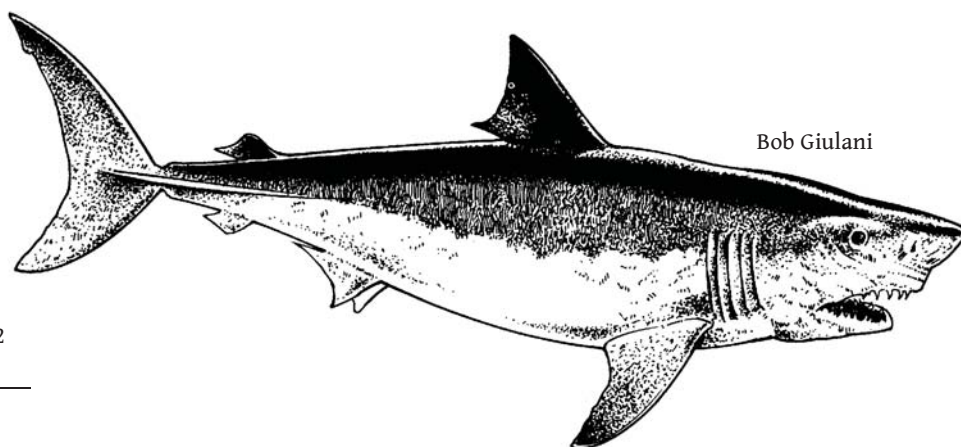
Hit Dice: 10 (level 10)

PHP: 66

MHP: 46

Attributes: Str 24 (+14), Dex 16 (+3), Con 14 (+2), Int 2 (-4), Wis 10 (0), Cha 2 (-4)

Size: L+ (15 - 17' long)





George John Pinwell

Sirens

A siren is a creature that lures sailors to their doom by means of its enchanting voice. However, there are actually many sorts of creatures that sometimes do that, any of which can be described as a 'siren'. Among these are merfolk, naiads, sea lamiae, harpies, and undine, each of which is described elsewhere in this book.

Sirens are described variously in different stories - in the *Odyssey*, they claim to know all things; Leonardo da Vinci describes them as singing sailors to sleep, then coming onto their ships and eating them; others say they lure ships onto rocks; and many stories do not specify the fates of those who fall prey to them. Possibly they could be enslaving their victims, transforming them (as Circe did with visitors to her island), or entertaining them and then feeding them to a horrible beast (as in the Eagles' *Hotel California*).

In other words, sirens need not behave exactly as described in the myths - one who lures and entertains victims before destroying them makes for a much more interesting scenario!

When it comes to resisting sirens, Odysseus had his crew plug their ears and himself lashed to the mast (so he could hear the beauty of their song, but still live); Jason had Orpheus play his lyre to counter the sirens' song. Aeneas took the helm of his ship

himself, believing the pilot would not be able to resist their call, but Virgil does not tell us if he did anything in particular to help him resist, or just steered well clear.

Some of the creatures that might be used as a siren already have appropriate attacks and actions. For others, you can add some or all of the following to create a siren:

Attacks: Sing Enchanting Songs +level+CHA bonus (+1d8 +lure closer +distract from potential dangers)

Motivation: Lure sailors to their doom

Actions: Play and sing beautifully, speak true prophecies to those who can resist them, strike dumb or mad with beauty, put to sleep with song, pull lured victims underwater

Note that while sirens are traditionally described as female, there's no reason why they have to be - after all, those who get close enough to see them generally don't live to tell about it, so all anyone's going on is how their singing sounds! Indeed, they don't even have to be humanoid... you could have fun by surprising your players with a beautifully singing hydra, or pack of killer whales!

Skunk

Attacks: Scratch and Bite +5 (scratch damage only), Spray +9 (+3d6 +horrible stench; cone, ignores armour; usable twice per day), Threat Display +7 (+2d10 +leave the skunk alone)

Physical Defence (AC): 19 (+9) (armour +2, size +2)

Mental Defence: 14 (+4) (armour +5, size -2)

Movement: 12 (+1)

Range: Hand (Scratch and Bite), up to reach (Spray, Threat Display)

Hit Dice: 0 (level 0)

PHP: 1

MHP: 1

Motivation: find food, remain unmolested, defend lair and kits

Actions: poke around, be unconcerned, threaten with spray, scratch and bite, dig gardens up, spray

Special Defences: Smell of victory (when a skunk is slain or frightened away, all creatures within close range must pass a Heroic (25) simple hazard with MOV or DEX to evacuate the area or suffer the effects of a spray attack)

Monstrous Effects: Uncanny aim (+4 when using spray); horrible stench (twice per day, may emit a foul smelling scent at a target within reach that lasts for 1d20+10 days if untreated; if the target is touching the skunk, this attack is at +5; effect points are used to create the 'horrible stench' consequence, and can also be used to inflict degrees of blindness. Beings that have close contact with the affected target before the smell is treated suffer from a -1 penalty to their CHA lasting 1d10 days, or until treated)

Attributes: Str 10 (+0), Dex 14 (+4), Con 10 (+0), Int 2 (-4), Wis 10 (0), Cha 6 (-2)

Type: animal

Size: S

Alignment: N

Treasure: Skunk Oil (1d10 silver pieces worth; 1d6 if the skunk sprayed before dying)

A typical skunk is about a foot and a half long, and weighs about three pounds. All skunks have the distinctive divided white stripe on their back. Most are otherwise black, but some are brown or grey. On some, the stripes are broken and there are other white spots on them as well.

Skunks are, of course, most famous for spraying their scent. Often they will make a *threat display* before doing this, turning their back toward those they are threatening and lifting their tails, sometimes even performing a handstand. Wild animals in an area that has skunks will quickly learn the signal, and will almost certainly move away from a threatening skunk.

They have poor vision, but excellent smell and hearing. Skunks are omnivores, eating berries, roots, nuts, fungi, insects and grubs, and small animals such as frogs and mice. They are also known to eat the eggs of other animals. They are also scavengers, and will seek out garbage in settled areas, as well as stealing food left out for cats and dogs.

Unusually, skunks will eat honeybees, and are one of the primary predators of such, the skunks' thick fur keeping them from being stung. They will scratch at the front of a beehive, then eat the guard bees who come out.

Skunks are most active at dusk and dawn, and during the day they shelter in burrows. They do not hibernate, but are less active during winter. Also, in the winter, female skunks will often shelter in a burrow together, as many as a dozen sharing a burrow; males do not share burrows.

Mating happens in early spring, with a litter of four to seven babies being born in May. The babies are blind and deaf at birth, and will not leave the burrow until they are a few weeks old. They do, however, already have a skunk's distinctive coat at birth. They will stay with the mother for most of the year, leaving her when the next mating season is close. A mother skunk with kits will spray at almost any perceived danger to her kits.

Snake, Constrictor

Attacks: Grapple +9 (no damage), Constrict (special; see below), Hiss +9 (+1d6 *fear*)

Physical Defence (AC): 21 (+7) (armour +1)

Mental Defence: 15 (+3)

Movement: 9 (-1), 6 (-2) climb

Range: Hand (Grapple), hand to reach (Hiss)

Hit Dice: 3 (level 3)

PHP: 17

MHP: 17

Motivation: Feed, rest in sun, defend nest



Bob Giuliani

Actions: Stalk prey, drop down onto, coil and hiss, grapple, constrict, suffocate

Special Defences: -

Monstrous Effects: Constrict (once an opponent is grappled, the snake may attack again with "grapple" each round, doing damage and/or improving its grip, with a 1d6 damage die; ignores non-rigid armour); suffocate (requires extreme quality grapple; extreme effect afterwards can cause automatic unconsciousness)

Attributes: Str 17 (+6), Dex 17 (+3), Con 13 (+1), Int 1 (-5), Wis 12 (+1), Cha 2 (-4)

Type: animal

Size: M

Alignment: N

Treasure: -

Constrictor snakes normally feed on large prey - one this size would hunt small to medium mammals, such as dogs, pigs, goats, and sheep. There are many species of constrictor, but we've based ours primarily on the green anaconda, which is the largest (by weight) of the real world constrictors. Large specimens have been known to eat bears, alligators, deer, and even other constrictors. They do not normally hunt humans, but might if sufficiently hungry, under magical control, or defending their nest. There are documented cases of large constrictors entering huts and taking sleeping children.

They digest prey slowly, so a single kill may last them for weeks, during which they will have no need to eat again. Their slow metabolism comes from being cold-blooded. Due to this fact, cold-based attacks can create slow, paralysis, etc. effects against them.

Constrictors will take over the burrows of other animals, or use natural caves as shelter for sleeping and from weather. They do not dig burrows of their own.

Many constrictors are fond of water, and they often tend to lair near rivers or streams. They are excellent swimmers.

Mating tends to happen during the rainy season in the areas that constrictors normally live, which is usually in late Spring. Several males will compete for a single female, forming a “breeding ball” of up to a dozen or so snakes, the males wrestling in slow motion to copulate with the female. Such a ball can last for three or four weeks. After mating, the female needs additional nutrition. It’s been suggested that this is when cannibalism among constrictors is most common, as the several males are a handy source of possible food immediately afterwards.

With egg-laying species, the eggs are normally laid one to two months after mating, and hatch in around three months. Those that give live birth gestate around five to six months. In both cases, about fifteen to twenty young will be born from a single mating, and the parents take no care of the young.

Colour varies greatly among different species. Most are patterned, and mutations with new patterns are common. In the real world, there have been no verified lengths greater than 20 feet, but there are persistent stories of constrictors 30 to 40 feet long. Such a monster might have as much as six hit dice.

Snake, Viper

Attacks: Bite +7 (+1d6 +venom), Hiss/Rattle +7 (+1d6 +fear)

Physical Defence (AC): 20 (+9) (size +2)

Mental Defence: 11 (0) (size -2)

Movement: 9 (-1), 6 (-2) climb

Range: Hand (bite), hand to reach (hiss/rattle)

Hit Dice: 1 (level 1)

PHP: 6

MHP: 6

Motivation: Feed, rest in sun, safely hibernate in winter, defend eggs

Actions: Stalk prey, lie in wait, strike, warn away, inject poison, scent prey, feel vibrations

Special Defences: -

Monstrous Effects: Venom (twice per day, can inject venom. The victim acquires a major effect *poisoned*. See description below for full effects.)

Attributes: Str 6 (+2), Dex 17 (+6), Con 13 (+1), Int 1 (-5), Wis 12 (+1), Cha 2 (-4)

Type: animal

Size: S

Alignment: N

Treasure: 10+1d10 sp worth of venom, higher for special venoms

Properly speaking, vipers are venomous snakes with long, hollow, hinged fangs that are used to *inject venom*. For game purposes, however, these statistics can be used with small modifications for any sort of venomous snake.

Snakes will normally avoid large animals, including humanoids, unless they feel threatened or are defending a nest

with eggs. Their primary prey tends to be mice, lizards, and birds, and larger species will eat smaller snakes, rabbits, and squirrels as well. When threatened, vipers will normally make a threat display by hissing, along with either shaking its rattles or spreading its hood if of the appropriate type.

Vipers prefer to live in areas that offer plenty of hiding places, such as forests or rugged terrain. Some, particularly gravid females, will bask in the sun to warm themselves, often choosing open rocky areas or ledges to do so. They may shelter in burrows abandoned by or taken over from small mammals, such as gophers or tortoises - most commonly using such shelter while sleeping, or during particularly hot periods.

As with constrictors, the eggs of those who lay them tend to hatch in about three months, while those that give live birth gestate for five to six months. Young vipers stay with their mother for the first few hours, then leave to live on their own. Around fifteen will be born or hatched at a time.

A viper’s main attack is its venom. Venom glands hold a finite amount, and this description assumes enough venom for two strikes. Note that most vipers can control the release of their venom, and so, might not inject it on their first strike.

For game purposes, a snake’s venom does damage over time, delivering its damage each round to a character in combat, every other round to one out of combat, or every third round to one out of combat and laying still/resting. Damage done will vary by snake; one with weak venom might do only 1 PHP each time, while an extremely venomous one might do 1d8 PHP. The venom will continue to do damage until it has done so ten times.

The GM may wish to add other effects to various snakes’ venom - for example, it might slow, paralyze, or confuse the victim. The effect points generated by the venom should either be split 50/50 between doing damage and causing other effects, or completely devoted to causing other effects. Magical snake species could be introduced with venoms with any sort of effect!

Here’s an example of how such a snake’s venom might work:

Basilisk venom: The result of mages cross-breeding ordinary snakes with the fearsome basilisk, a snake with basilisk venom slowly turns bitten victims to stone. Each time the venom causes damage, 1d6 is rolled, and that many effect points are put toward petrifying the victim. Intermediate stages are: *minor effect* (5 points): the victim is *slowed*, suffering a -2 to actions that relate to speed and dexterity, and -4(-2) to movement speed. *major effect* (10 points): when the venom has progressed to this point, the victim is further slowed, with a -4 to actions and -8(-4) to movement speed. They begin to show signs of becoming stone, with skin colour starting to change and skin feeling hard and stony. *extreme effect* (15 points): the victim is fully turned to stone. Effects that remove petrification may cure this - at this point, however, effects that neutralize poison will no longer be effective, as the poison has completed its work.

Other variations that GMs may wish to introduce include variations in size (up to 3 HD sensible for real-world sized snakes, more for 'giant snakes'), adding a *fascinate prey* action, or allowing alternate movement modes (e.g., rolling along for 'hoop snakes').

Squid, Giant

Attacks: Tentacle Grapple +24, Squeeze +24 (only after achieving major effect on grapple), Bite +24 (+1d10) (must pull to mouth first), Pull Watercraft Under +24 (+*taking on water* +*drowning crew*; only after major effect on grapple vs. heroic or epic scale target)

Physical Defence (AC): Tentacles 30 (+18), Body 24 (+11) (armour +2, size -2)

Mental Defence: 30 (+19) (size +2)

Movement: 15 (+2) swim

Range: Special (Tentacle Grapple; up to Short from body, but attacks against tentacle count as Hand for someone wrapped in one, Close for someone being attacked by one but not yet wrapped), Hand (Bite)

Hit Dice: 16 (level 16)

PHP: 104

MHP: 88

Motivation: Find food

Actions: *Jet forward suddenly, lurk beneath the surface, grab someone off a deck, wrap tentacles around something, release ink, pull ship or boat under, reach up to crow's nest, tear sails, break oars*

Special Defences: -

Monstrous Effects: Release Ink (difficulty 28 to see in/through ink; consequence points of failure used to establish "where is it" and similar consequences), Many Limbs (can simultaneously attack up to 10 separate individual targets, four heroic-scale targets, or two epic-scale; individual tentacle can be severed on a major effect. Multiple tentacles on an individual target add +2 to attack per additional tentacle), Pull to Mouth (once grappled, begin using 'squeeze' effect points to pull target closer; minor effect for each range category shift)

Attributes: Str 18 (+8), Dex 14(tentacle)/8(body) (+2/-1), Con 14 (+2), Int 2 (-4), Wis 12 (+1), Cha 3 (-4)

Type: animal, colossal, aquatic

Size: L++ (60' long; tentacles 30-45')

Alignment: N

Treasure: -

Greatly feared by sailors, giant squids are often confused with kraken. Normally, these creatures stay in the dark deeps of the ocean, where they feed on fish, and sometimes dolphins, young whales, or other squid. Since they do normally live at such depths, almost nothing is known about their lifespan, mating habits, or other normal behaviour.

The body is only a small part of the giant squid's overall length, with the majority being the arms and tentacles. Giant squid have eight arms and two longer tentacles, although all of these are commonly called 'tentacles'. The arms and tentacles

are covered on their inner surface with small suckers, which are used to help in grasping prey. They have a pair of very large eyes on the main body, and a mouth at the base of the body, surrounded by the arms, which has a tough horny beak. (Indigestible, squid beaks are often found in whale stomachs.)

In the real world, giant squid are not known to actually attack ships, prey almost exclusively on fish, and are hunted by whales rather than being roughly equal with them. This version, however, is designed to correspond more closely to the giant squids of legend, having the above characteristics, and being significantly larger than giant squid are known to grow to be. One may assume that such 'super-squid' as in legends might be like tigers, lions, and crocodiles - usually avoiding humans, but sometimes going rogue and acquiring a taste for them. Such squid might attack ships when able, while others might be driven to do so by some event preventing them from finding their normal food.

Squirrel, Flying

Attacks: Bite +5 (scratch damage only)

Physical Defence (AC): 17 (+7) (size +2)

Mental Defence: 9 (-1) (size -2)

Movement: 12 (+1), 12 (+1) climb, 20 (+5) glide

Range: Hand (Bite)

Hit Dice: 0 (0)

PHP: 1

MHP: 1

Motivation: Find food, stay away from predators, reproduce

Actions: *Glide from tree to tree, find food by scent, jump and glide away from attackers, see in low light, smell food and predators, scurry up trees, hide and freeze, run along branches and cables, run away from attackers*

Special Defences: -

Monstrous Effects: -

Attributes: Str 1 (-5), Dex 14 (+4), Con 10 (0), Int 2 (-4), Wis 10 (0), Cha 8 (-1)

Type: animal

Size: S

Alignment: N

Treasure: -

A family of squirrel species that have evolved the ability to glide, flying squirrels are common in temperate to sub-arctic lands. Although they are gliders and not true fliers, flying squirrels do take advantage of air currents to gain lift, and have been known to make glides almost 100 yards long. They use their tails and changes to the tautness of their two flying membranes to steer as they glide.

While squirrels are commonly thought of as being herbivores, they are actually omnivores, eating not only fruits and nuts, but also insects, spiders, eggs, snails, and slugs. Seeds, flowers, fungi, and even tree sap are eaten by them as well.

Because they are not true flyers, flying squirrels are very vulnerable to large birds, such as eagles, hawks, and owls. They are primarily nocturnal, avoiding day-hunting birds. Owls, also being nocturnal, are a main predator of theirs, but other predators include snakes, cats, raccoons, bobcats, and coyotes. Mortality in the wild is high, leading to an average lifespan of six years, but up to 15 years in captivity.

They mate in February and March. The mother establishes a nest for the young squirrels, and feeds and nurtures them until they are ready to leave the nest at two and a half months. They first begin to venture out at five weeks, spending a few weeks learning to glide before they go off on their own. Male flying squirrels take no part in raising the young.

These statistics can also be used for non-flying squirrels; remove the actions that involve flying and that form of movement. Very large squirrels might be STR 2 - some squirrel species have been known to act as predators, eating small snakes and lizards, baby birds, and even mice and shrews.

In myth and legend, the squirrel Ratatoskr runs up and down the world tree Yggdrasil, carrying messages between the eagle who sits atop the tree, and Nidhogg, the wyrm who gnaws on the tree's roots. White squirrels are found in some places - these are not albino, but are mostly white with some grey striping on the fur. There are true albino squirrels as well, who can be distinguished by their pink eyes. There are also squirrels with all-black fur. Contrary to what one might expect, white squirrels are more common in warmer areas, and black in colder areas, due to the influence of the fur's colour and structure on heat retention. (Black squirrels fur holds heat well; white squirrel fur holds it poorly.)

Squirrels are also well-known for keeping caches of food - typically nuts, since those can be stored for a considerable time. Unlike many other animals, they are not attracted to shiny objects. However, they have been known to steal pieces of cloth or fabric to line their nests.

Attribute Drains

Drained attributes recover at a rate of one point per day unless otherwise stated. A healer may attempt to restore lost attribute points; a minor effect restores one point of a drained attribute. If more than one attribute has been drained, restoring them follows the same rules as draining them did, if they were drained by the same source (e.g., if the drainer was required to alternate removing points of STR and CON, then restoring has to alternate them as well).

Some attribute drains may have permanent effects after a time; any attribute points that were restored before that time elapses are treated as if they were never drained.

Strix

Attacks: Grab Onto +7 (+1d6 +*grabbed onto*, no damage), Drain Blood +7 (+1d8 +*blood drain*, target must be grabbed onto with minor effect or better)

Physical Defence (AC): 20 (+9) (size +2)

Mental Defence: 13 (+1) (size -2)

Movement: 6 (-2), 20 (+5) fly

Range: Hand (Grab Onto, Drain Blood)

Hit Dice: 1 (level 1)

PHP: 7

MHP: 7

Motivation: Drain blood

Actions: Fly about quickly between foes, distract foe so another strix can attach itself, attach in hard-to-reach spots, find holes in armour, latch on with claws, drain blood until satiated

Special Defences: -

Monstrous Effects: Blood Drain (major effect to drain 1 point of STR or CON; must alternate which is drained), Grabbing Claws (removing a strix from someone it has grabbed onto without making it release its claws first inflicts PHP damage equal to the effect value of the grab (2 points for minor, 4 for major, etc.); an extreme effect is required to make a strix release its claws)

Attributes: Str 4 (-3), Dex 17 (+6), Con 15 (+2), Int 2 (-4), Wis 14 (+2), Cha 6 (-2)

Type: animal

Size: S

Alignment: N, NE, CE

Treasure: -

Striges are bird-like creatures, appearing much like a raven or owl, but with a long, slender 'beak' that acts like a needle for draining blood, and talons that can dig into flesh and grip tightly. They hunt by night, or at any time in the underground areas in which they prefer to dwell.

