

PHAETHOS

Role Playing Game
By Dirk Stanley

Book of Beasties Volume I

An expansion book of fantasy creatures
for the Phaethos Role Playing Game.





Phaethos RPG Book of Beasties Volume I

Written, Designed and Illustrated by Dirk Stanley.

Playtesters (in no particular order): Matt L., Thomas (T), Charles M., Kevin J., Charon, Modulor, Black Texas, Reno, House and Susan P. Special thanks goes out to all you guys in making this thing work.

The Phaethos Role Playing Game and the d10 Umbrella System and their respective logos are owned by Simian Circle LLC. in the United States and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of material or artwork contained herein is prohibited without the express written permission of Simian Circle LLC. Any similarity to actual people, organizations, places or events included herein is completely coincidental. Printed in U.S.A.
© 2009 Simian Circle LLC.

VISIT OUR WEBSITE AT WWW.SIMIANCIRCLE.COM

TABLE of CONTENTS

Part I Monster Index

How to Use This Book.....	1	Gargoyle.....	30
Note From the Author.....	1	Gas Back.....	31
Monster Stat Blocks Defined.....	2	Ghoul.....	32
Animated Corpse.....	4	Giant (Inferno).....	32
Arcane Shrieker.....	4	Giant (Obsidian).....	33
Ashen Warrior.....	5	Goat Man.....	34
Beetle (Acrid).....	5	Goblin.....	34
Black Shroud.....	7	Grave Wight.....	35
Blaze Wolf.....	7	Grimataur.....	36
Blundering LummoX.....	8	Grinyen.....	36
Bog Rat.....	9	Highland Banshee.....	37
Boogey Man.....	10	Hilotz.....	38
Bone Hustler.....	10	Illness Leech.....	39
Brain Eater.....	11	Insect Person.....	39
Bridge Monger.....	12	Jackal People.....	40
Bull Titan.....	13	Koumadin.....	41
Burden Beast.....	14	Kuhklops.....	41
Burning Horror.....	14	Lamprey (Blood Sucker).....	42
Cave Creeper.....	15	Lamprey (Magma).....	43
Cave Serpent.....	15	Limnerik.....	44
Changeling.....	16	Luceris.....	44
Chaos Avatar.....	17	Malletor.....	45
Croctopus.....	18	Mammothian.....	46
Daemon.....	18	Moglin.....	47
Darkadam.....	19	Mummy.....	47
Decay Monster.....	20	Murderous Lump.....	48
Demented Pulser.....	21	Needleback.....	49
Devil Cat.....	21	Ophidians (Overview).....	50
Dissolver Beast.....	22	Ophidian (Berzerker).....	51
Egnas.....	23	Ophidian (Brute).....	51
Electro Beast.....	24	Ophidian (Lord).....	52
Elemental (Blood).....	25	Ophidian (Mage).....	53
Elemental (Decay).....	25	Ophidian (Slave).....	53
Elemental (Dirt).....	26	Org.....	54
Elemental (Electric).....	27	Pox Bringer.....	54
Festul.....	28	Ratling.....	55
Firefreet.....	28	Reptilian Chimera.....	56
Fire Hawk.....	29	Reptor.....	57
Gargan.....	29	Revenant.....	57
		Sadiskas.....	58
		Scorpion (Giant).....	59
		Shock Pulsar.....	59
		Skeleton.....	60

TABLE OF CONTENTS

Slash Rabbit.....	60
Slaver.....	61
Slime (Chlora).....	62
Slime (Poison).....	62
Soil Beast.....	63
Steed (Fire).....	64
Tanglesloth.....	64
Thenox Worm.....	65
Titan.....	66
Torturer (Queen).....	67
Torturer (Young).....	68
Underlord.....	68
Whining Eel.....	69
Zombie.....	70
Herensuge (Overview).....	71
Herensuge (Angry Horn).....	72
Herensuge (Boltmouth).....	73
Herensuge (Caustic).....	74
Herensuge (Firebowel).....	75
Herensuge (Gas Bladder).....	76
Herensuge (Glacial).....	77

Part II Monster Builder

Monster Builder (Intro).....	80
Monster Creation Process.....	80
Creating Monsters.....	80
Monster Rating.....	81
Monster Stat Block.....	82
Monster Sizes.....	82
Armor and Resistance.....	83
Taming.....	83
Attacks.....	84
Skills and Languages.....	85
Monster Hit Locations.....	86
Special Loot.....	87
Monster Creation Finish.....	87
Building Lairs.....	87
Random Encounters MR 1.....	87
Random Encounters MR 2.....	87
Random Encounters MR 3.....	88
Random Encounters MR 4.....	88
Random Encounters MR 5.....	88
Random Encounters MR 6.....	88
Random Encounters MR 7.....	88
Random Encounters MR 8.....	88
Random Encounters MR 9.....	88
Random Encounters MR 10.....	88
Encounter Table Categories.....	89
Environmental Encounter Tables.....	89-92

Part I



Monster Index

How to Use This Book

The Phaethos RPG Book of Beasties: Volume I is an expansion book which features nearly 100 creatures designed to be used specifically for the Phaethos Role Playing Game.

The first chapter of this book gives the Creature Index which lists each creature in alphabetical order. All creatures have corresponding stat blocks which list the creatures' attributes and stats. A description for each creature has also been included.

The second chapter of the Book of Beasties: Volume I is a monster builder which lets you design your own monsters from scratch. Monster Sheets are also provided so that you can easily create your own monster and insert it into your very own Phaethos world.

The goal of this book was to give a brief list of creatures to help GMs flesh out their worlds. We wholly intend to follow this book with new creature books every so often to help keep your gaming world fresh and filled with all kinds of vile creatures.

Note from the Author

This book is meant to compliment the Phaethos RPG Core Rulebook. It is also intended to provide a spattering of creatures for use in the Phaethos RPG. It is not intended to be a complete listing of creatures and animals found in the Omniverse. The creatures listed within this book are designed specifically for the world of Phaethos (as opposed to other dimensions in the Omniverse).

I have always been fond of systems and mechanics that allow the GM and the players to develop the game on their own without being forced to buy ever single sourcebook and rules supplement that comes out. When creating the Phaethos RPG and the Phaethos RPG Book of Beasties: Volume I, I really tried to create a gaming system that allows GMs and players to expand their gaming universe to encompass whatever they envision.

While the Phaethos RPG Book of Beasties does offer a great deal of monsters and the flexibility of designing your own monsters, this book does not cover everything nor is it intended to. The rules and creatures listed within are designed to help you flesh out your own world. This book is in no way meant to be a definitive work of all creatures contained in the world nor is it meant to solve all problems related to monsters and adventuring. This book is meant as a guide, something to help you along your creative way.

I hope this book adds a dimension to the world of Phaethos and serves you well in your gaming experience.

Monster Stat Blocks Defined

Name

This indicates what the creature is commonly known as. The creature's name is followed by a number in parenthesis which indicates the creature's Monster Rating. The symbol next to the MR indicates what type of habitat the creature is found in. The following is a key for habitat symbols.



Indicates that the creature can live in all habitats and normal environments.



Indicates that the creature lives in an aquatic type habitat.



Indicates that the creature lives in an arctic or tundra type habitat.



Indicates that the creature lives in a desert or arid habitat.



Indicates that the creature lives in a forest habitat.



Indicates that the creature lives in a jungle habitat.



Indicates that the creature lives in a mountainous habitat.



Indicates that the creature lives in a grassland or plains type habitat.



Indicates that the creature lives in a subterranean habitat.



Indicates that the creature lives in a swampy habitat.

Focus

Focus represents the creature's Focus.

Health

Health indicates the creature's total health.

Armor

Armor indicates if the creature has an armor be it worn or natural.

Resistances

Indicates whether the creature has any resistances of note.

Size

Size indicates the size of the creature.

Movement

Movement indicates the creature's rate of movement.

Tame

Tame indicates the creature's Tame numbers. The first number represents the Taming Skill level required in order to tame the creature. The second number represents the TN to be beat in order to successfully tame the creature.

Attacks

Attacks represents any type of attacks the creature possesses.

Brute

The creature's Brute score.

Endurance

The creature's Endurance score.

Agility

The creature's Agility score.

Dexterity

The creature's Dexterity score.

Wits

The creature's Wits score.

Charisma

The creature's Charisma score.

Skills

Skills indicates any skills the creature possesses.

Loot Level

This indicates the creatures Loot Level. Loot Levels are based on a scale from 1-10.

Special Loot

Special Loot indicates any special or creature specific loot that is carried.

Hit Location

Determines which part of the creature has been hit.

Description

This is a brief description of the creature. The creature's description generally defines and describes the creature physically and socially as well as indicating the creature's motivations and desires.

Attack Description

Attack Description is a brief description of how the creature attacks and defends against enemies.



Index of Creatures

Animated Corpse (1)

Focus: 1
Health: 8
Armor: none
Resistances: immune to poison
Size: Man (6 feet)
Movement: 5 feet (walk)
Tame: n/a

Attacks:

Bite Attack; CR 1, range: 1, damage: +2
Pummel Attack; CR 1, range: 1, damage: +1

Brt: 1, **End:** 1, **Agl:** 1,
Dex: 1, **Wit:** 0, **Chr:** 0
Skills: none
Languages: none

Loot Level: 1
Special Loot: none

Animated Corpses are the trapped souls of the dead who have taken up residence in abandoned human bodies. For reasons unknown, the soul of a deceased human refuses to take refuge in the Shadow Plane and remains on the Material Plane. The soul almost always finds its previous body at which time it inhabits the body. This unnatural act renders the soul confused and unaware of what has taken place. In this state, the body wanders the world mechanically, constantly forgetting and attempting to remember what its goal in the world was.

Over time the body deteriorates slowly weakening the creature as does the mind. Eventually the corpse is mindless, a complete automaton possessed

by nothing but repetitive actions. Once the corpse deteriorates or is completely destroyed, the soul is forced from the Material Plane onto the Shadow Plane. These creatures often seek one another out and can be found in groups from 3-10.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Arcane Shrieker (2)

Focus: 2
Health: 35
Armor: none
Resistances: none
Size: Man (6 feet)
Movement: 5 feet (walk)
Tame: n/a

Attacks:

Claw Attack: CR 1, range 1, damage +1
Shriek: CR 2, range 4, (see description)

Brt: 3, **End:** 2, **Agl:** 2,
Dex: 2, **Wit:** 1, **Chr:** 0
Skills: none,
Languages: none

Loot Level: 2
Special Loot: Shrieker's Eye (Gemstone: Value 1)

These creatures appear as if pale white skin has been stretched over long thin bones. The mysterious Arcane Shrieker gets its name from the terrible screaming sound it produces when placed in danger. Shriekers are known to inhabit only the most desolate of places, usu-

ally deep within the caves and caverns of the world. The Arcane Shrieker has no eyes and emits a type of sonar from its forehead which allows them to make their way through the endless labyrinths in which they live. They are hunched humanoids who walk on hands and feet, when upright they stand nearly six feet tall. Their faces appear to be triangular with thin skin stretched thinly over the skull. They have huge mouths filled with transparent razor sharp needle like teeth which they use to tear both flesh and bone from those they devour. Arcane Shriekers generally feed on small creatures like cave fish or other animals found in deep caves. When confronted, the Arcane Shrieker will often use its high pitched scream to warn others of the danger and cause fear in the attacker. Shriekers will often aid one another when danger is present.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Ashen Warrior (7) ⚔

Focus: 6
Health: 225
Armor: worn (see description)
Resistances: immune to fire attacks
Size: Man (6 feet)
Movement: 5 feet (walk)
Tame: n/a

Attacks:

Pummel: CR 4, range 1, damage +6
Weapon Attack (Superior Halberd): MCR 6, range 2, damage +12

Brt: 7, **End:** 6, **Agl:** 3,
Dex: 2, **Wit:** 3, **Chr:** 0
Skills: Tracking 3, Evaluation 3,
Languages: Abysmal

Loot Level: 7

Special Loot: Armor of the Ashen Warrior, Superior Halberd

Ashen Warriors are humanoid creatures made entirely of an ash like substance. Fire and flame rumble inside the bodies of these creatures, often erupting through cracks in the skin. These creatures come from the Torture Plane through an unknown means. They are hateful beasts who live in agony and torment upon the Material Plane. Ashen Warriors are on a constant search for a way home and will stop at nothing to destroy anything and anyone in their path.

Roll	Location	Armor (Plate)
01-20	Arm	AR: 6, DC: 65, Wt: 10, Value: 300 gp
21-40	Leg	AR: 6, DC: 120, Wt: 15, Value: 400 gp
41-85	Body	AR: 7, DC: 150, Wt: 20, Value: 600 gp
86-00	Head	AR: 7, DC: 90, Wt: 3.5, Value: 100 gp

Beetle (Acrid) (7) 🐛

Focus: 5
Health: 300
Armor: natural (exoskeleton) AR: 5
Resistances: none
Size: Gigantic (30 feet)
Movement: 20 feet (walk)
Tame: n/a



Acrid Beetle

Attacks:

Acid Spray: CR 6, range 3, damage +10 (acid damage +2 per round)

Pincer Attack: CR 8, range 3, damage +16

Pummel: CR 5, range 1, damage +10

Brt: 10, **End:** 10, **Agl:** 3,

Dex: 1, **Wit:** 0, **Chr:** 0

Skills: Burrowing,

Languages: none

Loot Level: 7

Special Loot: none

Acrid Beetles are huge black beetles which live in the hot arid regions of Phaethos. These beetles get their name from a stream of acid which they spew from their mouths dissolving any victim unfortunate enough to be in the path of the stream. Acrid Beetles can grow to 25 feet in height and nearly 40f in length. They have six legs, naturally armored bodies which consist of a thick exoskeleton. Acrid Beetles generally range in color from dark brown to jet black. They tend to make large burrows underneath desert sands spending their time in deep states of hibernation. Acrid Beetles generally feed on minerals and nutrients found in deep soil however, if they are disturbed (which

happens by vibrations on the surface) they will explode through the surface violently and lay waste to those who awaken them from their deep slumber.

Attack Notes

Acrid Beetles generally surprise their enemies as they bust through the surface of the dirt and begin snapping at their victims with the powerful Pincer Attack. The Acrid Beetle will use its Acid Spray if combatants are close together. The acid does normal damage to non-metal objects (+2 points of damage per round from the acids effect). The acid does x2 damage to all metal objects such as weapons and armor (gold takes no damage at all from the acid). The creature's Pummel Attack consists of it using its giant pincers and legs to slap and kick at victims.

Once the Acrid Beetle has taken 50% or more damage it will go into a frenzied state. The creatures Pincer Attack increase to CR 9 and its Pummel Attack increase to CR 6 and while in this state the creature is unaffected by any type of stun or paralysis.

Roll	Location
01-40	Legs
41-80	Body
81-00	Head

Black Shroud (3)⚔

Focus: 4
Health: 65
Armor: none
Resistances: none
Size: Large (8 feet wingspan)
Movement: 5 feet/10 feet (walk/fly)
Tame: n/a

Attacks:

Claw Attack: CR 4, range 1, damage +2

Life Drain: CR 5, range 1, damage +3 (direct Health drain)

Brt: 2, **End:** 2, **Agl:** 3,
Dex: 3, **Wit:** 1, **Chr:** 0
Skills: Night Vision,
Languages: none

Loot Level: 5

Special Loot: none

The Black Shroud takes its name directly from its appearance. Although sometimes mistaken for a giant bat or some other spooky specter, the power of the Black Shroud is unmistakable. From beneath its solid black, cloth like body dwells a great mouth which feeds on the living and devours the bodies of those wrapped in its terrible embrace.

Roll	Location
01-40	Wing/Arm
41-60	Leg
61-90	Body
91-00	Head

Blaze Wolf (3)▲

Focus: 3
Health: 60
Armor: none (see description)
Resistances: none
Size: Large (9-10 feet)
Movement: 10 feet (walk)
Tame: 4:7

Attacks:

Bite: CR 3, range 1, damage +5

Claw: CR 2, range 1, damage +3

Trample: CR 2, range 1, damage +5

Brt: 7, **End:** 5, **Agl:** 3,
Dex: 1, **Wit:** 1, **Chr:** 0
Skills: Tracking 5
Languages: none

Loot Level: 1
Special Loot: hides, teeth, claws

Blaze Wolves are large, horse sized wolves which are a primary means of transportation for many humans living in the north. They are generally white or grey in color and resemble a normal wolf in all aspects. The Blaze Wolf gets its name from the markings on their furs which often resemble fire. Blaze Wolves make awesome mounts as they are quick and agile and deadly fierce. Once tame, a Blaze Wolf is a loyal companion to its owner. They are intelligent and obey commands. In combat, the Blaze Wolf is a devastating warrior. Its massive bite attack can rip opponents to shreds while the wolf's owner slashes away from atop its back. The Blaze Wolf can descend into a state of rage once a certain amount of damage has been done. This quality requires riders to have a high level of Mount Control in order to keep the beast from going crazy during battle.

Attack Notes

Blaze Wolves always attack with a fierce bite. When used as a mount, the Blaze Wolf will not shy away from combat (even if severely injured). Blaze Wolves are known for their great endurance and perseverance in combat. They are often outfitted with armor specially designed for their bodies. This consists of helm type armor and a light armor that covers the creature's body.

If the Blaze Wolf suffers more than 80% damage it will go into a rage and

attack any nearby creature (friend or foe). Riders who successfully make a Control Mount check against a TN 8 can keep the mount under control. A failed check will result in loss of control for that round. If the Wolf has no targets to attack nearby, it will attempt to throw the rider from its back. The rider must make a Control Mount check against the Wolf's Brute check (attempt to buck). A failed check will result in the rider being thrown from the mount and the mount continuing to rage. A successful check will result in the rider remaining mounted but the Wolf will remain out of control.

Roll	Location	Armor (Chain Mesh)
01-30	Leg	n/a
31-85	Body	AR: 4, DC: 100, Wt: 30, Value: 400 gp
86-00	Head	AR: 4, DC: 40, Wt: 6, Value: 60 gp

Blundering LummoX (4)

Focus: 2
Health: 125
Armor: none (see description)
Resistances: none
Size: Huge (15 feet)
Movement: 10 feet (walk)
Tame: 3:8

Attacks:

Gore: CR 4, range 2, damage +8
Trample: CR 3, range 1, damage +10

Brt: 8, **End:** 6, **Agl:** 2,
Dex: 1, **Wit:** 1, **Chr:** 0
Skills: none
Languages: none

Loot Level: 0
Special Loot: ivory (from tusk), hide

The Blundering Lummo is a massive elephant like creature which stands 15 feet in height and can weigh up to 4 tons. Blundering Lummoes are grey and wrinkled with four hoofed legs and large heads similar to an elephant but with no ears and one long horn which grows from the center of the creature's forehead. These creatures often inhabit grasslands and plains and roam in packs of up to 30 individuals. The Blundering Lummo is an herbivore but readily faces danger with aggressive movements intended to drive away would be attackers. Mothers can be especially aggressive to those who they feel endanger their young.

Attack Notes

The Blundering Lummo typically tries to gore or trample its victims. A Lummo which has been tamed can be used in combat with a good deal of effectiveness as they are both big and strong as well as intelligent. Blundering Lummo's which are ridden as mounts are often outfitted in a light weight armor that provides some protection for the creature's head and body.

Roll	Location	Armor
01-40	Leg	n/a
41-85	Body	AR: 4, DC: 140, Wt: 80, Value: 800 gp
86-00	Head	AR: 4, DC: 50, Wt: 20, Value: 100 gp

Bog Rat (1)

Focus: 1
Health: 8
Armor: none
Resistances: none
Size: tiny (2 feet)
Movement: 5 feet (walk)
Tame: 2:6

Attacks:

Bite: CR 1, range 1, damage +3, (see description)

Brt: 1, **End:** 1, **Agl:** 2,
Dex: 1, **Wit:** 0, **Chr:** 0
Skills: none
Languages: none

Loot Level: 1

Special Loot: rat hide

Bog Rats are three times larger than normal rats and are known to live in boggy, swampy areas. Bog Rats have razor sharp teeth and are known to be highly aggressive. They often attack in packs consisting of 3-6 rats. Bog Rats crave food and are motivated by hunger. Anything that a Bog Rat believes it can eat, it will attack.

Attack Notes

The bite of the Bog Rat has a 10% chance of resulting in Rat Bite Fever. Rat Bite Fever is treated as a poison (level 2) and will display symptoms in the infected individual in about 6 hours from the time of biting. Rat Bite Fever results in the infected losing 1 Health per 3 hours as well as suffering from nausea and fever. Rat Bite Fever can be treated in various ways and is considered a natural disease. The fever generally lasts about 48 hours (generally doing about 16 points of damage if untreated).

Roll	Location
01-70	Body
71-00	Head

Boogey Man (2)

Focus: 2

Health: 40

Armor: none

Resistances: immune to poisons, half damage from blunt weapons (see description)

Size: Man (6 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Pummel: CR 2, range 1, damage +2, (see description)

Brt: 3, **End:** 2, **Agl:** 2,

Dex: 2, **Wit:** 0, **Chr:** 0

Skills: none

Languages: none

Loot Level: 2

Special Loot: none

The Boogey Man is a slimy humanoid which appears to be made of mud, muck and the remains of decomposing creatures lost in a bog. The Boogey Man is found in swamps, bogs and sewers, lurking within the rancid waters which are their homes. Boogey Men are solitary creatures and are generally found alone. They have territories and when trespassed upon will attack. They stand 6 feet tall and have a strong odor which smells of dead animals and old mud. Boogey Men crave shiny objects which they worship and will often hoard them in their lairs.

Attack Notes

Attacking a Boogey Man with a blunt weapon will do only half damage as the strike is dispersed throughout the creature's malleable skin. All other weapons and attacks do full damage (with the

exception of poisons to which the creature is immune).