A strix will normally drain 1d4 points of Constitution before releasing and flying off, considerably heavier, back into the night. A single one of these creatures is not a real threat (although the toll it takes may weaken an adventurer significantly), but a half dozen or so certainly are. Thankfully, they are usually driven away easily - they dislike fire intensely, and one that has latched on can always be persuaded to release by putting a burning torch to it. This, however, is likely to burn the victim a bit as well.

Rumour has it that some strix, however, are actually vampires, and that these are much harder to deal with. Since fire is, however, also effective against vampires, this is still the preferred method for dealing with them.

Strix Swarm

A swarm of a few dozen striges might be represented thusly:

Level 7, **AC** 24 (+13), **MD** 21 (+9), **PHP** 45, **MHP** 45, **Move** 6 (-2), 20 (+5) fly

Grab +13 (+1d6 +grabbed, no damage; ignores armour)

Drain Blood +13 (+1d8 +blood drain, target must be grabbed with minor effect or better; ignores armour)

Str 4 (-3), **Dex** 17 (+6), **Con** 15 (+2)

Int 2 (-4), **Wis** 14 (+2), **Cha** 6 (-2)

Type animal, swarm

Size L

has **within** range

Blood Drain as per individual strix; however, no satiation level, since this is a swarm

Greater Strix

Attacks: Grab +14 (+1d6 +grabbed, no damage), Drain Blood +14 (+1d8 +blood drain, target must be grabbed with minor effect or better)

Physical Defence (AC): 20 (+9) (size +2)

Mental Defence: 13 (+1) (size -2)

Hit Dice: 8 (level 8)

PHP: 52

MHP: 52

Actions: *Seduce in human form, put victims to sleep, change form, fly away quickly, latch on, drain blood, create fog, snuff lights, lie convincingly, throw suspicion on another*

Special Defences: undead immunities

Attributes: Str 8 (-1), **Dex** 17 (+6), Con 15 (+2), Int 12 (+1), Wis 14 (+2), Cha 6 (-2)

Type: undead

Such a strix will drain 2d6 points of CON before being sated. The GM may also wish to consult the *Vampires* section, p 127. In mythology, the *striges* were believed by the Romans to be evil vampire-witches who transformed into birds to drink blood by night. During the day, one will appear as a beautiful woman, although that beauty may be the result of illusion or shapeshifting.

Tanuki

Attacks: Staff Attack +7 (+1d8), Lunge and Bite +6 (+2d4+2), Belly Drum +11 (+1d6 +confusion; area effect), Assume Frightening Form +11

Physical Defence (AC): 19 (+7)

Mental Defence: 17 (+6)

Movement: 12 (+1); varies when transformed

Range: Hand (Staff Attack), hand to close (Lunge and Bite), hand to short (Belly Drum)

Hit Dice: 5 (level 5)

PHP: 28

MHP: 28

Motivation: Play tricks on unsuspecting victims, steal shiny objects, steal food

Actions: *Change shape, speak, staff attack, lunge and bite, belly drum, create illusory environment, switch the appearances of objects, hide and sneak, climb quietly, commit acts of thievery*

Special Defences: n/a

Monstrous Effects: Shapechange (a tanuki may take on one of 8 different forms; seeing through the disguise requires a WIS check difficulty of 23)

Attributes: Str 13 (+1), Dex 14 (+2), Con 12 (+1), Int 9 (-1), Wis 12 (+1), **Cha** 16 (+6)

Type: person

Size: M (4-4 ½' tall)

Alignment: CN, CE

Treasure: B

In their normal appearance, tanuki are short, furry humanoids with a head and face much like a raccoon. They are, however, shapeshifters and illusionists, and delight in playing tricks on people. They will often take on a human or demi-human shape to speak with people, and will even sometimes take on the forms of pieces of furniture or plants. Legend says that each tanuki has eight forms that it can take on. Their changes of form do not actually affect their abilities, beyond locomotion (swimming as a fish, flying as a bird, etc.) and size (entering through small openings when in a small form). Most tanuki seem to be merely mischievous, but some are actively malevolent, playing tricks that will harm their targets, rather than ones that will simply embarrass or inconvenience them. All tanuki love to sing and play music, and they will often appear at some point while they are playing with their targets as minstrels or players - sometimes telling the target that there must be a tanuki playing tricks on them, and offering to help! Of course, this 'help' is likely to involve the target doing something embarrassing and/or dangerous that will supposedly make them immune to the tanuki's abilities.

They do love bright and shiny objects, and will often steal them from people, or work tricks to get people to give such things to them. This includes coins. For mischief, they will also steal personal items from people - especially if they can find something whose loss or discovery could be embarrassing.

Tanuki can use their own bellies as drums, and the music thus played creates confusion in those who hear it. This may be used to help the tanuki escape, should its targets realize what is happening - of course, their shapeshifting abilities also are handy in such a situation.

If pressed, tanuki will fight. In combat, they will shapeshift into frightening and dangerous forms, and may also make use of a staff when in human or semi-human forms.

Tanuki appear to be exclusively male. It's unknown how they reproduce.

Town Guard

Attacks: Truncheon +3 (+1d6), Watch Whistle +5 (+1d8 +*stop thief* +*summon more guards* +*draw onlookers*), sometimes Halberd +3 (+1d10), Interrogation +5 (+*unnerved* +*agitated*)

Physical Defence (AC): 14 (+4) (armour +3)

Mental Defence: 16 (+6) (armour +2)

Movement: 12 (+1)

Range: Close (truncheon), reach to medium (Watch Whistle), reach (Halberd), hand to short (Interrogation)

Hit Dice: 1 (level 1)

PHP: 6

MHP: 9

Motivation: Keep the peace, live until retirement, make a little money on the side

Actions: *Patrol the streets, know the locals, notice unusual things, be suspicious of outsiders, give coppers to urchins for information, use truncheon to help with grappling, fight defensively while yelling for help, investigate crimes, suspect the PCs, use brutality when necessary, fail to persuade higher-ups, know what's really going down but not be able to do anything about it*

Special Defences: World-weary attitude (+2 mental armour, already factored in)

Monstrous Effects: "Just one more thing..." (once per day, use own Interrogation to aid an *investigate crimes* roll or vice-versa)

Attributes: Str 14 (+2), Dex 10 (0), Con 12 (+1), Int 12 (+1), Wis 14 (+4), Cha 10 (0)

Type: person

Size: M

Alignment: LN, LG, LE

Treasure: K

This is somewhat of a mish-mash of what a realistic town guard might look like with something inspired more by modern crime dramas and Terry Pratchett's *Discworld* series. Wisdom is the primary attribute, showing dogged determination, mental toughness, a keen eye for detail, and intuitive leaps and hunches. Unfortunately, short of magical help, evidence-gathering is not exactly a high art in most fantasy settings, which often causes the guard's reach to extend their grasp, when it comes to actually *proving* what they know to be true.

In turn, this inspires the more realistic end of things, with such bits as witness intimidation and rough-and-ready interrogation techniques, which formed a major part of "justice" in times past. If you'd rather focus on this, with a somewhat less competent watch, STR could be made primary and an *Intimidate* attack added.

For a more traditional, incompetent town watch, make STR primary, up CON to 14, drop INT and WIS to 10, and up CHA to 12 (experienced in intimidation and harassment). Remove the *notice unusual things* and *ask uncomfortable questions* actions. You might also wish to add some actions reflecting corruption, such as *take graft*, *protect the powerful*, and so forth.

Town Watch

This is the watch of a medium-sized town, represented as a single entity - or rather, the portion of the watch that might reasonably quickly be called out to search for or try to run down a person or group. They are slightly upgraded in equipment from the above, representing what they might have when called out for a particular purpose. Further, they have *both* STR and WIS as primary, reflecting cooperation between those who are good at investigating, and those who are good at beating on things.

Level 6, **AC** 21 (+11), **MD** 21 (+11), **PHP** 36, **MHP** 51, **Move** 12 (+1)

Truncheon +10 (+1d6, applies to grapples as well)

Halberd +10 (+1d10)

Whistle for Backup +10 (count as first aid check, calling for more guards to come)

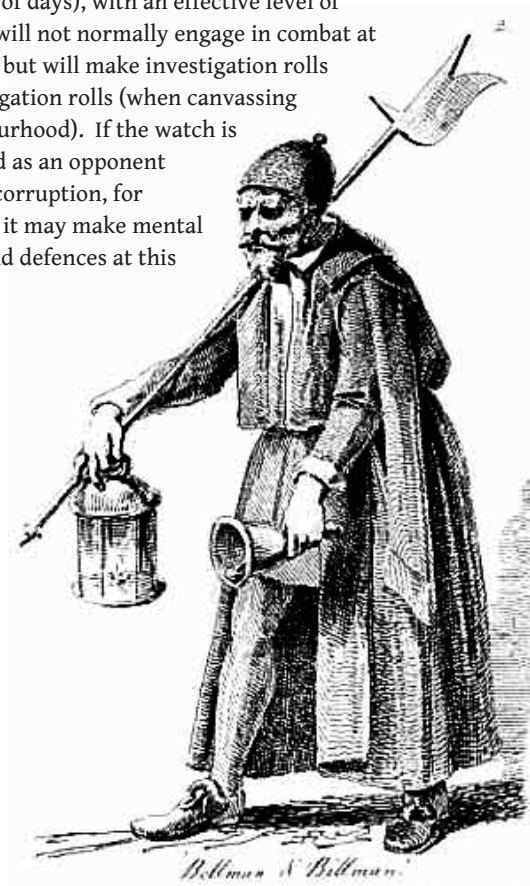
Str 14 (+4), **Dex** 10 (0), **Con** 12 (+1)

Int 12 (+1), **Wis** 14 (+4), **Cha** 10 (0)

Type person, construct

Jail (on Extreme effect, place character in jail. Do not pass Go, do not collect... uh, we mean, difficulty 20 to break out; or mentally attack guard on duty, starting with an extreme effect on you.)

The watch as an entirety, performing an investigation over a period, should act at Epic scale (doing things in rounds of hours and turns of days), with an effective level of 10. They will not normally engage in combat at this scale, but will make investigation rolls or interrogation rolls (when canvassing a neighbourhood). If the watch is being used as an opponent (fighting corruption, for example), it may make mental attacks and defences at this scale.



Treant

Malcolm McClinton

Attacks: Bash +23 (+1d8), Nature Magic +17 (*+make things grow +plants grasp and lash +healing*), Root Attack +33 (+2d6 *+cracking +weaken*; only vs structures), Throw Boulder +23 (+1d10; area effect)

Physical Defence (AC): 27 (+18) (armour +9, size -2), no armour versus fire and lightning attacks

Mental Defence: 34 (+19) (size +2)

Movement: 6 (-2)

Range: Close to reach (Bash), hand (Root Attack), short to long (Nature Magic, Throw Boulder)

Hit Dice: 12 (level 12)

PHP: 174

MHP: 114

Motivation: Protect trees, keep trees quiet, heal the land

Actions: *Seem to be a tree, herd the trees, speak to plants, consider long and deeply, rouse nearby trees and plants, counsel consideration, tear down barriers, destroy fortresses, lead an army of plants, heal self and other members of its forest*

Special Defences: Plant immunities, immune to aging

Monstrous Effects: Rouse nearby tree (major effect; WIS test vs. 20 difficulty, or spend effect points from an attack. Twice per encounter; tree stats are as a treant.); multiple fighter (up to three attacks per round, must be against different targets), Rage of Ages (when below half PHP or MHP, or when its charges are being killed, use extreme effect to invoke stance. While in stance, treant receives +4 to all attacks, may make four attacks per round, is immune to pain, and gains mental armour +6)

Attributes: Str 32 (+11), Dex 8 (-1), **Con 20 (+10)**, Int 13 (+1), Wis 20 (+5), Cha 11 (0)

Type: plant, colossal, load-bearer

Size: L+ (20-30' tall)

Alignment: LN with good tendencies; very rarely NE or CE

Treasure: -

Treants call themselves 'shepherds of the trees', and in a treant's active presence, trees and other plants will move. They are rarely encountered these days, and only in old forests - most have become dormant and will only stir themselves if attacked or a major catastrophe strikes their forest.

They physically resemble trees, having a tall, narrow body that blends into their head, multiple branch-like arms, and legs that appear to be a part of the body when held together. Their skin is bark-like, and looks much like the bark of the trees they herd. Telling that an unmoving treant is not a tree requires a WIS check of difficulty 25, and traits such as a ranger's *woodcraft* or a druid's *nature lore* apply.

Treants are immensely strong, but very slow-moving. They have lifespans of thousands of years, and their natural field of responsibility - the trees - changes very slowly in nature. Therefore, treants take the long view of everything, and they see other races as constantly in too much of a hurry, never giving things much consideration before making a decision. However, a



treant's slow deliberation should not be taken as a sign of stupidity - treants are quite intelligent, and although they dislike doing anything in a hurry, they are fully capable of making decisions quickly when the situation demands.

A treant can use nature magic, not of the flashy sort wielded by druids, but of the slow and patient sort, in keeping with its nature. This can be used to rouse nearby plants to assist it; to heal itself, plants and animals (including curing diseases and poisons); and to cause plants and creatures to grow (although keeping them within the normal limits of their species). Over a great deal of time, a group of treants can affect a region's climate as well, performing weather magic at Legendary scale together. However, they cannot perform weather magic quickly enough for it to be useful for combat.

An angered treant is a fearsome foe, with the strength of an elephant and a woody body that is extremely difficult to hurt. In addition to their own abilities, they can rouse nearby trees to assist them, and their multiple wooden limbs make it possible for them to fight several foes at once. Hiding within a fortress is likely to be of little help since treants can act at epic scale, and will attack fortresses by "rooting" into them, loosening the stones so they can be torn apart with their immense strength. In addition, they will hurl boulders, call on nearby plants to help, and simply outwait the inhabitants - a few days or months, or even years, mean nothing to the ever-patient treant.

Very little is known of their life cycle as treants are reclusive and do not normally speak of it to non-treants.

If it's not obvious, our Tulpai are meant to be Lovecraftian monstrosities, with a bit of flavouring added through the idea that they need mortal minds to manifest into existence. The Lurkers in the Dark here mix a bit of Shoggoths from Lovecraft's *At the Mountains of Madness* and The Dark from Barbara Hambly's "Darwath" books, while the Eternal Devourers are inspired by Frank Belnap Long's "The Hounds of Tindalos".

The term *tulpa* itself comes from Tibetan Buddhism; from there, it has been taken into Western occultism to mean "thought-form projection" – hence the parts here about them coming through people's minds.

Tulpai

The tulpai are creatures from beyond reality, who seek to manifest using mortal minds as gateways. Their form is shaped partly by the ideas of those they manifest through, and partly from their own nature. This often results in strange forms that seem to be a mix of different animals or to have characteristics impossible in normal animals. Further, their forms are 'loose', shifting in accord with the thoughts of their creators.

A tulpa's physical form can be destroyed, but this will not truly kill it. All tulpai have the special defence *Pervasive Thought*: so long as those whose minds the tulpa manifested through can still be used as a gateway, it re-forms in 1d4+2 days. While those persons continue to exist, the tulpa is bound to them, and can only manifest in their area (within a mile or so of at least one of them). To become free, the tulpa must devour the minds of its creators, and it may devour no more than one per night. (Tulpai are most active at night, since sleep or sleepiness on the part of their creators is helpful to them.) Normally, the minds involved in 'creating' a tulpa will be of characters with levels totalling at least twice its hit dice. To become free, it must devour minds from among those equalling or exceeding its hit dice in levels.

A tulpa cannot 'get credit' for partially devouring a mind; to get anything from a creator, it must reduce them to zero MHP. As the mind is devoured, some of the effect points generated should be used toward consequences based on loss of memory or personality, or paranoia and delusions.

An independent tulpa can be destroyed normally, which banishes it from the material world.

There are spells that magic users can use to deliberately summon tulpai into reality. In such a case, the tulpa will be considered independent immediately upon its arrival, and has no need to devour minds to gain independence – which is not to say that it will not *enjoy* devouring minds! Undead and anomalous magic users can also use this means to summon tulpai, and this is the only way that they can, since their minds are not naturally hospitable to tulpai.

All tulpai are immune to charm, fear, paralysation, sleep, and shapeshifting effects. As anomalous creatures, they cannot be healed by standard healing spells. They are also resistant to all mind-affecting magic and psionics that they are not immune to.

Eternal Devourers

Attacks: Bite +20 (+1d6), Tail Whip +16 (+1d4), Time Drag +16 (see Monstrous Effects)

Physical Defence (AC): 38 (+24) (cannot be seen directly +2, henchman +2)

Mental Defence: 28 (+16) (henchman +2)

Movement: 16 (+3), special (teleportation)

Range: Hand (Bite), close (Tail Whip), any up to short (Time Drag)

Hit Dice: 12 (level 12)

PHP: 92 (henchman; includes CON)

MHP: 92 (henchman; includes WIS)

Motivation: Enter reality, kill normal life, sow chaos

Actions: *Attack from unexpected angles; appear, attack, and disappear; lap up juices of killed prey; track 'creators'; track by scent; run away by disappearing*

Special Defences: Pervasive Thought, tulpa immunities, immune to time and teleportation-based effects

Monstrous Effects: Time Slippage (make an extra attack each round, against any target within Short range; if struck, the target suddenly remembers being struck by the devourer and receives the damage and effects), can only be seen in peripheral vision (-4 to see it), Time Drag (teleports a foe from one place to another, appearing, grabbing them, then disappearing. Effect points determine distance. On extreme effect, drags "outside of time" fights the individual there; that individual returns when the devourer dies)

Attributes: Str 14 (+4), **Dex 19 (+8)**, Con 14 (+2), Int 13 (+1), Wis 14 (+2), Cha 3 (-4)

Type: anomalous, extraplanar (tulpa)

Size: M

Alignment: CE

Treasure: body can yield 1d10 + HD/2 treasure points of ingredients if reached quickly (within one turn) by a magic user or alchemist

Those who have studied these foul creatures say they come from outside time itself, somehow insinuating themselves into our universe through the minds of intelligent creatures. Not bound by the strictures of time in the same ways as ordinary creatures, they slip back and forth. Fighting a Devourer is a nightmarish experience, as it appears and disappears, and sudden wounds appear where you were unwounded before, accompanied by a new memory of having been bitten. Worse yet, from the point of view of those fighting a group of Devourers, their compatriots disappear and appear, sometimes reappearing with new wounds.

Further, Eternal Devourers are not made of normal matter, and cannot be seen when one looks directly at them. This works in mirrors and the like as well – even the reflections of devourers cannot be seen, except in peripheral vision.

Like other tulpai, a Devourer has a set of creators, which it is attempting to devour in order to become independent. Once per

day, it may appear in the vicinity of any of its creators (within Long range).

A pack of Devourers is just one creature, with future copies of itself; thus, it is treated for damage purposes as one creature, and all the 'others' disappear when the creature is defeated, leaving only one body. Area effect attacks treat them all as if they were one creature in the area effect, as long as any one of the Devourers is in the area. The initial encountered 'pack' can have up to 1/3 HD 'members'. On a major consequence on an attack, the member making the attack disappears, unless it is the last.

Lurkers in the Dark

Attacks: Charge and Grab +23 (+1d8 +grappled), Envelop +23 (+2d6, must already be grappled), Pseudopod Strike +15 (+1d10); Consume Mind +23 (only against helpless or enveloped targets)
Physical Defence (AC): 27 (+16) (oozy body +6, size -2), 11 (0) vs. fire

Mental Defence: 32 (+21) (armour +7, size +2), 15 (+4) vs. threats with fire

Movement: 14 (+2), 14 (+2) swim, 7 (-2) climb

Range: Hand to close (Charge and Grab), hand (Envelop), close to reach (Pseudopod Strike)

Hit Dice: 11 (level 11)

PHP: 182

MHP: 61

Motivation: Experience this reality, kill normal life, protect those who power its existence until it can eat their minds

Actions: *Explore the world, know locations of its creators, charge and grab, flow through small spaces, disappear in water, cling to walls and ceilings*

Special Defences: Pervasive Thought, tulpa immunities, cannot be grappled

Monstrous Effects: Unnatural Appearance (each time meeting, but no more than once per hour; simple WIS hazard, difficulty 22; effects are mental damage +fear +madness), Consume Prey (can dissolve body of dead prey to heal self; takes one hour, heals 1d8 PHP per size category of prey – 2d8 for M, 3d8 for L. Bones left behind)

Attributes: Str 18 (+4), Dex 12 (+1), Con 22 (+12), Int 8 (-1)*, Wis 12 (+1), Cha 2 (-4)

Type: anomalous, extraplanar (tulpa)

Size: L (amorphous blob about 6' in diameter)

Alignment: CN, CE

Treasure: body can yield 1d10 + HD/2 treasure points of ingredients if quickly (within one turn) gotten to by a magic user or alchemist

Lurkers in the Dark are a common form of tulpa, appearing as an amorphous, blob about six feet in diameter, which forms pseudopods, eyes, mouths, and claws as needed, and moves from place to place by a sort of rolling motion. Lurkers cannot stand



sunlight and will flee from it, taking 2d6 PHP each round of exposure. They are also vulnerable to fire.