The Boogey Man uses a Pummel Attack which consists of naturally found objects (like a log or stone) being lodged into the creature's skin. Over time the skin and muscle grows around the object making it part of the creature's body. Generally these objects replace one of the creature's "hands." (It should be thought of as the creature having a hemmer for a hand). These objects are almost always blunt object found in nature.

Roll Location

01-20 Arm

21-40 Leg

41-85 Body

86-00 Head

Bone Hustler (1)

Focus: 1

Health: 15

Armor: none

Resistances: immune to poisons

Size: man (5-6 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Bite: CR 1, range, damage +2

Pummel: CR 1, range 1, damage +2

Brt: 1, **End:** 2, **Agl:** 1,

Dex: 1, **Wit:** 0, **Chr:** 0

Skills: none

Languages: none

Loot Level: 1

Special Loot: ragged clothes

The Bone Hustler is an undead creature which feeds on the bones of the living. Bone Hustlers come from the Shadow



Bone Hustler

Plane and dwell in the Material Plane in dark underground places like caverns, catacombs and other solitary environments. Bone Hustlers have an extremely transparent skin which allows their grey and black innards to be exposed. These creatures have a single dull blue light which glows in the center of their foreheads. They have long sharp teeth which they use to crush the bones of their victims. Bone Hustlers usually feed on tiny creatures like rats but will attack larger creatures when they have the chance. Bone Hustlers can be found in groups of 4-12 creatures.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Brain Eater (3)

Focus: 1

Health: 28

Armor: none

Resistances: none

Size: large (8 feet tall)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Claw Attack: CR 2, range 1, damage +3

Kore Magic: CR 2, Paralyze, Lightning Strike, Heal

Brt: 1, **End:** 1, **Agl:** 1,

Dex: 1, **Wit:** 2, **Chr:** 0

Skills: none

Languages: none

Loot Level: 3

Special Loot: 4% chance drop 1 Magic Scroll (random)

The Brain Eater is a large, bipedal, thin creature which has four thin spindly arms, each with three hooked fingers. The creature is pale in colors ranging from a dirty white to a very light shade of green. The body of the creature appears to be a ball of skin covered in puss filled hives and sores. A large head sits between the shoulders nearly halfway into the chest of the creature. The face of the creature is composed of 12 black eyes tiny eyes which grow upon its face like grapes. Beneath the eyes is a long snout like nose with a single hole in the end. The mouth of the creature is filled with tiny, pin like teeth which it uses to devour the brains of its victims.

Attack Notes

The Brain Eater will attempt to Paralyze its victim so that it can then use its Claw Attack or a Lightning Strike to cause further injury to the victim. The Brain Eater does this until the victim is dead or unconscious at which time the creature will use its four claws to open the victims head and devour the brains.

Roll Location

01-20	Arm
21-40	Leg
41-75	Body
76-00	Head

Bridge Monger (5)

Focus: 3

Health: 145

Armor: none

Resistances: none

Size: Huge (15 feet)

Movement: 10 feet (walk)

Tame: n/a

Attacks:

Weapon Attack (club): CR 4, range 1, damage +7

Bite: CR 1, range 1, damage +6

Pummel: CR 3, range 1, damage +4

Stomp: CR 2, range 1, damage +5

Throw: CR 2, range 2, damage +4

Brt: 5, **End:** 4, **Agl:** 2,

Dex: 1, **Wit:** 1, **Chr:** 0

Skills: none

Languages: none

Loot Level: 5

Special Loot: 4% chance drop 1 human sized weapon of Superior quality

home under large fallen logs, overhangs or near bridges. These creatures are thought to do so in order to feed on unsuspecting creatures or travelers above. Bridge Mongers stand about 15 feet in height and often cover their bodies with furs from animals they have killed. Bridge Mongers are humanoid in form and have large skull like heads. They have deep set eyes which are small and beady (these creatures are nearly blind) and large ears which compensate for their lack of sight. Bridge Mongers will almost always attack with some type of crude weapon (usually a club or a spiked club of some sort) which they have made or stolen from someone.

Attack Notes

The Bridge Monger enjoys using a surprise attack against its prey (Bridge Monger gets +1 die on all surprise attacks). Generally this attack will consist of the creature hiding somewhere and waiting for a victim to wander by. The creature will then use its Throw Attack to hurl a large object at the target. It will then attack with either a weapon or Pummel Attack. When the Bridge Monger successfully knocks the opponent to the ground it will often try to stomp the life from the target.

Roll Location

01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

The Bridge Monger gets its name from the fact that it generally makes its

Bull Titan (7) **Focus:** 6**Health:** 125**Armor:** Bull Titan Armor (see description)**Resistances:** immune to poisons, cold attacks, and electricity attacks**Size:** Large (9 feet)**Movement:** 5 feet (walk)**Tame:** n/a**Attacks:****Pummel:** CR 5, range 1, damage +5**Weapon Attack (Titan Axe):** CR 6, range 2, damage +12**Weapon Attack (Missile):** CR 5, range and damage weapon dependent**Brt:** 7, **End:** 6, **Agl:** 3,**Dex:** 2, **Wit:** 2, **Chr:** 0**Skills:** Blacksmithing 4, Tracking 5, Masonry 2, Orientation 6,**Languages:** Giant Tongue**Loot Level:** 7**Special Loot:** Titan Armor, Titan Ax, bull horns

The Bull Titan is a 9 feet tall humanoid creature with a head that appears to be a mix between a lion and a bull. Bull titans are quite hairy and most of their bodies are covered with orange or brown fur. They usually stay alone unless seeking a mate or are involved in a gathering (a competition of other Bull Titans who battle for dominance and bragging rights). The Bull Titan is an extremely effective hunter and utilizes a variety of homemade weapons to kill its prey (such as bows, clubs and stone axes). The Bull Titan has an affinity for jewels and other shiny objects and as such will collect the loot from others

keeping it safe within their expansive lairs. These creatures generally make homes in some type of subterranean structure.

**Bull Titan****Attack Notes**

The Bull titan employs a large axe known as a Titan Axe when it is facing foes. The Bull Titan uses the axe as a one-handed weapon. Bull Titans will also use punches and any other weapon available while continuing to attack with their precious axe. The Bull Titan also wears a unique suit of armor (which they make themselves) known as Bull Titan Armor. This armor is similar to a banded plate mail and consists

of crude spikes and nodules. A full suit of the armor consists of a torso, arms and helmet.

Roll	Location	Armor (Splint, Plate)
01-20	Arm	AR: 7, DC: 90, Wt: 16, Value: 230 gp
21-40	Leg	n/a
41-85	Body	AR: 7, DC: 180, Wt: 28, Value: 320 gp
86-00	Head	AR: 7, DC: 70, Wt: 8, Value: 90 gp

Burden Beast (3)

Focus: 2
Health: 50
Armor: none
Resistances: none
Size: Large (8 feet)
Movement: 10 feet (walk)
Tame: 3:6

Attacks:
Gore: CR 3, range 1, damage +6
Trample: CR 2, range 1, damage +8

Brt: 8, **End:** 6, **Agl:** 2,
Dex: 1, **Wit:** 0, **Chr:** 0
Skills: none
Languages: none

Loot Level: none
Special Loot: hide

Burden Beasts are nearly twice the size of a cow and are used as the primary work animal throughout Phaethos by both Man and Goblin. Burden Beasts appear to be a mixture between an oversized ox and a buffalo. Burden Beasts have two long horns which can grow to nearly 5f in length. Burden Beasts stand nearly 8 feet in height and have massive feet which resemble those of an elephant. These creatures, although massive and strong are quite

docile and have been the work animal of man for thousands of years.

Roll	Location
01-30	Legs
31-85	Body
86-00	Head

Burning Horror (2)

Focus: 2
Health: 35
Armor: none
Resistances: none
Size: Man (5 feet)
Movement: 5 feet (walk, hover)
Tame: n/a

Attacks:
Fire Throw: CR 2, range 3, damage +4 (burn damage +2 per round for 1 round)
Pummel: CR 1, range 1, damage +1

Brt: 1, **End:** 1, **Agl:** 2,
Dex: 2, **Wit:** 2, **Chr:** 0
Skills: none
Languages: none

Loot Level: 2
Special Loot: none

Many terrors lurk in the abandoned and forgotten tombs beneath the surface of the world. Many horrible stories abound of a creature known as the Burning Horror. Generally those who are alone or weak are plagued by this creature of darkness. The Burning Horror has a human appearance with an incandescent glow. The creature floats along quietly until disturbed. Suddenly the creature will burst into flames and begin to howl and spit fire and flames at all those who are near. Many say that these creatures were ancient

Witches who were burned alive and have come back to wage war on the living. Burning Horrors are generally found alone.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Cave Creeper (3)

Focus: 3
Health: 75
Armor: natural AR: 3
Resistances: none
Size: Man (5 feet long)
Movement: 5 feet (walk)
Tame: 6:8

Attacks:

Pincer Attack: CR 4, range 1, damage +5
Poison Bite: CR 3, range 1, damage +3 (level 2 poison)
Trample: CR 2, range 1, damage +3

Brt: 5, **End:** 3, **Agl:** 2,
Dex: 1, **Wit:** 0, **Chr:** 0
Skills: Move Silent 3, **Languages:** none

Loot Level: 3
Special Loot: none

The Cave Creeper is known to inhabit dungeons and caves. Cave Creepers look like giant roaches (up to 5 feet in length) with long pincers located near the mouth of the creature. These creatures have the ability to move silently and often attach themselves to the top of a dungeon or cave, hiding in the darkness, waiting to drop down onto an unsuspecting victim. These creatures

can be found in groups up to 20.

Roll	Location
01-20	Pincers
21-40	Legs
41-85	Body
86-00	Head

Cave Serpent (5)

Focus: 5
Health: 165
Armor: none
Resistances: immune to poisons
Size: Gigantic (30 feet)
Movement: 15 feet (slither)
Tame: n/a

Attacks:

Bite Attack (poison): CR 5, range 1, damage +6 (level 4 poison)
Squeeze: CR 4, range 1, damage +3 per round

Brt: 7, **End:** 5, **Agl:** 6,
Dex: 1, **Wit:** 0, **Chr:** 0
Skills: Tracking 3
Languages: none

Loot Level: 5
Special Loot: Fang of the Cave Serpent x2

Cave Serpents are giant snake creatures which live in the subterranean caverns beneath the surface of the world. Cave Serpents sometimes make their way to the surface in search for food which they will drag back into their lairs, devouring their prey whole and usually alive. The Cave Serpent is black and red in color with alternating bands. The eyes of the snake are bulbous and white and lost their function millennia ago. As such, Giant Serpents use their highly sensitive sense of smell to track their prey.

Attack Notes

Cave Serpents use their powerful bodies to wrap their victims and squeeze the life from them. For every round they squeeze their victim the Serpent must make a Brute check versus that of the victim. If the Serpents check exceeds the opponents, the squeeze is maintained and the victim loses the MoS +3 damage (MoS of the Serpents roll). While the Serpent holds its prey it will often attempt to bite the victim. This Bite Attack does bite damage plus has a poison of level 4 potency. While held, the victim may make a Dexterity check to see if they can make a melee attack (no ranged attacks are allowed while held). If the check is a success, the victim of the squeeze may attack.

Roll	Location
01-80	Body
81-00	Head

Changeling (2)

Focus: 2
Health: 25
Armor: none
Resistances: none
Size: man (5-6 feet)
Movement: 5 feet (walk)
Tame: n/a

Attacks:

Pummel: CR 2, range 1, damage +3
Weapon Attack: CR 3, weapon dependent

Brt: 2, **End:** 2, **Agl:** 1,
Dex: 1, **Wit:** 1, **Chr:** 0
Skills: none
Languages: none

Loot Level: 2
Special Loot: none

This strange creature known as the changeling is a mystery to most. Normally the changeling appears as a 6 feet tall humanoid with smooth clay like skin and absolutely no defining features (no face, mouth, nose, toes, hands). Those who have seen the creatures in natural form have said that they appear to be made of flesh colored pinkish clay.

Although changelings are rare they are known to exist. They seem to be out-cast creatures that live in the wilderness alone. It is not known how or if they reproduce or where they come from. They have been found in numerous environments although subterranean areas seem to be their most prevalent dwelling place.

When encountered by a stranger the changeling will most likely try to hide. If this fails the changeling will attempt to change into an exact duplicate of the creature it encounters. Everything will be reproduced exactly during this transformation which takes only the blink of an eye. Although the changeling can assume the form of anything relative to its size it cannot reproduce sound, smell or any other physical characteristic outside of its own.

If threatened, Changelings will attack and defend their territories.

Chaos Avatar (6)

Focus: 6

Health: 220

Armor: Chaos Armor (see description)

Resistances: immune to Kore Magic

Size: Large (8 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Chaos Weapon: CR 6, weapon dependent (see description)

Gauntlets of Fire: CR 4, range 2, damage +5 (fire damage +2 damage for 3 rounds)

Pummel: CR 5, range 1, damage +6

Brt: 6, **End:** 5, **Agl:** 4,

Dex: 2, **Wit:** 3, **Chr:** 0

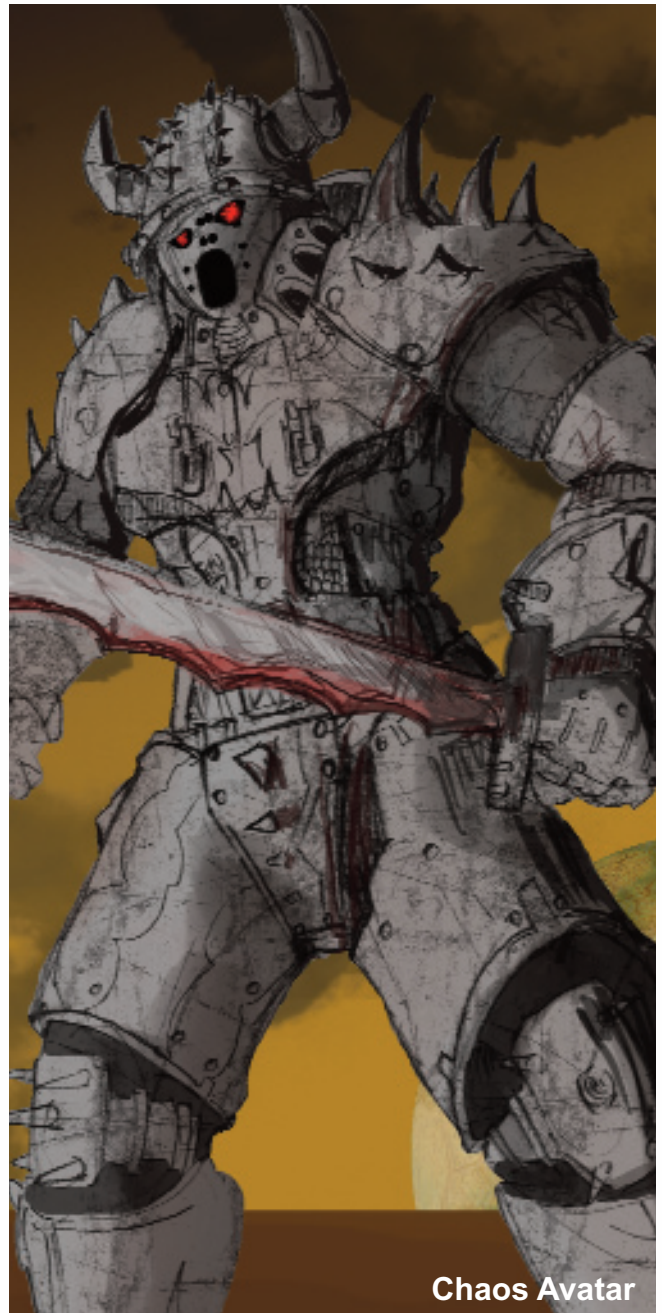
Skills: none

Languages: Abysmal

Loot Level: 6

Special Loot: Chaos Weapon, Gauntlets of Fire, Chaos Armor

Clad in black, spiked Chaos Armor, the Chaos Avatar raises up to destroy even the most hardened warriors. This creature is the chaotic resurrection of a long since dead soul which has been sent from the Shadow Plane to the Material Plane to be tortured by living. The Chaos Armor is the prison which holds the soul in the Material World. Chaos Avatars have red glowing eyes and carry huge bladed weapons which are often stained in layers of blood from those they have destroyed in battle. The Chaos Avatar uses both strength and magic to overcome those whom it encounters. The Chaos Avatar is constantly wracked with pain and finds solace only in the high pitched song of its pet, the Whining Eel.



Chaos Avatar

Attack Notes

The Chaos Avatar can discharge bolts of fire from its Gauntlets which do fire damage. This fire acts as normal fire and will ignite any combustible material as usual. The Chaos Avatar also carries a Chaos Weapon which will generally be a large sword or a pole arm type weapon (add +3 damage to the normal weapon damage). Chaos Avatar also rely on the help of their pets (Whining

Eels) when in battle. They command the Eel using Abysmal speech.

Roll	Location	Armor (Kan Armor)
01-20	Arm	AR: 6, DC: 80, Wt: 12, Kan Rating: 3, Value: 1,500 gp
21-40	Leg	AR: 6, DC: 140, Wt: 18, Kan Rating: 3, Value: 2,500 gp
41-85	Body	AR: 6, DC: 180, Wt: 22, Kan Rating: 3, Value: 3,000 gp
86-00	Head	AR: 6, DC: 110, Wt: 5, Kan Rating: 3, Value: 1,300 gp

Croctopus (6)

Focus: 5
Health: 180
Armor: none
Resistances: none
Size: Huge (15 feet)
Movement: 5 feet (walk)
Tame: n/a

Attacks:

Bite: CR 4, range 1, damage +5
Squeeze: CR 3, range 2, damage +3 per round
Tentacle Slap: CR 2, range 2, damage +1

Brt: 6, **End:** 5, **Agl:** 1,
Dex: 2, **Wit:** 1, **Chr:** 0
Skills: none
Languages: none

Loot Level: 6

Special Loot: Croctopus hide

This creature has a head similar to that of a crocodile and the body of a giant squid. This beast supports itself on set of 12 massive tentacles. The tentacles also serve as hands and arms which the

creature uses to feed its long, crocodile like snout. The body of the Croctopus is leathery and hard and can be used to make a durable leather armor.

Attack Notes

The Croctopus uses its tentacles to grab and squeeze its victims. In order to break a squeeze, the victim must make a successful Brute check against the Brute check of the Croctopus or be held another round (each round held, the squeeze does +3 damage).

Roll Location

01-30	Tentacles
31-85	Body
86-00	Head

Daemon (10)

Focus: 8
Health: 700
Armor: none
Resistances: immune to poisons, fire attacks and electricity attacks
Size: Massive (20 feet)
Movement: 10 feet/20 feet (walk/fly)
Tame: n/a

Attacks:

Daemon Blade: CR 8, range 2, damage +25
Kore Magic: CR 6, Create Undead, Dispel, Heal, Insanity Cloud, Lightning Strike, Portal, Paralyze
Kore Psionics: CR 4, All Thermokinesis abilities
Pummel: CR 8, range 1, damage +16

Brt: 12, **End:** 12, **Agl:** 6,**Dex:** 6, **Wit:** 8, **Chr:** 0**Skills:** Arcane Knowledge 5, Blacksmithing 6, Evaluation 6, Item Lore 5, Mathematics 6, Reading/Writing 10,**Languages:** Abysmal, All Human Languages, Herensuge Speech, Giant Tongue**Loot Level:** 10**Special Loot:** Daemon Blade

Daemons are huge winged creatures with hoofed feet, long bifurcated tails and grotesquely tormented faces. Daemons are generally dark maroon or black in color. Their eyes are bright red as are their tails. Daemons thrive on tormenting and torturing their prey. Often times, Daemons will keep their prey alive for days or weeks before eating them. Daemons adorn their bodies with the skulls and bones of their prey, often crafting elaborate designs which utilize the remains of their victims.

Attack Notes

Daemons attack their opponents with both weapons and magic. They carry large sword type weapons referred to as Daemon Blades. Daemons also have the ability to use Thermokinetic attacks which they sometimes employ during battle.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body/Wings
86-00	Head

Darkadam (3) **Focus:** 3**Health:** 75**Armor:** none**Resistances:** none**Size:** Man (6 feet)**Movement:** 5 feet (walk)**Tame:** n/a**Attacks:****Pummel:** CR 3, range 1, damage +1**Weapon Attack:** CR 3, range and damage weapon dependent**Brt:** 3, **End:** 3, **Agl:** 3,**Dex:** 2, **Wit:** 2, **Chr:** 1**Skills:** Bluff 2, Evaluation 1, Hide 3, Pick Pocket 3,**Languages:** Common Speech**Loot Level:** 3**Special Loot:** Weapon Carried, 2% chance drop treasure map

Darkadams are a strange human like creature which has olive colored skin with black hair and yellow eyes. Darkadams are a race of creatures from another dimension that came to Phaethos mistakenly by means of a magic portal. Apparently these creatures left their homes in search of a new home when they became lost from their group. The lost group arrived on Phaethos thinking that their brethren were their only to discover later that they were lost and unable to reopen the portal. Over time the group grew and reformed their own civilization on a group of islands in the Three Fingers Sea. Darkadams are hostile toward outsiders and are cannibalistic. Darkadams have been seen in other parts of the world besides their islands in the Three Fingers Sea.

Roll Location

01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Decay Monster (5) **Focus:** 1**Health:** 150**Armor:** none**Resistances:** immune to poisons**Size:** Gigantic (30+ feet)**Movement:** none**Tame:** n/a**Attacks:****Branch Bash:** CR 5, range 3 (35 feet), damage +5**Kore Magic:** CR 4, Dampening Field, Darkness, Dispel, Fireball, Lightning Strike**Life Drain:** CR 4, range 2, damage (see description)**Brt:** 7, **End:** 7, **Agl:** 0,**Dex:** 0, **Wit:** 0, **Chr:** 0**Skills:** none,**Languages:** none**Loot Level:** 1**Special Loot:** none

The Decay Monster is a creature feared by many adventurers throughout Phaethos. The Decay Monster looks like a weeping willow tree which has rotted and become black and oily. The trunk of the tree appears to be wrapped in greasy vines and slimy grey lichen. All around the tree is a thick mud, dead and rotting plant life and decaying animal corpses. The Decay Monster sleeps most of the time only awakening to eat by means of absorbing the life of the victim through the soil and into its roots. While awake the creature will

thrash its long branches about attempting to grab anything which is in range.

Attack Notes

The Decay Monster employs a Life Drain Attack which does +4 damage directly to the victim's health. Anyone touching the ground within a range 2 of the Decay Beast will suffer this damage as long as they are within the given range. Victims of the Life Drain can make a resist Death check (Endurance) against the creature's attack (a successful check results in no damage done that round). Checks must be repeated each round.

Roll Location

01-80	Trunk
81-00	Branches



Demented Pulser (5)

Focus: 5

Health: 165

Armor: none

Resistances: immune to poisons

Size: Small (4 feet diameter)

Movement: 10 feet (fly)

Tame: n/a

Attacks:

Kore Magic: CR 6, Charm Beast, Dispel, Fireball, Force Shield, Heal, Lightning Strike

Spiked Strike: CR 4, range 2, damage +2 poison damage (poison level 3)

Brt: 3, **End:** 3, **Agl:** 4,

Dex: 6, **Wit:** 2, **Chr:** 0

Skills: none,

Languages: Abysmal

Loot Level: 5

Special Loot: Eye of the Pulser (valued at 20 gp)

A terrible creature from deep within the world, the Demented Pulser appears to be a giant eyeball with several long octopus like tentacles reaching out from it. The creature uses these tentacles as arms and legs, hands and feet. The Demented Pulser possesses a high level of magic with which it almost always attacks. Demented Pulsers can exist in any environment but prefer to live in dark subterranean areas.

Attack Notes

If a pet or mount is present, the Demented Pulser will attempt to charm the animal to do its bidding (this bidding generally results in the Pulser commanding the animal to attack its enemies). A Demented Pulser will also attempt to keep a Force Shield active as much as possible. The Demented Pulser will use its tentacles to deliver Spiked Strike as a last resort or when Kore levels are weak.

Roll Location

01-80 Body

81-00 Tentacles



Demented Pulser

Devil Cat (3)

Focus: 4

Health: 28

Armor: none

Resistances: none

Size: Small (4 feet)

Movement: 15 feet

Tame: 3:8

Attacks:

Bite: CR 2, range 1, damage +3

Claw: CR 3, range 1, damage +3

Brt: 2, **End:** 1, **Agl:** 3,
Dex: 1, **Wit:** 0, **Chr:** 0
Skills: none
Languages: none

Loot Level: 2
Special Loot: hides

A black or grey cat normally found in the forest or mountains about 4 feet in size. The Devil Cat received its name from early pioneers' reports of a giant cat roaming the country side. The sound of the cats screeching voice reminded explorers of demons or devils. The cat is not nearly as big as it was reported but the Devil Cat can be a fearsome adversary. The Devil Cat often runs in a group of 3-6 other cats.

Roll	Location
01-30	Legs
31-85	Body
86-00	Head

Dissolver Beast (4) ⚔

Focus: 4
Health: 50
Armor: none
Resistances: none
Size: Large (7 feet)
Movement: 5 feet
Tame: n/a

Attacks:

Acid Injection: CR 3, range 1, damage (see description)

Acid Spray: CR 4, range 2, damage (see description)

Brt: 3, **End:** 2, **Agl:** 3,
Dex: 1, **Wit:** 0, **Chr:** 0
Skills: none,
Languages: none

Loot Level: 1

Special Loot: Glands of the Dissolver Beast

The Dissolver Beast is a creature which looks very similar to a scorpion. It has a segmented insect body with ten legs and can grow to seven feet in length. At the rear of the creature's body is a long tale with a spiked end with which the creature uses to inject its prey with an acid like poison. The Dissolver Beast is covered in a thin exoskeleton of brownish-red. It has a tiny head situated within its body which consists of a multitude of eyes. The Dissolver Beast can usually be found in a group of 3-4 creatures.

Attack Notes

The Dissolver Beast will attack its opponents using its poison barbed tail. The acid is powerful and will do +5 damage to all non-metal surfaces and +10 damage to all metals (except gold). If the acid is injected into the victim it will begin to dissolve that part of the body immediately. The creature's Poison Injection attack does +12 damage and an additional +2 points per round. The acid will continue to dissolve for up to 10 rounds (both metal and non-metal).

Roll	Location
01-40	Legs
41-85	Body
86-00	Head

Egnas (6) **Focus:** 6**Health:** 210**Armor:** none**Resistances:** immune to poisons**Size:** Man (6 feet)**Movement:** 10 feet (walk)**Tame:** n/a**Attacks:****Bite:** CR 3, range 1, damage (see description)**Kore Magic:** CR 5, Ablative Skin, Acid Splash, Cripple, Cuts, Darkness, Dispel, Force Shield, Heal, Lightning Strike, Paralyze**Pummel:** CR 5, range 1, damage +3**Weapon Attack (almost always a one-handed blade weapon):** CR 5, range 1, damage weapon dependent**Brt:** 7, **End:** 7, **Agl:** 6,**Dex:** 6, **Wit:** 4, **Chr:** 3**Skills:** Alchemy 3, Arcane Knowledge 5, Bluff 4, Forensics 5, Manipulation 5, Orientation 5, Reading/Writing 6, Tracking 3**Languages:** Alaris, Common Speech, Egnasi, Golden Tongue, Wolven**Loot Level:** 8**Special Loot:** Egnas generally have quite a collection of valuable objects in their place of residence. These objects equate to roughly 1,000-2,000 gold pieces and will often consist of sculptures, artwork and rare objects. Egnas also have a 35% chance of having 1-6 magical items in their lair.

appear to be pale humans with white dead eyes. They grow no hair (generally wearing elaborate wigs). Their teeth are pointed and sharp. Their magic is said to be great and their ways are unknown (although there are many stories about their evil). Egnas are the living dead. They are the remnants of ancient man. Egnas make their homes in the long since abandoned structures that their own people left behind hundreds of years ago. They are solitary and many prefer to live away from their own kind surrounded by only those they trust completely (usually Festuls and other enslaved creatures). Egnas have an intense allergy to light caused by the disease known which is also called Egnas. Egnas have knowledge of the old ways and continue to practice the arts of the ancients even in the present time.

Attack Notes

Egnas employ a plethora of devastating attacks. The use Kore Magic, weapons and minions simultaneously to bring their opponents down quickly without mercy. The Egnas bite has a chance of infecting the victim with the disease. The victim may make a resist Poison check (Endurance) versus the attack of the Egnas. A failed check will result in the victim being infected with Egnas. The total time of for the infection to run its course is about 1 week. As long as the disease is stopped during this time the victim will be safe from turning. If the disease is not stopped its effects cannot be reversed after the 1 week period and the victim will be full Egnas.

Roll Location

01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

One of the most feared of all creatures in the world of Phaethos are the mysterious Egnas (Vampire). These creatures

Electro Beast (4) ⚡

Focus: 4

Health: 100

Armor: none

Resistances: immune to electricity attacks

Size: Large (7 feet)

Movement: 5 feet

Tame: n/a

Attacks:

Energy Bolt: CR 5, range 3 (30 feet), damage +4 energy damage

Pummel: CR 3, range 1, damage +1

Weapon Attack (pole arm): CR 3, range and damage weapon dependent

Brt: 5, **End:** 4, **Agl:** 3,

Dex: 2, **Wit:** 1, **Chr:** 0

Skills: none,

Languages: none

Loot Level: 3

Special Loot: Weapon carried



Electro Beast

The Electro Beast is a two legged creatures with human like torso and two arms. The Electro Beast has no head but a face in the torso which boasts a huge mouth around the stomach area. Atop the shoulders of the beast is a long metallic looking horn which glows blue with electricity. As the Electro Beast moves about it generates a current within its body which it can discharge through the horns. If the beast feels threatened or nervous its adrenaline will kick in and the beast will generate twice the amount of electricity.

Electro Beasts eat just about anything they can find. They live mostly on meat but they will eat plants if no other food is available. Electro Beasts enjoy their solitude and dislike trespassers. They are territorial and will attack those who infringe upon their territories. Electro Beasts can be found in just about every environment.

Attack Notes

The Electro Beast uses its current-conducting horn to stun opponents by releasing a powerful blast of electricity. This attack does electrical damage (x2 to metal) and forces the target to make an Endurance roll versus stun if caught in the shock. A failed check results in the target being stunned for one round from the electricity.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Elemental (blood) (5) **Focus:** 5**Health:** 160**Armor:** none**Resistances:** none**Size:** Large (10 feet)**Movement:** 5 feet (walk)**Tame:** n/a**Attacks:****Health Drain:** CR 3, range 1, damage +3 (directly from health)**Kore Magic:** CR 4, Blade Wall, Cripple, Cuts, Dispel, Lightning Strike, Paralyze**Pummel:** CR 4, range 1, damage +2**Br:** 5, **End:** 4, **Agl:** 2,**Dex:** 2, **Wit:** 1, **Chr:** 0**Skills:** none**Languages:** Abysmal**Loot Level:** 5**Special Loot:** 2% chance drop 1 magic item

The Blood Elemental is a magical creature from the Shadow Plane that has somehow wandered into the material world. This creature appears as a large moving mass of clotted, bubbling blood which has a scabby dark skin. The Blood Elemental has no rigid shape while in the Material Plane although it can take many forms (usually the form of a bipedal creature, still made of the same bloody mess). Blood Elementals, like most creatures from the Shadow, hate the material world and feel trapped and isolated. Because of these feelings the Blood Elemental is extremely violent and hateful and will attempt to kill any living creature. After killing a victim a Blood Elemental will take the blood and remove it from the

victim's body adding it to its own. The Blood Elemental usually stands about 10 feet tall when in bipedal form.

Attack Notes

Blood Elementals have the ability to suck the life directly from the victim. This Health Drain occurs when the Elemental touches the victim. The victim of the Health Drain can make a resist Death check (Endurance) to avoid the effects. Blood Elementals are known to attack using the Cripple and Paralyze spells to subdue their victims.

Elemental (decay) (6) **Focus:** 5**Health:** 185**Armor:** none**Resistances:** immune to poisons**Size:** Large (9 feet)**Movement:** 5 feet (walk)**Tame:** n/a**Attacks:****Kore Magic:** CR 5, Acid Splash, Dampening Field, Dispel, Paralyze**Pummel:** CR 4, range 1, damage +2**Rotting Touch:** CR 5, range 1, damage (see description)**Br:** 5, **End:** 5, **Agl:** 4,**Dex:** 4, **Wit:** 2, **Chr:** 0**Skills:** Detect Kore (200 feet radius)**Languages:** none**Loot Level:** 6**Special Loot:** none

The Decay Elemental appears to be made of rotted animal corpses of all different types (this is actually their skin). They appear to be hunched over bipeds covered in the decayed flesh of

once living creatures. The stench from the Decay Elemental is overwhelming and is sometimes used as a weapon (see attacks). Decay Elementals come from the Shadow Plane. Decay Elementals are normally found alone in the wild surrounded by vast areas of decay and death. Although rare in the physical world, these creatures do exist and generally inhabit old ruins and structures where remnants of Kore energy exist.

Attack Notes

The Decay Elemental attacks primarily using the Paralyze spell followed by Rotting Touch (damage +4) which withers the opponent doing damage directly to their Health and adding that damage to their own Health (this cannot exceed the Decay Elementals maximum Health score). Targets of the Rotting Touch can make a resist Death check (Endurance) against the Decay Elementals attack. If the check is a success, no damage is done. The effects of the rotting touch make skin look black and withered. This will heal naturally with time (about 1 week for full heal).

The Decay Elemental has the ability to sense any type of concentrated Kore within a radius of 200 feet (this includes Kore Users, items and weapons etc.).

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Elemental (dirt) (4)▲

Focus: 4

Health: 125

Armor: none

Resistances: immune to psionic attacks

Size: Man (6 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Concrete Fist: CR 5, range 1, damage +3

Kore Psionics: CR 5, Ground Spike, Stone to Mud, Psychokinetic Sensitivity

Stabbing Weapon: CR 5, range 1, damage +5

Brt: 4, **End:** 3, **Agl:** 3,

Dex: 2, **Wit:** 0, **Chr:** 0

Skills: none

Languages: none

Loot Level: 3

Special Loot: none



Dirt Elemental

The Dirt Elemental is made of dirt, rocks and excrement. The Dirt Elemental generally stands about 6 feet tall and appears as a large bipedal creature with two arms and two legs. The head of the creature seems to grow from its chest and it has no face. Excrement and putrid liquid oozes from small cracks and orifices in the creature's body producing a toxic stench which most resembles the scent of moldy mud. Dirt

Elementals hail from another dimension and have somehow managed to find their way to the Material Plane. They seek out minerals to survive and seem to lurk around gold and silver deposits. They have a strong sense of smell for minerals and will detect any gold or silver up to 1 mile away. Dirt Elementals take little notice of living creatures and are determined to survive the material plane by feeding on minerals while they search for a way to return home.

Attack Notes

The Dirt Elemental has the ability to change its hands into stabbing and blunt type weapons. The creatures Stabbing Weapon attack should be treated like a blade attack while the Concrete Fist attack should be treated as a blunt attack.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Elemental (electric) (6) ⚡

Focus: 5

Health: 200

Armor: none

Resistances: none

Size: Large (8 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Energy Discharge: CR 6, range 3 (50 feet), damage +6 electrical damage (x2 damage to metal targets)

Energy Saber: CR 6, range 2, damage +10 (x2 damage to metal targets) (see description)

Pummel: CR 5, range 1, damage +3 (x2 damage to metal targets)

Brt: 6, **End:** 6, **Agl:** 2,

Dex: 2, **Wit:** 1, **Chr:** 0

Skills: none

Languages: none

Loot Level: 6

Special Loot: none

The Electric Elemental is a dangerous adversary for any creature unlucky enough to stumble upon it. The nature of this creature is pure energy and as such it is bound by few laws in the physical world. Electric Elementals are rare but do exist and are generally found in mountains where they can move about easily in the thin air. Electric Elementals generally appear as pillars of lightning about 15 feet tall. They have sparks and lightning which shoots from the main pillar as they move about. Electric Elementals spend their time in the material world searching for electric storms so that they may join with them in order to find their way back to the realm from which they come.

Attack Notes

The Electric Elemental attacks with an Energy Saber which a sword of energy formed directly from the creature. In order to use an Energy Discharge, the creature must relinquish the Energy Saber for a moment to build energy. As such, the creature generally begins combat with an Energy Discharge followed by use of the Saber. The Energy Discharge produced by the Electric Elemental creates a shockwave of electric energy which spreads out from the creature's body in a radius of 20 feet. All targets within the blast radius suffer damage unless a successful dodge is made.

Festul (1) ⚡

Focus: 1

Health: 12

Armor: none

Resistances: none

Size: Man (5-6 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

One-Handed Weapon: CR 1, range and damage weapon dependent

Pummel: CR 2, range 1, damage MoS.

Brt: 1, **End:** 1, **Agl:** 2,

Dex: 1, **Wit:** 1, **Chr:** 1

Skills: Move Silent: 1

Languages: Common Speech

Loot Level: 1

Special Loot: Weapon carried

Festuls are humans which have been bitten by an Egnas and did not die or transform. They are regarded as unwor-

thy for either life and forced into slavery for their Egnas Masters. Most Festuls have Egnas Masters while although many are known to have been released and allowed to roam the countryside devouring small creatures and living day to day in a state between life and death. Festuls who have masters generally have some purpose given to them by their master. This purpose may range from personal assistant to investigating an area or individual all the way to murdering or kidnapping someone the master wishes dead. An Egnas may employ any number of Festuls depending on the size of their territory. Festuls found in the wild travel in packs of 3-6. Festuls have a strong hatred for both Humans and Egnas.

Roll Location

01-20 Arm

21-40 Leg

41-85 Body

86-00 Head

Firefreet (3) 🔥

Focus: 3

Health: 60

Armor: none

Resistances: none

Size: Man (5 feet)

Movement: 5 feet (spin)

Tame: n/a

Attacks:

Fire Whip: CR 4, range 2, damage +2 (+2 damage per round fire damage for 2 rounds)

Kore Magic: CR 3, Dispel, Fireball, Lightning Strike

Brt: 3, **End:** 3, **Agl:** 2,

Dex: 2, **Wit:** 0, **Chr:** 0

Skills: none,

Languages: none

Loot Level: 2
Special Loot: none

Firefreet are fiery creatures that appear like small whirling tornadoes made of flames and lava. They stand about 6 feet in height. Firefreet are spirits that have wandered into the Material Plane from unknown realms beyond. Firefreet are found mostly in areas of darkness deep underground as they hate light. They are adept at magic and will cast spells which involve fire or electricity. These creatures are solitary for the most part and live in isolation for their entire lives.

Attack Notes

The Firefreet will attempt to Dispel any magic attacks used upon it.

Fire Hawk (3)

Focus: 3
Health: 75
Armor: none
Resistances: none
Size: Huge (18 feet wingspan),
Movement: 5 feet/15 feet (walk/fly)
Tame: 5:7

Attacks:

Beak: CR 2, range 1, damage +2
Fire Breath: CR 3, range 2, damage +10 (burn damage +2 per round for 2 rounds)
Swoop Attack: CR 4, range 1, damage +2 (see description)

Brt: 4, **End:** 3, **Agl:** 4,
Dex: 2, **Wit:** 1, **Chr:** 0
Skills: Tracking 3
Languages: none

Loot Level: 2
Special Loot: Fire Hawk Feathers

The Fire Hawk is a large bird (wingspan is about 18 feet for adults) which has feathers of red and yellow and orange. This bird normally lives high in the mountains where it builds its nest and raises its young. Fire Hawks usually live in pairs (a male and a female) and the mate will always be within 10 miles of the other. Fire Hawks get their name not only from their colorful feathers but also from the fact that they breathe fire. Fire Hawks enjoy their solitude and do not like to be bothered. If they feel their young are endangered they will fight to the death to protect them.

Roll	Location
01-70	Body/Wings
71-85	Legs
81-00	Head

Gargan (6)

Focus: 6
Health: 210
Armor: none
Resistances: none
Size: Huge (12 feet)
Movement: 10 feet (slither)
Tame: n/a

Attacks:

Gaze of Paralysis: CR 4, range and damage (see description)
Missile Weapon: CR 5, range and damage weapon dependent
Pummel: CR 3, range 1, damage +2

Brt: 5, **End:** 5, **Agl:** 4,
Dex: 4, **Wit:** 2, **Chr:** 0
Skills: Tracking 5
Languages: Gargan

Loot Level: 4

Special Loot: Weapon Carried, Gargan Head, 5% chance drop magic spell scroll

The Gargan is a horrible creature which is half woman half leech. The Gargan has the torso, arms and head of a woman with the body of a large white leech. The head of the Gargan is covered in maggots and worms which grow from the creature like hair. Gargans live lonely solitary lives away from all creatures due to the fact that their gaze alone has the ability stun their victims. Gargans generally live in ruins or dungeons and grow to about 12 feet in length. They emit a terrible smell like rotting fish. They speak their own language which is known as Gargan.

Attack Notes

The Gargan's Gaze of Paralysis temporarily stuns an individual for 3 rounds. The victim of the Gaze may make a resist Stun check (Endurance) to avoid the effects of the Gaze. Once stunned the victim is completely stiff and unable to move. Gargans enjoy shooting their stunned victims with arrows.

Roll Location

01-30 Arms
31-85 Body/Tail
86-00 Head

Gargoyle (8)

Focus: 6

Health: 260

Armor: natural (iron) AR: 6

Resistances: immune to fire attacks and cold attacks

Size: Large (8 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Pummel: CR 6, range 1, damage +5

Weapon Attack: CR 5, range and damage weapon dependent

Brt: 8, **End:** 8, **Agl:** 2,

Dex: 1, **Wit:** 0, **Chr:** 0

Skills: none,

Languages: none

Loot Level: 8

Special Loot: 10% chance drop magic items (1-4)

Gargoyles are living statues that have become the residence for spirits from the Torture Plane. Gargoyles were once simple iron statues. Spirits known as Balaza which are indigenous to the Torture Plane made their way to the Material Plane and found that their forms had changed into grotesque blob like shapes of energy. They detested these forms and sought refuge in the ancient sculptures of Gargoyles. Once inside the statue the spirit brought the statue to life. The iron body of the Gargoyle protects the Balaza spirit and allows them to move about the Material Plane freely. Many Gargoyles find the Material Plane more suiting to their lustful appetites and create their own statues so that their brethren from the Torture Plane have a body waiting when they cross over. This crossing of Balaza from the Torture Plane occurred for a great many years before the Otem (giant overseers of the Torture Plane) put a stop to the exodus.