Their pseudopods can become extremely thin – Lurkers use them to devour the minds of their victims, extending one through the ear canal and puncturing into the brain. For each mind it consumes, the tulpa gains a point of INT or WIS, to a maximum of doubling both (INT 16 and WIS 24, after consuming 20 minds). Those whose minds have been consumed are still alive, but are left raving mad and unable to care for themselves.

If they achieve freedom, Lurkers will begin to kill all those they can, fleeing from fire, sunlight, and attackers, often taking refuge in deep caves during the day. Since they have no need to breathe, and move as quickly in water as they do on land, they will often seek out underwater caves for this purpose, when such are available.

Watchers From Without

Attacks: Clawing Fury +12 (+2d4+6 +grappled +lifted), Phase Attack +20 (+2d6+2, see below), Fear Attack +16 (+1d8)

Physical Defence (AC): 30 (+20)

Mental Defence: 26 (+13)

Movement: 16 (+3) fly (may fly through objects)

Range: Hand (Clawing Fury, Phase Attack), hand to short (Fear Attack)

Hit Dice: 10 (level 10)

PHP: 55

MHP: 75

Motivation: Enter reality, consume the minds of those who power its existence, bring flock-mates into reality, kill normal life

Actions: *Fly through objects, frighten with sudden appearance, grab and lift targets, phase through and rip target, pull target out of phase with reality, seek out compatible minds, draw flock-mate into reality*

Special Defences: Pervasive Thought, tulpa immunities

Monstrous Effects: Hive-Minded (see below), Clawing Fury (on a minor effect the target is grappled; on a major effect the target

is lifted), Phase Attack (may attempt to phase into an enemy in an effort to damage or remove internal organs), Call Flock-Mate (extreme effect on Fear Attack to bring a flock-mate through), Phase Target (extreme effect on Phase Attack can take entire target out of phase, rendering it ghost-like to its companions; will naturally return in 2d4 days; can un-phase target as well, counting as Phase Attack if within something)

Attributes: Str 14 (+2), **Dex 20 (+10)**, Con 12 (+1), Int 8 (-1)*, Wis 16 (+3), Cha 8 (-1)

Type: anomalous, extraplanar (tulpa), incorporeal

Size: M

Alignment: CE

Treasure: body can yield 1d10 + HD/2 treasure points of ingredients if quickly (within one turn) gotten to by a magic user or alchemist

The tulpa known as the Watchers from Without seem to be both present and not at the same time, moving through walls, people, and other objects easily. They do not, however, seem to be capable of moving into objects and staying within them for more than a few moments at a time. Like most tulpa, their forms are constantly shifting, but usually involve some sort of wings - these may, however, be by turns bat-like, bird-like, like those of a manta ray, and in still other configurations.

Watchers seem to exist in flocks, and some sages speculate that the entire flock is in fact one being. Whether this is true or not, once one Watcher enters our reality, it will attempt to bring others through, by means of terrorizing and attacking more people, thus getting them to think about the Watchers as well.

As more of the flock is brought into reality, this creature's INT score increases by 1 point/flock member, to a limit of 14 (+2). Destroying a member of the flock (after it gains autonomy) will lower the INT score of the flock by 1 point. Once this creature attains an INT score of 10, it is capable of self-actualization and rational thought (whatever that is for such a being) and loses its immunity to fear effects, becoming only resistant instead. GM determines flock size by rolling 2d4+2.

Watchers cannot phase through magical wards automatically; they must make a roll using their phasing trait (so +10 for 10 HD Watchers) against a difficulty of the creator's relevant stat bonus + level + die roll. This roll must be made each time the Watcher attempts to move through the wards. They must become corporeal to use their Clawing Fury attack, and remain so while carrying a target (unless they successfully Phase Target).

Unlike the Lurkers in the Dark, Watchers consume their creators' minds through a physical process, phasing through their head and taking portions of the brain. Thus, those reduced to 0 MHP or below by a Watcher are either dead or mindless.

Vampires

While there are more powerful undead, vampires are quite possibly the most feared. A vampire's attack is personal - while a lich lord might raze your village to the ground or have you enslaved, that's not really any different from what any invading army would do. (And, from the peasant's point of view, at least armies of undead don't eat all your crops up while they're moving through.)

A vampire, however, tends to act on a more personal level - attacking you... or your spouse, or your children, or your parents. Watching the people you love die one by one while you know the cause, but are powerless to do anything about it... that's real terror. Add to this the vampire's superhuman strength and speed, ability to enter even a locked room, mesmeric powers, and you've got a recipe for a village full of trembling peasants, locking themselves safely indoors at night, unwilling to trust any stranger who comes at night for fear that they might be unknowingly inviting the vampire inside their home.

There are the traditional remedies, of course: garlic, holy symbols, and that precious protection afforded by the fact that a vampire cannot enter a home uninvited. Of course, everyone knows that you need a wooden stake to kill a vampire, or a blessed weapon. They avoid sunlight, although stories disagree on whether it truly harms them or not. And they cannot cross running water on their own power.

Unfortunately, these remedies won't protect you from the vampire's servants: humans who it has mesmerized (often after drinking blood from them and creating a *linked by the drinking of blood* effect), wolves that it has summoned, other, lesser vile creatures, including worms, insects, and rats. Stories disagree on the subject of werewolves, with some saying that they and vampires are linked (some claiming even that a werewolf will become a vampire after being killed), while others say that they are mortal enemies.

What everyone agrees on, however, is that vampires are difficult to kill permanently. The recommended methods are either to put a wooden stake through the heart *and* cut off the head, and re-bury the head and body separately; or to stake the vampire and then burn it to ash. Even then, some say that it's best to scatter the ashes in separate areas, or dump them into a river, trusting to the power of moving water to hold back vampires.

Unlike most undead, vampires need some sort of food. Most traditionally, their food is blood, drained from the living. In game terms, this causes PHP damage, and can also cause victims to feel weak, dizzy, and sleepy.

The question of how much and how often a vampire needs to drink is an important one, for it will largely determine how easy it is for a vampire to hide their presence. One who can survive on small amounts of blood, or who needs to kill, but only very infrequently, can hide easily. Thus, we recommend that GMs

decide how much blood vampires in their campaigns need to drink based on this consideration.

A vampire who does not get sufficient blood will lose points from STR and CON. If you want a slow decline, try a point lost per week – this will give a typical vampire a month or so before things become perilous, and a few months before lack of blood will force them into inactivity. For a faster decline, a point lost per day will have them in trouble after a week, and forced into inactivity in about two or three weeks.

On the reverse side, you may allow vampires to strengthen themselves by feeding. If you wish to do this, we suggest splitting effect points, so that half of the effect points from a blood drain attack go to weakening the victim, while the other half strengthen the vampire with appropriate effects (e.g., *empowered by the blood*, *flush with strength*, or *grown younger* – the last hearkening to Dracula’s description in Stoker’s novel as appearing to grow younger as he becomes more fully fed).

If you do this, you may wish to link the effects on the vampire to those on the victim in a more lasting way – that is, if the vampire is killed, the effects on the victim disappear; if the effects on the victim are removed, the vampire loses their strengthening.

Working things this way also gives vampires a reason to inflict other effects on victims, rather than just death – they can ‘milk’ a victim for more effect points that way.

The powers and restrictions of vampires vary greatly, depending on whose folklore or which author you want to follow. Here, we’ve mostly followed Stoker, with a little bit of other influences. If you want to mix things up a bit, here are some suggestions:

Vampiric mesmerism is a great thing to build on. With multiple mind-controlled agents, a vampire can operate at one step removed, which is a big help in a world where clerics and paladins are more than happy to off you at any moment (and have abilities to help them do so). This also brings in a “who can you trust” element – so have fun taking players off for one-on-one conferences, then watching as the others try to decide if they can trust their ally now!

In some vampire fiction, vampires can perceive things that their mesmerized victims do – and sometimes, it’s possible to work that in reverse, as we see in *Dracula*. Establishing such a link should be an extreme effect. The GM might also opt to have it be a possible effect when draining blood.

Shapeshifting has many possibilities as well. The shapes that vampires take in folklore are legion, including not only the commonly-seen wolves, bats, and rats, but also butterflies, cats, ravens, owls, snakes, and more. In Russian folklore, it’s said that when burning a vampire’s body, the bonfire must be closely watched, because many insects, snakes, lizards, and so forth will come darting out from the fire – and if even one of them gets

away, it will carry the vampire’s spirit with it, and the vampire will return.

Varying *vulnerabilities* is another possibility. Sunlight is a commonly-known one – perhaps the best known – but in actual folklore, it doesn’t harm vampires. In some areas, vampires were believed to operate not from dusk to dawn, but from noon to midnight, which could upset player expectations. Other interesting variants include vampires who have counting obsessions and must enumerate any pile of seeds or other small objects they come across; the idea that wild rose bushes form a barrier to vampires; dogs disliking them; and sunlight that simply weakens them instead of hurting them (possibly losing some of their strength, or being vulnerable to normal weapons in sunlight).

As alluded to above, the potential of a vampire to return again and again is a major element of folklore. In 19th century fiction, a common device was the idea that a vampire would be regenerated if the light of the full moon should fall upon its remains. Modern movies, books, and TV have made it so that exposure to blood will revive a vampire who has been staked, or in some instances even reduced to ashes... and Hammer’s “Taste the Blood of Dracula” had someone tricked into drinking a cup full of blood into which Dracula’s ashes had been mixed... and then being transformed into Dracula. All of this makes a vampire a great choice for a recurring villain!

Other powers seen in folklore and fiction are the ability to speak to ghosts, to turn into a shadow or manipulate objects with one’s shadow, to send their shadow out to scout for them, to turn invisible, knowledge of necromantic magic, to “ride as dust on moonbeams” (effectively teleporting), telepathy, telekinesis, and flight (either via transforming, or simply flying while still in human shape).

Vampire-like creatures appear in the folklore of many areas, often with interesting ways to identify a vampire. The *asanbosam* in Africa is said to have hooks instead of feet, and sleep hanging from them in trees; the Indonesian *pontianak* is said to have a hole in the back of its neck, which it uses to feed. In parts of Eastern Europe, vampires are said to be invisible, but the children of vampires, called *dhampyrs*, can see them... by taking off their shirt and looking through its sleeve. The Chinese *jiangshi* has the stiffened body of a recently-dead corpse, and moves about by hopping, unable to walk normally. They are also described sometimes as having greenish-white skin, and/or long white hair.

A little research will uncover dozens of types of vampires from folklore, each with their own peculiarities. Have fun with it! You’ll also find fully-worked-out examples of different sorts of vampires in our upcoming product, *Vendicis et Vexatoris*.

Creating a new vampire: in folklore and earlier literature, turning someone into a vampire is a lengthy process, requiring multiple nights. We suggest that ‘marking’ a victim so that they will rise as a vampire after dying requires an extreme effect. Points can be built toward it, and the effect comes from a blood drain, but only five points can be put towards it at a time, and only once per day (thus, a minimum of three nights is required to make someone into a vampire).

The newborn vampire rises with four more hit dice/levels than before, to a limit of 8 HD or their former level, whichever is higher. They immediately acquire the undead type, +4 to STR, and the attack modes of a lesser vampire. Vampiric weaknesses are immediately gained, and they become an NPC under GM control (though the GM might allow a player to continue playing the vampire as a villain for the duration of the scenario!).

A potential vampire (someone who has been ‘marked’ to rise as a vampire, but has not yet died) can be cured either by killing the vampire that marked them, or, at the GM’s option, through a quest to do so. Whether someone who has become a vampire can be turned back is up to the GM – we recommend that this should be very difficult, and may only be possible if the newly turned vampire has not yet fed from an intelligent being.

Lesser Vampire

Attacks: Powerful Blow +16 (+1d4), Grapple +16, Bite +16 (+2d6 +*blood drain*; only vs. opponent grappled with major effect or better, or otherwise defenceless), Mesmerise +14

Physical Defence (AC): 24 (+12) (henchman +2)

Mental Defence: 23 (+11) (henchman +2)

Movement: 15 (+2); 9 (-1) in mist form

Range: Hand (Powerful Blow, Grapple, Bite), hand to short (Mesmerise)

Hit Dice: 8 (level 8)

PHP: 76 (henchman; includes CON)

MHP: 57 (henchman; includes WIS)

Motivation: Drink the blood of the living, acquire followers and thralls

Actions: *Fight with supernatural strength and speed, mesmerize victims, use mist form to gain entry into secure areas, flee from sunlight and holy objects, recover from wounds by feeding, sneak as quietly as a shadow, rest in unconsecrated soil, persuade people to invite them in, call forth a vile swarm, summon wolves*

Special Defences: Undead immunities, harmed only by wooden piercing or blessed (with a major or better effect) weapons (optionally, may be harmed by magical weapons)

Monstrous Effects: Blood drain (can cause PHP damage, weakness, sleepiness effects), Mist form (note that normal vampire mist form does not include flight; the mist must stay close to the ground or floor, and the vampire can only reform on the ground or floor)

Attributes: Str 19 (+8), Dex 14 (+2), Con 16 (+3), Int 11 (0), Wis 13 (+1), Cha 14 (+2)

Type: undead

Size: M

Alignment: CE

Treasure: -

As mentioned above, this is essentially a bog-standard vampire, in the Dracula tradition. It is nonetheless statted as a henchman here, since vampires are supposed to be fairly powerful. In a scenario with many of them, you may wish to step them down to rabble, in which case defences would go down by two points, PHP would be 60, and MHP 44.

Vampire Noble

Attacks: Crushing Blow +25 (+1d6), Grapple +25, Bite +25 (+2d8 +*blood drain*; only vs. opponent grappled with major effect or better, or otherwise defenceless), Mesmerise +20, Terrify +20

Physical Defence (AC): 30 (+17) (villain +2)

Mental Defence: 31 (+18) (villain +2)

Movement: 18 (+4), or as appropriate to shape in shapechanged forms; 12 (+1) fly in mist form

Range: Hand (Crushing Blow, Grapple, Bite), hand to short (Mesmerise, Terrify)

Hit Dice: 13 (level 13)

PHP: 148 (villain; higher than average, includes CON)

MHP: 106 (villain; higher than average, includes WIS)

Motivation: Drink the blood of the living, acquire more followers and thralls, expand dominion

Actions: *Fight with supernatural strength, speed, and cunning; mock your futile efforts; turn into a bat, wolf, rat, rat swarm, or bat swarm; summon rat swarm, bat swarm, or wolves; creature confusion among enemies with a swarm; command vampires of his/her creation; endure sunlight; recover from wounds by feeding; desecrate holy ground; curse foes; persuade people to invite them in; mesmerize victims; endure holy ground; move in absolute silence; influence the sleeping to remain asleep; pass by unseen; sacrifice a minion to get away; summon a concealing mist; make cloudy or rainy weather*

Special Defences: Undead immunities, harmed only by wooden piercing or blessed (with a major or better effect) weapons (optionally, may be harmed by magical weapons)

Monstrous Effects: Blood drain (can cause PHP damage, weakness, sleepiness effects), Mist form (with flight), Shapechange (acquires movement modes and size of the form assumed, but other stats do not change)

Attributes: Str 22 (+12), Dex 15 (+2), Con 18 (+4), Int 16 (+3), Wis 16 (+3), Cha 16 (+3)

Type: undead

Size: M

Alignment: CE

Treasure: -

Powerful vampires, who have a retinue of weaker vampires that they have created over time and maintain control of, are often referred to as ‘nobles’, even though there is no actual formal structure of ‘vampire government’. This may be attributable to

the resources and status they have often managed to acquire over time, as well as their more varied and stronger powers.

A vampire of this strength will make good use of their summoning abilities and control of lesser vampires, and will often prefer to avoid direct confrontation until and unless they are certain of victory. When possible, they will monitor foes' movements, catching one of their foes alone in order to use mesmerism, and/or blood draining upon them.

Wendigo

See sub-entry under *Ghoul*, p 69.

Werebeasts

Humans under the effect of a curse or magical disease, or with an inborn ability to change to an animal form, werebeasts have a human form and an animal form, and some have an in-between form as well. Cursed werebeasts are damaged only by silver or magical weapons, and are forced to change into their animal form on full moon nights. During this time, their mind is dominated by the curse, and their alignment and behaviour shifts according to the type of werebeast they are.

The curse form acts much like a viral infection (and, at the GM's option, might be a magical disease). As a curse, it has negative effects - in particular, cursed werebeasts are usually driven to become cruel and evil. This initially happens while in their transformed form, and early on, a new werebeast may be unable to remember the transformation or what they did during it. Over time, the curse will begin to affect their behaviour in human form as well, first making them more irritable, then cruel, and eventually outright evil.

A cursed werebeast who has fully succumbed to the curse becomes able to control their changes - while they must still change during a full moon, they can also change at other times. They also retain full memory of what they do while transformed, and can make plans in one form and carry them out in the other. As part of their curse, a cursed werebeast acquires a new Drift, toward the alignment of their werebeast type. This Drift will be described for each type of cursed werebeast. Some have learned to control their transformations, and can transform at other times besides the full moon; normally this involves "giving in" to the curse, earning a check in the associated Drift.

Werebeasts with an inborn ability to change their shape have no immunities to weapons, but are vulnerable to silver; silver weapons double their weapon dice against them, and merely touching silver is a difficulty 20 CON hazard, with PHP damage and burning effects. They are not forced to change on full moon nights, and do not gain an additional Drift, but instead may change at will. In their animal form, hereditary werebeasts are more strongly influenced by their instincts, and will behave in ways similar to how an animal of that type would. They are still

Werebeasts as PCs

Hereditary werebeasts can make good player characters. Here are some guidelines for GMs who wish to allow them:

A hereditary werebeast is treated as human for race purposes, but uses their racial background trait to establish their werebeast nature. Examples of relevant backgrounds could be "of a werebear lineage", "momma was a wererat", and so forth.

In were-form, the player may either choose to apply a total of +4 and -4 to appropriate attribute scores, or may change their primary attribute. They may also use their werebeast background trait when it is appropriate. The GM may, of course, use the trait against them in appropriate ways, generating hero points for the player. The character also gains a vulnerability to silver as described above. When taking the "followers" advancement, the player may choose to have their character's followers be animals of their were-type. Lastly, the player may also choose to take the ability to communicate with animals of their were-type when in their beast form as an advancement.

Other effects should be handled by simple logic and sense - for example, a small werebeast can go through openings they couldn't in their human form. A change to a small or large form should carry the appropriate AC and to-hit adjustments. And, of course, armour and clothing will not change with the character, so classes that wear light or no armour are recommended! With this in mind, the GM may wish to carefully consider before allowing a player to make a werebeast PC whose animal form will be very small or large. It is not recommended that werebeast PCs be allowed to be of animal types that can fly.

more intelligent than a normal animal, however, and can recognize people they know.

A werebeast's change takes a full round to accomplish, during which it may take no other actions.

Werebear

Attacks: Claw +19 (+1d6), Bite + 19 (+1d10), Stand and Threaten +19

Physical Defence (AC): 19 (+8) (armour +2, size -2)

Mental Defence: 23 (+12) (size +2)

Movement: 12 (+1)

Range: Close (Claw), hand (Bite), short (Stand and Threaten)

Hit Dice: 7 (level 7)

PHP: 60

MHP: 46

Motivation: Stay free, help good people, keep evil creatures out of territory

Actions: Call bears, communicate with bears, track and find lost people, know territory, speak to bears and other forest animals, know nature lore, cure diseases, know healing lore, seek out evil creatures, drive evil creatures from territory, forage, fish, track and kill game, scent out prey, dig out burrows

Special Defences: Resistant to disease, heals quickly, vulnerable to silver

Monstrous Effects: Hug (on successful claw attack, minor effect to make another claw attack. If this hits as well, the bear hugs the opponent, crushing them for 1d6 additional PHP damage),

Attributes: Str 22 (+12), Dex 12 (+1), Con 18 (+4), Int 10 (0), Wis 14 (+2), Cha 6 (-2)

Type: person (werebear)

Size: L (7' long)

Alignment: CG

Treasure:

Werebears are hereditary werebeasts. As hereditary werebeasts, werebears are not contagious, but any children they have will be werebears. Sages postulate that, like wolfweres, werebears must breed with a different species every other generation in order to keep having children capable of changing forms. When asked, werebears will not answer questions about their breeding habits, and to do so is considered impolite.