Roll Location

01-20 Arm
21-40 Leg
41-85 Body/Wings
86-00 Head



Gas Back

Gas Back (5)

Focus: 3

Health: 150

Armor: none

Resistances: immune to poison gas attacks

Size: Man (6 feet)

Movement: 5feet (walk)

Tame: n/a

Attacks:

Bite Attack: CR 4, range 1, damage +4

Gas Attack: CR 5, range 3 (20 feet radius), damage (see description)

Trample: CR 4, range 1, damage +3

Brt: 6, **End:** 5, **Agl:** 3,

Dex: 1, **Wit:** 0, **Chr:** 0

Skills: none,

Languages: none

Loot Level: 5

Special Loot: none

This elephant looking creature has thick legs with hoofed feet and large tubular

structures upon its back which emanate noxious fumes. The head of the creature is oblong with a short flat nose and tiny black eyes which set under a large bony brow. The Gas Back is green with shades of purple on its stomach. The Gas Back has long teeth which protrude in an under bite from its mouth. These teeth are used to tear the flesh from victims subdued by the gas which is released from the tubular back structures. Gas Backs usually have a mate which they take for life. A young Gas Back may be present but will have no attack. Gas Backs can become hostile for no reason. If they feel they are in danger or their young is threatened they will fight until the threat is killed or run off.

Attack Notes

Those within range of the gas fumes must make a resist Toxin (Endurance) check or take damage (1 point per round). If the victim suffers 5 or more points of damage from the gas attack they must make a resist Death (Endurance) check or suffer unconscious-

ness. The knock out effect of the gas will last until the gas has been absent from the area for several minutes. While the target is unconscious the gas will continue to do 1 point of damage per round (resist checks still apply while unconscious).

Roll	Location
01-35	Legs
36-85	Body
86-00	Head

Ghoul (2)

Focus: 2
Health: 25
Armor: none
Resistances: immune to poisons
Size: Small (4-5 feet)
Movement: 10 feet (hover)
Tame: n/a

Attacks:

Cold Touch: CR 1, range 1, damage +3
Kore Magic: CR 2, Paralyze, Poison

Brt: 1, **End:** 1, **Agl:** 2,
Dex: 1, **Wit:** 2, **Chr:** 0
Skills: none,
Languages: none

Loot Level: 1
Special Loot: none

An undead creature, the Ghoul is the ethereal remains of a human who died a horrible violent death and has come back to seek revenge and inflict pain and torment on the living. Ghouls often live in old houses or structures which humans created or in which they lived previous to their death. They appear as transparent forms of the humans they once were often wearing the same

clothes and suffering from the same wounds as they did when they died. Ghouls hate the living and wish to kill in order to avenge their own deaths. Only the most violent and evil of memories from their living lives remain intact. These memories and the torment they suffer walking the Material Plane are what drive them to seek revenge on the living.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Giant (Inferno) (7)

Focus: 5
Health: 245
Armor: none
Resistances: immune to fire attacks
Size: Huge (15 feet)
Movement: 10 feet (walk)
Tame: n/a

Attacks:

Fire Breath: CR 4, range 3 (25 feet), damage +6 burn damage (+2 damage per round for 2 rounds)
Pummel: CR 6, range 2, damage +5
Weapon Attack (Spiked Club): CR 5, range 2, damage +7

Brt: 8, **End:** 8, **Agl:** 2,
Dex: 2, **Wit:** 1, **Chr:** 0
Skills: Tracking 3, Taming 4
Languages: Giant Tongue

Loot Level: 7
Special Loot: Weapon carried, 5% chance drop 1 magic item, 10% chance drop 1-4 magic scrolls

Inferno Giants are large giants (15 feet tall) who have bright red hair and pale white skin. Smoke is said to roll off their skin and fire pours from their nostrils when they are enraged. The bodies of these giants are often covered in tattoos. Inferno Giants seem to make their homes anywhere and everywhere preferring to build large fortresses high up on hills or cliffs using the labor of slaves. Inferno Giants often times command large armies consisting of up to 200 Goblins. These Goblin armies are used to enforce rules and laws imposed by the Inferno Giant upon the slaves. Slaves can consist of Humans, Festuls, Goblins, Jackal Men, and any other decently intelligent humanoid. Often times the Inferno Giant will allow the slaves to break free of their bondage if they show strength and intelligence. These freed slaves may then be forced into soldiering in the army of the giant.

Attack Notes

Inferno Giants generally attack using a fiery breath which they blow from their mouths. These cones of fire are used to incinerate and confuse enemies while the giant follows up with a weapon attack which usually consists of a large blunt weapon. The cone is about 6 feet in diameter at its widest point.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Giant (Obsidian) (5)

Focus: 5

Health: 80

Armor: none

Resistances: half damage from poisons

Size: Large (8 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Pummel: CR 5, range 2, damage +4

Weapon Attack (Blade or Blunt): CR 6, range and damage weapon dependent

Weapon Attack (Missile): CR 3, range and damage weapon dependent

Brt: 7, **End:** 7, **Agl:** 5,

Dex: 5, **Wit:** 1, **Chr:** 1

Skills: Bluff 4, Tracking 4, Taming 4,

Languages: Giant Tongue, Common Speech

Loot Level: 3

Special Loot: Weapons carried, 2% chance drop Obsidian amulet (value 30 gp)

The Obsidian Giant is a giant that lives in highland environments. These giants take their name from their oily black skin which appears obsidian like, shining in the sun.

Obsidian Giants are a proud race of creatures and have a highly developed language known as Obsidias. They live typically in family groups consisting of a mother and a father and a child. The mother is the care giver and the father is the hunter/warrior. Family units live in clans which consist typically of 10-20 families spread out over a large area of

land. Each family farms a certain part of the land. Hunts and gardens that produce substantial food are shared amongst the families of the clan. The homes of Obsidian Giants are generally built into the walls of large overhangs or cliff faces. The homes are huge structures which have been in the Obsidian Giants family for generations. Below the homes are terraced gardens where crops and animals are raised.

Obsidian Giants will fight to the death if they are threatened. In battle the women fight along side the men. It is said that the Obsidian Giants are truly a sight to behold when in battle. They are experts with bladed and blunt weapons as well as bows and spears. They often carry shields but never wear armor.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Goat Man (2)

Focus: 2
Health: 35
Armor: none
Resistances: none
Size: Man (6 feet)
Movement: 5 feet (walk)
Tame: n/a

Attacks:

Pummel: CR 2, range 1, damage MoS
Weapon Attack: CR 3, range and damage weapon dependent

Brt: 3, **End:** 3, **Agl:** 2,
Dex: 2, **Wit:** 1, **Chr:** 0
Skills: Taming 3,
Languages: Gatok

Loot Level: 1

Special Loot: Weapon carried

The Goat Man has the body of a human and the legs of a goat. The Goatman is a bipedal forest dwelling creature that lives on the animals it catches and kills. Goat Men stand 6 feet tall and are usually covered in long unkempt hair which grows all over their bodies. The males generally have long horns while the females have small stubby horns only a few inches long. These creatures speak a primitive language made of simple words. They are a territorial species and dislike outsiders. Goat Men have a structured hierarchical system which consists of a ruler known as the "Marthut" or father. The Marthut generally has the final word on all decisions concerning the Trip (the Trip is the herd).

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Goblin (2)

Focus: 1
Health: 25
Armor: none
Resistances: none
Size: Man (5 feet)
Movement: 5 feet (walk)
Tame: n/a

Attacks:

Pummel: CR 2, range 1, damage MoS
Weapon Attack (melee): CR 2, range and damage weapon dependent
Weapon Attack (missile): CR 1, range and damage weapon dependent

Brt: 3, **End:** 2, **Agl:** 2,
Dex: 1, **Wit:** 2, **Chr:** 0
Skills: Tracking 2, Taming 1,
Languages: Uguk

Loot Level: 0-1
Special Loot: Weapons carried,
raggedy clothes, useless trinkets

Goblins are thin, dark green humanoid creatures that appear bent over and decrepit. They have tiny sharp teeth, greasy skin with sinewy muscles and yellow, sickly eyes. They are known for their ravenous appetites and their strong dislike for weaker species that they often enslave or take advantage of. Goblins are known to steal human children and raise them as their own to be slaves. Goblins are evil in nature and enjoy killing and harming other creatures, often times for no reason. They have a tendency to steal livestock, food, clothing and anything they see as having value. They have an intense hatred for humans whom they deem as an inferior species. Goblins have a loosely organized system of government which is dictated by the strongest of the group. These groups generally consist of 30-60 Goblins. The Goblin King has a group of toughs which guard him (and usually take his role eventually) and protect him from others in the group. Goblins love raw meat and use fire only for warmth. They are found in almost all areas but thrive far away from human civilization.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Grave Wight (4)

Focus: 3
Health: 90
Armor: none
Resistances: immune to poisons
and mental attacks
Size: Man (5-6 feet)
Movement: 5 feet (hover/fly)
Tame: n/a

Attacks:
Claw Attack: CR 3, range 1, damage +2
Kore Magic: CR 3, Insanity Cloud,
Fire Scythe

Brt: 3, **End:** 3, **Agl:** 3,
Dex: 2, **Wit:** 2, **Chr:** 0
Skills: none,
Languages: Abysmal

Loot Level: 3
Special Loot: 5% chance drop
treasure map

The Grave Wight is an undead creature which frequents old burial grounds and graveyards. These creatures are said to look like luminescent humans cloaked in robes and long flowing clothing. The bodies of these being are said to be torn and ripped with bones and muscles showing. Their faces are horribly disfigured. These creatures only appear at night and are said to take cover in thick fog as it obscures their presence. Grave Wight's feed on living energy and usually take residual living energy from recently deceased beings. Grave Wight's sometimes find living beings which they will attack in order to feed on. These creatures are known to use powerful magic to subdue and harm their victims.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Grimataur (5)

Focus: 5

Health: 165

Armor: worn (see description)

Resistances: none

Size: Large (9 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Pummel: CR 5, range 1, damage +4

Weapon Attack (bare knuckle):

CR 5, range 1, damage weapon dependent

Weapon Attack (pole arm): CR 5, range and damage weapon dependent

Brt: 7, **End:** 6, **Agl:** 3,

Dex: 3, **Wit:** 2, **Chr:** 0

Skills: Move Silent 2, Taming 4,

Languages: Grimataur (Gra tar)

Loot Level: 3

Special Loot: applicable weapons and armor

The Grimataur is a hairy, manlike creature. They have long heads with pointy human features and sharp teeth. The Grimataur is semi-intelligent and wears armor and uses weapons when fighting opponents. Grimataurs seek out combat and love to partake in the fight. They attack even when vastly outnumbered and fight to the death. Grimataurs are known for their rage in combat. Once they begin the fight they will often destroy anything and everything in the

vicinity. Grimataurs enjoy treasure and hoard gold, silver, and anything else they get from their defeated opponents. They keep memorabilia of battles in the form of skulls, body parts, teeth and personal belongings scavenged from the defeated body. Often times they will adorn their bodies with these trinkets.

Roll	Location	Armor (Chain Mesh)
01-20	Arm	AR: 3, DC: 30, Wt: 12, Value: 30 gp
21-40	Leg	AR: 4, DC: 50, Wt: 20, Value: 40 gp
41-85	Body	AR: 4, DC: 75, Wt: 25, Value: 50 gp
86-00	Head	AR: 3, DC: 20, Wt: 8, Value: 25 gp

Grinyen (1)

Focus: 1

Health: 5

Armor: none

Resistances: none

Size: tiny (1 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Bite Attack: CR 1, range 1, damage +1.

Claw Attack: CR 1, range 1, damage +1.

Brt: 1, **End:** 1, **Agl:** 2,

Dex: 1, **Wit:** 1, **Chr:** 0

Skills: Tailoring 1,

Languages: Grinyen

Loot Level: 1

Special Loot: tiny clothes

Grinyen are small creatures (about 1 foot tall) covered in grey fur over every inch of their bodies. They have large

mouths which always appear to be grinning (hence the name). Grinyen live and hunt in packs consisting of 8-20 of the creatures. They are territorial and if they feel their space has been invaded they will attack. Grinyen are notorious for spitting a white acid which is capable of burning flesh severely.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Highland Banshee (8)▲

Focus: 4

Health: 125

Armor: none

Resistances: immune to fire attacks, cold attacks and electricity attacks (see description)

Size: Man (5 feet)

Movement: 10 feet (fly)

Tame: n/a

Attacks:

Kore Magic: CR 6, Create Undead, Cripple, Cuts, Darkness, Lightning Strike, Paralyze

Scream: CR 6, range 3 (30 feet), damage (see description)

Brt: 3, **End:** 3, **Agl:** 5,

Dex: 4, **Wit:** 1, **Chr:** 0

Skills: none,

Languages: none

Loot Level: 8

Special Loot: 5% chance drop 1-4 spell scrolls, 3% chance drop 1 magic weapon

These creatures are the protectors of ancient treasure and use their horrific voices to defend their territory. The Highland Banshee is the only known type of Banshee to exist on Phaethos and they are quite rare. Highlands Banshees appear to be old women floating in the air clad in black or dark grey cloaks. Their skin is pale white (almost transparent) and their faces are ancient and covered in wrinkles. They have deep set eyes of black and ragged hair which is long and flailing. Banshees are said to be ancient female slaves who were killed because of greed or jealousy.

Attack Notes

The Highlands Banshees primary attack is a Scream which is used to drive fear into those who trespass on their territory. An individual who is within range of the Banshee's voice must make a resist Death check (Endurance) or be filled with fear. This fear will result in the individual attempting to get as far away from the Banshee as possible. Banshees are also known to possess powerful magic and will sometimes wield a great sword known as the "Blade of the Banshee". Highland Banshees are completely immune to all damage from fire, cold and electrical attacks.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

In areas near mountains and high altitudes live the Highland Banshees.

Hilotz (9) **Focus:** 7**Health:** 450**Armor:** none**Resistances:** immune to poisons and mental attacks**Size:** Large (8 feet)**Movement:** 5 feet (walk)**Tame:** n/a**Attacks:****Kore Magic:** CR 7, Any Kore Magic Spell**Hilotz Blade (poison):** CR 5, range 1, damage +8 (poison level 5) (see description)**Pummel:** CR 6, range 1, damage +5**Brt:** 6, **End:** 5, **Agl:** 4,**Dex:** 4, **Wit:** 8, **Chr:** 0**Skills:** Alchemy 4, Bluff 3, Poisons 5,**Languages:** none**Loot Level:** 10**Special Loot:** 1-4 spell scrolls, 1 magic weapon, 1-2 Artifacts

The Hilotz is a human soul which is bound to its undead body. A Hilotz was a once powerful Korlock Witch who used the Kore spell of Immortality to return from the Shadow Plane. While only a few months on the Material Plane passed after death, the soul spent years in the Shadow Plane being tormented before being violently pulled back into the Material Plane by means of the spell. By the time the soul returns to the body, all memory of the former life amongst the living is gone and the Hilotz takes on its new form, a ragged corpse which consists of great power.



Hilotz

Attack Notes

The Hilotz Blade is a deadly weapon which looks like a black long sword. Upon the blade of the weapon is a deadly poison (level 5) which can quickly render the victim weak.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Illness Leech (1)

Focus: 1

Health: 5

Armor: none

Resistances: immune to poisons

Size: Tiny (2 feet)

Movement: 2.5 feet (slither)

Tame: n/a

Attacks:

Bite Attack (poison): CR 1, range 1, damage MoS (poison level 1)

Putrid Odor: CR 3, range 3 (25 feet), damage (see description)

Brt: 1, **End:** 1, **Agl:** 1,

Dex: 1, **Wit:** 0, **Chr:** 0

Skills: none,

Languages: none

Loot Level: 0

Special Loot: none

Long and black, slimy and gross, the Illness Leech releases an odor from its disgusting body that will turn the stomach of even the most hardened warrior. The Illness Leech usually grows up to 2 feet in length. It is long and thin and at a glance may appear to be a snake. The Illness Leech makes its home in swampy, boggy regions and moist wet climates. They generally feed on small animals but are known to attack larger creatures which are stuck or injured. These leeches can be found in groups consisting of 4-10 individuals.

Attack Notes

The Illness Leech releases a powerful odor from its body which forces all characters within the range of the smell to make a resist Toxin (Endurance) check or be overcome with severe nausea and vomiting resulting in a tempo-

rary sickness (1 round each time the check is failed). After the Illness Leech subdues its prey with its powerful odor it will then attack the victim by biting with hundreds of tiny needle like teeth. Characters must make another Poison (Endurance) check or else be affected by the poison of the creatures bite which causes muscle failure and cramping for 1-4 hours. Failure to make this save will result in the victim experiencing extreme numbness alternating with waves of sharp pain during the poisons duration. On smaller victims, the Illness Leech will attempt to eat a hole into the victim into which it will crawl. Once inside the leech it will continue to release the poison and eat the victim from the inside out.

Roll Location

01-80 Body

81-00 Head

Insect Person (1)

Focus: 2

Health: 18

Armor: natural AR: 1

Resistances: none

Size: Man (5-6 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Pummel: CR 1, range 1, damage +2.

Sting: CR 2, range 1, damage MoS (level 1 poison)

Brt: 2, **End:** 1, **Agl:** 2,

Dex: 1, **Wit:** 2, **Chr:** 0

Skills: none,

Languages: Klikeck

Loot Level: 1**Special Loot:** feeble poison (2 doses)

Insect People are strange creatures which live deep in the subterranean areas of the deserts. Insect People stand about 5 feet tall and have segmented, ant-like bodies. They are bipeds which look like mixtures between humans and bugs (they actually are mixtures between humans and bugs). Insect People hate humans and loathe goblins. They are extremely territorial and are known to sometimes attack humans without provocation. Insect People are equally aggressive with Goblins. Insect People live in hives consisting of 50-200 members. They are governed by a queen who is well guarded and kept safe in the bowels of the hive.

Roll Location

01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Jackal People (2) **Focus:** 2**Health:** 28**Armor:** none**Resistances:** none**Size:** Man (5-6 feet)**Movement:** 5 feet (walk)**Tame:** n/a**Attacks:****One-Handed Weapon:** MCR 2, range 1, damage +5 max**Pummel:** MCR 1, range 1, damage +2**Brt:** 2, **End:** 2, **Agl:** 2,**Dex:** 1, **Wit:** 2, **Chr:** 0**Skills:** Move Silent 2, Tracking 2,**Languages:** Manax**Loot Level: 3****Special Loot:** weapon carried, ragged clothes

Jackal People are humanoids who appear half man half Jackal (or dog). The head of the Jackal Person appears to be the face of a human with the nose and ears of a jackal. They are often covered in fur over most of their bodies including their faces. Jackal People wear clothing which is very similar to human clothing (although this is only done in extreme cold) or armor which is similar to human armor. Jackal People are also known as Dogmen and live in the plains and hill country of Phaethos. For the most part Jackal People are solitary and keep to only their own. They are known to be great hunters and stories are told that packs of Jackal People have taken down some of the largest and most fierce creatures on Phaethos. Jackal

People are known to have a strong hatred for Goblins and refer to the Goblin as "Ruff-Eus" which, in their native tongue called Manax, means "waste." Jackal People live in towns similar to human towns (more primitive as houses are almost always made of stones with thatch roofs). These towns can have anywhere from 100-1,000 Jackal People. Roaming bands of Jackal People consist of 4-10 Jackal Men.

Roll Location

01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Koumadin (7) **Focus:** 6**Health:** 285**Armor:** none**Resistances:** none**Size:** Large (8 feet)**Movement:** 5 feet (slither)**Tame:** n/a**Attacks:****Blood Drain:** CR 6, range 1, damage (see description)**Kore Psionics:** CR 5, Kore Leech, Mind Shaft**Tentacle Stab:** CR 5, range 2, damage +4 (see description)**Brt:** 8, **End:** 6, **Agl:** 2,**Dex:** 5, **Wit:** 4, **Chr:** 0**Skills:** none,**Languages:** none**Loot Level:** 5**Special Loot:** 5% chance drop 1-4 spell scrolls

The Koumadin is a blobby looking beast with long, slender tentacles which feature barbed hooks at their ends. The skin of the Koumadin is semi-transparent. The skin is always moving with a multitude of tiny mouths trapped beneath. Black veins pumping blood and other liquids run through the skin of the creature giving it a most ghastly appearance. The body of the creature is snake like and fat. It moves by slithering across the ground slowly using its tentacles to pierce its prey so that it may drain the blood of the victim while they are still alive. The Koumadin is highly intelligent and has the ability to recognize traps. It can also use Kore

Psionics to subdue its victims.

Attack Notes

The Koumadin uses its Blood Drain attack to suck the blood from the victim while they are still standing and fighting. This is accomplished with two long, flailing tentacles which move wildly about during combat searching for a victim to latch onto. The other set of tentacles (usually consisting of 3-6 tentacles) move about wildly attempting to stab opponents with razor sharp barbs on the under side of the tentacle. The Koumadin will also attempt to Leech Kore from opponents.

Roll Location

01-75 Body

76-85 Blood Sucking Tentacles

86-00 Stabbing Tentacles

Kuhklops (4) **Focus:** 4**Health:** 75**Armor:** worn (see description)**Resistances:** none**Size:** Large (8 feet)**Movement:** 5 feet (walk)**Tame:** n/a**Attacks:****Poison Knife:** CR 3, range 1, damage +3 (poison level 3)**Pummel:** CR 3, range 1, damage +2**Weapon Attack (Kuhklops Ax):** CR 5, range 1, damage +5**Brt:** 7, **End:** 6, **Agl:** 4,**Dex:** 2, **Wit:** 1, **Chr:** 0**Skills:** Bluff 3, Tracking 3, Poisons 3, **Languages:** Sizzeek**Loot Level:** 2**Special Loot:** weapons carried

Kuhklops



Kuhklops are one-eyed lizard men who live together in small communities (10-30) usually around swampy or marshy areas such as river deltas. They are known for their brutality and their intense dislike for humans and other creatures. Kuhklops consider themselves to be the supreme race in the world and feel it is their duty to make weaker species submit to their power. Kuhklops raids on small human villages or settlements are common in less populated areas. The Kuhklops have a developed spoken language called Sizzeek which consist of guttural hissing sounds (like they are coughing up flem with a lisp). Their communities are organized (food gatherers, hunters, overseers, etc.) but small. Kuhklops have intense rivalries amongst their clans in which they compete to see who is the most bloodthirsty, this often leads to deaths and dismemberment. Kuhklops often wear trinkets from their victims into battle. Human skulls and body parts adorn the bodies of the Kuhklops as well as crude tattoos and piercing. Kuhklops find the scent of the Illness Leech to be pleasing and use the creatures scent as a type of putrid perfume.

Attack Notes

The Kuhklops lizard men usually wear a type of Jack armor made from animal hides and salvaged metal. This armor is used to cover the torso and legs of the Kuhklops.

Roll	Location	Armor
01-20	Arm	n/a
21-40	Leg	AR: 2, DC: 50, Wt: 8, Value: 8 gp
41-85	Body	AR: 2, DC: 60, Wt: 12, Value: 12 gp
86-00	Head	n/a

Lamprey (blood sucker) (4) 🐉

Focus: 5

Health: 70

Armor: none

Resistances: immune to poisons

Size: Massive (20 feet)

Movement: 5 feet (slither)

Tame: 6:8

Attacks:

Bite: CR 4, range 1, damage +3

Blood Suck: CR 4, range 1, damage +3 per round

Squeeze: CR 3, range 1, damage +4

Brt: 5, **End:** 4, **Agl:** 3,
Dex: 1, **Wit:** 0, **Chr:** 0
Skills: none,
Languages: none

Loot Level: 2
Special Loot: Lamprey scales

The Lamprey is a giant worm like creature covered in thick black or brown scales. The Lamprey has no head but instead a large mouth full of thousands of teeth which is located within the throat of the creature. Lampreys are known to grow to nearly 20 feet in length and many stories abound of grown men being eaten whole by the creatures. Lampreys are usually solitary except during mating season when they can be found in pairs. Lampreys tend to live in warm wet climates near large bodies of water.

Attack Notes

The Blood Sucker Lamprey will latch onto the victim with its many rows of teeth and begin sucking blood as fast as it can (this is the Bite Attack). Once attached, the Lamprey will begin to feed and the victim will find that they are in excruciating pain. The victim can remove the Lamprey with a Brute check made against the Lampreys Blood Suck check. Every time the Brute check fails, the Lamprey continues sucking blood and doing damage.

Roll	Location
01-80	Body
81-00	Head

Lamprey (magma) (6)

Focus: 5
Health: 210
Armor: none
Resistances: immune to poisons and fire attacks
Size: Massive (35 feet)
Movement: 10 feet (slither)
Tame: n/a

Attacks:

Fire Breath: CR 5, range 2, damage +5 (burn damage +2 per round for 4 rounds)

Brt: 6, **End:** 5, **Agl:** 3,
Dex: 1, **Wit:** 0, **Chr:** 0
Skills: none,
Languages: none

Loot Level: 3
Special Loot: Magma Lamprey scales

Similar to the Lamprey, the Magma Lamprey is a large worm creature with thousands of teeth. The Magma Lamprey vomits an acidic substance which looks like magma. Magma Lampreys are usually much larger than their cousins and can grow to 35 feet in length. They are solitary creatures except during mating season when they can be found in pairs. Magma Lampreys are usually found in swampy areas where the climate is moist and hot.

Attack Notes

The Magma Lamprey belches up a thick hot magma substance which it flings toward its enemies. The vomited magma comes from rocks that the creature eats to sustain itself. The magma is sticky and will adhere to the target burning for up to 4 additional rounds.



Roll	Location
01-80	Body
81-00	Head

Roll	Location
01-70	Trunk
71-00	Branches

Limnerik (7)

Focus: 5
Health: 300
Armor: none
Resistances: immune to poisons
Size: Massive (25 feet)
Movement: 10 feet (walk)
Tame: n/a

Attacks:

Branch Swipe: CR 6, range 2, damage +8
Stab: CR 4, range 2, damage +10
Stomp: CR 5, range 1, damage +16

Brt: 9, **End:** 8, **Agl:** 2,
Dex: 2, **Wit:** 0, **Chr:** 0
Skills: none,
Languages: Limn

Loot Level: 2
Special Loot: none

Limnericks are tall tree-like creatures who move about slowly on a set of giant roots which act more like tentacles than actual roots. These massive creatures keep to themselves far away from any civilized races. They generally live deep within forests and remain still and asleep until disturbed. Like a normal tree, Limnericks get nourishment from nutrients in the ground. The settle with their roots beneath the soil only moving about when they so choose. These creatures have a strong dislike for blades of any kind and they will not hesitate to destroy one who carries a bladed weapon. The language they speak is known as Limn and consists of creaking sounds and swaying motions.

Luceris (8)

Focus: 7
Health: 350
Armor: none
Resistances: immune to poisons
Size: Huge (12 feet)
Movement: 10 feet (walk)
Tame: n/a

Attacks:

Bite (poison): CR 6, range 1, damage +6 (poison level 6) (see description)
Stab: CR 5, range 1, damage +6
Trample: CR 4, range 1, damage +4
Web: CR 6, range 2, damage (see description)

Brt: 8, **End:** 8, **Agl:** 7,
Dex: 3, **Wit:** 1, **Chr:** 0
Skills: Tracking 6,
Languages: none

Loot Level: 8
Special Loot: Venom of Luceris

The Luceris is a large spider like creature with a large round abdomen of shiny black which contains a white mosaic pattern on its back. It has a small head covered in hair and hundreds of tiny eyes. The mouth of the Luceris appears to be extended from the head and has two fangs on each side of the opening. Inside the creature's mouth are thousands of tiny razor sharp teeth which spiral down the creature's throat. The Luceris has six segmented legs which stretch outward from the creature's body. Two huge barbed, crab-like pincers grow from the front of the



creature's body (these are used to grab prey and pierce at the same time). The Luceris is a skilled hunter and uses webs much like those of a spider to trap its prey. Once the prey has fallen into the web of the Luceris it is only a matter of time before the beast uses its massive barbed pincers to poke holes in the prey. The creature then devours the insides of the victim through the holes before finally eating the body.

Attack Notes

The Poisonous Bite of the Luceris delivers an extremely powerful poison (level 6) into the victim's bloodstream. The Luceris also utilizes a Web Attack which does no direct damage but rather incapacitates the target by wrapping them in a thick, sticky silk. The victim of the web attack may break the web by making a Brute check versus a TN of 8 (this takes 1 turn). The Luceris uses its Stab Attack by driving its long barbed leg through the victim like a spike.

Roll	Location
01-40	Leg
41-85	Body
86-00	Head

Malletor (4)

Focus: 4

Health: 125

Armor: natural (stone skin) AR: 5

Resistances: immune to poisons

Size: Huge (12 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Bite: CR 2, range 1, damage +3

Pummel: CR 5, range 1, damage +6

Trample: CR 4, range 1, damage +8

Brt: 6, **End:** 5, **Agl:** 3,
Dex: 1, **Wit:** 1, **Chr:** 0
Skills: none,
Languages: none

Loot Level: 4

Special Loot: 15% chance drop 1-4 shiny metal items

This huge creature stands 12 feet tall and has massive stone hammer-like hands which it uses to pulverize its prey. The Malletor is brown or grey in color and has skin which looks like smooth stone. It has a huge head which boasts large flat teeth which jut up to form an under bite. The creature generally walks on its hands and feet much like a gorilla but when it encounters prey it rises up on its legs pushing out its chest and waylaying its unfortunate victims with its thunderous hammer like hands. Malletors are solitary creatures and are only found in groups (2-4 and 1 is always female) when mating. This practice takes place late in the year during the winter months. Malletors are found in low lying areas like canyons or open caves. They feed on anything they can chew (meat, plants, rocks containing minerals, anything). They are known to be attracted to shiny objects such as metal or glass.

Malletors are not overly aggressive and will usually pay little attention to those whom they do not view as threats. They will however seek out objects of desire such as metal or glass (anything shiny) and may attack in order to get it. They have been known to attack humans out of hunger. Malletors are known to have an extreme hatred for Goblins.

Attack Notes

Malletors are aggressive and attack primarily with their hammer-like hands. They will attempt to beat their prey into submission.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Mammothian (3)

Focus: 2

Health: 75

Armor: none

Resistances: cold tolerance

Size: Large (8 feet)

Movement: 5 feet (walk)

Tame: 5:8

Attacks:

Gore: CR 3, range 1, damage +6

Pummel: CR 4, range 1, damage +4

Brt: 7, **End:** 6, **Agl:** 3,

Dex: 3, **Wit:** 5, **Chr:** 0

Skills: Bluff 2, Taming 5,

Languages: Mizustuk (see description)

Loot Level: 3

Special Loot: Ivory Tusks (male only)

The Mammothian is an ancient creature which has records dating back thousands and thousands of years in the form of early cave paintings. These creatures are tall 8 feet with a humanoid body and the head of a mammoth. The males have dark brown fur and large tusks while the females have red fur and no tusks. These creatures wear clothing made of animal hides and

plants. Both males and females adorn themselves in jewelry made of gold, bone, turquoise or any other object they deem as precious. Mammothians are highly intelligent creatures and view the world as their own. It is said that their history is the history of the world and that they were the first of all sentient creatures to exist.

Mammothians are telepathic creatures and use only telepathy to communicate with one another. When speaking with creatures of other races (which is rare) Mammothians will use a form of auditory telepathy which allows them to speak the language of anyone whom they encounter (with the exception of Abysmal Speech). Mammothians are arrogant and wise and do not enjoy the company of those unlike themselves. They live hundreds of years and have close family networks which consist of grandparents, cousins, aunt and uncles. They value honor highly and are keen to protect that which they feel belongs to them. It is said that the Mammothians once embraced technology and had machines which were far superior to anything ever created. During the great wars of Man the Mammothian went into seclusion and left their technology behind as it had no fulfilling purpose in their lives. Mammothians can be found living in groups from 20-30 although smaller groups have been recorded. These creatures tend to live in open plains and grasslands.

Attack Notes

In battle Mammothians are to be feared. They possess great strength and have wondrous combat skills. They have the ability to use all manner of weapons with the exception of firearms which they view as dishonorable. Mam-

mothians will wage war in order to protect their territory, families and freedom.

Roll Location

01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Moglin (4)

Focus: 2

Health: 130

Armor: none

Resistances: immune to poisons

Size: Huge (12 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Pummel: CR 4, range 1, damage +5

Stomp: CR 1, range 1, damage +12

Weapon Attack (Club): CR 3, range 1, damage +6

Brt: 7, **End:** 5, **Agl:** 1,

Dex: 1, **Wit:** 1, **Chr:** 0

Skills: none,

Languages: none

Loot Level: 3

Special Loot: 40% chance drop 1-6 assorted weapons and items

Moglins are large hideous creatures with pale skin and mangy hair. They grow up to 12 feet tall and have humped shoulders which make their heads to look as if they have grown from the center of their chests. Moglins live in caves or old ruined structures. Moglins love gold and other shiny objects (especially jewels). They are notorious for raiding human camps in the middle of the night devouring the living and stealing anything of value. Moglins

have little use for any weapon except large clubs which they drive knives or swords through. Moglins usually live alone unless they have taken a mate. Young Moglins are extremely rare.

Roll Location

01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Mummy (2)

Focus: 1

Health: 35

Armor: none

Resistances: immune to poisons

Size: Man (5-6 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Claw Attack: CR 2, range 1, damage +3

Kore Magic: CR 2, Heal (self), Restore Self, Lightning

Pummel: CR 2, range 1, damage +2

Brt: 2, **End:** 3, **Agl:** 1,

Dex: 1, **Wit:** 1, **Chr:** 0

Skills: none,

Languages: none

Loot Level: 1

Special Loot: dirty bandages

A Mummy is the body of a human which was preserved for religious purposes. Mummies are generally wrapped in bandages and filled with herbs and perfumes to preserve the body. The burial practices associated with mummification allow the body to serve as a vessel for wayward souls from the Shadow Plane. Destards are souls who have no place in the Shadow Plane.



They are often hunted and consumed by various spirits living within the plane. It is for this reason that Destards come to the Material Plane seeking refuge from the horrific possibility of non-existence. Destards are said to enjoy the smell of the mummified corpse and take refuge within the body bringing it to life. Mummies are not evil by nature but tend to become corrupted by the pleasures of the Material Plane. After a Mummy has existed for a period of time they forget their lives in the Shadow Plane and allow the Material Plane to eat away at their very existence.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Murderous Lump (3)

Focus: 2
Health: 75
Armor: none
Resistances: none
Size: Large (12 feet diameter)
Movement: 5 feet (crawl)
Tame: n/a

Attacks:

Object Hurl: CR 3, range 2, damage +6 (maximum)
Tentacle Whip: CR 2, range 1, damage +2

Brt: 3, **End:** 3, **Agl:** 1,
Dex: 4, **Wit:** 1, **Chr:** 0
Skills: none,
Languages: none

Loot Level: 4

Special Loot: 50% chance drop 1-6 assorted weapons and items

This awful looking mess resembles a mound of dead animals, bones, excrement, weapons, armor and anything else the creature can absorb. The Murderous Lump is a beast unlike any other. It is a mound of the before mentioned grossness about 12 feet in diameter. The creature attacks its prey by hurling weapons, stones, wood or anything else that it has absorbed. The creature also has two long snake-like tentacles which it uses to grab its prey and pull it close. Once the prey is pulled in the creature will use whatever harmful instruments in its body to slice and dismember before beginning to ingest the victim. These instruments are held by the many tentacles the creature keeps hidden within the flaps of skin under the mess of its body. Murderous

Lumps are generally found in forest areas or areas where they have the ability to camouflage themselves using their surroundings. These creatures usually smell horrible as they are made up of the remains of rotting prey. Often times they have been known to have all manner of swords, axes, armor, spears and other human weaponry protruding from their bodies. These things become part of the creature and are used to aid it in its quest for food. Murderous Lumps often hold a good amount of treasure beneath their disgusting exterior as they keep all they consume. They are slow moving creatures and propel their bodies by means of muscles under their main body (much like a snake).

Attack Notes

The Murderous Lump uses an Object Hurl Attack. Objects lodged in the creatures body can be used as projectiles as the creatures sees fit. Muscle contractions allow the creature to fling these objects at opponents during combat.

Roll	Location
01-70	Body
71-00	Tentacles

Needleback (5)

Focus: 3

Health: 165

Armor: none

Resistances: immune to poison gas attacks

Size: Large (11-13 feet)

Movement: 10 feet (walk)

Tame: 6:12

Attacks:

Gore: CR 3, range 1, damage +6

Needle Thrust: CR 3, range 2, damage +6

Trample: CR 4, range 1, damage +8

Brt: 7, **End:** 6, **Agl:** 3,

Dex: 1, **Wit:** 1, **Chr:** 0

Skills: none,

Languages: none

Loot Level: 3

Special Loot: Spiny Needles

The Needleback is a creature that is almost a cross between a porcupine and a rhinoceros. The entire body (except the bottoms of the feet and face) of this creature is covered in needlelike spines. Some of the spines are flexible while others are more rigid. All however have tiny serrations which enable the spines to not only pierce and impale but to cut and slice also. The Needleback is a solitary herbivore and extremely territorial. If the creature in any way feels threatened it will attack its adversaries attempting to drive them away or kill them. Needlebacks generally live in small herds of 8-20 of the creatures in open grasslands and savannahs.

Roll Location

01-30	Legs
31-85	Body
86-00	Head

Ophidians

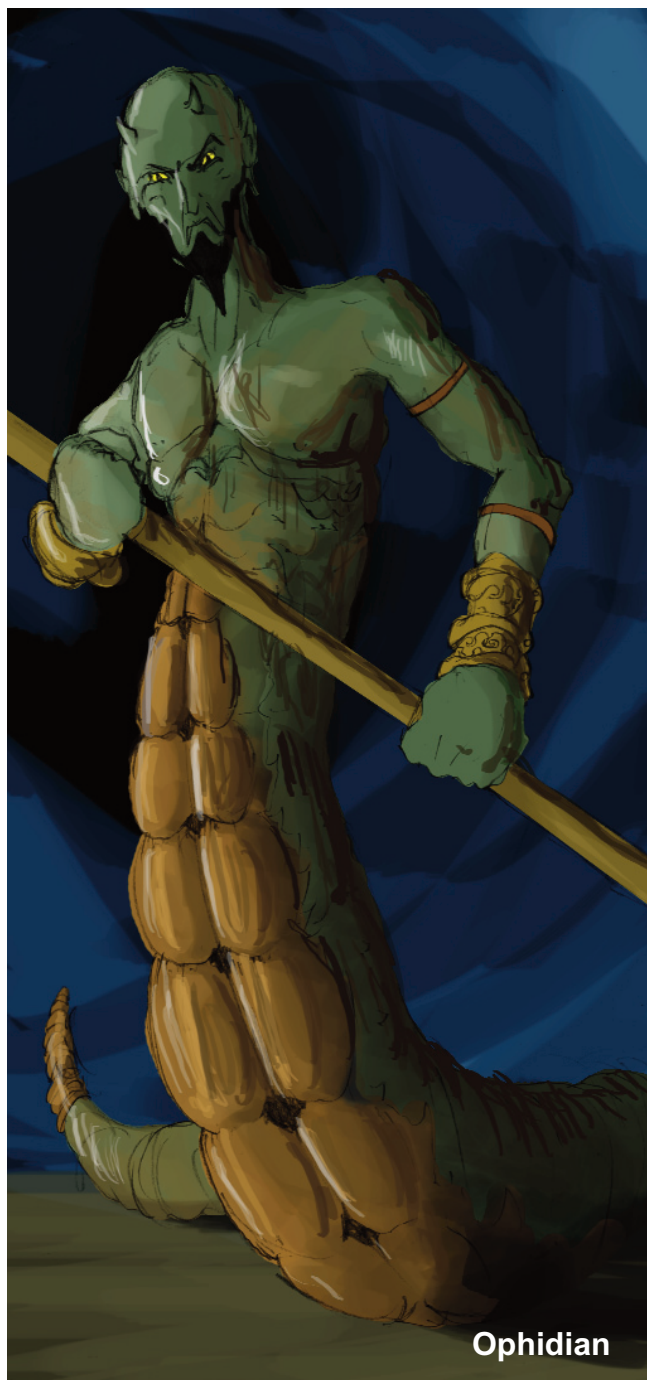
With the torso, arms and head of a human and the serpentine body of a snake Ophidians are as ruthless and cunning as any species. Ophidians generally have olive green colored skin (from the waist up) which is leathery and thick. The serpentine portion of the creature's body is made of scale similar to those of a snake but larger in size. The scales come in many different colors with black being the dominant color on all Ophidians.

Ophidians are known to be extremely hateful creatures and have a deep despise for Humans and Goblins. They are well organized creatures and have an extremely developed (and complex) written and spoken language which is known as Ha-Azez (Humans call it Ophidian). Ophidians have a feudal system of government where powerful Ophidian rulers command armies and land.

The Ophidian class system is broken down into several sects. Each of these sects performs a certain duty in the Ophidian cast system. The main sects are; the Ophidian Lords who are the kings and nobles of the Ophidian realms, Ophidian Brutes are representing wealthy land owners and influentially powerful Ophidians. Next are the Ophidian Berserkers who are the highly respected warrior class from which many Ophidian Brutes evolved. The final class is the Ophidian Slave class. Ophidian Slaves are the lowest class in the Ophidian class structure and are the working class. The Slave class is the largest Ophidian class. The Mage class is a sect of Ophidians who are few in number and have the ability to use Kore Magic (they are generally consid-

ered nobility). The Ophidian Mages are highly respected and protected.

Ophidians are generally found underground in vast cave complexes which they have lived in for centuries. They rarely come to the surface and do so only in emergencies or to exact revenge for something specific.



Ophidian (Berzerker) (3)▲

Focus: 5

Health: 75

Armor: worn, Ophidian Plate (see description)

Resistances: none

Size: Large (9 feet)

Movement: 5 feet (slither)

Tame: n/a

Attacks:

Pummel: CR 4, range 1, damage +4

Weapon Attack (Ophidian Pole Arm): CR 6, range 2, damage +12

Brt: 6, **End:** 5, **Agl:** 4,

Dex: 3, **Wit:** 2, **Chr:** 0

Skills: Bluff 2

Languages: Ha-Azez

Loot Level: 2

Special Loot: Ophidian Plate Armor, weapon carried

Ophidian Berserkers are the highly respected warrior class of the Ophidian class system. These Ophidians are the soldiers of the Ophidian armies and are highly trained and skilled in combat. These Ophidians get their title (Berzerker) from a large rattle which grows upon the tail or a set of rattles which grow around the waist. In combat the Ophidian Berserkers will commence to rattling in one accord. This effect produces a chaotic sound which sends the Berserkers into a trance like state enabling them to enhance their fighting effectiveness during a battle. This mass rattling is known as Sleesk.

Ophidian Berserkers generally apply paint to their faces and torso in colors that mimic those on their tails. These

designs are said to give the Berserkers further power and help them overcome their enemies.

Roll	Location	Armor (Ophidian Plate)
01-20	Arms	AR: 6, DC: 70, Wt: 14, Value: 120 gp
31-55	Body	AR: 6, DC: 160, Wt: 26, Value: 220 gp
56-85	Tail	n/a
86-00	Head	AR: 6, DC: 60, Wt: 6, Value: 50 gp

Ophidian (Brute) (2)▲

Focus: 2

Health: 30

Armor: worn, Ophidian Leather (see description)

Resistances: none

Size: Large (11 feet)

Movement: 5 feet (slither)

Tame: n/a

Attacks:

Two-Handed Weapon: MCR 3, range 1-2, damage +8 max.