For the most part they are of a good-alignment, and they place a high value on maintaining their freedom and that of others. Their nature compels them to be solitary, and they often live as hermits, dwelling in wilderness areas far away from other sentient beings and the issues of society.

Werebears spend much of their time in bear form, and while doing so, they behave much like bears, albeit with greater intelligence and goodwill toward other animals and people. They have a dislike of evil creatures, and will seek to drive them from their territory if they can, or kill them if necessary.

A werebear will often maintain a cabin in which to keep their trappings of a civilized being, such as clothes for dealing with people. They also use it to shelter themselves and friendly travellers in bad weather. While they are solitary by nature, werebears will tolerate the company of others for short periods, and are gracious (albeit generally rough) hosts.

It should be noted that werebears hate werewolves, and vice-versa. They can both distinguish the other by smell, and werebears can do this even when in human form.

Note that the above statistics are for the werebear in bear form. In human form, subtract 12 from STR and 6 from CON, and add 4 to CHA. If converting a human to a were-form, reverse these adjustments, but maximum STR is 24 or the human form's STR, whichever is higher; maximum CON is similar, but with 20 as the limit; and maximum CHA is 6.

Inspiration here comes from a mix of That Game's wererats, and the antagonists of Fritz Leiber's *The Swords of Lankhmar*. If you want to see how extensive and, well, interesting a wererat attempt at a takeover of a city can be, it's a highly recommended read!

Wererat

Attacks: Bite +9 (scratch damage only in rat form, +1d4 in rat-man), Finesse Weapon +9 (scratch damage in rat form, but often poisoned; +weapon as human or rat-man, still often poisoned), Fair Words and Promises +5 (in human form)

Physical Defence (AC): 21 (+11) as rat, 19 (+9) as human or rat-man

Mental Defence: 13 (+2) as rat, 15 (+4) as human or rat-man

Movement: 12 (+1)

Range: Hand (Bite), by weapon (Finesse Weapon), hand to short (Fair Words)

Hit Dice: 3 (level 3)

PHP: 20

MHP: 17

Motivation: Subjugate others, gather power and riches

Actions: Know warren pathways, find out people's secrets, hide in dark places, attack by surprise, lay traps for the unwary, communicate with normal rats, call rat swarm, persuade the weak-minded,

Special Defences: Vulnerable to silver

Monstrous Effects: Poisons (wererat weapons are often coated with a paralytic or soporific poison - treat as CON hazard of difficulty 18, once per round for five rounds, effect points accumulating toward paralyzing or putting to sleep. Sometimes they use a deadly poison; effect points cause PHP damage.)

Attributes: Str 2/10/12 (-4/0/+1), Dex 16 (+6), Con 15 (+2), Int 13 (+1), Wis 12 (+1), Cha 5/14/3 (-3/+2/-4); multiple entries are rat/human/rat-man

Type: person (werebear)

Size: S (in rat form), M (in human or rat-man form)

Alignment: NE with chaotic tendencies

Treasure: E in warren, M + 10% chance of S on person

Wererats dwell beneath most major cities, where they keep up secretive communities, working in conjunction with normal rats to build networks of tunnels beneath them. The legends of the wererats say that they once ruled the world of men, as well as that of rats. Thus, many of these secret communities plot and scheme so that they may once again wield power.

Stealth, persuasion, intrigue, and betrayal, are the favoured tools of wererats for accomplishing their goals - against the humans they wish to take over, and against one another. The strongest ties among wererats are family ties, but even family members often betray each other in their societies. Poisons are highly favoured as well - wererat weapons will often be poisoned, especially when they are in their rat forms (and yes, wererats in rat form have enough dexterity to walk on two legs and use weapons in their forepaws). Many have also acquired

immunities to certain poisons or drugs so that they can ingest them and infect their bite with them.

Wererats are hereditary werebeasts, and generations of breeding with both humans and rats means that there are a wide variety of them. While the one statted above could be regarded as typical of those who interact with humans, the GM should feel free to introduce variations. Where wererats have made their home for some time, the local rats will often also be of somewhat increased intelligence, thanks to such interbreeding.

It is not uncommon to find wererats with class levels, and they favour the thief, assassin, magic user, and illusionist classes. There are rumours that they worship their own rat-gods, but if this is true, then their clerics rarely, if ever, venture forth from their warrens.

The rat-man form of wererats is repulsive to most humans - even more so than their pure rat form - but wererats in human form are often handsome or beautiful. The highest class of wererats are white rats in their rat form, and as humans silvery white hair and pink eyes.

A wererat warren will have dozens of wererats and hundreds of normal rats. The warren passages are, of course, sized for rats, but with appropriate magic, adventurers may be able to shrink themselves down and enter. If they do, then use the rat-man stats for the wererats in their normal size (including the lowered CHA - being that small just makes details you can't normally make out on them more evident to you!).

For normal rats when PCs are rat-sized, use these stats:

Rat - Man-sized

Attacks: Bite +6 (+1d4 +infection), Claw +6 (+1d3), Grapple +3, Finesse Weapon +6 (+weapon dice)

Physical Defence (AC): 16 (+6)

Mental Defence: 14 (+3)

Movement: 12 (+1)

Range: Hand (Bite, Grapple), close (Claw), by weapon (Finesse Weapon)

Hit Dice: 2 (level 2)

PHP: 13

MHP: 11

Motivation: Drive intruders from the warren, obey wererat masters, find food

Actions: Know warren pathways, use secret tunnels against intruders, surround enemies, overwhelm by weight of numbers, pile onto intruder

Special Defences: -

Monstrous Effects: May have Poisoned Blade (difficulty 15 CON hazard, lasts two rounds, +slow +paralysation)

Attributes: Str 12 (+1), Dex 14 (+4), Con 14 (+2), Int 7* (-2), Wis 12 (+1), Cha 2 (-4)

* INT adjusted to reflect interbreeding with wererats

Type: animal

Size: M

Alignment: N

Treasure: 10% chance of fine quality weapon (+1 to hit, non-magical; worth normal price to rats, worth 10 gp as curiosity to non-rat collectors). If rats are using their own coinage, will have type L in rat coinage.

Whale

Attacks: Bite +38 (+3d6 +swallow; heroic scale), Ram +38 (+3d6; legendary scale), Tail Strike +38 (+1d10 +knockdown +stun), Deafening Click +20 (+pain + deafness +stun; only against underwater opponents; area vs. all up to short range), Fin Smack +38 (cone area, stunning effects only)

Physical Defence (AC): 27 (+18) (armour +4, size -2)

Mental Defence: 30 (+20) (size +2)

Movement: 18 (+4) swim

Range: Hand (Bite, Ram), reach (Tail Strike)

Hit Dice: 18 (level 18)

PHP: 117

MHP: 81

Motivation: Find food, protect young, socialize with and defend pod

Actions: Surge forward to capture prey, swallow whole, create bubble net, ram ship, smack fin against water to stun, strike with tail, inspire psychotic vendetta

Special Defences: Resistant to cold

Monstrous Effects: Bubble net (two or more whales can use to herd M-size or smaller creatures together underwater; treat as attack at scale, +38, effects and consequences only), swallow whole (see description)

Attributes: Str 30 (+20), Dex 7 (-2), Con 15 (+2), Int 9 (-1), Wis 10 (0), Cha 8 (-1)

Type: aquatic, colossal, and animal or person (see description)

Size: L++ (70' long)

Alignment: N with lawful tendencies

Treasure: special; see description

This is a composite of multiple types of whales, created as a game creature - inspiration is drawn from sperm whales, humpbacks, and *Moby Dick*. The largest mammals, whales can grow to be over a hundred feet long. The very largest are mostly filter feeders; however, this entry represents a toothed whale.

Well adapted to aquatic life, whales can remain underwater for over an hour, and dive as deep as two miles below the surface, even though they are air breathers. As another adaptation, they have layers of fat beneath the surface of their skin that provides limited armour and protects them from cold. They navigate primarily by echolocation, which allows them to do so in the lightless ocean depths. The sheer volume of the clicking they make to echolocate is extremely great when heard underwater - more than loud enough to cause pain to human ears.

Whales have been known to ram ships and boats when under attack, and to have even sunk ships; a whale's ram attack has scale, and can affect ships and boats as constructs. Its bite has

scale as well, but is not large enough to affect more than a single fairly small boat with a single attack in adventuring time scale.

Whales are migratory, spending the summer months in far northern or southern hunting grounds, then moving to warmer climes for winter. During the coldest part of winter, they will not eat, instead surviving on stored fat; it is during this time that they mate. A cow will normally give birth to only a single calf, who will nurse from the mother for over a year, and stay with her for another one to two years after. Reproductive maturity is at five to seven years of age. Estimates of whale lifespans vary considerably, from as little as about 75 years, up to slightly over 200.

They are social, congregating in groups called pods, and have been observed to teach each other, cooperate, and even grieve. Whales appear to have similar brain structures to humans in areas that govern social behaviour, and they are likely capable of complex social understanding and communication over long distances via 'singing'. For this reason, they are not classified as 'animals' here - the GM may wish to still have 'animal' spells work on them, however. Captive whales have even been known to mimic human speech, so GMs may wish to allow some whales to actually speak human languages!

Some island-dwelling peoples have been known to harness whales for transport, using harpoons to attach a boat to a whale that is travelling in the desired direction.

In keeping with myth and legend, someone swallowed whole by a whale can potentially survive for quite some time; they will take 1 point of damage each ten-minute turn inside the whale. Attacks from within that do more than 15 effect points in a space of less than a turn will irritate the whale enough to cause it to disgorge its stomach contents - however, this may potentially happen very deep underwater!

Within a whale's stomach, there is a 10% chance to find treasure type W. Items found should be of a nature that they could reasonably survive the whale's stomach - for example, scrolls and books would not normally be found. A whale's body can be sold for $(1d10+9) \times 10$ gp for each hit die it has if taken to a reasonably large city.

Whale, Killer (Orca)

Attacks: Bite +34 (+2d8), Tail Slap +34 (+1d8 +stun +knockdown)

Physical Defence (AC): 26 (+16) (armour +4, size -2)

Mental Defence: 28 (+17) (size +2)

Movement: 20 (+5) swim

Range: Hand (Bite), reach (Tail Slap)

Hit Dice: 14 (level 14)

PHP: 105

MHP: 77

Motivation: Find food, eat, reproduce, play

Actions: Chase down prey, bite, tail slap, herd prey together, play keep-away, harass for fun, separate prey, pull down and drown prey, flip over prey, force prey deeper down, come to aid of family member, call family members

Special Defences: Resistant to cold

Monstrous Effects: -

Attributes: Str 30 (+20), Dex 10 (0), Con 17 (+3), Int 8 (-2), Wis 12 (+1), Cha 7 (-2)

Type: aquatic, colossal, and animal or person (see description)

Size: L+ (25' long)

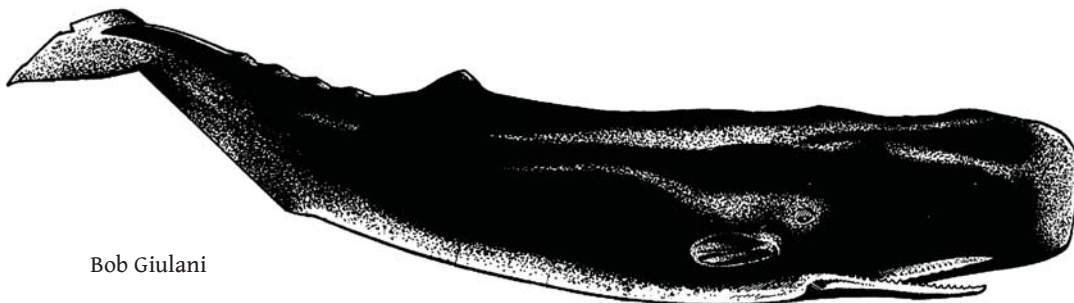
Alignment: N with lawful evil tendencies

Treasure: -

Top oceanic predators, killer whales prey on fish and marine mammals, including other whales. Groups of killer whales have even been observed to hunt and kill sperm whales, and individuals have been known to kill great white sharks.

They are found in oceans throughout the world, with a preference for colder climes and coastal areas. Killer whales have been known to swim into freshwater rivers (since they are air breathers, they do not suffer the problems moving from salt to fresh water that fish do), and have been observed as far as 100 miles up major rivers. Some killer whale pods, known as 'resident' killer whales, tend to stay in a single area. However, since killer whales are very mobile, this 'area' may be 200 to 800 miles across. Other pods, called 'transients', migrate in patterns that are not yet understood.

Social animals, killer whales will hunt cooperatively - herding fish together to be stunned by a *tail slap* and then eaten, or cooperating to kill larger animals. They have also been observed teaching tactics to each other, and making use of the tonic immobility reflex of fish by turning upside down, seizing large



Bob Giuliani

fish or sharks, then righting themselves to turn the fish upside down. This causes temporary paralysis in the fish.

Against other whales, groups of five or more killer whales will chase a mother and calf until the mother is exhausted, separate the pair, then force the calf to remain underwater until it drowns. These hunts can take several hours to complete. They will also drown other mammals, seizing them and dragging them underwater. Even deer and moose are sometimes prey, should they venture into the water when a killer whale is nearby.

Killer whales have a complex social structure. They live in matrilineal family groups called pods. A mother's children will remain with her for the rest of her life, the female children breaking off with their own families when the mother dies. Since they are very long-lived (average of 50 years, up to 80 years), this means that two to three generations will commonly be together forming a pod.

Such a group will consist of three to eight members, and a pod will associate with other pods, so that three to four groups might sometimes be found together. Usually, however, they will only meet with other family groups periodically, spending most of the time with only their own group.

During such meetings between pods, males and females from different groups will mate. Killer whales do not mate seasonally, and young can be born at any time of year. Gestation lasts 15 to 18 months, and calves will nurse for a year. Mortality is high among the young, with as many as half dying in the first six to seven months of life. The reproductive span is from 15 years of age to 40, and a female will give birth about every five years, for an average of five children across the lifespan.

A lone killer whale will be a male. Sometimes, an individual male will leave its family group and wander on its own, temporarily joining up with different pods from time to time. In most such cases, they will eventually return to their family group, after several months spent alone.

Intelligent and playful, killer whales have been known to learn how to remove fish from fishermen's lines and nets, and then to defeat measures taken by the fishermen to prevent this. They will play games with each other, and have been known to play 'keep-away' with humans by repeatedly moving an object on the water that they are trying to get to. These games can also include harassing and chasing seals and dolphins even when not hungry.

In legend, the Haida believed that killer whales kept houses and towns under the sea, taking on a human form underwater to live in them. The Yupik believed that killer whales and wolves were the same animals, appearing as wolves in winter, and killer whales in summer. They also threw sacrifices of tobacco into the sea for the whales, and believed that the whales helped them hunt, by driving seals to them as whales, and reindeer to them as wolves.

In some instances, killer whales have helped humans to hunt other whales - a male known as Old Tom was famous for this in Australia. More often, however, whalers regard them as a

nuisance, since killer whales will attempt to steal kills or scavenge from them.

As with whales above, killer whales are only optionally considered animals, since they have brains of human-like complexity. GMs may prefer to have them count as 'people' in game terms, so that they are not affected by spells that affect only animals.

Will-o'-the-Wisp

Attacks: Lunge and Grab +10 (+1d6 +grappled, ignores armour), Bite +10 (+2d6 +swallowed), Captivating Light +15 (+2d6 +follow the light +ignore dangers)

Physical Defence (AC): 17 (+7) (size -2)

Mental Defence: 21 (+11) (size 2)

Movement: 14 (+2); 7 (-2) when using Eerie Mist

Range: Hand to reach (Lunge and Grab), hand (Bite), medium (Captivating Light)

Hit Dice: 9 (level 9)

PHP: 41

MHP: 41

Motivation: Lure travellers, feast upon intelligent beings

Actions: Conceal self with eerie mist, lure lost travellers with light, lead beings astray, ambush and devour travellers, move at night, sneak through fog, set traps and pitfalls for victims, know every nook and cranny of its stalking ground

Special Defences: Slick body (-4 to any attempt to grapple or grab it)

Monstrous Effects: Captivating Light, Eerie Mist (can create a fog in order to conceal itself from victims; difficulty 25 to spot, major effect required to see clearly), Enormous Mouth (major effect to swallow a victim whole; once swallowed, victim takes 2d6 PHP each round until released by an extreme effect)

Attributes: Str 13 (+1), Dex 10 (+0), Con 10 (+0), Int 10 (+0), Wis 10 (+0), Cha 17 (+6)

Type: standard

Size: L (around 7' tall)

Alignment: N

Treasure: B(x2)

Usually encountered lurking around bogs, tombs and graveyards, the will-o'-the-wisp typically preys on weary travellers. It often succeeds due to its ability to disorient its victims with an unnatural fog and lure them away from safety with its ghostly light. Within the fog, the light appears to be floating and moving along slowly, like a lantern would when seen through the fog. The will-o'-the-wisp can vary the brightness and colour of its light, making it seem to be anything from a candle flame to a bright oil lantern.

When confronting a group, it will try to lure away one or two members if the opportunity arises. If this is not possible, it may attack anyway, if hungry enough. The will-o'-the-wisp will run in at full speed, attempting to grab one of the party and make off with them into the fog, losing the others as it swallows its

catch. A will-o'-the-wisp knows its stalking ground intimately, enabling it to use obstacles to slow down pursuit. They will also create traps, such as covered pits and deadfalls, and actively try to lure pursuers into them. Treat this as the ability to riposte with consequence points when being pursued, allowing it to damage pursuers and create consequences such as twisted ankles, broken limbs, or falling into a pit.

A single will-o'-the-wisp can create one light at a time, within a range up to Medium, while its fog extends to Long range around it. Concentration is required to create the light; maintaining the light is an action. Fog requires minor concentration - enough that the will-o'-the-wisp cannot run full speed while keeping it up. However, it takes the fog 1d6 turns to dissipate after the will-o'-the-wisp stops maintaining it.

The will-o'-the-wisp cannot digest metal or gemstones. Usually somewhere in or near its hunting area will be its toilet area - searching through the muck found here will reveal any treasure it may have acquired from past victims. (Difficulty 15 stench and disease hazard; effects are vomiting, queasiness, fever, and so forth. Period for checks is one day. Alternately, see sample diseases under *Rats*, p 107)

Seen clearly (which rarely happens except with a dead specimen), a will-o'-the-wisp has a stocky, broad body, like that of a bear, but with a head that blends into the body with no noticeable shoulders and has a huge, gaping, fish-like mouth. It has a pale, slick, and scaly hide that blends well with the fog it raises. Some stories claim that its "light" hangs from a long projection off its body, but a successful INT check (difficulty 25) will reveal that this is not true.

Wolf

Attacks: Bite and Claw +6 (+1d6), Bloodcurdling Howl +4 (+1d6 +demoralise; area effect)

Physical Defence (AC): 18 (+5) (armour +1)

Mental Defence: 14 (+3)

Movement: 18 (+4)

Range: Hand to close (Bite and Claw), hand to medium (Bloodcurdling Howl)

Hit Dice: 2 (level 2)

PHP: 13

MHP: 11

Motivation: Hunt prey, defend lair, defend young, obey the pack leader

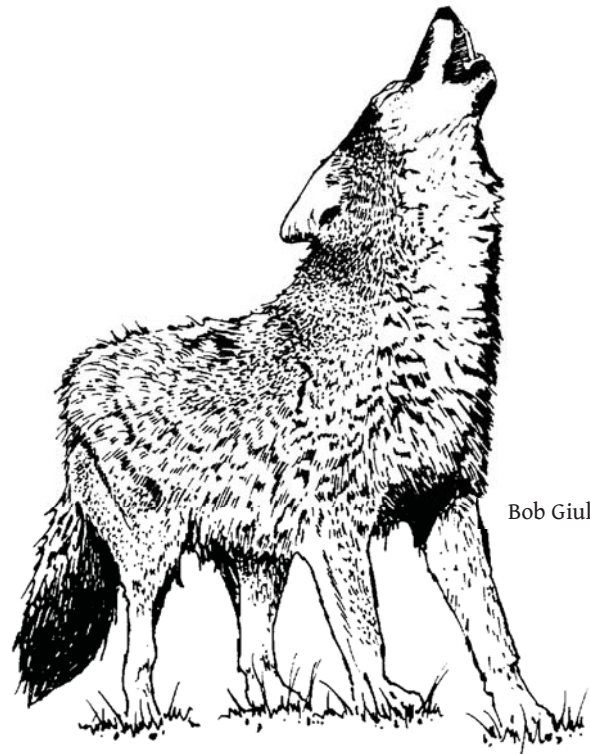
Actions: *Stalk prey, chase down prey, knock to ground, worry prey, hunt, run with the pack, scent prey, aid a pack member, call other pack members*

Special Defences: -

Monstrous Effects: Worry (static attack check on a knocked down opponent)

Attributes: Str 13 (+1), Dex 15 (+4), Con 15 (+2), Int 2 (-4), Wis 12 (+1), Cha 6 (-3)

Type: animal



Bob Giuliani

Size: M

Alignment: N

Treasure: -

Pack animals, wolves are rarely encountered alone. However, if a single wolf is encountered, it is most likely a young male. Wolves are cautious predators, and will not normally attack a group of humans. A pack may try to take down a lone human, and is quite likely to attack a smaller humanoid, such as a halfling.