Brt: 3, **End:** 2, **Agl:** 1,

Dex: 1, **Wit:** 2, **Chr:** 0

Skills: Tracking 2,

Languages: Ha-Azez

Loot Level: 1

Special Loot: Ophidian Leather, weapon carried

Ophidian Brutes are wealthy, elderly Ophidians who have spent time as either Ophidian Berserkers or Ophidian Lords (who were stripped of nobility). Ophidian Brutes are much larger than a normal sized Ophidian due to their advanced age (Ophidians continue to grow until death). Ophidian Brutes can reach up to 11 feet in length. They

generally adorn their bodies in exquisite jewelry and gold to show off their wealth. They are slow and lazy spending their time complaining of the ills of Ophidian society (this laziness and slowness are actually status symbols, the lazier one is and the slower one moves is the more civilized they are). Ophidian Brutes maintain a warrior status but have no say in what takes place in society. Younger Ophidians view the Brute class as a waste of resources and many Ophidian hives have seen civil wars over such issues.

Roll	Location	Armor (Ophidian Leather)
01-20	Arms	AR: 1, DC: 18, Wt: 3, Value: 5 gp
31-55	Body	AR: 2, DC: 30, Wt: 7, Value: 10 gp
56-85	Tail	n/a
86-00	Head	n/a

Ophidian (Lord) (4) 🐍

Focus: 5

Health: 125

Armor: worn, Ophidian Plate (see description)

Resistances: none

Size: Large (11 feet)

Movement: 5 feet (slither)

Tame: n/a

Attacks:

Pummel: CR 4, range 1, damage +4

Weapon Attack (Ophidian Pole Arm): CR 6, range 2, damage +12

Brt: 6, **End:** 6, **Agl:** 4,

Dex: 3, **Wit:** 3, **Chr:** 0

Skills: Bluff 3,

Languages: Ha-Azez

Loot Level: 3

Special Loot: Ophidian Plate Armor, weapon carried

The Powerful Ophidian Lords are the strongest and most intelligent of all Ophidians. It is with this skill set that they rise to be the greatest of their species and command those beneath them. Ophidian Lords are the royal sect of the Ophidian species and with their title wield great power. These are the masters of the Ophidian legions and their power is law. The Ophidian Lords rule over subterranean feudal kingdoms as they set forth their armies to battle against one another for power and territory. Ophidian Lords are the strongest and most powerful of all Ophidians. These creatures often wear heavy suits of armor and carry large deadly weapons with which they fight their enemies. The Ophidian Lord will paint his/her face entirely in greasy black paint before going into battle and will take with them a highly skilled group of Ophidian Berserkers who act as their own personal guards. Ophidian Lords participate in battle but only when necessary. These Ophidians generally stay in the rear of the troop formations and give command to the Berserker generals. Ophidian Lords encountered in combat make fierce opponents. They generally fight to show their strength and skill as opposed to fighting for purpose of the battle. Ophidian Lords have massive stone lairs which generally set in the Great Rooms of their hives.

Roll	Location	Armor
01-20	Arms	AR: 6, DC: 70, Wt: 14, Value: 120 gp
31-55	Body	AR: 6, DC: 160, Wt: 26, Value: 220 gp
56-85	Tail	n/a
86-00	Head	AR: 6, DC: 60, Wt: 6, Value: 50 gp

Ophidian (Mage) (3)▲

Focus: 4
Health: 50
Armor: none
Resistances: none
Size: Large (10 feet)
Movement: 5 feet (slither)
Tame: n/a

Attacks:

Kore Magic: CR 3, Charm Beast, Fireball, Frost Missile, Lightning Strike, Paralyze
Pummel: CR 2, range 1, damage +2

Brt: 4, **End:** 3, **Agl:** 3,
Dex: 3, **Wit:** 3, **Chr:** 0
Skills: Reading/Writing 2, Ophidian Anatomy 2,
Languages: Ha-Azez

Loot Level: 2

Special Loot: none

The Ophidian Mages are the seers and wizards of Ophidian society. These Ophidians have studied the ways of nature and magic and have developed the ability to use Kore. Ophidian Mages are rare and are highly regarded by Ophidian Lords who use them as counselors and special weapons on the battle field. Ophidian Mages can be identified by the headdress they wear which is made of bones and skulls tied together with twine and leather. The bones are often brightly painted in reds, blues and purples.

Roll	Location
01-20	Arms
31-55	Body
56-85	Tail
86-00	Head

Ophidian (Slave) (1)▲

Focus: 1
Health: 10
Armor: none
Resistances: none
Size: :Large (9 feet)
Movement: 5 feet (slither)
Tame: n/a

Attacks:

Pummel: CR 1, range 1, damage +2.
Two-Handed Weapon: CR 1, range 1, damage +6 (max).

Brt: 1, **End:** 1, **Agl:** 1,
Dex: 1, **Wit:** 1, **Chr:** 0
Skills: Tracking 1
Languages: Ha-Azez

Loot Level: 1

Special Loot: weapon carried

Of all the Ophidian classes the Ophidian Slaves are by far the least intelligent and weakest. The primary purpose of the Ophidian Slaves is manual labor, the construction of fortresses and the service to the upper classes. Not only are Ophidian Slaves the main labor force in the Ophidian Kingdoms but they are also the first offensive wave to go into battle. This Ophidian Slave front line is generally used to determine the strength of the opposing armies forces and a level at which Ophidian Commander predict battle strategy. Ophidian Slaves are bred to be less intelligent and slightly less strong than the other Ophidian classes. Methods of inbreeding set up among the Ophidians have been detrimental in the creation of the inferior Ophidian Slaves. By reducing their overall intelligence the Ophidian upper class has also cut down

on the resistance from the Slave class. Most slaves see it as their lot in life that they have no freedoms and die with loyalty under the guise that they do it for the greater good.

Roll	Location
01-20	Arms
31-55	Body
56-85	Tail
86-00	Head

Attack Notes

Orgs will attempt to attack from a distance usually by throwing an object such as a rock or piece of wood. Orgs do this as a surprise attack.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Org (4)

Focus: 3
Health: 120
Armor: none
Resistances: none
Size: Large (9 feet)
Movement: 5 feet (walk)
Tame: n/a

Attacks:

Pummel: CR 4, range 1, damage +6
Throw Attack: CR 4, range 2, damage +8

Brt: 6, **End:** 7, **Agl:** 2,
Dex: 2, **Wit:** 1, **Chr:** 0
Skills: none
Languages: none

Loot Level: 2

Special Loot: 45% chance drop 1-4 old Ophidian weapons

Orgs are large clumsy giants. They generally have beards with bald heads and small faces. Their skin is pale green or brown and they wear the furs and skins of animals they have killed. Orgs can be found in nearly any environment and usually tend to make shelters under overhangs, in caves or rocky areas. Orgs hate Ophidians and will attack on site even if heavily outnumbered.

Pox Bringer (9)

Focus: 7
Health: 400
Armor: none,
Resistances: immune to acid attacks
Size: Massive (25 feet),
Movement: 5 feet (slither)
Tame: n/a

Attacks:

Bite Attack: CR 4, range 1, damage +14
Acid Vomit: CR 7, range 2, damage +12 (see description)
Crush: CR 2, range 1, damage +6 (see description)
Tongue Grab: CR 5, range 2, damage (see description)

Brt: 8, **End:** 8, **Agl:** 1,
Dex: 1, **Wit:** 1, **Chr:** 0
Skills: none
Languages: none

Loot Level: 7

Special Loot: none

The Pox Bringer is a massive worm which lives in bogs and swamps. The Pox Bringer is approximately 25 feet in length. Its body is pale yellow and white and its thin looking skin is cov-

ered in large pus filled sores which pop indiscriminately as it moves about on its stomach. The head of the creature is covered in folds of milky white skin and oozing pus. Beneath the skin is a large circular mouth which is lined with multiple rows of sharp teeth. The Pox Bringer is a solitary creature and feeds mostly on small animals like deer and young bears. It has been known to attack humans and the results are horrific to say the least. The pus in the creature's sores is an acid and has been known to burn an individuals legs right off leaving nothing more than melted stumps.

Attack Notes

The Pox Bringer will attempt to liquefy its victim by throwing up a wretched smelling acid which softens tissue and bone. The Pox Bringer will also attempt to lurch its massive body onto creatures in order to crush and then absorb them into its body. Anyone caught by the creatures Crush Attack has a 50% chance of being exposed to a popped blister on the creature. The acidic substance from the blister will do +6 damage every round the individual is exposed to it. The Pox Bringer also employs a Tongue Grab where it will wrap its long (nearly 10 feet) black tongue around an opponent and attempt to pull them into its mouth. To break free of the tongues grip an individual must make a Brute check against a TN of 6 or risk being pulled into the creatures mouth (those held in the tongue get two chances to break free of the creature's grip). Once pulled into the creature's mouth the victim will automatically take bite damage and risk exposure to the Pox Bringer's acid vomit.

Roll	Location
01-80	Body
81-00	Head

Ratling (2)⊕

Focus: 1

Health: 16

Armor: none

Resistances: none

Size: man (5 feet)

Movement: 5 feet (walk)

Tame: n/a

Attacks:

Bite: MCR 1, range 1, damage +1.

Missile Weapon (primitive bow):

CR 2, range and damage weapon dependent

One-Handed Weapon: MCR 1, range 1, damage +3 max.

Pummel: MCR 1, range 1, damage +1.

Brt: 1, **End:** 2, **Agl:** 1,

Dex: 2, **Wit:** 1, **Chr:** 0

Skills: Move Silent 1,

Languages: Ratling

Loot Level: 1

Special Loot: weapons carried

Part man, part rat. Ratlings are bipedal creatures who stand about 5 feet tall. They have the appearance of rats (long noses, beady eyes and tails) in the face with the body of a man. Ratlings are unorganized creatures and have little intelligence to speak of. They know how to wield and use melee and missile weapons (preferring to generally use the later). They very rarely wear armor or any type of clothing. Ratlings are found in caves, forests, swamps and mountains. They are nomadic creatures and move about searching for food

(meat of any kind). Ratlings are shy creatures when they are in few numbers but usually are found in numbers of 10 or more in which they gain strength and courage. They have a simple speech consisting of clicking sounds which is simply called Ratling.

Attack Notes

Ratlings tend to attack with primitive bows and will run when injured or outnumbered. They are known for their cowardice.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body/Tail
86-00	Head

Reptilian Chimera (10)

Focus: 8

Health: 800

Armor: none

Resistances: immune to fire attacks and toxic gas attacks

Size: Gigantic (35-40 feet)

Movement: 20 feet (walk)

Tame: n/a

Attacks:

Bite Attack: CR 5, range 2, damage +12

Claw Attack: CR 5, range 2, damage +10

Fire Breath: CR 8, range 2, damage +20 (see description)

Gas Breath: CR 7, range 2, damage +14 (see description)

Tail Whip: CR 7, range 2, damage +14

Trample: CR 5, range 1, damage +20

Brt: 12, **End:** 10, **Agl:** 5,

Dex: 3, **Wit:** 1, **Chr:** 0

Skills: none

Languages: none

Loot Level: 10

Special Loot: 1-4 magic weapons, 1-4 magic items, 1-4 superior weapons, 1-6 normal weapons, 1-4 sets of normal armor

The Reptilian Chimera is a massive creature that appears to be related to the Herensuge (distantly), however, the Reptilian Chimera is a unique and solitary creature. The Reptilian Chimera is very rare and stands nearly 40 feet in height. It has two squatty legs and a long tail that connect to a large fat scaled body of multiple colors (reds, greens, oranges and yellows). Three long necks grow up out of the body each with a different reptilian head.

The heads are said to be horned and boast long jagged teeth. The heads operate independently of one another and will often hiss and bite the other heads and necks. Reptilian Chimeras love gold, silver and any type of artistic items. Their lairs are crowded with treasure they have amassed over long periods of time.

Attack Notes

The Reptilian Chimera is a deadly encounter with extremely powerful attacks. The Reptilian Chimera is allowed 3 initiative rolls (1 for each head). The creature attacks with different breath attacks followed by tail and claw attacks. Adventurers who attempt melee battle with the creature will suffer bite attacks as well.

Roll	Location
01-07	Head 1/Neck
08-14	Head 2/Neck
15-21	Head 3/Neck
22-70	Body/Tail
71-00	Legs

Reptor (1)

Focus: 1
Health: 7
Armor: none
Resistances: none
Size: Tiny (2 feet)
Movement: 5 feet (walk)
Tame: 5:7

Attacks:

Bite: CR 1, range 1, damage MoS
Claw Attack: CR 1, range 1, damage MoS
Weapon Attack (short blade): CR 1, range 1, damage +2

Brt: 1, **End:** 1, **Agl:** 3,
Dex: 2, **Wit:** 1, **Chr:** 0
Skills: Hide 3, Pick Pocket 2,
Languages: none

Loot Level: 1 (per group)
Special Loot: tiny weapons carried

This tiny little beast is a bipedal lizard like creature with tiny arms and razor sharp teeth. They hunt in packs of 2-8 and will almost always attempt to ambush their prey. They have tails and long legs designed for running. Reptors make clicking sounds with which they communicate (apparently sending orders and responses).

Reptors will break ranks if their group numbers are cut in half fleeing and hiding. Reptors have ferocious appetites and feed constantly. Larger groups of

Reptors will often attack larger creatures. They collect shiny objects such as coins but use them only to marvel over.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Revenant (4)

Focus: 3
Health: 90
Armor: none
Resistances: immune to poisons
Size: Man (5-6 feet)
Movement: 5 feet (walk/float)
Tame: n/a

Attacks:

Kore Magic: CR 3, Dispel, Darkness, Lightning Strike
Pummel: CR 2, range 1, damage +2
Weapon Attack: CR 4, range and damage weapon dependent

Brt: 2, **End:** 2, **Agl:** 3,
Dex: 2, **Wit:** 3, **Chr:** 1
Skills: Hide 4, Move Silent 3,
Languages: Any 2 human languages

Loot Level: 2
Special Loot: none

A Revenant is the angry spirit of a destroyed Hilotz. After a Hilotz is destroyed the soul "sleeps" in the Material Plane and awakens as a Revenant. Revenants are nowhere near as powerful as their former selves but they still command Kore Magic (on a much weaker level). The pain of such loss of power is great and the Revenant recalls all that happened up until its time of

death a Hilotz. These memories often fuel the hatred of the Revenant forcing them to seek out their destroyers in an effort to redeem them. Revenants appear as ghostly apparitions of their Hilotz form. They are tangible creatures but appear to be made of mist and transparent.

Roll Location

01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Sadiskas (6)

Focus: 6

Health: 140

Armor: natural AR: 6

Resistances: none

Size: Large (10 feet)

Movement: 10 feet (walk)

Tame: n/a

Attacks:

Missile Weapon (Sadiskas Bow):

CR 4, range 2, damage x5

Pummel: CR 5, range 1, damage +6

Weapon Attack (Pole Arm): CR 5, range and damage weapon dependent

Brt: 6, **End:** 5, **Agl:** 3,

Dex: 3, **Wit:** 1, **Chr:** 1

Skills: Bluff 3, Tracking 4

Languages: Cakama

Loot Level: 5

Special Loot: weapon carried

The Sadiskas is a large, six-legged beetle like creature with the torso, arms and head of a human. The Sadiskas is known for its cruelty and disregard for life. It is considered an evil creature



Sadiskas

and has a reputation for torturing and enslaving those it meets. Sadiskas have a thick brown skin and pointy faces with facial features being extremely defined. They generally live in subterranean caverns or abandoned ruins. Sadiskas are gluttons and love anything shiny. They gorge themselves on food and drink whenever possible. They also tend to hoard gold and gems as well armor and weapons.

Roll Location

01-30	Legs
31-45	Arms
46-85	Body
86-00	Head

Scorpion (giant) (2) **Focus:** 1**Health:** 20**Armor:** natural AR: 1**Resistances:** immune to poison**Size:** man (3 feet in length)**Movement:** 10 feet (walk)**Tame:** 5:8**Attacks:****Pincer Attack:** CR 1, range 1, damage +2**Sting:** CR 2, range 1, damage +3 (poison level 1)**Brt:** 1, **End:** 1, **Agl:** 2,**Dex:** 1, **Wit:** 0, **Chr:** 0**Skills:** none**Languages:** none**Loot Level: 1****Special Loot:** poison

The Giant Scorpion looks exactly like a normal sized scorpion except that it is much larger (up to 3 feet in length). This creature is usually dark brown or orange with red or black speckles. It has a tough exoskeleton which serves as a natural armor. The Giant Scorpion is a social creature and lives in groups of 10-20 others of its kind. Giant Scorpions each have their own underground dens which is a simple hole in the desert rocks and sands. Giant Scorpions will work together in order to bring down large prey that has trespassed into their habitat.

Attack Notes

The tail of the Giant Scorpion is long with a large barb upon the end. This is the Giant Scorpions primary method of attack. The Giant Scorpion will not only use the tail to stab at its victim but also

to inject a deadly poison into the victim once the barb has penetrated the body of the prey. This poison affects the target instantly. Individuals poisoned by the Giant Scorpion must roll a Poison check (Endurance) or be affected by the poison.

Roll Location

01-40 Leg

41-85 Body

86-00 Head

Shock Pulsar (5) **Focus:** 5**Health:** 80**Armor:** none**Resistances:** immune to electricity attacks**Size:** Large (5 feet diameter)**Movement:** 5 feet (float)**Tame:** n/a**Attacks:****Kore Magic:** CR 6, Lightning Strike, Paralyze, Heal (self)**Kore Psionics:** CR 4, Electro Sear, Power Arc,**Serpent Bite:** CR 3, range 1, damage +3 (poison level 2)**Brt:** 2, **End:** 2, **Agl:** 2,**Dex:** 3, **Wit:** 1, **Chr:** 0**Skills:** none**Languages:** none**Loot Level: 6****Special Loot:** none

The Shock Pulsar is a giant floating single eye with multiple serpents growing out from the bumpy membrane. Exposed veins and arteries extend from the base of the membrane often times spewing black, putrid liquid about.

The Shock Pulsar is about 4 feet in diameter. Shock Pulsars are known to cause horror and fear in their victims merely by the way they look. When Shock Pulsars attack their victims the dull black eye in the center of the creature will glow bright blue for a moment. (Shock Pulsar eyes are prized for their ability to illuminate after death. The eyes of these creatures are often taken as trophies and used as lamps because they remain glowing blue for decades.)

Attack Notes

Shock Pulsars generally attack with magic only. Their prowess in magic is matched only by their hideousness. They are likely to use direct damage spells when attacking and will continually heal themselves when injured. Shock Pulsars move about by floating above the ground. They have a ceiling height of 200f. They can move up to 15 mph in a horizontal motion and up to 5 mph in an upward climb.

Roll	Location
01-80	Body
81-00	Tentacles

Skeleton (2)

Focus: 1
Health: 14
Armor: none
Resistances: immune to poisons, immune to gas attacks
Size: man (5-6 feet tall)
Movement: 5 feet
Tame: n/a

Attacks:

One-Handed Weapon: MCR 1, range 1, damage +3 max.

Brt: 1, **End:** 1, **Agil:** 1,
Dex: 1, **Wit:** 0, **Chr:** 0
Skills: none,
Languages: none

Loot Level: 1

Special Loot: bones, carried weapon

A Skeleton is the living skeleton of a dead humanoid. Skeletons are usually birthed from Skeletal Syndrome which is a disease that seems to only affect humanoids. Infected Humanoids suffer from a deep burning sensation all over their bodies. During this time the actual skeleton inside the skin becomes conscious and frees itself by tearing away at the skin and muscle of the individual. In the end, the only thing that remains is the skeleton which is held together with tendons and ligaments. Skeletons have a deep hatred for "skins" and will attempt to free the skeletons within by cutting the flesh from their victims. Skeletons are also known to rob fresh graves taking pieces of the recently deceased in order to repair their own bodies.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Slash Rabbit (3)

Focus: 3
Health: 60
Armor: none
Resistances: none
Size: Small (4 feet)
Movement: 10 feet (jump)
Tame: n/a

Attacks:**Claw Attack:** CR 3, range 1, damage +2**Pummel (kick):** CR 3, range 1, damage +1**Brt:** 2, **End:** 2, **Agl:** 4,**Dex:** 2, **Wit:** 1, **Chr:** 0**Skills:** Hide 2,**Languages:** none**Loot Level:** 1**Special Loot:** none

The Slash Rabbit is a giant malformed rabbit with large canine teeth and razor sharp claws. The head of the Slash Rabbit looks as though it has been caved in or molded into a strange shape. The eyes of these rabbits are bloodshot red and pus covered, dripping with liquid. Their fur is matted and oily. Slash Rabbits tend to live in open plains or light forest areas. They feed on smaller creatures such as squirrels, normal rabbits, marmots etc. Slash Rabbits can be a particularly dangerous adversary especially when a pack of the creatures is encountered. Their razor sharp claws can tear through skin easily and their teeth are used to tear and shred meat. Slash Rabbits also have powerful legs which they will use to kick at their victims if engaged in close combat.

Roll Location

01-20 Arm

21-40 Leg

41-85 Body

86-00 Head

Slaver (6) **Focus:** 5**Health:** 185**Armor:** worn (see description)**Resistances:** none**Size:** Huge (9 feet)**Movement:** 5 feet (walk)**Tame:** n/a**Attacks:****Pummel:** CR 6, range 1, damage +6**Weapon Attack (varies):** CR 6, range and damage weapon dependent**Brt:** 7, **End:** 7, **Agl:** 4,**Dex:** 3, **Wit:** 2, **Chr:** 0**Skills:** Bluff 4, Taming 6, Tracking 6,**Languages:** Uguk**Loot Level:** 2**Special Loot:** weapon carried.

This humanoid brute stands up to 9 feet in height. Slavers are dark grey in color with multiple scars. They have two horns upon their heads which they sometimes use in a gore attack. The faces of these brutes are mangled contortions accented by long jagged teeth. They have large muscular arms and thick legs like those of an elephant. Slavers often wear some type of torso armor and may wear arm or leg coverings when knowingly engaging in battle. Slavers get their name from the fact that they often command lesser creatures to do their bidding and help in their conquests.

These creatures usually include captured Goblins, Humans or Jackal Men. A Slaver will typically have a small camp or light fortification which will consist of a group of 4-24 underlings. (These un-

derlings should not have an MR that exceeds level 3.) Slavers generally attack by using a large bladed weapon or a brawl attack. They will attempt to slice their opponents into little pieces or beat them to a pulp. Slavers are sometimes used by Inferno Giants as bosses or commanders. This is nearly always by choice of the Slaver as they do not bend lightly to the whims of others no matter how powerful.

Attack Notes

Slavers will generally wear any type of armor they can find, the heavier the better.

Roll	Location	Armor (Plate, Chain, Jack)
01-20	Arm	AR: 2, DC: 40, Wt: 7, Value: 16 gp
21-40	Leg	AR: 4, DC: 100, Wt: 14, Value: 150 gp
41-85	Body	AR: 6, DC: 180, Wt: 30, Value: 300 gp
86-00	Head	AR: 6, DC: 80, Wt: 6, Value: 60 gp

Slime (chlora) (2)

Focus: 1

Health: 50

Armor: none

Resistances: immune to poisons and gas attacks

Size: Tiny (1 feet diameter)

Movement: 3 feet (crawl)

Tame: n/a

Attacks:

Gas Attack: CR 2, range 2, damage (see description)

Brt: 1, **End:** 1, **Agl:** 1,

Dex: 0, **Wit:** 0, **Chr:** 0

Skills: none,

Languages: none

Loot Level: 1 (per group)

Special Loot: none

Chlora Slime appears as a large gelatinous mass which moves sluggishly along the ground. Chlora Slime is generally green in color and surrounded by a poison gas cloud (also green) which emanates from the slime itself. Chlora Slime is generally found in swampy areas or bogs. It will at times camouflage itself under leaves or other fallen or dead matter. The poisonous cloud that accompanies the slime can be smelled up to 400 feet away and has a smell like rotten garlic and moldy feet. Chlora Slime will sometimes lay on the surface of a stagnant pool of water or small pond ingesting tiny organisms to sustain it. Not only are these pools of water completely depleted of living organisms after the Chlora Slime has concluded feeding but the water is also left poisoned from excrement left by the slime. Depending on the size of the water source Chlora Slimes can spend years feeding.

Slime (poison) (2)

Focus: 1

Health: 20

Armor: none

Resistances: immune to poisons and gas attacks

Size: Small (3 feet diameter)

Movement: 3 feet (crawl)

Tame: n/a

Attacks:

Poison Spray: CR 2, range 2, damage (poison level 2)

Brt: 1, **End:** 1, **Agl:** 1,
Dex: 0, **Wit:** 0, **Chr:** 0
Skills: none,
Languages: none

Loot Level: 1 (per group)
Special Loot: none

The Poison Slime is a large mass of purple gelatinous slime (3 feet diameter). It moves about slowly like from place to place dispensing poison gas from its putrid cell membrane which shields the inner workings of the slime. Exposure to the poison from this slime will result in painful suffocation and bodily cramping until death occurs a few moments later. Individuals who are exposed to this poison must make a resist Poison check (Endurance) or else succumb to the effects.

Exposure to the gas for more than one minute will result in a nearly instant cramping of all the bodies muscles which in turn results in paralysis. Once the prey is paralyzed the slime will move toward the prey to cover it and break the body down using powerful enzymes released from beneath the creature.

Soil Beast (6)

Focus: 4
Health: 190
Armor: natural (rocky skin) AR: 4
Resistances: immune to poisons and gas attacks
Size: Huge (12 feet)
Movement: 5 feet (walk)
Tame: n/a

Attacks:

Stab Attack: CR 5, range 1, damage +8

Hammer Attack: CR 5, range 1, damage +6

Rush Attack: CR 4, range 1, damage +8

Brt: 7, **End:** 7, **Agl:** 2,
Dex: 1, **Wit:** 0, **Chr:** 0
Skills: none,
Languages: none

Loot Level: 3
Special Loot: none

Ever been walking around minding your own business and then all of a sudden, BLAM!!, up from the ground explodes a horrific looking beast with glowing red eyes and rocky looking skin. If this has happened to you then you have encountered a Soil Beast. Soil Beasts appear like large (12 feet tall) humanoids made entirely of soil and stone. These creatures live beneath the surface allowing minerals and nutrients to enter into their bodies through rainwater and moisture. When they are endangered or exposed they will attack in self defense. Soil Beasts do not get along with others of any other race (including their own). They are violent creatures who enjoy hibernation in cool soil. Vibrations are the main causes for disturbing these creatures and many adventurers have lost a leg or an arm in an encounter with these strange beasts.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head

Steed (Fire) (4) **Focus:** 5**Health:** 90**Armor:** none (may be worn)**Resistances:** immune to fire attacks**Size:** Large (7 feet)**Movement:** 10 feet (walk)**Tame:** n/a**Attacks:****Trample:** CR 4, range 1, damage +6**Kick:** CR 3, range 1, damage +5**Brt:** 6, **End:** 5, **Agl:** 5,**Dex:** 1, **Wit:** 1, **Chr:** 0**Skills:** none**Languages:** none**Loot Level:** none**Special Loot:** none

The Fire Steed is a beautiful jet black horse (actually the Fire Steed is somewhat larger than a horse). The eyes of the Fire Steed are often orange or red (from where the horse gets its name) and they have been said to blow smoke from their noses when angered (this is not true however). What makes the Fire Steed so amazing is the fact that the creature requires very little food and water to survive and is magnificent in battle. The Fire Steed is a rare creature and highly prized by both humans and goblins (although these Steeds do not like goblins and when with goblins they have almost always been violently broken). Twice as strong as a normal horse and with the stamina of ten horses the Fire Steed makes the greatest of all warhorses. Whether clad in armor or running free, the Fire Steed makes for a devastating mount. Fire Steeds require only half the amount of water and nutrients as a normal horse due to their

highly evolved internal organs. Their evolved internal systems also provide them with a much greater capacity for running at high speeds over long distances. These mounts are devastating in battle and widely used across the world. Fire Steeds are generally found living among other wild horses in open plains or rolling hills. They have a demeanor nearly identical to regular horses although they are somewhat larger in size.

Attack Notes

When attempting to mount a Fire Steed, no Control Mount check is necessary. The Fire Steed is highly aware in battle and will not become excited when its rider uses any type of Kore based attack (e.g., magic, psionics, prayer, markings etc.). Fire Steeds can be outfitted with specialized armor.

Roll	Location	Armor (Fire Steed Mesh)
01-40	Leg	n/a
41-85	Body	AR: 4, DC: 100, Wt: 22, Value: 100 gp
86-00	Head	AR: 4, DC: 40, Wt: 6, Value: 35 gp

Tanglesloth (6) **Focus:** 4**Health:** 100**Armor:** none**Resistances:** none**Size:** Huge (15 feet)**Movement:** 5 feet (crawl)**Tame:** n/a**Attacks:****Tentacle Attack:** CR 5, range 2, damage +8**Bite Attack:** CR 6, range 1, damage +10

Brt: 6, **End:** 6, **Agl:** 1,
Dex: 4, **Wit:** 0, **Chr:** 0
Skills: none,
Languages: none

Loot Level: 3
Special Loot: none

The Tanglesloth is a large sloth like creature which has four arms and eight long tentacles. These creatures are covered in a long thick fur which is well groomed and clean. Tanglesloths have ten black eyes situated around the front and top of their heads. Their hands consist of three large clawed fingers which they use to tear apart their victims. They dig large holes in the forest floor where they wait patiently for creatures passing by to pull them in with their long (20 feet) tentacles. Tanglesloths are sometimes called forest squids because of their resemblance to their sea faring cousins.

Roll	Location
01-80	Body
81-00	Tentacles

Thenox Worm (5)

Focus: 5
Health: 150
Armor: none
Resistances: none
Size: Massive (20-25 feet)
Movement: 5 feet (walk), 20 feet (fly)
Tame: n/a

Attacks:

Talon Attack: CR 4, range 1, damage (see description)

Bite Attack: CR 5, range 1, damage +8

Swoop Attack: CR 4, range 1, damage (see description)

Brt: 7, **End:** 5, **Agl:** 5,
Dex: 2, **Wit:** 0, **Chr:** 0
Skills: none
Languages: none

Loot Level: none
Special Loot: none

The Thenox Worm is an undead creature which looks like a giant snake with wings and two legs. The rotting flesh of the creature's body is often held to-



Thenox Worm

gether with rope, chains, sutures and other implements intended to keep the creature from falling apart. Although the creature appears to be ragged and mangled it is quite nimble and versatile as a mount. The Thenox Worm uses its powerful jaws to snap limbs from its victims. It uses its powerful claws to carry victims into the sky before dropping them to their doom. The Thenox Worm is the preferred mount of the creatures known as Underlords. Underlords are said to resurrect these beasts from the Shadow Plane and pull them into the Material Plane. Thenox Worms are physically bound to their Underlord masters (if the master dies so does the Thenox Worm) and are kept

Attack Notes

The Thenox Worm will attempt to lift its prey from the ground (Swoop Attack) and fly high into the air before dropping the victim to their death. The Thenox Worm will also perform a Talon Attack in which it swoops down toward its prey and uses its large talons to tear at the victims flesh. The Thenox Worm does not need a mount to attack and will obey the Underlord master even when not mounted.

Roll	Location
01-30	Leg
31-70	Body/Tail
71-85	Neck
86-00	Head

Titan (9)

Focus: 8

Health: 420

Armor: Titan Armor (see description)

Resistances: immune to psionic attacks (see description)

Size: Massive (28 feet)

Movement: 15 feet (walk)

Tame: n/a

Attacks:

Weapon Attack: CR 7, range and damage weapon dependent (see description)

Pummel: CR 7, range 1, damage +14

Stomp: CR 5, range 1, damage +18

Brt: 9, **End:** 9, **Agl:** 5,

Dex: 4, **Wit:** 2, **Chr:** 0

Skills: none

Languages: none



Titan

Loot Level: 8

Special Loot: armor worn, weapon carried, 50% chance drop 1-6 spell scrolls, 30% chance drop 1-2 magic items

Titans are giant humanoids who appear to be 28 feet tall humans. (Although they appear human in form they are not human.) Titans come from deep within mountains where they mined and sculpted amazing chambers and corridors thousands of years ago. It is said that Titans mined precious ore and sculpted vast chambers as penance for sins they had committed on other worlds. The sculptures and monuments they created were created out of respect and for their god Harrizko (the Lord of Stone) who was thought to precede them to the new world. (Texts speak of one "falling from the sky" and "burrowing into the ground.") As time passed a great sickness fell upon the Titans. Many who had become convinced that Horrizko had gone elsewhere left Phaethos in search for a new home and new place. (Ancient text found within the labyrinths of the Titans indicates that the Titans had great knowledge of Kore but used it only for the opening of gates.) Those who remained on Phaethos slowly went mad and became reclusive and obsessed with the power of Harrizko. The Titans that live within the mountains of Phaethos at the present time are completely insane. They live alone, far from one another and continue to mine deep into the world searching for Horrizko so that they may share his glory.

Attack Notes

The Titan Helm protects the wearer from psionic attacks (mental attacks). As long as the helm is worn, the Titan is completely immune to all psionic attacks of the mental variety. Titans generally use a large bladed weapon.

Roll	Location	Armor (Titan Plate, Titan Kan Armor)
01-20	Arm	AR: 7, DC: 140, Wt: 100, Value: 3,600+ gp
21-40	Leg	AR: 9, DC: 240, Wt: 150, Value: 4,000+ gp
41-85	Body	AR: 9, DC: 300, Wt: 220, Value: 8,000+ gp
86-00	Head	AR: 10, DC: 100, Wt: 50, Value: 12,000+ gp

Torturer (Queen) (8)

Focus: 8

Health: 350

Armor: natural AR:7

Resistances: immune to poisons

Size: Huge (15 feet)

Movement: 15 feet (walk)

Tame: n/a

Attacks:

Stab Attack: CR 5, range 1, damage +8

Bite Attack (poison): CR 6, range 1, damage +12 (poison level 5)

Web Attack: CR 5, range 2 (see description)

Brt: 9, **End:** 8, **Agl:** 6,

Dex: 2, **Wit:** 2, **Chr:** 0

Skills: Hide 3, Tracking 6

Languages: Sorlex

Loot Level: 8

Special Loot: venom (3 vials worth)

The Torturer Queen is a huge spider creature which has a massive spiked abdomen. The Torturer Queen is all black with a white strip along its back. It can live for hundreds of years and during its lifetime it gives birth to thousands of young.

The Torturer Queen lives in mountainous areas or deep forests. It uses its young for food gathering and defense and rarely comes out to fight (only in dire circumstances). The Torturer Queen gets its name from an ancient Queen on Phaethos who worshipped the beasts.

Attack Notes

The Torturer Queen is a deadly foe and has multiple attacks all of which are equally horrible. She will attempt to stab with her long legs, bite with her massive pincers which contain a paralytic poison or pierce with a large spike at the end of her abdomen. The Torturer Queen also uses a Web Attack in which she will attempt disable an opponent. In order to break the sticky silk one must make a Brute check versus a TN of 8.

Roll	Location
01-40	Legs
41-85	Body
86-00	Head

Torturer (Young) (2)

Focus: 1
Health: 25
Armor: none
Resistances: immune to poisons
Size: Small (3 feet)
Movement: 5 feet (walk)
Tame: n/a

Attacks:

Bite Attack (poison): CR 2, range 1, damage +2 (poison level 1)

Brt: 2, **End:** 2, **Agl:** 4,
Dex: 2, **Wit:** 1, **Chr:** 0
Skills: none
Languages: none

Loot Level: none
Special Loot: none

Torturer Young are the male offspring of the Torturer Queen. Torturer Young are poisonous spiders which have a leg span of about 18 inches. They live in the general vicinity of their mother (1,500 feet or less) and serve as both guards and alarms protecting their mother. In the event of an intruder, the Torturer will release a chemical which attracts its brothers (this is also released if the Torturer is killed). If enough of the chemical is released it will summon the Torturer Queen who will join the fight.

Roll	Location
01-40	Legs
41-85	Body
86-00	Head

Underlord (8)

Focus: 6
Health: 350
Armor: worn (see description)
Resistances: immune to poisons and gas attacks
Size: Large (7 feet),
Movement: 5 feet (walk)
Tame: n/a

Attacks:

Weapon Attack: CR 7, range and damage weapon dependent (see description)

Pummel: CR 7, range 1, damage +10

Kore Magic: CR 6, All Spells

Brt: 7, **End:** 7, **Agl:** 5,

Dex: 4, **Wit:** 4, **Chr:** 0

Skills: Control Mount 6, Tracking 6,

Languages: Abysmal

Loot Level: 8

Special Loot: armor worn, weapon carried

The Underlord is an undead creature of great power. Often times the Underlord will be upon a mount (Thenox Worm) and with the aid of its pet it rains fury down on all those unfortunate enough to meet it. Underlords are almost always dressed in a long black and grey set of torn robes under which they wear elaborate black armor. The faces of these wicked creatures are voids of darkness. Their skin is cold and clammy and they are hunched over like old men. Their fingers are brittle and skeletal looking with black, rotted fingernails. They wield powerful magic and great weapons, both of which they use to dispatch their foes.

Attack Notes

An Underlord will almost always carry a large bladed weapon. The Underlord will use Kore Magic at a distance while relying on its weapon attack at close range.

The Underlord coordinates its attack strategy with that of its Thenox Worm.

Roll	Location	Armor (Dark Spiked Plate)
01-20	Arm	AR: 7, DC: 160, Wt: 14, Value: 400 gp
21-40	Leg	AR: 7, DC: 200, Wt: 20, Value: 500 gp
41-85	Body	AR: 8, DC: 250, Wt: 28, Value: 1,000 gp
86-00	Head	AR: 8, DC: 160, Wt: 6, Value: 260 gp

Whining Eel (3)

Focus: 3

Health: 75

Armor: none

Resistances: immune to poisons and gas attacks

Size: Large (10 feet)

Movement: 10 feet (swim)

Tame: n/a

Attacks:

Energy Discharge: CR 5, range 2, damage +3 (stun for 1 round)

Bite Attack (poison): CR 3, range 1, damage +2 (level 3 poison)

Brt: 3, **End:** 3, **Agl:** 3,

Dex: 1, **Wit:** 0, **Chr:** 0

Skills: none

Languages: none

Loot Level: none

Special Loot: none

Whining Eels are long black serpents (10 feet long) with tiny eyes and mouths which contain black fangs. This creature gets its name from the high pitched whining sound it makes. The Whining Eel is often a pet of the Chaos Avatar and the two are rarely seen separate. The Whining Eel will attempt to bite its prey and wrap it by coiling

around it. The bite of the Whining Eel is highly toxic and causes near immediate paralysis. Together with its Chaotic Avatar master, the Eel is a deadly foe for adventurers of any level.

Roll	Location
01-80	Body
81-00	Head

Zombie (2)

Focus: 1
Health: 15
Armor: none
Resistances: immune to poisons and gas attacks
Size: man (5-6 feet)
Movement: 5 feet (walk)
Tame: n/a

Attacks:

Pummel: CR 2, range 1, damage +3
Bite: CR 2, range 1, damage +2

Brt: 2, **End:** 2, **Agl:** 1,
Dex: 1, **Wit:** 1, **Chr:** 0
Skills: none
Languages: none

Loot Level: 1
Special Loot: none

Zombies are the living dead. They are resurrected humans, animated by Kore and forced to walk the world (it is unknown as to why or how this occurs, most ideas are that moving lines of Kore energy pass through places where the dead have been laid to rest). Zombies crave living tissue of any kind to satiate their eternal hunger.

The hunger of the Zombie to feed comes from the void left by lacking a soul. Zombies are almost always human

(there are a few exceptions) and will sometimes crave human things (such as clothing or gold) which they will hide away. Zombies are generally slow moving due to the deterioration of their bodies. Some however are only recently deceased and can move quickly. Zombies have no organization (although they generally appear in groups of 5-10). Zombies also have no memory of their time living as they are not the person but rather the animated body which once held the soul.

Roll	Location
01-20	Arm
21-40	Leg
41-85	Body
86-00	Head



Zombie



Boltmouth Herensuge

Herensuge

Herensuge are long, serpentine creatures which are covered in scales. They have round black eyes in the center of their heads. Herensuge have razor sharp teeth and long claws which they use to tear apart their enemies. Many species of Herensuge dwell in vast subterranean chambers in which they make their homes and store their treasures. Other species make their homes in roosts, high atop mountains where travel is difficult and the world is remote. Most Herensuge are territorial creatures and prefer to be alone reacting violently when confronted. Herensuge can live for thousands of years. They asexually reproduce once every 500 or so years.

Each species of Herensuge has a vastly different personality. Many are violent and selfish while others are inquisitive and curious. They are all temperamental and arrogant and prefer their solitude. The more intelligent Herensuge view themselves as masters of the world and as such can do with it as they wish. Many Herensuge prefer to remain watchful over the affairs of the world while others interfere directly often playing games with other species or tormenting them.

All Herensuge value wealth, gold, gems and rare items as marks of status and many times the lairs of these creatures will be full of treasure collected over hundreds, perhaps thousands of years. Because of this massive accumulation of wealth, all Herensuge Loot Ratings are multiplied by 2.

General Combat

Notes on Herensuge

All Herensuge, that have the ability, will attempt a Swoop Attack when combat begins. If the Herensuge has a breath attack it will generally follow the Swoop Attack in an attempt to rid the field of battle of as many combatants as possible. The Herensuge will then attack intermittently with physical attacks (Bite, Claw, Tail) and breath attacks. All Herensuge must wait at least two rounds in between breath attacks.

Angry Horn (9) 🐉

Focus: 5

Health: 500

Armor: natural (scale) AR: 8

Resistances: none

Size: Massive (25 feet)

Movement: walk (10 feet), fly (20 feet)

Tame: n/a

Attacks:

Bite Attack: CR 7, range 2, damage +16

Claw Attack: CR 7, range 2, damage +12

Gore Attack: CR 5, range 2, damage +12

Swoop Attack: CR 6, range 1, damage (see description)

Tail Whip: CR 6, range 2, damage +10

Brt: 8, **End:** 8, **Agl:** 4,

Dex: 3, **Wit:** 0, **Chr:** 0

Skills: none

Languages: none

Loot Level: 9 (x2)

Special Loot: Angry Horn scales, 1-4 weapons, 1 superior weapon

The Angry Horn Herensuge is generally considered a lesser Herensuge because it is somewhat smaller and less powerful than most Herensuge. This label in no way diminishes the creature's capacity to wreak havoc on those who meet it. The Angry Horn gets its name from its violent uncontrollable nature and a set of several horns on its head. The Angry Horn can be identified by a layer of thick brown scales which cover its entire body. The Angry Horn is notorious for its high pitched, shrill scream. It has several eyes in the center of its head and long teeth which seem to grow almost indiscriminately of the creature's mouth. The Angry horn was once used by more intelligence Herensuge in battle as it made a formidable enemy in numbers. In recent times the Angry Horn has grown fewer in number and remains reclusive and alone in deep caverns rarely venturing to the surface world.

Attack Notes

The Angry Horn utilizes a Swoop Attack in which it will lift the target into the air (maximum of 30 feet) and release them (falling rules apply). The Angry Horn will only attempt this type of Swoop Attack at the beginning of combat or if it remains airborne during combat. The Swoop Attack can also be used to "graze" the target with the claws. This is to be treated as a Claw Attack with a damage increase of +6 (for a total of +18).