Canny predators, wolves stalk and observe prey before attacking, and set up ambushes, steering prey into them. They also aid each other in combat.

In the wild, a normal wolf pack is a family group, with the loyalty to each other that family implies. A single wolf attacked will call for help if it is a member of a pack, and the rest of the pack will answer to the best of their ability. A typical pack has 5-11 members, but sometimes multiple family groups will join together into a single large pack. The largest pack that has been observed had 42 members.

Wolves are normally active primarily at night, especially around dusk and dawn. During the day, they will sleep in the open if it is warm and dry, but will seek an overhang or thick bushes for shelter if it is cold or wet. They establish dens during the summer, when pups are born and while they are still small. These are usually natural caves or overhangs, or dens taken from smaller animals such as foxes or badgers. It is rare for wolves to dig their own den.

In any case, the den usually has one to three openings, and walls of bare earth - wolves do not line their dens with sticks or leaves. It will usually be within 500 yards of a water source, with an opening facing south if in the northern hemisphere, and north in the southern (to keep sunlight out). Remains of food will often be found near dens, and this may attract scavenger birds, such as ravens and magpies.

Wolves are capable of distinguishing between armed and unarmed people and can learn to avoid traps or spring them without being caught. They will typically use hidden approaches to their dens, using bushes, fallen trees, and other obstructions to keep from being seen as they go to the den. This tactic is used when approaching prey as well.

It is possible to tame wolves, but they are more easily distracted than dogs, rapidly become bored with repetitive commands, and do not respond to praise as dogs do - instead, more tangible rewards are needed. They can be trained as hunting animals, but attempts to train them for work (e.g., pulling sleds) have had very little success.

Wolves and bears tend to prefer the same sorts of environments. They compete for the same prey, and hence tend to be hostile to each other. Wolf packs will steal kills from bears, sometimes having one or two wolves create a distraction so others can eat or drag away the kill.

Wolf packs are sometimes led by wolfweres.

Wolfpack

Level 6, **AC** 22 (+9), **MD** 18 (+7), **PHP** 39, **MHP** 33, **Move** 18 (+4)

Bite & Claw +10 (+2d6) HC

Bloodcurdling Howl +8 (+2d6 +*demoralise*) H-M

Str 13 (+1) **Dex** 15 (+4) **Con** 15 (+2)

Int 2 (-4) **Wis** 12 (+1) **Cha** 6 (-3)

Type animal, construct

Worry (make static attack check on any knocked down opponent)

Wolfwere

Attacks: Bite and Claw +9 (+1d6; not as human), Bloodcurdling Howl +8 (+1d6 +*demoralise*; not as human), Finesse Weapon +7 (+weapon dice; not as wolf), Enchanting Song +11 (+*slow* +*sleep*; human only)

Physical Defence (AC): 21 (+10) (armour +1) as wolf or hybrid, 20 (+7) as human

Mental Defence: 21 (+8) as wolf, 21 (+11) as human (uses CHA in both)

Movement: 12 (+1) as human, 18 (+4) as wolf

Range: Hand to close (Bite and Claw, Finesse Weapon), hand to medium (Bloodcurdling Howl), hand to short (Enchanting Song)

Hit Dice: 5 (level 5)

PHP: 33

MHP: 33

Motivation: Maintain leadership of the pack, defend lair, find/kidnap a mate

Actions: *Stalk prey, chase down prey, knock to ground, worry prey, hunt, command the pack, scent prey, aid a pack member, converse cheerfully, shift form unexpectedly, sing soothingly, stalk potential mate*

Special Defences: Hit only by magical or cold iron weapons

Monstrous Effects: -

Attributes: Str 15 (+2), Dex 15 (+2/+4 as wolf), Con 15 (+2), Int 10 (0), Wis 14 (+2), Cha 16 (+3/+6 as human)

Type: fey

Size: M

Alignment: N, NE, LE

Treasure: -

Where a werewolf is a human cursed to turn into a wolf, a wolfwere is a wolf with the ability to turn into a human. They normally prefer to live with other wolves, where they will almost invariably be the pack leader, due to their greater size (almost as big as a dire wolf) and intelligence.

They can change forms at will while the full moon is not in the sky, but during a full moon, they are trapped in whatever form they were in when it started. Their forms are a fully wolf form, a fully human form, and a hybrid wolfman. In combat, they will tend to assume the wolfman form if by themselves, allowing them to both *bite and claw* and use a *finesse weapon*. When with a wolf pack, they will use full wolf form and cooperate with/command the other pack members.

In their human form, wolfweres can sing humans, demi-humans, and humanoids to sleep, and their songs can slow as well. They will often disguise themselves as minstrels, to have a reason to sing for a group, putting them all to sleep before killing or kidnapping one. They are usually quite handsome or beautiful, and can be very charming.

Some sages speculate that wolfweres are of fey origin, because, like many fey, they are vulnerable to cold iron. This has surprised those who believed them to be werewolves and brought silver weapons. They are, however, as vulnerable to fire and magic as werewolves and ordinary wolves (and humans, for that matter).

Wolfweres hate werewolves, but they have no automatic means of detecting them.

In order to maintain their bloodline, wolfweres breed in alternate generations with wolves and humans. Since they usually live with wolves, this generally involves kidnapping a mate in the generations that need to breed with a human (or an elf, half-elf, nymph, or faun, hypothetically).

Wolverine

Attacks: Bite & Claw +2 (+1d6), Tenacious Attack +7 (+1d8, up to 4 points of PHP damage, rest must be MHP)

Physical Defence (AC): 18 (+6) (armour +2, size +2)

Mental Defence: 17 (+7) (size -2, CON based, ferocity +2)

Movement: 15 (+2)

Range: Hand (Bite & Claw, Tenacious Attack)

Hit Dice: 1 (level 1)

PHP: 11

MHP: 11

Motivation: Find food, defend kills, mate

Actions: Eat lots of food, scavenge from others, steal prey from others, attack with powerful jaws, burrow den in earth, stink badly

Special Defences: Extreme determination (uses CON for MHP and mental defence)

Monstrous Effects: Bite and Hang On (on major effect, can bite throat and hang on, inflicting bite damage (1d6) each round until a major effect forces it to let go; on minor effect can bite and hang onto back or other inaccessible location, doing 1 point of damage each round, but counting as major effect for defending itself)

Attributes: Str 12 (+1), Dex 13 (+1), **Con 16 (+6)**, Int 2 (-4), Wis 13 (+1), Cha 5 (-4)

Type: animal

Size: S (about 2 ½' long)

Alignment: N

Treasure: -

The largest of the weasel family, wolverines are known for their tenacity and strength greater than their small size would suggest. They have been known to defend kills from wolves and bears, but owe this mainly to their tenacity rather than their actual combat ability. In some areas, wolves have acquired a taste for wolverines, and where this happens, wolverines are wiped out or driven away.

Like most of their family, wolverines have scent glands and produce quite a strong smell. Their fur is oily and repels water, making it also highly resistant to frost - and therefore greatly desired by those living in northern climes.

Wolverines themselves are native to far northern climes, and are active throughout winter. This tends to be their best hunting time, as wolverines will take advantage of much larger animals, such as moose and deer, becoming stuck in deep snow to kill them, taking prey they could not normally handle. They also have a special tooth in the back of their mouth which is rotated ninety degrees from their other teeth, helping them to tear off and eat frozen meat.

Males are considerably larger than females, and occupy larger ranges, usually overlapping with two or three females. A male will mate for life with multiple females in his range, visiting each of them in turn, while other males will be left mateless. Mating season is in summer, but implantation is delayed until winter, and the young are born about a month and a half later, usually in

a litter of two or three. Kits reach adult size within a year, and typical lifespan is about five years.

Fathers make regular visits to their offspring until they are about ten weeks old, and the offspring often join their fathers at about six months of age to travel together for a time.

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APPENDIX 1: NEW PC RACES

For players and GMs seeking more diverse race options, we include several additional races in this appendix. These are based off creatures appearing in this book, and the Orc from the *Monsters & Magic* core book. We've expanded on *Monsters & Magic*'s racial profiles by creating *racial advancements*. Like class advancements, these are advancements that only members of the particular race can normally take. Some of these races also have *other advancements* listed - as with classes, these are advancements that go well with the theme or feel of the race, but are not exclusive to them.

Centaur

Centaur's tend to get along well with the 'typical' PC races, and, while they're not well-suited to living in cities, they are readily tolerated in them. Younger male centaurs tend to be bold and daring, and thus would be quite likely to strike out as adventurers for some time before settling down.

Typically known for being druids, fighters (especially rangers), and wandering sages, centaurs often multi-class as fighter/druids or ranger/druids. Their equine half can make dungeon adventuring difficult, but in an outdoor-focused campaign, a centaur can make an excellent PC.

Centaur Traits

- *Centaur Weapons*: you have a natural proficiency with long bows and quarterstaves.
- *Half Horse*: this can be used as a bonus or penalty where the centaur's mass would make a difference. It also enables the character to carry weight as a quadruped (twice normal weight allowance for their horse half's strength)
- *Hardened Hooves*: you have a natural resistance against hot coals, brambles, etc.
- *Swift Movement*: you can outrun most races, allowing you to charge and attack.
- *Wild At Heart*: you are headstrong and do not take well to authority figures.
- *Rough Humour*: you find practical jokes to be very funny, as well as scaring and harassing people, and love crude jokes.
- *Sylvan Languages*: you speak Centaur and Common. In addition, you may select your INT bonus in languages from the following list: Faun, Elven, Gnomish, Nymph.

Centaur Advancements

- *Charging Combat*: when charging in combat, you may make a helping action with your MOV and add this to your own

Ranger/Druids and Alignment

"Wait!" I hear you saying. "Rangers have to be good, but druids have to be true neutral! How can you have a ranger/druid?!"

Well... the first edition of the Game We Can't Name Thanks to the OGL also had ranger/druids, and had this problem as well. They resolved it by specifying that ranger/druids had to be Neutral Good. You could take that option, or, since M&M multiclassing works by starting as one class, then adding levels as the other, you could note that while the druid class description says druids must be neutral, it does not specify any penalty for a druid whose alignment changes. Thus, within the rules as written, a character could start as a druid, change alignment to a good alignment, and then begin to add levels as a ranger, without losing their druid status. If you do allow ranger/druids in your campaign, they're also a good option for elves and half-elves.

effect points. You must start from short range or greater, and close to reach range to attack with an appropriate weapon to do this - for example, a spear or lance.

- *Lancer*: you gain proficiency with the lance, and may use the STR modifier of your horse half when charging with a melee weapon.

Other Advancements

- *The Healing Power of Nature*: you are able to make basic potions, salves, etc., from your knowledge of herbal lore.

Centaur Adjustments

- +2 Wisdom
- -2 Charisma
- Large size: -2 to physical defence, +2 to mental defence
- Horse half strength is 6 points higher
- Movement rate is 18 (+4)
- May not be a magic user, thief, or bard.
- Cannot wear normal armour; instead, needs specialized barding. See the "Barding" text box on page 82, and increase costs by 25%. They can, of course, use normal armour that will fit the human part of their body, including helmets, bracers, and shields.



Faun

Where most fauns simply frolic in their forests, something has driven you to leave the forest wilds and venture out into the rest of the world, going into dangerous places and situations, and doing many things that are decidedly non-frolicking in nature. What is that? Well, that's up to you. It's your character, after all. If you want advice, though, revenge is a classic motivation - perhaps someone burned down your forest home, or slaughtered your people? If you don't feel like being so serious, perhaps you've realized that gold and jewellery will provide a great deal of assistance in obtaining women and wine. (They're not quite as much help on the song part, unless you hire minstrels.)

Fauns are typically bards, thieves, or sometimes rangers. They also work well as druids.

Faun Traits

- *Legs of a goat*: grants movement of 16 (+3)
- *Wine, women, and song*: you love all three.
- *Musical talent*: you can sing well and can play an instrument (typically a pan flute).
- *A Goat's Stomach*: fauns are omnivores, and while they cannot actually eat inedible objects, they will often chew on them to

Goblinoid Common

Normally, NPC goblins and orcs do not speak Common unless the GM decides they do. It's usually not a lot of fun to have a PC who can't speak to the rest of the party, though, so the PC versions here have the option to speak Common. We've also introduced "Goblinoid Common" as a language here - this may be especially useful should the GM wish to run an all-goblinoid campaign.

sample the taste. This trait may be used to resist ingested poisons.

- *Ultravision*: you can see in the dark outdoors up to 60ft. This applies only where there is starlight and moonlight; it does not aid sight in darkness underground.
- *Extremely long-lived*: you will live for at least hundreds of years, and might possibly be immortal.
- *Sylvan Languages*: you speak Faun and Common. In addition, you may select your INT bonus in languages from the following list: Centaur, Elven, Gnomish, Nymph.

Faun Advancements

- *Communicate with Woodland Animals*.
- *Tracking*: through a combination of scent and knowledge of trail sign, you have learned to track creatures and people.

Other Advancements

- *Woodcraft*: as a ranger.

Faun Adjustments

- +2 Charisma
- -2 Strength
- May not be a magic-user, cleric (except druid), or paladin.
- Must be male.

Goblin

The smallest and weakest of the goblinoid races, goblins are used to living in the nooks and crannies of the world. Some have managed to find themselves places in civilized society - not so much *positions* as niches no one's pried them out of yet. You're one of those goblins living in civilized lands, finding a way to eke out a living while dreaming of something better. You may have been outcast from goblin society, or you might be part of a tribe that has chosen to live in the civilized world.

Goblins tend to make excellent thieves. Their lowered strength is a bit of a problem as a fighter, but can be made up for by taking the *Weapon Finesse* advancement. They also make excellent (and unexpected!) magic users, especially as illusionists.

Goblin Traits

- *Speak Goblin*: as well as your choice of Common or Goblinoid Common. You may speak one additional language per point of INT bonus from: Common, Gnollish, Goblinoid Common, Hobgoblin, Kobold, Orcish, and Ogre.
- *Infravision*: see in the dark up to 60ft.
- *Nothing But a Goblin*: most humanoid dislike goblins, viewing them as savage and stupid. As a result, most tend to underestimate what goblins are truly capable of.
- *Tiny, But Fierce*: you can sneak and hide more effectively - but that doesn't mean you fear those bigger than you!
- *Sharp Teeth*: given time, you can chew your way through most things.

Choose one of the following traits:

- *Part of the Tribe*: you will protect the members of your tribe against any threat. Additionally, you will try to accumulate as much power and influence for them as you can.
- *Outcast From the Tribe*: you look out for yourself and no other. The world is yours for the taking!

Goblin Advancements

- *Biter*: all goblins have sharp teeth, but you've learned how to use yours to best advantage. You can take a trait bonus to attacks with your teeth, and use them as a +1d4 weapon.
- *Playing Both Sides*: you've learned to move back and forth between 'civilized' society and that of the goblinoids. You have a trait bonus when doing anything that involves dealing with both.
- *Pass For Near-Human*: for some unknown reason, you look more human than your fellow goblins. Taking advantage of this, you've learned to dress and act more like a human. As a result, most races treat you accordingly, and you no longer suffer -2 Charisma vs. non-goblinoids.

Other Advancements

- *Weapon Finesse*.
- *Trap-maker*: you've learned to make deadfalls, snares, and other improvised traps from rope and small stakes, using available plants and rocks, and how to conceal pit traps.
- *Dirty Fighting*: from long experience using whatever you can to get an advantage against bigger foes, you've become skilled in such tactics as throwing sand in your opponent's eyes, cutting at the straps of their equipment, sucker punches, hamstringing, and so on.

Goblin Adjustments

- +2 Dexterity
- -2 Strength
- -2 Charisma vs. non-goblinoids.
- May not be a Bard. (it would be unholy)

Lamia

(Thanks to **Shelby Makayla Nemcher** for requesting the Lamia!)

Often maligned as always evil, lamiae appear to be human women with the body and tail of a serpent rather than legs. There are several different sorts of lamiae, and contrary to their reputation, many are good - although their reputation is true insofar that most of them are evil, or neutral and selfish.

Lamiae are not a populous race, and they tend to dwell alone or in small groups. All lamiae are female, and they can reproduce with most human, demi-human, or humanoid males, as well as with serpent men. They are egg layers, laying one egg at a time, which will hatch seven months later into another lamia, unless the father was a serpent man, in which case it will hatch into another serpent man. Usually, lamiae will give eggs they produce by serpent men over to the father to hatch and raise.

Lamia Traits

- *Bewitching Appearance*: against those who might be attracted to human females, a lamia gains this as a trait bonus in social dealings. If this is used as a secondary trait, it adds half the lamia's level (round up) instead of the usual +1. However, you are also easily recognizable as a lamia. When the negative reputation of lamiae causes you serious problems, you earn a hero point.
- *Snake eyes*: while your eyes look like those of a human, you have clear nictating membranes. This grants you resistance to attacks such as throwing sand in your eyes. You also gain infravision, and you may go for long periods without blinking, if you wish.
- *Serpent-bodied*: a lamia's lower body is that of a giant serpent. This grants them a natural armour value of +2. Further, they swim at half their land speed rather than one quarter, and may use this as a trait bonus to rolls for swimming or climbing.
- *Serpent-tongued*: lamiae have an enhanced sense of taste and smell. They speak Ophidian and Common, and may select one additional language per point of INT bonus from: Centaur, Elven, Dwarven, Faun, Nautilann, Nymph.

Choose one of the following subtypes:

Sea

Native to tropical and warm temperate coastal areas, sea lamiae spend most of their time in the water normally, but are easily able to get about on land, since they return to land to mate and lay eggs. They then remain primarily on land until the eggs hatch. Usually, they will live near coral reefs, taking advantage of the abundance of prey there.

Sea lamiae tend to have bright, bold patterns on their bodies, but these are normally in shades of white, black, blue, or yellow.

Merfolk tend to be wary of lamiae, and vice-versa, but they do trade peacefully quite often.

- *Underwater adapted*: rolls for holding your breath are made with a +5 bonus, and are made once per turn rather than once per round. Further, you do not have to worry about 'the bends' when rapidly ascending and descending underwater.
- *Tail fin*: your tail has a 'fin' extending above and below at the end, granting you the ability to swim at your full land speed.
- *Sea dweller's lore*: you have extensive knowledge about underwater races, creatures, hazards, kingdoms, famous shipwrecks, etc.

Forest

With broad tails that are decorated in intricate brown-grey-black patterns, forest lamiae are quite beautiful once one becomes accustomed to their appearance. They prefer to spend much of their time in the trees, with the result that those merely traveling through a forest often do not even realize that forest lamiae dwell there.

Centaurs tend to be suspicious of lamiae. Fauns and dryades are willing to give them a chance in most cases, but elves are often outright hostile.

- *Quick Striker*: adapted to hiding and ambush hunting, forest lamiae are extremely fast, and gain this as a trait bonus to initiative. As a secondary trait, it grants half the lamia's level, rounded up, instead of the usual +1.
- *Tree climber*: you are a skilled climber, with a climbing move rate of $\frac{1}{4}$ your normal land movement rate. You are also used to hanging in trees; you gain a trait bonus to ambush when doing so, and have skill in selecting branches that will support your weight and moving from tree to tree in dense forest.
- *Forest lore*: you know the ways of the forest and its inhabitants.

Mountain

Usually the most brightly-coloured lamiae, with tails that are ringed, often with bright oranges, reds, or yellows. Some varieties are more drab, with brown bodies, often with a black ridgeline along the spine. Mountain lamiae tend to dwell in caves - often quite small ones, taking advantage of their flexible serpent bodies to get in and out. Since they are excellent climbers, the entrances are also often difficult to reach.

Dwarves are normally wary on first meeting, but willing to talk, and to trade if things go well. Goblins and kobolds are normally afraid of lamiae and will avoid them, while orcs tend to deal with them as they would anyone else.

- *Rock climber*: mountain lamiae know how to use their serpentine bodies to best advantage when climbing rocky

surfaces. You have a climbing move rate of $\frac{1}{4}$ your normal land movement rate.

- *Hole hider*: the end of a mountain lamia's tail is light-sensitive, allowing them to know when their tail tip is exposed. This grants a trait bonus when attempting to hide. Clever players will find other uses for this as well!
- *Mountain lore*: you know the ways of the mountains and their inhabitants. This extends to those that commonly dwell under mountains, such as dwarves and drow.

Desert

With coloration that tends to be a tan or light brown, desert lamiae's tails tend to blend into the sand of their environment, but a few are brightly coloured, often with blues. These are the most likely to form communities, cooperating to find and control sources of water and food. Sometimes, they will dwell with lizard men or serpent men. More rarely, one will dwell with a group of human or elven desert nomads.

The desert itself is a hostile place, and most folk there will cooperate, except where other factors intervene. Thus, desert lamiae tend to be used to being accepted for what they are, and may be confused when others react to them with fear and suspicion.

- *Toughened skin*: adapted to sliding across sand, your skin gives a +4 armour bonus instead the normal +2 that most lamiae get.
- *Desert adapted*: your body uses water very efficiently, making you able to get by with very little. You need only one-quarter as much water as a human, and do not have to make rolls for thirst until you have been without water for at least three days.
- *Desert lore*: you know the ways of the desert, such as where to find water, food, and shelter, and the ways of its inhabitants.

Regardless of your type, choose one of the following:

- *Embrace of the Seductress*: you are a constrictor. Gain a trait bonus when grappling. With a major effect, you can suffocate someone you are grappling, requiring them to make tests against asphyxiation each round that you keep them grappled.
- *Kiss of the Enchantress*: you are venomous. If you bite someone, you do +1d4 effect points, and they suffer a CON hazard with a difficulty of 20 + your level for the next two rounds. This causes nerve effects, including damage, paralysation, slowness, and confusion. Biting requires you to be at Hand range, and is at a -2 to hit, due to the awkwardness of it.

You may take the other as an advancement, becoming a venomous constrictor, but may not do so until heroic scale is achieved.

Lamia Advancements

- *Detect vibrations*: you can sense vibrations through the ground.
- *Spit Venom* (Requires *Kiss of the Enchantress*): you can spit your venom. You may do so at close or reach range. This ignores armour that does not include a helmet or that has an open-faced helmet. Add +1d8; you may not do damage, but can inflict effects such as blindness, watering eyes, and so forth.
- *Coiled stance*: by coiling your serpent tail, you can achieve a solid footing, granting a trait bonus against attempts to knock you over, down, etc. If you have *Embrace of the Seductress*, you may coil while constricting someone, gaining you an extra +1d6 on your grapple. However, your physical defence must be rolled. This stance ends if you move.
- *Snake Charmer*: normal snakes respond well to you. You may make Charisma rolls and attacks against them normally, and communicate with them on a basic level.
- *Hypnotic Eyes* (heroic scale): you have the eyes that hypnotize! Against human, humanoid, or demi-human opponents, you may make a Charisma-based mental attack to get them to look into your eyes. You may create hypnosis effects with this attack, and/or cause MHP damage.
- *Human Transformation* (heroic scale): you can transform into a fully human form. While in this form, you lose any traits that are dependent on your serpent tail (including movement bonuses, although you retain knowledge of how to climb effectively). You may not use *Embrace of the Seductress* nor *Kiss of the Enchantress* in this form. While transformed, you have what appears to be a belt of snakeskin on you. This belt appears above any clothes you are wearing, and cannot be hidden. It takes a full round to transform, during which you may take no other action.

Other Advancements

- *Exceptionally Limber*: you are incredibly flexible, and know how to use it to your advantage when trying to escape bonds or fit into tight spaces.

Lamia Adjustments

- +2 Charisma
- -2 Constitution
- Must be female.

Nymph

As with fauns, nymphs typically become adventurers due to some catastrophe that has struck their home or people. This need not necessarily involve revenge or their home having been destroyed. Instead, there could be a slow-building threat which has driven the nymph to strike out into the world, seeking knowledge or assistance to defeat it.

Typically known for being druids, thieves or bards, nymphs often multi-class as druid/bards. The strengths of nymphs lie in

being within their particular element, making them incredibly useful PC choices in outdoor campaigns.

Nymph Traits

- *Universal Appeal*: for good or ill, all intelligent creatures and beings find you attractive. You receive a trait bonus when trying to charm, persuade, etc.
- *Capricious*: you have an impulsive nature, and your actions often appear to have no rhyme or reason behind them.
- *Divine Voice*: your singing voice is of an enchanting, unearthly quality. You may use this to entertain and distract people, and to earn food and board. If you are a bard, you may take your voice as a signature item, applying bonuses to your magical songs with it. Most nymph bards use no instrument at all, simply singing *a capella*. For those who do use instruments, the most common are harps.
- *Extremely Long Lived*: you can live for centuries or longer, as long as your forest or body of water still exists.
- *Sylvan Languages*: you speak Nymph and Common. In addition, you may select your INT bonus in languages from the following list: Centaur, Elven, Gnomish, Faun.

Nereids get the following additional traits:

- *Water is My Home*: you can breathe water, and you also have infravision underwater.
- *Swift Swimmer*: you are faster in water than you are on land, allowing you to charge and attack.

Dryades get the following additional traits:

- *Friend to All Trees*: you can communicate with trees and ask them simple questions, applying your CHA bonus.
- *Leave No Trail*: in woodland areas, you leave no signs of passing through and cannot be tracked. Bushes and trees will not obstruct you, but will obstruct others, granting you a +2 to effective movement bonus in woodland, for a movement rate of 12 (+3) - that is, you are no faster, but you have a +2 advantage in a chase or when trying to close with or stay away from someone.

Nymph Advancements

- *Friend to All Animals*.
- *Nature's Curses*: the nymph may pronounce a curse on a target. This requires an attack against the target's mental AC, using the nymph's WIS. Effect points may be used to cause animals to dislike the target, plants to trip them up, and so forth. On a failed roll, consequence points may indicate either that the parts of nature the nymph was using rebel against her control, or that her foe managed to turn the tables and set a curse on her!
- *Commune With Nature* (heroic scale): you are capable of speaking with the nature spirits that rule your surroundings. You may act at heroic scale by doing so when dealing with

natural animals. You may also use this to gain information about the surrounding area. This cannot be used in cities, dungeons, or other unnatural environments.

- *Speak With Nature* (epic scale, requires *Commune With Nature*): even the strongest of local nature spirits will listen to you. You may seek to persuade great nature spirits, using your CHA to create weather effects, make travel easier, and so forth. If you are a nereid, you may speak to water and air elementals; if you are a dryad, you may speak to earth and wood elementals.
- *Nature's Doorway* (heroic scale): you may temporarily become one with the water (for a nereid) or the forest (for a dryad). When in the appropriate environment, you merge with it. The time that you can do this for is determined as for holding your breath, using the higher of your CON or WIS. During this period, you are effectively invisible and intangible, but you may not move. You may take with you your personal effects that you are carrying or wearing, and one other willing person or creature, along with their effects. You may use this ability once per day.
- *Nature's Pathway* (epic scale, requires *Nature's Doorway*): when using *Nature's Doorway*, you may move; however, you may not pass through anything that is not a part of the water or the natural forest. Use your running speed to determine how far you can move. You may do so once per day. Alternatively, you can use the lesser version of *Nature's Doorway* (level/5) times per day; you may give up one of these uses to carry along an additional willing person or creature instead.

Nymph Adjustments

- +4 Charisma (optionally, if the GM thinks this is unbalanced, +2 Charisma and +2 Dexterity)
- -2 Strength
- -2 Constitution
- May not be a fighter.
- May not wear metal armour.
- Must be female.

Orc

You are an orc, a cog in the machinery of fantasy, normally destined to die on some adventurer's sword. But for some reason, you're different. You've left your tribe and struck out to seek your destiny as an adventurer.

Orcs tend to make excellent fighters, and sometimes thieves as well. Orc clerics can be quite interesting characters as well, especially if they have been called to serve a god not normally associated with orcs.

Orc Traits

- *Speak Orcish*: as well as your choice of Common or Goblinoid Common. You may speak one additional language per point



of INT bonus from: Common, Gnollish, Goblin, Goblinoid Common, Hobgoblin, Kobold, and Ogre.

- *Infravision*: see in the dark up to 60'.
- *Brutish and Strong*.
- *Savage and Intimidating*.
- *Those Who Do Not Rule, Serve*.
- *Just a Damn Orc*: humans and demi-humans tend to regard you as hostile, but also underestimate you.

Orc Adjustments

- +2 Strength
- +2 Constitution
- -2 Intelligence
- -4 Charisma vs. non-orcs.
- May not be a magic-user, bard, or druid

Orc Advancements

- *Blood Frenzy Stance*: you may enter a blood frenzy, in which you roll 3d8 as your base roll for melee attacks, but only 2d6 for defence. When in this stance, the GM may inflict a minor consequence on you on a failed attack to make you attack a friend.

- *Claws and Teeth*: you have learned to use your claws and teeth as effective weapons in combat. You may roll 1d4 for damage when unarmed.
- *Will to Fight*: when in combat, you have resistance to any spell or effect which attempts to calm you, put you to sleep, or charm you.
- *Sticks and Stones Break Bones, But Words Just Annoy Me* (requires *Will to Fight*): you may use *Will to Fight* out of combat. To do so, however, you must respond to those who were attempting to calm/sleep/charm you by immediately initiating combat with them.

Tanuki

A dragon, a house, or a cute little racoon, a tanuki's appearance is only limited by their skill in shapeshifting. With a little bit of luck, and a whole lot of deception, you will find a way to attain that treasure you've been eyeing, or to bring down the proud and haughty.

Generally self-serving, tanuki are often encountered as thieves or illusionists, as this allows them to commit better pranks and steal food or shiny objects. It not uncommon to cross paths with a tanuki that has multi-classed as an illusionist/bard or thief.

Tanuki Traits

- *Master Shapeshifter*: you may shapeshift into different objects or creatures of various sizes (M or smaller). However, you gain no special abilities from changing shape other than means of movement and size, and such changes are subject to GM approval. Keep track of the shapes you have assumed, because you may have no more than eight shapes. You may vary the shapes you assume in minor ways (e.g., hairstyle or clothing), but cannot make them appear to be different individuals. It takes a full round for you to shapeshift, during which you may take no other action.
- *Speak Tanukese*: in addition to Common. You may learn one additional language per point of INT bonus.
- *Big Bellied*: you are able to make drum-like sounds when you beat on your stomach. You may use this to entertain and distract people, and to earn food and board. If you are a bard, you can only use your belly as an instrument. You may take your belly as a signature item, applying bonuses to your magical songs with it. Tanuki bards use no instrument at all, simply drumming a beat on their prodigious stomachs.
- *All That Glitters is Not Gold*: and that's all right with you. Nothing can stand between you and whatever shiny objects you seek to possess.
- *Creature of the Night*: you may see in the dark up to 60ft.
- *Trickster*: whether they be harmless pranks or tricks of a darker bent, you are quick to cause mischief - whenever the mood may strike.

Choose one of the following traits:

- *Bringer of Misfortune*: you may use your CHA to make mental attacks against others in order to inflict luck-based consequences.
- *Good Luck Follows Me*: you may use your CHA to assist someone, granting luck-based effects to them.

Tanuki Advancements

- *Animal Senses*: you have a keener sense of smell and hearing, due to your canine nature.
- *Dangerous Mouth*: sometimes words aren't enough and you have to get creative. You can take a trait bonus to attacks with your teeth, and use them as a +1d4 weapon.
- *A Fool and His Money* (heroic level): you are able to cast minor illusions on small objects that you intend to take. Conversely, you may disguise an object as a suitable replacement for that which you have your eye on. Determine the strength of such illusions by making a CHA roll, using this as a trait, along with any other traits appropriate for the purpose. The result is the difficulty to see through the illusion.
- *Transformation stance*: you may use 3d8 instead of 3d6 for disguise checks when shapeshifting. However, you may not *Speak Tanukese* or use *Big Bellied* while transformed.

Tanuki Adjustments

- +2 Charisma
- -2 Intelligence
- Must be male.
- May not become a cleric (excluding monks) or a fighter.

APPENDIX 2: FAMILIARS, ANIMAL COMPANIONS, AND YOU

As described in the core *Monsters & Magic* book, magic users and druids get to have familiars and animal companions, respectively. These are supposed to be handled as sidekicks. However, the sidekick rules as written are oriented toward human or human-like sidekicks, with the sidekick getting the traits of a class.

Furthermore, there's no reason why characters of other classes couldn't take a companion animal as their sidekicks – rangers already can. They wouldn't get the special mental link that druids and magic users get to theirs, but otherwise, it would work the same way.

Here, we present a set of traits for each of the creature types in this book and the core M&M book that we believe would make good familiars or animal companions, present some ideas for handling difficulties with these pseudo-sidekicks, and give ideas for advancements related to them. For convenience, here is a quick recap of the sidekick rules:

- A sidekick is level one when first gained, and can gain levels by being donated XP by the player.
- A sidekick is created as a character, with attributes rolled and assigned or bought with points as usual.
- A sidekick gets 4 PHP and 4 MHP at first level, plus CON and WIS bonus (bonus, not full score). Each level after, they gain 1d4 of each, plus the appropriate attribute bonus.
- Sidekicks don't act independently, unless the player has taken the *independent* advancement for the sidekick. Without that, they can only assist the PC and his/her allies.
- Should the sidekick be killed, the player character takes twice the sidekick's full PHP and MHP in damage.

We recommend modifying this last, so that the player character instead takes that many physical and mental effect points; these can be as damage, or as consequences. If the player character (*not* the sidekick) has scale, the consequences may be scaled ones – thus, a 5th-9th level character could take a heroic consequence from losing a sidekick. Further, effects disappear if and when the sidekick is brought back to life (and, of course, can be healed by normal means as well).

In addition, we suggest that animal companions and familiars be allowed to have attributes below the normal range. The GM should watch this for abuse, to make sure the player doesn't take undue advantage, and that no stat is assigned a value above 20.

Lastly, we suggest that the *independent* advancement only be allowed to be taken for the sidekick if the PC is at heroic scale or above; this prevents a player from having effectively two characters at first level.

All familiars/animal companions (from here, companions means both) get:

- *Natural weapons*: the companion is proficient with its natural weapons.
- *Natural Defences*: the companion gets a trait bonus on both physical and mental defence.
- *Low-light vision*: most companions see better in the dark than humans do. Exceptions will be noted.
- *Intelligent and obedient*: companions are of greater intelligence than normal animals – they can problem solve, anticipate the future, and understand their masters' commands within the limits of their abilities.

The following are exclusive to the companions of magic users and druids, unless there are other classes in play that have similar links:

- *Mental link*: the companion can mentally communicate with its master, so long as both are conscious and within 200ft of each other. If one or the other is unconscious, the other can sense the unconscious partner's general location and condition.
- *Shared senses*: the master can see through the companion's eyes, hear through its ears, and so forth. The master may also permit the companion to do the same with him/her. Range is limited as per mental link.

For other classes that choose to take an animal sidekick of some sort, use this:

- *Faithful companion*: the companion is dedicated to its master. To the best of its ability, it will serve its master, not only following commands, but also anticipating needs. If the master is rendered unconscious or otherwise incapacitated, the companion will attempt to guard or rescue the master, or seek help from others, as seems most reasonable.
- *Timmy's down the well*: the companion is capable of recognizing its master's allies, and will work with them as needed, especially to preserve the safety of its master. It will communicate with them and the master to the best of its ability.

The following advancements are available to all companions, unless otherwise indicated. Note that for companion advancements, "heroic scale" means that the *companion* must be at least level 5, and similarly for other scales.

- *Extended mental link* (requires *Mental link*): the range of the mental link between master and companion is extended to be 100ft/level of the master. Since the standard range is 200ft, this is only useful at level 3 and above.

- *Spell conduit* (requires *Mental link*): when mentally linked, the master can cast spells through the familiar, counting them as originating at the familiar's location.
- *Magical assistant*: the companion has limited magical ability, which it can use to assist the master. Use as a trait bonus when the companion is close by during a ritual.
- *One With Master's Magic*: the companion is not affected by its master's spells unless the master wants it to be.
- *More Dangerous Than It Looks* (Heroic scale, only companions who do scratch damage): your companion can now do regular damage with its attacks.

Traits and Advancements marked with a + below can also be gained by the master, if their companion has already taken it.

Heroic Scale Sidekicks and Sidekick Replacement

A few companions below are marked as *heroic scale*. It is not recommended that players be allowed to take these companions if they are below fifth level. For example, magic users and druids can both take companions at first level, but allowing either one access to a gryphon at that point seems like a recipe for disaster, given the potential to short-circuit obstacles with flight. Fifth level characters, in contrast, likely have access to fairly powerful magic, and thus, a flying mount is less likely to unbalance things at that point.

However, this causes another problem. Following the rules, a sidekick starts at first level. Thus, a player who started their druid with a horse companion, but then wanted a pegasus later on would be faced with losing their investment in raising the horse's levels to gain their new mount. We recommend a relaxing of the rules in such an instance, allowing the player to 'swap out' their old sidekick for a new one of the same level as the old.

A marking of "epic scale" is similar, meaning that we believe the companion's abilities could be problematic if allowed to characters below tenth level.

Of course, all companions, like other sidekicks, are subject to GM approval – if the GM doesn't want to have to deal with flying mounts, then those should not be allowed.

Bat, Giant (Heroic scale)

Suggested Attributes: Str 12 (+1), Dex 16 (+6); 10 (0) on ground, Con 11 (+0), Int 2 (-4), Wis 14 (+2), Cha 7 (-2)

Size: M

Movement: 12 (+1), 9 (-1) climb, 24 (+7) fly

AC: level+16 (level+6) flying, level+10 (level) on ground or climbing

MD: level+14 (level+2)

Attacks: Claws +level+6 (+1d4), Bite +level+6 (+1d6)

Ranges: Close (claws), hand (Bite)

Giant Bat Traits

- *Lesser steed*: can carry a Small-sized master, and master and companion are eligible for the mounted action benefits on page 83 of the core M&M book. Note that its speed will likely be reduced.
- *Bat-winged*.
- *Load-bearer*: can carry twice the standard weight for its strength, even when flying.
- *Echolocation*: navigate and fight in complete darkness with no penalties.

Giant Bat Advancements

- *Knows the Way*: pick a location. Your bat knows how to get there, and can be commanded to go there. When so commanded, it will go there at best reasonable speed, considering the distance to the location. This advancement may be taken multiple times, adding a new location each time.
- *Intimidating Screech*: your bat can make the attack 'Intimidating Screech +level+STR'. This has a range of Close to Medium.
- *Swooping Attack*: your bat can make a full move and attack; it may split this move to before and after the attack if desired.

Bear

Suggested Attributes: Str 18 (+8), Dex 13 (+1), Con 14 (+2), Int 8 (-1), Wis 12 (+1), Cha 7 (-2)

Size: M

Movement: 12 (+1)

AC: level+17 (level+5)

MD: level+12 (level+1)

Attacks: Claw +level+8 (+1d4); Bite +level+8 (+1d8)

Ranges: Close (Claw), hand (Bite)

Bear Traits

- + *Scent food and animals*.
- *Bear hug*: minor effect on claw attack to get second attack (counts as bite).
- + *Extremely Hardy*: natural resistance to poisons, and a thick skin which protects from minor damage (such as bee stings).
- *The Bear Necessities*: a bear is an expert at climbing and breaking things, especially when seeking food.

Bear Advancements

- *A Dancing Bear*: use as trait to mislead people into thinking your bear is 'safe'.
- + *Deep Sleeper*: recover twice the normal amount of damage while sleeping.

Cat

Suggested Attributes: Str 3 (-4), Dex 16 (+3), Con 12 (+1),
Int 14 (+4), Wis 13 (+1), Cha 14 (+2)

Size: S

Movement: 15 (+2), 8 (-1) climb

AC: level+18 (level+5)

MD: level+11 (level-1)

Attacks: Claw & Bite +level+5 (scratch damage only)

Ranges: Hand (Claw & Bite)

Cat Traits

- *+ Cat's Tread:* can move silently, has excellent sense of balance, and climbs well.
- *+ Always land on my feet:* as the name, and is resistant to falling damage.
- *By a Whisker:* a cat can sense air currents, allowing them to sense nearby movement. They can also tell if a passage is wide enough for them without having to enter it.
- *+ Find and track by scent.*
- *Influence luck:* mental attack, effect points used to give bad luck effects to target.

Cat Advancements

- *The Purr-fect Criminal:* your cat familiar is adept at stealing small objects and bringing them to you.
- *Nature's Little Sadist:* your cat familiar is especially good at killing small creatures and distracting larger ones. If it is aiding you with an opponent, you may add its level to your physical attacks.
- *The World Is My Toy Box:* trait bonus for distracting people or getting good reactions by being a 'cute kitty'.

Dog

Large Dog:

Suggested Attributes: Str 14 (+4), Dex 12 (+1), Con 15 (+2),
Int 10 (0), Wis 12 (+1), Cha 9 (-1)

Size: M

Movement: 18 (+4)

AC: level+12 (level+1)

MD: level+12 (level+1)

Attacks: Bite & Claw +level+4 (+1d4)

Ranges: Hand (Bite & Claw)

Small Dog:

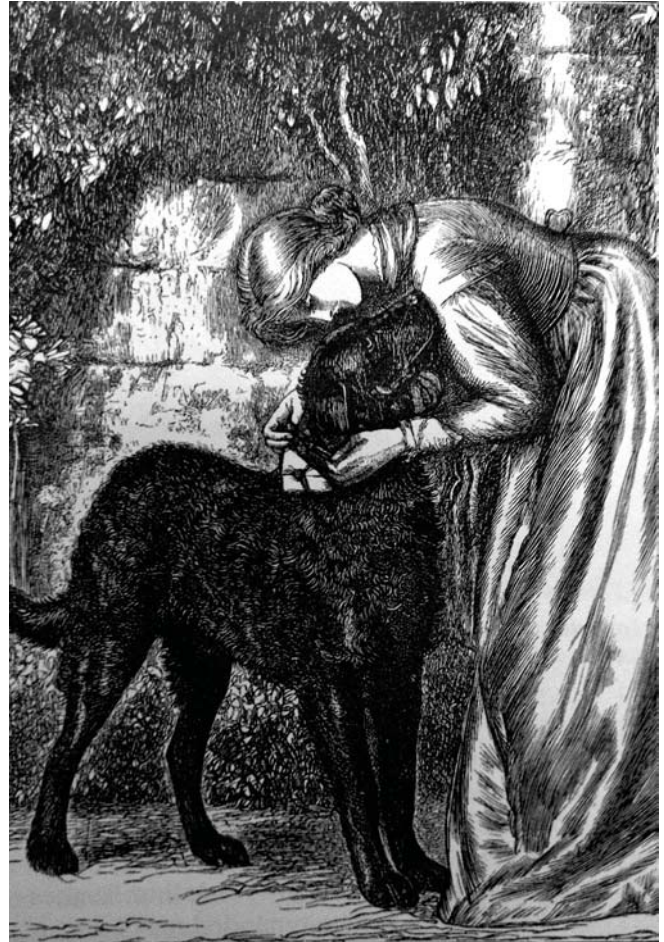
Suggested Attributes: Str 9 (-1), **Dex 14 (+4)**, Con 15 (+2), **Int 10 (0), Wis 12 (+1), Cha 12 (+1)**

Size: S

Movement: 15 (+2)

AC: level+16 (level+6)

MD: level+10 (level-1)



Arthur Hughes

Attacks: Bite & Claw +level+4 (scratch damage only)

Ranges: Hand (Bite & Claw)

Dog Traits

- *Lassie, come home:* can always find its way home.
- *+ A hound's nose:* can track by scent, and scent fear/nervousness/anger.
- *Sic 'Em:* your dog companion is especially helpful when aiding you against a specified target. You may add the dog's level when it assists you in attacking the specified target.

Large Dog Traits

- *Dogged Tenacity:* your dog companion can latch onto Medium creatures or smaller, slowing them down or preventing them from moving. When attacking, it may slow an opponent on a minor effect, halt their movement on a major effect, or pin them on an extreme effect.

Small Dog Traits

- *Ratter:* can fit into small holes, and is comfortable going into rat tunnels, etc.

Dog Advancements

- **Hard to Catch:** your dog has learned to use its size, speed, and any obstacles in the area to best advantage, making it very difficult to catch and grab onto - or to hit. This is a stance: when not attacking, the dog may use this trait for a full Hit Dice bonus to its Physical Defence.
- **Digger:** your dog loves to dig holes, and has experience in doing so.
- **War Dog:** your companion has been trained to wear and use armour. It receives an armour proficiency bonus. Further, it has been trained in the common war dog commands: attack, pin down, release, guard, stay, bite, heel, and 'no!' It also receives this as a secondary trait bonus on attacks.
- **Stealth Training** (requires *War Dog*): your war dog has further been trained to know the commands: enter (a building), stay quiet, bark, go to kennel, and eat. It receives a trait bonus when sneaking or hiding.
- **Last Stand:** if you are unconscious or immobile, your dog will automatically come to guard you unless otherwise ordered. You may also order it to do so for an ally. When doing so, it gains a goal of "Protect <that person>", and will not go unconscious at 0 PHP; it will continue to fight until killed, or ordered to stop by you or an ally it recognizes.
- **By the Master's Command:** your dog has been well-trained to obey only you and authorized persons. It receives a trait bonus when resisting mental attacks attempting to compel it to follow someone else's commands or disobey a command it has been given. This should be interpreted broadly - for example, trying to scare the dog away from something it has been commanded to guard would fit.
- **Hated Enemy:** your companion has been trained to act violently towards a particular creature or racial type, and may use this as a trait bonus when in combat with said type and for tracking or sensing said type. This advancement may be taken multiple times, but each type is subject to GM approval. (In particular, there must have been chances to expose the dog to the type in question!)

Dolphin

Suggested Attributes: Str 11 (0), **Dex 16 (+6)**, Con 13 (+1), Int 10 (0), Wis 12 (+1), Cha 10 (0)

Size: L

Movement: 18 (+4) swim

AC: level+16 (level+6) (armour +2, size -2)

MD: level+14 (level+3) (size +2)

Attacks: Ram +level+6 (+1d4 +stun +push), Bite +level+6 (+1d3), Deafening Click +level+1 (+pain + deafness +stun; only against underwater opponents)

Ranges: Hand (Ram, Bite), lose (Deafening Click)

Dolphin Traits

- **Dolphin-skinned:** the dolphin's slippery skin gives it a trait bonus when resisting grapple attempts.
- **Layer of Fat:** a layer of fat under the skin provides both protection (+2 armour, already included above) and helps insulate, providing cold resistance.
- **Echolocation:** the dolphin can 'see' ahead of it even in darkness, using sound waves, and has very sensitive hearing. However, it has no effective sense of smell.
- **Unsleeping:** while dolphins do sleep, they do so with half their brain at a time, remaining alert with the other half. Use this as a trait bonus to notice anyone sneaking up and so forth when the dolphin is 'asleep'.
- **Sea Dweller:** will dry out on land, losing one point of CON per hour, dying at zero CON.

Dolphin Advancements

- **Rideable:** your dolphin can carry you on its back. Count it as having the load-bearer trait for this purpose only.
- **Communication:** your dolphin has learned to make the sounds of human (or elven, dwarven, etc.) language. Pick one language that your dolphin knows.

Master Advancements

- **Shared Sonar:** working with your dolphin, you have learned to listen for the echolocation clicks. When underwater with your dolphin, you can use this as a trait bonus to your perception.
- **Ocean Knight** (requires a dolphin with *Rideable*): you have learned to fight from dolphin-back. Working together, you are eligible for the mounted action benefits (M&M p 83).

Dragonet

Suggested Attributes: Str 6 (-2), **Dex 14 (+4)**, Con 13 (+1), Int 14 (+2), Wis 12 (+1), Cha 13 (+1)

Size: S

Movement: 6 (-2), 24 (+7) fly

AC: level+16 (level+6)

MD: level+10 (level-1)

Attacks: Bite +level+2 (+1d4), Sting+level+4 (+1d4 +poison)

Ranges: Hand (Bite), close (Sting)

Dragonet Traits

- **Chameleon power:** can blend in with the background, becoming nearly invisible.
- **Bat-winged.**
- **+ Magic resistance.**
- **Poison Sting:** sting has a cataleptic poison (simple hazard: Tough (+5), catalepsy for 1-6 days, physical)

Dragonet Advancements

- + *See Invisible Things*: can make checks to attempt to see invisible creatures and things.
- + *Share Magic Resistance*: the dragonet can share its magic resistance with one creature it is touching. This allows them to add the dragonet's level to their physical or mental defence against spells, or to use it to decrease the effect points of a spell that is affecting them that does not go against physical or mental defence.
- *Regal Presence*: when carrying your dragonet, gain a +1d4 weapon bonus for social attacks.
- *Transformation* (epic scale): your little dragon is growing up! (Sniff!) It goes away for about six months of game time, but after that, you now have a dragon for a companion! Unfortunately, since your dragonet didn't want to stay away from you long enough to properly transform, you have a lesser dragon. Remove *chameleon power*, *magic resistance*, and *poison sting*, but add *load bearer* and *steed* from the horse traits.

Change the stat block to:

Suggested Attributes: Str 20 (+10), Dex 10 (0), Con 13 (+1), Int 12 (+1), Wis 12 (+1), Cha 7 (-2) (includes attribute point gains gotten at 5th and 10th level)

Size: L (20' long)

AC: level+14 (level+8) (armour 6)

MD: level+10 (level-1)

Attacks: Claw +level+10 (+1d4), Bite +level+10 (+1d8), Breath Weapon +level+Str bonus (+3d6), Roar +level+Str bonus

Ranges: Hand to close (Claw), close to reach (Bite), hand to

short (Breath Weapon), hand to medium (Roar)

Roll 1d8 to determine the breath weapon type: 1: fire, 2: cold, 3: acid, 4: poison cloud, 5: lightning, 6: steam, 7: lava spray, 8: blast of sand/salt. Lesser dragon breath weapons are single-target attacks.

Eagle

Suggested Attributes: Str 3 (-4), Dex 15 (+4), Con 12 (+1), Int 8 (-1), Wis 14 (+2), Cha 9 (-1)

Size: S

Movement: 30 (+10); 6 (-2) when not flying

AC: level+17 (level+6)

MD: level+12 (level)

Attacks: Talons +level+4 (+1d3), Bite +level+4 (+1d4), Harry +level+4, Intimidating Cry +level+2

Ranges: Hand (Talons, Bite), close (Harry), up to short (Intimidating Cry)

Eagle Traits

- + *Eagle-eyed* (replaces low-light vision): can see clearly for great distances.
- *Wings of an eagle*.
- *Skydiver*: may use Movement bonus when closing with a foe; also, can move, attack, and move away in one turn.
- *Death From Above*: an eagle's favoured tactic when attacking prey or an enemy of its master.

Eagle Advancements

- *Stunning Thunderclap*: add Stunning Thunderclap attack: +level+4.
- + *Regal Presence*: your eagle grants a +1d4 weapon bonus for social attacks. If you take this as a master advancement, you gain the bonus even when your eagle is not with you.

Elephant (heroic scale)

Suggested Attributes: Str 30 (+10), Dex 8 (body)/12 (trunk) (-1/+1), Con 16 (+6), Int 2 (-4), Wis 13 (+1), Cha 7 (-2)

Size: L+

Movement: 14 (+2)

AC: level+8 (level-1) (armour +2, size -2)

MD: level+15 (level+3) (size +2)

Attacks: Tusk +level+STR (+2d6), Trunk +level+STR (+1d8 +*grab* +*grapple*), Stomp +level+STR (+1d10)

Ranges: Close to reach (Trunk), reach (Tusk), hand to close (Stomp)

Elephant Traits

- *Steed*: can carry the master, and master and companion are eligible for the mounted action benefits on page 83 of the core M&M book.



- *Load-bearer*: can carry twice the standard weight for its strength.
- *War-trained*: will not shy from battle; counts as trait to resist fear and intimidation attacks when in battle.
- *Toughened Skin*: an elephant's skin counts as armour +2 (already included above)

Elephant Advancements

- *Multiple Fighting*: your elephant can make more than one attack per round. This grants a second attack each round.
- *Berserker Rage*: your elephant can be goaded into a rage. In this state, it will attack the nearest foe(s) within Short range, moving to them if necessary. It makes five attacks per round, but no more than two against a single opponent. Exiting the rage requires a major effect; a major effect or consequence can also place it into the rage. If there are no foes within short range while it is enraged, the elephant will instead attack the nearest ally or allies.
- *Trample*: make up to four stomp attacks in one round, but no other attacks; must be moving at full normal movement or higher.
- *War Platform*: your elephant has been trained to carry a war platform. This increases its weight limit to triple instead of double normal, and provides space for up to four man-sized creatures.
- *Trumpet*: the following attack is gained: Intimidating Trumpeting +level+STR (+1d10 +*fear* +*deafness* +*disoriented*); range is any.

Ferret

Suggested Attributes: Str 3 (-4), **Dex 17 (+6)**, Con 12 (+1), Int 14 (+2), Wis 14 (+2), Cha 12 (+1)

Size: S

Movement: 12 (+1), 9 (-1) climb

AC: level+19 (level+8)

MD: level+12 (level)

Attacks: Claws & Teeth +level+6 (scratch damage only), War Dance +level+6 (+1d4 +*confused*)

Ranges: Hand (Claws & Teeth), up to short (War Dance)

Ferret Traits

- + *Amazingly flexible*.
- + *Ferret it out*: trait bonus when searching for things.
- + *Excellent climber*.
- *Too Small to Notice*.

Ferret Advancements

- *Master Escape Artist*: ferrets can escape from almost anything. If your companion is aiding you in escaping confinement or bonds of some kind, you may lower the difficulty of the escape check by the ferret's level.

- *Little Thief*: your ferret loves stealing small, shiny objects. This is to your advantage when you want it to steal something that fits that description, but can also be a source of hero points for you when it complicates your life by stealing and hiding your stuff.

Gryphon (heroic scale)

Suggested Attributes: Str 22 (+12), Dex 15 (+2), Con 16 (+3), Int 5 (-3), Wis 13 (+1), Cha 8 (-1)

Size: L

Movement: 12 (+1), 30 (+10) fly

AC: level+17 (level) (armour +4, size -2)

MD: level+15 (level+3) (size +2)

Attacks: Claws +level+12 (+2d6), Bite +level+12 (+2d6), Cry Challenge +level+12 (+1d8 +*fear*)

Ranges: Hand to close (Claws), hand (Bite), any (Cry Challenge)

Gryphon Traits

- *Steed*: can carry the master, and master and companion are eligible for the mounted action benefits on page 83 of the core M&M book.
- *Bird-winged*.
- *Load-bearer*: can carry twice the standard weight for its strength, even when flying.
- + *Eagle-eyed* (replaces low-light vision): can see clearly over great distances.

Gryphon Advancements

- *Stunning Thunderclap*: your gryphon gains the attack Stunning Thunderclap +level+12 (+1d8 +*stun* +*deafen*; no actual damage inflicted). This is an area effect attack against all within Reach range.
- + *Regal Mount*: your gryphon grants +6 armour and +1d8 damage in social combat. If you take this as a master advancement, you gain these even if your gryphon is not present.
- *Stoop*: your gryphon can half-move, attack, then half-move again when flying.

Hippogriff (heroic scale)

Suggested Attributes: Str 18 (+8), Dex 14 (+2), Con 13 (+1), Int 4 (-3), Wis 12 (+1), Cha 12 (+1)

Size: L

Movement: 20 (+5), 30 (+10) fly

AC: level+12 (level)

MD: level+10 (level-1)

Attacks: Talons+level+8 (+1d6), Diving Attack +level+8 (+2d6), Bite +level+8 (+1d8), Harry +level+8

Ranges: Close (Talons, Diving Attack), hand (Bite), close to reach (Harry)

Hippogriff Traits

- *Steed*: can carry the master, and master and companion are eligible for the mounted action benefits on page 83 of the core M&M book.
- *Bird-winged*.
- *Load-bearer*: can carry twice the standard weight for its strength, even when flying.
- + *Eagle-eyed* (replaces low-light vision): can see clearly over great distances.

Hippogriff Advancements

- *Knows the Way*: pick a location. The hippogriff knows how to get there, and can be commanded to go there. When so commanded, it will go there at best reasonable speed, considering the distance to the location. This advancement may be taken multiple times, adding a new location each time.
- *A Most Noble Steed*: your hippogriff grants you a +1d4 weapon bonus for social combat when it is with you; when astride it, you have +2 social armour.
- *Intimidating Cry*: your hippogriff can make the attack Intimidating Cry +level+STR. This has a range of Short.
- *Fiercely Loyal*: will not tolerate anyone to approach besides its master or those introduced to it as friends by its master.

Horse, War

Suggested Attributes: Str 20 (+10), Dex 14 (+2), Con 15 (+2), Int 3 (-4), Wis 14 (+2), Cha 6 (-2)

Size: L

Movement: 24 (+7)

AC: level+12 (level)

MD: level+16 (level+4)

Attacks: Hooves +level+10 (+1d4), Rear and Kick +level+10 (+2d4, -4 to AC), Bite +level+10 (+1d10)

Ranges: Close (Hooves, Rear and Kick), hand (Bite)

Horse Traits

- *Steed*: can carry the master, and master and companion are eligible for the mounted action benefits on page 83 of the core M&M book.
- *War-trained*: will not shy from battle, and will fight to get to and protect its master.
- *Load-bearer*: can carry twice standard weight for its strength.

Horse Advancements

- *Knows the Way*: pick a location. The horse knows how to get there. When commanded, it will go there at best reasonable speed, considering the distance to the location. This may be taken multiple times, adding a new location each time.
- *A Noble Steed*: your warhorse grants a +1d4 weapon bonus for social combat.



- *Hoof Boots*: in addition to horseshoes, you have hoof boots for your horse, and it is accustomed to wearing them. This grants resistance to caltrops, hot coals, and so forth, as hard boots do for humans. Unlike horseshoes, hoof boots are not nailed on, and can be lost. They are also normally removed when the horse is resting.

Lion

Suggested Attributes: Str 18 (+8), Dex 17 (+3), Con 15 (+2), Int 4 (-3), Wis 12 (+1), Cha 6 (-2)

Size: M

Movement: 24 (+7)

AC: level+17 (level+3)

MD: level+12 (level+1)

Attacks: Claws +level+8 (+1d6); Bite +level+8 (+1d8); Roar +level+8 (+fear)

Ranges: Hand, close (Claws), hand (Bite), up to long (Roar) (see Roars sidebar, p 40)

Note that at first level, a lion is likely not yet fully-grown - thus, the reduced Strength and size of M.

Lion Traits

- + *Regal presence*: your lion grants a +1d6 weapon bonus for social attacks. If you take this as a master advancement, you gain the bonus even when your lion is not present.
- + *Cooperative hunter*: used to working as part of a group, a lion can take a trait bonus when helping its master or master's group in combat or hunting.
- *Fast and powerful*: can make leaps of up to 30ft, and is extremely fast.
- + *Climber*: young lions are excellent at climbing trees.

Lion Advancements

- *King of Beasts* (heroic scale): your lion grows to size L, with the associated adjustments. If a male, it gains its mane. Whether male or female, it may use this as an additional trait when cowering or threatening any other animal, for full level bonus. Its damage dice increase to 2d4 (claws) and 2d6 (bite). It loses the *Climber* trait.
- *Pride* (heroic scale, requires King of Beasts): your lion becomes leader of a pride, gaining Followers of its own, as per the Followers advancement. Its followers are other lions of the pride.

Monkey, Capuchin

Suggested Attributes: Str 7 (-2), **Dex 16 (+6)**, Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 12 (+1)

Size: S

Movement: 10 (+0), 16 (+3) climb

AC: level+18 (level+8)

MD: level+10 (level-1)

Attacks: Slap +level+6 (scratch damage only), Howl +level+1 (+1d4 +intimidate, see below), Taunt +level+1 (+1d4 +infuriate)

Ranges: Hand (Slap), up to medium (Howl), reach (Taunt)

Capuchin Monkey Traits

- *Monkey See, Monkey Do:* monkeys are quick learners, and rarely have to be shown something twice.
- *Cage-breaker:* notorious for getting out of cages, a monkey companion can take a trait bonus for escaping any sort of captivity - or breaking into places.
- *+ Driving Your Foes Bananas:* your monkey companion is excellent at making noise, jumping on people, pulling on them and smacking them, and doing other things to distract your foes in combat. When it is helping you in combat, it gets a trait bonus to do so.

Capuchin Monkey Advancements

- *+ Always monkeying around:* take a trait bonus for entertaining people - and a hero point when this causes a problem with trying to have serious conversation.
- *High Sneaker:* people rarely look up. Your monkey has learned how to take advantage of this, sneaking about by moving from high point to high point, taking advantage of its small size, agility, and jumping ability.

Octopus

Suggested Attributes: Str 7 (-2), **Dex 18 (+8)**, Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 9 (-1)

Size: S

Movement: 9 (-1), 18 (+4) swim

AC: level+20 (level+10)

MD: level+10 (level-1)

Attacks: Grab +level+8 (scratch damage only +trip)

Ranges: Hand (Grab)

Octopus Traits

- *Idle hands are the Devil's playground:* octopus companions almost always feel the need to be holding onto something with their tentacles. They are also fond of shiny objects, and may grab them and make off with them.
- *Cage-breaker:* octopus companions are excellent at reaching through bars and opening things... such as latches.
- *Ink sac:* can release an ink cloud into water. Difficulty 25 to see through; infravision, low-light vision, etc. do not provide a bonus against this. Octopus ink also suppresses the sense of smell. This cloud affects all within Close range of the Octopus. Roll 1d4; on a 1, the octopus is now out of ink, and may not use this again for 24 hours.
- *Suckers:* grip strength of 12 (+1) when holding onto an object with its tentacles. Their suckers also have taste buds, allowing octopuses to taste anything they are holding.
- *Sea Dweller:* will dry out on land, losing one point of CON per ten minutes, dying at zero CON.

Octopus Advancements

- *Automising Limbs:* your octopus can drop limbs at will and regenerate one per day.
- *Squirt Ink:* your octopus companion can squirt ink at a land-based target up to Reach. Make the attack "Spray Ink +level+8 (+1d10 +blind, no damage)". This counts as a use of *Ink Sac*.
- *Colour Change:* can change coloration, giving a trait bonus when hiding.
- *Ink Blobs:* by combining mucous with its ink, your octopus can create floating blobs of ink, of about its own size, which will stay together for an extended period of time. When using this to escape, your octopus gains a trait bonus which adds half level when used as a secondary trait.

Pegasus (heroic scale)

Suggested Attributes: Str 18 (+4), **Dex 14 (+2)**, Con 13 (+1), Int 4 (-3), Wis 12 (+1), Cha 12 (+1)

Size: L

Movement: 24 (+7), 36 (+13) fly

AC: level+12 (level)

MD: level+10 (level-1)

Attacks: Hooves +level+4 (+1d6), Diving Attack +level+4 (+2d6), Bite +level+4 (+1d8)

Ranges: Close (Hooves, Diving Attack), hand (Bite)

Pegasus Traits

- *Steed:* can carry the master, and master and companion are eligible for the mounted action benefits on page 83 of the core M&M book.
- *Bird-winged.*

- *Load-bearer*: can carry twice the standard weight for its strength.

Pegasus Advancements

- *Knows the Way*: pick a location. The pegasus knows how to get there, and can be commanded to go there. When so commanded, it will go there at best reasonable speed, considering the distance to the location. This advancement may be taken multiple times, adding a new location each time.
- *A Most Noble Steed*: your pegasus grants a +1d6 weapon bonus for social combat; when astride it, you have +2 social armour.
- *Combat Trained*: your pegasus has learned to fight! Choose STR or DEX as its primary attribute; if you choose DEX, treat it as having Finesse on its attacks as well now. Either way, if you and it have the same primary attribute, then you can take the primary attribute doubling when performing mounted actions with that attribute.
- *Hoof Boots*: in addition to horseshoes, you have hoof boots for your pegasus, and it is accustomed to wearing them. This grants resistance to caltrops, hot coals, and so forth, as hard boots do for humans. Unlike horseshoes, hoof boots are not nailed on, and can be lost. They are also normally removed when the horse is resting.

Rat

Suggested Attributes: Str 2 (-4), **Dex 16 (+6)**, Con 14 (+2), Int 16 (+3), Wis 14 (+2), Cha 10 (0)

Size: S

Movement: 12 (+1)

AC: level+18 (level+8)

MD: level+12 (level)

Attacks: Bite & Scratch level+6 (scratch damage only)

Ranges: Hand (Bite & Scratch)

Rat Traits

- *Always a Way In*: rats can squeeze through very small openings.
- *Too Small to Notice*.
- *+ Extremely Keen Nose*: rats have one of the strongest senses of smell, being capable of sniffing out poisons and even smelling whether or not someone is ill.
- *+ Can Eat Almost Anything*.

Rat Advancements

- *Secret Speech*: rats normally communicate with sounds above the range of human hearing. When your rat speaks to you or to other rats, others cannot hear it.
- *A Bad Reputation*: people are afraid of rats, and especially one that looks like yours. Your rat companion may use DEX to frighten people (and elephants) when scurrying underfoot.
- *Swarm*: you don't just have one rat - you have a lot. Your rat swarm acts as above, but is no longer restricted to doing scratch damage. Further, use this as a trait bonus for them when numbers would be helpful.
- *Huge Swarm* (heroic scale, requires *Swarm*): you've got dozens of rat followers - maybe a hundred or more. Your rats can swarm over a Medium-sized or smaller creature, slowing them down on a minor effect from an attack, halting their movement on a major effect, or pinning them on an extreme



effect. You can also divide the swarm's attacks, treating it as an area effect attack.

Raven

Suggested Attributes: Str 3 (-4), **Dex 16 (+6)**, Con 12 (+1), Int 16 (+3), Wis 16 (+3), Cha 9 (-1)

Size: S

Movement: 6 (-2), 24 (+7) fly

AC: level+18 (level+8)

MD: level+14 (level+4)

Attacks: Peck with Beak +level+6 (scratch damage only), Taunting Cry +level+1 (+1d6 +*nevermore*)

Ranges: Hand (Peck with Beak), close to short (Taunting Cry)

Raven Traits

- *Nevermore:* raven companions can speak Common (or another language of the master's choice that the master also knows). Whether they communicate anything you want to hear is something else.
- *The Eyes Have It:* but who know what it is? Regardless, a raven companion will always go for an opponent's eyes when directed to attack. Since most creatures are very protective of their eyes, this gives a full extra trait bonus when the raven is trying to distract a foe.
- *Keeper of Secrets:* ravens are known for knowing secrets. Use this for a trait bonus to know secret knowledge, or to keep a secret.

Raven Advancements

- *Master's mouthpiece:* your raven can speak and understand any language you know. When you are using a mental link to sense through your raven, you may also dictate its speech.
- *Ghost sight:* your raven has the supernatural ability to see spirits and invisible things.

Skunk

Suggested Attributes: Str 10 (+0), **Dex 14 (+4)**, Con 13 (+1), Int 15 (+2), Wis 14 (+2), Cha 6 (-2)

Size: S

Movement: 12 (+1)

AC: level+16 (level+6)

MD: level+14 (level+2)

Attacks: Scratch & Bite +level+4 (scratch damage only), Spray +level+4 (+3d6 +*horrible stench*; cone, ignores armour; usable twice per day), Threaten Spray +level+4 (+2d10 +*leave the skunk alone*)

Ranges: Hand (Scratch & Bite), up to reach (Spray, Threaten Spray)

Skunk Traits

- *Oh God the Smell:* you may use this to gain hero points by having your companion's scent cause problems for you.

- *+ Not Afraid of You:* skunks do not suffer the usual size penalty against mental attacks. A master taking this trait may use it to resist fear and intimidation attacks.
- *Digger:* skunks are excellent diggers, and can take a trait bonus when digging.
- *+ Immunity to Scent Attacks.*

Skunk Advancements

- *+ Casual unconcern:* your skunk is never fazed by anything. Take this as a trait bonus when trying to concentrate on a task - this does not, however, aid in spellcasting in melee, since part of that is the chance of being bumped or struck while casting.
- *+ You know what I can do:* most creatures know better than to mess with a skunk; take this as a trait bonus when persuading someone to back off.

Snake, Constrictor

Suggested Attributes: **Str 17 (+6)**, Dex 17 (+3), Con 13 (+1), Int 10 (0), Wis 12 (+1), Cha 3 (-4)

Size: M

Movement: 9 (-1), 6 (-2) climb

AC: level+17 (level+3)

MD: level+12 (level+1)

Attacks: Grapple +level+6 (no damage), Constrict (+1d6 +*asphyxiation*; only after successful Grapple), Hiss +level+6 (+1d6 +*fear*)

Ranges: Hand (Grapple), up to reach (Hiss)

Constrictor Snake Traits

- *I Just Want a Hug:* non-rigid armour does not protect against a constrictor's Grapple or Constrict attack.
- *A Lot to Swallow:* may swallow creatures Small-size or smaller.
- *Just Dropping In On You:* trait bonus to perform surprise attacks by dropping onto a target.
- *Cold-blooded:* cold-based attacks can generate slow and paralysis effects against snakes.

Constrictor Snake Advancements

- *Always a way in:* your snake has learned to take advantage of its flexible and narrow body to get into and out of places.
- *Wow that's big:* your constrictor has grown enough to swallow creatures Medium-size or smaller.

Snake, Viper

Suggested Attributes: Str 6 (+2), **Dex 18 (+8)**, Con 13 (+1), Int 10 (0), Wis 16 (+3), Cha 6 (-3)

Size: S

Movement: 9 (-1), 6 (-2) climb

AC: level+20 (level+10)

MD: level+14 (level+1)

Attacks: Bite +level+8 (+1d6 +venom), Hiss or Rattle +level (+1d6 +fear)

Ranges: Hand (Bite), up to reach (Hiss/Rattle)

Viper Snake Traits

- *Infravision* (replaces low-light vision): vipers can 'see' the body heat of warm-blooded animals.
- *Speed of a striking snake*
- *Cold-blooded*: cold-based attacks can generate slow and paralysis effects against snakes.
- *Venom*: define whether your snake has a blood venom or a nerve venom. You may use effect points from your snake's bite to create appropriate consequences.

Viper Snake Advancements

- *Always a way in*: your snake has learned to take advantage of its flexible and narrow body to get into and out of places.
- *Spitting Snake*: your viper can spit its venom, allowing it to effectively Bite at Close and Reach ranges

Squirrel, Flying

Suggested Attributes: Str 1 (-5), Dex 14 (+4), Con 10 (0), Int 2 (-4), Wis 10 (0), Cha 8 (-1) -45

Size: S

Movement: 12 (+1), 12(+1) climb, 20 (+5) glide

AC: level+16 (level+6)

MD: level+8 (level-2)

Attacks: Bite +level+4 (scratch damage only)

Ranges: Hand (Bite)

Flying Squirrel Traits

- *And away we go*: as a flying squirrel, your companion can get from place to place quite easily.
- *Always a few more nuts*: squirrels are well known for keeping caches everywhere. Yours doesn't just cache nuts, though, it caches all sorts of useful things. Use this as a trait bonus to have something you need when you need it - or to get a hero point by having your squirrel have taken something you need!
- *Nobody notices a squirrel*: your squirrel gains a trait bonus to be inconspicuous or hidden when outdoors.

Flying Squirrel Advancements

- *Fly and grab*: your squirrel has learned to pick up small objects while flying.
- *+ Predator sense*: somehow, your squirrel knows when there are predators around. Take a trait bonus on alertness/perception tests that involve predators.



Rebecca Sinz, elvenstart.com

Unicorn (epic scale)

Suggested Attributes: Str 18 (+4), Dex 14 (+2), Con 14 (+2), Int 10 (0), Wis 13 (+1), **Cha 18 (+8)**

Size: L

Movement: 24 (+7)

AC: level+12 (level) (size -2)

MD: level+15 (level+3) (size +2)

Attacks: Hooves +level+4 (+1d6), Horn +level+4 (+1d8+2)

Ranges: Close (Hooves), close to reach (Horn)

Unicorns sometimes form a bond with a maiden of pure heart, and choose to leave their home to accompany that maiden for a brief time - which, since unicorns are immortal, may be decades. To gain a unicorn companion, a character must be female (unless the GM decides to allow otherwise), and must have a trait of *virginal and innocent* or something sufficiently similar.

Unicorn Traits

- *Load-bearer*: can carry twice the standard weight for its strength.

- *Pure and Innocent*: and will only become a companion of a Good-aligned woman with an appropriate trait. This may be used as a trait against appropriate mental attacks, and against poison, disease, and death magic. The unicorn will not allow anyone other than its master, or another woman or girl of similar virtue (Good-aligned and with an appropriate trait), to approach more closely than Reach range. It will attack anyone who attempts to do so.
- *Steed*: can carry the master, and master and companion are eligible for the mounted action benefits on page 83 of the core M&M book.
- *Healing*: a unicorn has minor healing powers. Treat as a cleric's *cure light wounds*, making a spellcasting check with Charisma. Effect points may be used to remove diseases and poison effects, at the usual rates. This may be done (level / 2) times per day. Multiple uses can be used at once, allowing the unicorn to add more than 1d8 to the effect points (i.e., add 2d8 by using two uses, 3d8 by using three, and so forth). It must touch the subject with its horn to do this.

Unicorn Advancements

- *Blinking*: your unicorn may teleport short distances. Normal movement may be described as teleportation, allowing movement checks to reach normally inaccessible areas (e.g., the other side of a chasm) on a major effect.
- *The Powers of Good*: your unicorn has become more resistant to poison, disease, and death magic, now counting as fully resistant to them (twice level bonus) rather than simply having a trait.
- *Protection from Evil*: as paladin (see M&M page 18).
- *Proof of Purity*: your unicorn grants you a +1d4 weapon bonus for social combat; when astride it, you have +6 social armour.
- *Resurrection* (legendary scale): by using up all its healing for the day, your unicorn can return a recently-deceased (within the last day) creature to life.

Wolf

Suggested Attributes: Str 13 (+1), Dex 15 (+4), Con 15 (+2), Int 10 (0), Wis 12 (+1), Cha 7 (-3)

Size: S

Movement: 18 (+4)

AC: level+19 (level+8) (armour +2)

MD: level+10 (level-1)

Attacks: Bite and Claw +level+4 (+1d6); Bloodcurdling Howl +level+2 (+1d6 +*demoralise*)

Ranges: Hand to close (Bite and Claw), up to medium (Bloodcurdling Howl)

Wolf Traits

- *Pack loyalty*: your wolf treats your allies as if they were you for the purpose of advancements that allow it to "assist the master" and so forth.

War Unicorns

In some settings, elf maidens and others may ride war unicorns. These are typically less powerful than those seen here. Treat either as a war horse with the *Pure and Innocent* trait added and a horn attack, or take this unicorn, remove primary attribute status from Charisma, and substitute the *combat trained* trait (as per the pegasus) for healing.

- + *Cooperative Tactics*: a wolf gains a trait bonus when assisting its master in combat.
- + *Run Down Prey*: trait bonus to all attempts to keep up with a running target, or to slow down or trip up one.
- + *Wolf's Senses*: wolves have extremely good smell and hearing, and good vision.

Wolf Advancements

- *Pack* (heroic scale): your wolf becomes leader of its own pack, gaining Followers of its own. These followers are other wolves.
- + *Wolfing it down*: your wolf can eat exceptionally quickly, when needed.

INDEX BY LEVEL/HIT DICE

For convenience, monsters from the main M&M book are included; asterisked (*) page references are to that book.

0

Cat, Domestic	20
Ferret	65
Monkey, Capuchin.....	95
Raven	109
Skunk.....	117
Squirrel, Flying.....	120

1

Bandit	11
Bee Swarm.....	17
Bobcat	19
Dog, Common.....	43
Goblin Warrior.....	74
Eagle.....	50
Eel, Electric	51
Merfolk Commoner	92
Orc Rabble	108*
Rat, Giant.....	108
Skeleton.....	108*
Snake, Viper.....	119
Strix	121
Town Guard.....	123
Wolverine	137

2

Ant, Giant, Worker	10
Dolphin	44
Dragonet.....	103*
Dryad (Hamadryad).....	103*
Goblin Trader.....	73
Lizard Man	105*
Mosi Thrall	97
Orc Warrior	108*
Octopus.....	102
Rat, Man-Sized.....	132
Rat Swarm	109
Wolf.....	135
Zombie	111*

3

Ant, Giant, Soldier	10
Bat, Giant.....	15
Dog, War	43
Elemental, Wood (Writhecopse), Seedling	59
Ghoul.....	68
Goblin Shaman.....	72
Hobgoblin Warrior	80

Horse, Riding	81
Moonworm.....	106*
Orc Champion	107*
Snake, Constrictor.....	118
Unfortunate Shade.....	67
Wendigo	69
Wererat	131
Wolf, Dire	110*

4

Ant, Giant, New Queen.....	10
Bear, Black	15
Centaur, Warrior	22
Crocodile	24
Draconic	102*
Gargoyle	103*
Giant Spider	104*
Goblin Bat-Rider.....	71
Goblin Wolf-Rider	75
Harpy	79
Hell Hound	80
Horse, War	81
Merfolk Captain (Zeyno)	93
Mosi Adventurer	96
Ogre	107*
Unicorn	109*
Werewolf	109*
Wight	110*

5

Ape, Carnivorous.....	11
Centaur, Druid	22
Faun	64
Giant Snake	104*
Hippogriff.....	104
Kobolds, Ship	85
Lion.....	90
Nymph, Water (Nereid)	101
Pegasus	103
Psyche Lasher (Nocellid), Hostless	107
Rat King.....	108
Scorpion, Giant.....	113
Shark	116
Tanuki	122
Wolfwere	136

6

Banshee	12
Bear, brown (Grizzly).....	16
Kitsune	83
Kobolds, Mining	84

Medusa	105*
Merfolk Princess (Shanne)	92
Minotaur	106*
Mummy	106*
Nightmare	98
Redcap	110
Rüstungsspuk (Armour Guardian)	112
Spirit of Vengeance	68
Town Watch	123
Troll	109*
Wolfpack	136

7

Ant, Giant, Mature Queen	9
Demon, Flenser	28
Demon, Incubus	30
Eagle, Giant	50
Elephant	59
Gryphon	78
Lamia, Sea	87
Mimic	93
Nymph, Wood (Dryad)	101
Piranha Swarm	105
Poltergeist	67
Serpent Man (Yisisir) Warrior	115
Strix Swarm	122
Werebear	130

8

Demon, Shadow	32
Elemental, Air (Zephyr)	53
Elemental, Earth (Chthon)	54
Elemental, Fire (Salamander)	55
Elemental, Metal (Mercurial)	56
Elemental, Water (Undine)	57
Elemental, Wood (Writhecopse)	58
Hill Giant	104*
Rusalka	111
Strix, Greater	122
Vampire, Lesser	129

9

Annis	8
Blackwood's Forest	18
Chimaera	23
Cyclops	25
Desert Orc Band	88
Dinosaur, Sharptooth (Allosaur)	40
Goblin Bat-Rider Unit	72
Goblin Wolf-Rider Cavalry	75
Haunt	66
Invisible Stalker	83
Mammoth	61
Psyche Lasher (Nocellid)	106

Sea Serpent	113
Will-o'-the-Wisp	134

10

Basilisk, Greater	14
Blackwood	18
Bonnacon	19
Dragon, Sea	48
Goblin Army	75
Serpent Man (Yisisir) Magus	115
Shark, Giant	116
Stone Giant	70
Tulpa, Watchers from Without	126

11

Demon, Ice	29
Elemental, Aether (Caeles)	52
Empyrean, Custodi	61
Furies	79
Golem, Clay	77
Hydra	82
Lizard Man Army	88
Merfolk Ship Stoppers	91
Tulpa, Lurker in the Dark	126

12

Banshee Queen (Aibell)	13
Demon, Storm	34
Dragon, Adult	47
Empyrean, Soldati	62
Lamia, Desert	87
Oliphant	61
Treant	124
Tulpa, Eternal Devourers	125

13

Demon, Rimeshade	30
Dinosaur, Dragon Tortoise (Ankylosaur)	38
Dinosaur, Spikehead (Triceratops)	41
Empyrean, Terrestri	63
Orcish Legion	33
Vampire Noble	129

14

Death Knight (Falcatus the Dread)	26
Dinosaur, Land Dragon (Tyrannosaur)	39
Mosi Ring (Yggmýrr)	97
Nightwalker (Shadow Titan)	99
Whale, Killer	133

15

Demon, Shadowflame	33
Dragon, Old	48
Elemental, Void (Ortum)	57

Mimic, Greater	94
Storm Giant	70
16	
Lich (Kaltraxis the Damned)	89
Squid, Giant	120
17	
Golem, Bronze	76
18	
Mezzurithal, Demon Lady of Nightmares	35
Whale	132
19	
Dragon, Great Wurm (Kalirad Earthburner)	49
Dinosaur, Thunder Beast (Ampelosaurus)	42
20	
Mother of Monsters	98
21	
Kraken	86
22	
Cyclops, Greater	25
23	
Phoenix	104
26	
Scest-hualudas Demogorgon, Prince of Serpents	36

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RANDOM LAWYER ENCOUNTER TABLE

1. Lose 6d6x100 gp and be *confused*.
2. Gain 3d6x10 gp, but be covered in slime the rest of the day.
3. You now own yourself through a series of trusts. It takes 2d6 days before you can execute any order you give yourself.