Roll	Location
01-25	Leg
21-60	Body
61-85	Neck
86-00	Head

Boltmouth (10)▲

Focus: 7

Health: 600

Armor: natural (scale) AR: 9

Resistances: immune to electricity attacks

Size: Gigantic (40 feet)

Movement: walk (10 feet), fly (30 feet)

Tame: n/a

Attacks:

Bite Attack: CR 7, range 2, damage +14

Claw Attack: CR 7, range 2, damage +14

Electricity Discharge: CR 7, range 3, damage (see description)

Swoop Attack: CR 5, range 1, damage (see description)

Tail Whip: CR 4, range 2, damage +10

Brt: 10, **End:** 10, **Agl:** 3

Dex: 3, **Wit:** 3, **Chr:** 0

Skills: Tracking 4

Languages: Herensuge

Loot Level: 10 (x2)

Special Loot: Boltmouth scales, 1-4 weapons, 1-4 superior weapons, 1-2 magic items, 5-10 magic scrolls, 2 sets of armor

The Boltmouth Herensuge gets its name from a powerful lightning (electricity attack) discharge it incorporates in combat. The Boltmouth is covered in lapis blue scales, has ten black eyes in the center of its head and several long horns which diminish in length down the length of the creatures neck. The Boltmouth is one of the more intelligent Herensuge species and spends much of its time in contemplation of life and the

world. Like all Herensuge, these creatures live for thousands of years.

Most Boltmouths are ancient and solitary. They make their homes atop high mountains where few travel. They are known for their love of gold and silver as well as their passion for gems, sculpture, weapons and armor. They are amazed at the ingenuity of creative species and rarely attack without provocation. They find ignorance disgusting and abhor creatures like Goblins whom they deem as repulsive and depraved.

Attack Notes

The Boltmouth takes its name from its Electricity Discharge attack which creates a sphere of blue electrical energy around the creature doing electrical damage to anything in its path. The attack creates a sphere of electricity 30 feet in diameter and causes +22 damage to everything in its direct path. For targets within movement distance of escaping the field a dodge attempt is allowed. Any target hit by the electricity must make a resist stun (Endurance) check or be stunned for 1 round. The Boltmouth requires at least 3 rounds of movement to rebuild the energy needed for another electricity attack.

The Boltmouth utilizes a Swoop Attack in which it will lift the target into the air (maximum of 30 feet) and release them (falling rules apply). The Boltmouth will only attempt this type of Swoop Attack at the beginning of combat or if it remains airborne during combat. The Swoop Attack can also be used to "graze" the target with the claws. This is to be treated as a Claw Attack with a damage increase of +6 (for a total of +20).

CAUSTIC HERENSUGE

Roll	Location
01-25	Leg
21-60	Body
61-85	Neck
86-00	Head

Caustic (10)

Focus: 8

Health: 650

Armor: natural (scale) AR: 8

Resistances: immune to acid attacks, immune to gas attacks

Size: Massive (40 feet)

Movement: walk (10 feet), fly (25 feet)

Tame: n/a

Attacks:

Acid Breath Attack: CR 8, range 3, damage (see description)

Bite Attack: CR 6, range 2, damage +16

Claw Attack: CR 6, range 2, damage +12

Swoop Attack: CR 5, range 1, damage (see description)

Tail Whip: CR 6, range 2, damage +10

Brt: 10, **End:** 10, **Agl:** 3,

Dex: 3, **Wit:** 2, **Chr:** 0

Skills: Tracking 3,

Languages: Herensuge

Loot Level: 10 (x2)

Special Loot: Caustic scales, 1-4 weapons, 1-4 superior weapons, 1-2 magic items, 5-10 magic scrolls, 2 sets of armor

The Caustic Herensuge is a long slender Herensuge covered in black oily scales and may reach lengths of up to 40 feet. They have huge bat like wings from which reddish brown skin is stretched

over a frame of thin skeletal bones with three tiny clawed fingers at the end of each. Caustic Herensuge are extremely aggressive and will journey long distances for food. Often times these Herensuge will destroy and kill for sheer pleasure. These Herensuge crave jewels and shiny metals and will kill in order to gain such things. Caustic Herensuge are sworn enemies of Glacial Herensuge and often fight over territory and possessions. Caustic Herensuge live in mountainous regions or hilly areas and feed on any type of meat source they can. These Herensuge are known for taunting human establishments and often make bargains with towns which include the trading of livestock or lives in return for not eating the inhabitants. Caustic Herensuge are extremely selfish and will often destroy villages once they become bored with their game.

Attack Notes

The Caustic employs an Acidic Breath Attack which is basically a concentrated stream of corrosive acid that is vomited up at opponents. The acid is yellowish brown in color and highly corrosive. Flesh that is exposed to the acid from an indirect hit will take +6 points of damage per round of exposure. A direct hit of the acid will do +10 damage per round of exposure. Any metal hit with acid will take +12 points of damage per round until the acid is neutralized or the metal is completely corroded.

The Caustic utilizes a Swoop Attack in which it will lift the target into the air (maximum of 30 feet) and release them (falling rules apply). The Caustic will only attempt this type of Swoop Attack at the beginning of combat or if it remains airborne during combat.

FIREBOWL HERENSUGE

The Swoop Attack can also be used to "graze" the target with the claws. This is to be treated as a Claw Attack with a damage increase of +6 (for a total of +18).

Roll	Location
01-25	Leg
21-60	Body
61-85	Neck
86-00	Head

Firebowl (Herensuge)(10)▲

Focus: 8
Health: 800
Armor: natural (scales) AR: 10
Resistances: immune to fire attacks
Size: Gigantic (45 feet)
Movement: walk (10 feet), fly (40 feet)
Tame: n/a

Attacks:

Bite Attack: CR 8, range 2, damage +20
Claw Attack: CR 8, range 2, damage +16
Fire Breath Attack: CR 10, range 3, damage (see description)
Kore Magic: CR 5, Dispel, Heal, Paralyze
Swoop Attack: CR 4, range 1, damage (see description)
Tail Whip: CR 5, range 2, damage +10

Brt: 12, **End:** 12, **Agl:** 4,
Dex: 2, **Wit:** 5, **Chr:** 0
Skills: Tracking 3,
Languages: Herensuge

Loot Level: 10 (x2)

Special Loot: Firebowl scales, 1-10 weapons, 1-10 superior weapons, 1-10 magic items, 1-6 magic weapons, 1-6 complete suits of armor, 10-20 magic scrolls

The most sinister and evil of all Herensuge as well as being one of the most intelligent. The Firebowl Herensuge thrives upon destruction and mayhem. These Herensuge can grow to nearly 45 feet in length and has a wingspan of nearly 70 feet. They are slender and covered in glossy red scales which can make them appear to be glowing in sunlight. These Herensuge love human meat and often keep humans as pets eating them when they choose. Firebowl Herensuge prefer warm climates away from civilization and the meddling ways of humans. They can be found living in the vilest of places (like volcanoes).

Attack Notes

The Firebowl employs a Fire Breath Attack which is a conical shape of fire belched up from inside the creature. The Fire acts as normal fire. Any target taking the fire head on will suffer +24 points of damage (+2 points of damage per round for 2 rounds from burn damage). Those who are exposed to the flames indirectly will suffer +16 damage (+2 points of damage per round for 2 rounds from burn damage). Although most of the fire "evaporates" after the cone diminishes, anything that is flammable will be set ablaze.

The Firebowl has a limited use of Kore Magic and can command the spells; Dispel, Heal and Paralyze. It generally uses its magic ability once it has suffered 50% damage.

The Firebowl utilizes a Swoop Attack in which it will lift the target into the air (maximum of 30 feet) and release them (falling rules apply). The Firebowl will only attempt this type of Swoop Attack at the beginning of combat or if it remains airborne during combat. The Swoop Attack can also be used to "graze" the target with the claws. This is to be treated as a Claw Attack with a damage increase of +6 (for a total of +22).

Roll	Location
01-25	Leg
21-60	Body
61-85	Neck
86-00	Head

Gas Bladder (10)▲

Focus: 5

Health: 400

Armor: natural (scale) AR: 7

Resistances: immune to gas attacks

Size: Gigantic (35 feet),

Movement: walk (15 feet)

Tame: n/a

Attacks:

Gas Breath Attack: CR 9, range 3 (see description)

Bite Attack: CR 7, range 2, damage +14

Claw Attack: CR 7, range 2, damage +12

Tail Whip: CR 7, range 2, damage +10

Brt: 9, **End:** 9, **Agl:** 3,

Dex: 3, **Wit:** 1, **Chr:** 0

Skills: Tracking 4, Manipulation 5, Forensics 4, Item Lore 5

Languages: Herensuge, Abysmal, Giant Tongue, All Human Languages

Loot Level: 8 (x2)

Special Loot: Gas Bladder scales, 1-2 weapons, 1-2 superior weapons, 1-2 magic items

The Gas Bladder Herensuge takes its name from a large sack like organ near its lungs which fills with poisonous gas. The Gas Bladder Herensuge releases this gas as an attack to sicken and kill opponents. The Gas Bladder can grow up to 35 feet in length and is covered in thick orange and green scales. The creature feeds mostly on meat and shows no discrepancy in the source of the meat. Gas Bladders are known to live deep within huge caverns where they surround themselves in the remnants of those who have attempted to slaughter them for their riches. The lairs of these Herensuge reek of rotten eggs from the gas their bodies emit.

Attack Notes

The Gas Bladder employs a toxic Gas Breath Attack which consists of the creature blowing a large green cloud of gas from its mouth. This sulfuric smelling gas causes +5 points of damage per round of exposure. Exposure to the gas for 5 or more rounds requires a resist KO (Endurance) check each round until the gas has no effect. A failed check results in the target passing out from the gas. While unconscious the target (if still exposed to the gas) continues to take damage. The gas is to be treated as any normal gas and will move naturally with air currents. The Gas Bladder has enough reserve gas for at least 4 attacks per day with the breath weapon. It should also be noted that the Gas Bladder naturally emanates low levels of the gas from pores located beneath its scales. Those who get within 10 feet of the creature

must make a resist Death (Endurance) check every round or take 2 points of damage (this exposure only applies to those within range).

Roll	Location
01-25	Leg
21-60	Body
61-85	Neck
86-00	Head

Glacial (Herensuge) (10)▲

Focus: 8

Health: 750

Armor: natural (scales) AR: 10

Resistances: immune to cold attacks

Size: Gigantic (40 feet)

Movement: walk (10 feet), fly (30 feet)

Tame: n/a

Attacks:

Bite Attack: CR 5, range 2, damage +16

Claw Attack: CR 8, range 2, damage +16

Gore Attack: CR 6, range 1, damage +14

Kore Magic: CR 7, Any Kore Magic Spell

Swoop Attack: CR 7, range 1, damage (see description)

Tail Whip: CR 6, range 2, damage +10

Brt: 12, **End:** 12, **Agl:** 4,

Dex: 2, **Wit:** 7, **Chr:** 0

Skills: Manipulation 5, Tracking 5, Forensics 5, Item Lore 5,

Languages: Herensuge, Abysmal, Giant Tongue, Mizustuk, Uguk, All Human Languages

Loot Level: 10 (x2)

Special Loot: Glacial scales, 1-10 weapons, 1-10 superior weapons, 1-10 magic items, 1-6 magic weapons, 1-6 complete suits of armor, 10-20 magic scrolls

The Glacial Herensuge is a calm Herensuge as far as Herensuge are concerned. These creatures grow to nearly 40 feet in length and their bodies are covered with grey and white scales. The Glacial Herensuge lives in icy mountain areas and are most comfortable in extremely cold climates away from other living things. Of all the Herensuge species, the Glacial Herensuge is the most intelligent by far. Much of the creature's time is spent pondering the universe and existence. They are philosophers and value intelligence and logic above all else. Glacial Herensuge are often intrigued by what they deem "lesser forms of life" and they will often try and converse with smaller creatures. Glacials are known to have an intense dislike for the more savage species of Herensuge (all savage creatures for that matter). Although they do not invite outsiders to their roosts, they sometimes tolerate strangers out of curiosity and amusement. It should not be assumed that Glacial Herensuge are passive.

Attack Notes

The Glacial uses Kore Magic as its main form of offense. It can wield any type of Kore Magic spell (CR 7) with devastating effects. The Glacial is known to heal itself continuously during battle making it difficult to kill. It also uses Paralyze on opponents continuously during battle.

GLACIAL HERENSUGE

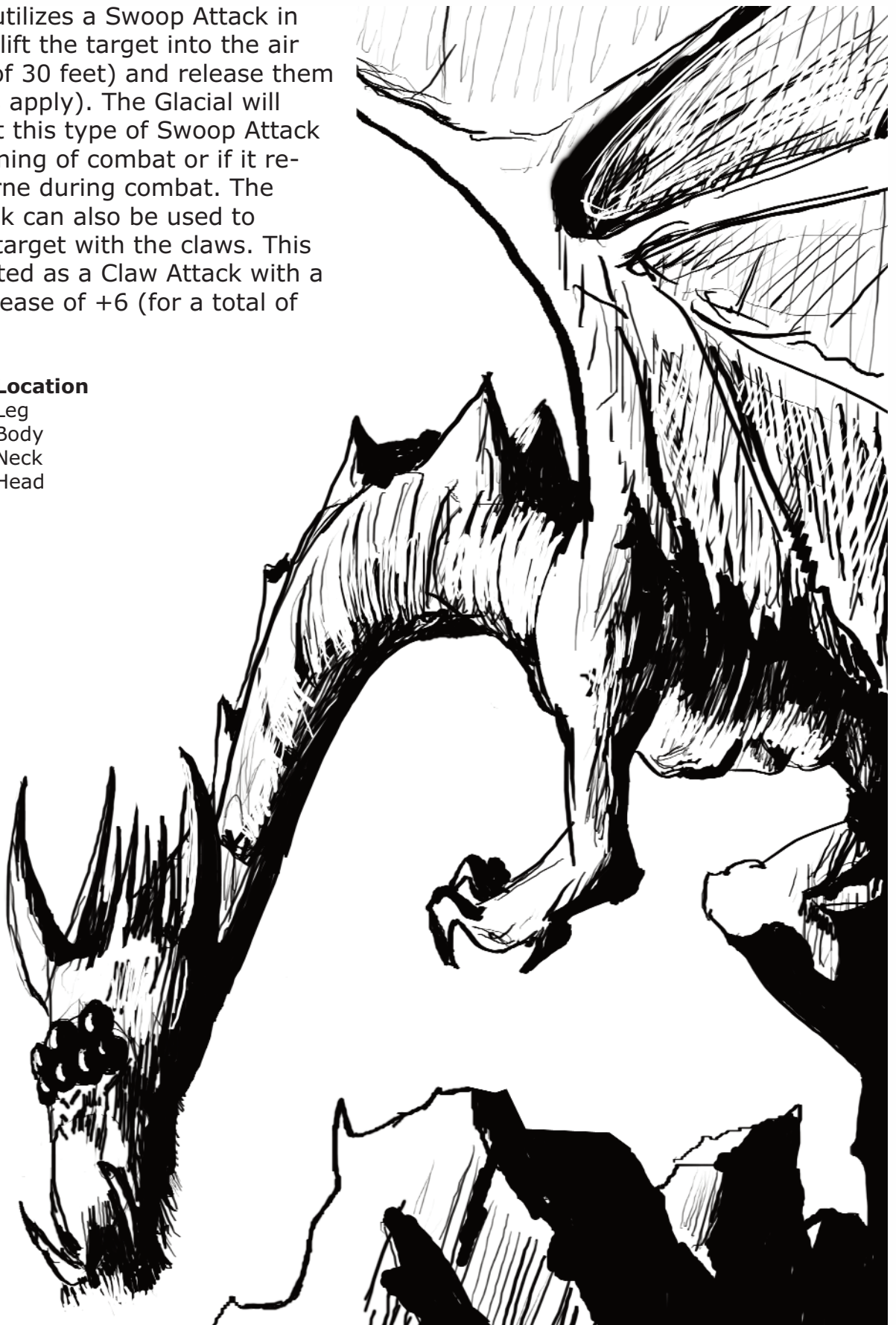
The Glacial utilizes a Swoop Attack in which it will lift the target into the air (maximum of 30 feet) and release them (falling rules apply). The Glacial will only attempt this type of Swoop Attack at the beginning of combat or if it remains airborne during combat. The Swoop Attack can also be used to "graze" the target with the claws. This is to be treated as a Claw Attack with a damage increase of +6 (for a total of +22).

Roll

01-25
21-60
61-85
86-00

Location

Leg
Body
Neck
Head



Part II



Monster Builder

Monster Builder

The Monster Builder allows you to create your own beasts for your adventures. A simple step by step guide will take you from concept to creation helping you to fully flesh out and realize your creation.

The Monster Creation Process

The process of creating your own monster from scratch is broken down into a series of steps to help you organize. The following is a list of the steps involved in the creation process.

- 1.** Preliminary sketches and description.
- 2.** Deciding on a Monster Rating.
- 3.** Fleshing out the monster stat block. This consists of fleshing out the monster's Focus, Health, Attributes, Combat Rating (CR) and Loot score.
- 4.** Determine the size of the monster.
- 5.** Determine Armor and Resistances.
- 6.** Determine if the monster can be tamed.
- 7.** Determine the type of Attacks the creature uses when in battle.
- 8.** Determine the monster's skills and languages.
- 9.** Determine the monster's Hit Locations.
- 10.** Special Loot and finishing the monster.

1. Creating Monsters

To begin building your own monsters, you should first write out a description or draw a picture of the monster you wish to design. This preliminary description or drawing will give you an idea of what the monster looks like, how big it is, how powerful or weak it will be and what type of attacks it might have. Don't worry about completely fleshing the creature out at this moment (unless you have an exact design in mind) as you will have plenty of time to revise and reinvent portions of your creature as you progress the steps of creation.

Here are some questions to help you get started in visualizing your creature. (All of these questions don't have to be answered at the beginning of the creation process, but by the end of the process, you should find that most of these questions will be answered.)

1. How big is the creature?
2. What does the creature look like? What kind of body does the creature have? What kind of skin, hair, scales etc.?
3. What is the creature's habitat? Does it live in the desert, forest, jungle, etc.?
4. What kind of home (if any) does the creature dwell in?
5. What does the creature eat? How does the creature sustain itself?
6. What does the creature desire? Does the creature crave meat, gold, gems, etc.?

7. What strengths and weaknesses does the creature have? Is it immune to anything in particular?

8. What are the creature's natural defenses? Does it have claws or a bite? Does it release a particular odor or poison?

9. Does the creature live in a group or is it solitary? What are the mating habits of the creature?

2. Monster Rating

Monster Rating (MR) is simply a way to keep track of a monster's overall difficulty. The higher the MR, the more difficult the monster should be to take down. Monster Rating has a difficulty rating of 1 (the weakest) to 10 (the most dangerous and difficult to defeat). The following is a brief synopsis of the six main MR classes and the difficulty levels for characters.

1 (Easy)

These creatures are the easiest creatures to defeat and can be done so by new adventurers who are inexperienced and unfamiliar with combat and the outside world.

2-3 (Simple)

These creatures present a better fight than those of an Easy rating but they are still easily defeated by an armed group of low level characters.

4-5 (Moderate)

These creatures can be defeated by mid level characters working together. Moderate creatures require a good deal of character experience and know how in

order to be defeated.

6-7 (Hard)

These creatures are definitely not for the weak and timid. To defeat a creature of this level will require cunning, experience and teamwork.

8-9 (Difficult) These creatures are some of the most difficult to defeat and are topped only by one other level. These creatures are really only for veteran characters and powerful groups as they are both extremely tough and powerful.

10 (Supremely Difficult)

Only the most seasoned of warriors and combatants can even stand a chance against this level of foe. Supremely Difficult creatures are nearly impossible to defeat and will almost always require a group of seasoned veterans and a great deal of ingenuity to take down.



3. Monster Stat Block

Once a monster's MR has been determined, the monster's attribute block will need to be filled out with attributes, attacks, skill and loot.

Focus:

Health:

Armor:

Resistances:

Size:

Movement:

Tame:

Attacks:

Brt: , End: , Agl: ,

Dex: , Wit: , Chr:

Skills: ,

Languages:

Loot Level:

Special Loot:

Focus

This represents the maximum Focus score a creature of that particular rating can have. Monsters can have focus scores lower than the given score.

Health

Health represents a general guideline for determining how much Health a creature has. After the creature is fleshed out a bit, this can be modified.

Attrib (Attributes)

Attributes are listed as a single number. The number listed is to be divided amongst the 6 basic attributes (Brute, Endurance, Agility, Dexterity, Wits and Charisma). All attribute points need not be used. The number given is the maximum amount of total attribute points a monster can have for that MR.

Attacks

Attack represents the maximum Combat Rating (CR) of a creature's attacks. A creature may have any number of attacks but a single attack should never exceed the CR specified for that Monster Rating.

Loot (Loot)

Loot indicates the maximum Loot score a monster can have. This number does not apply to Special Loot (Special Loot can be anything you want the monster to carry or have a chance of carrying, within reason of course.)

In order to successfully determine how powerful the monster being created is, you will use the following chart which gives the appropriate stats and skill for a particular MR.

Monster Stat Block Chart

MR	Focus	Health	Attrib	Attk	Loot
1	1	5-20	8	CR 2	1
2	2	25-50	11	CR 3	2
3	3	55-90	15	CR 3	3
4	4	90-140	20	CR 4	4
5	5	145-180	24	CR 5	5
6	6	185-240	30	CR 6	6
7	7	245-325	35	CR 7	7
8	8	325-400	40	CR 8	8
9	8+	400-500	40+	CR 8+	9
10	8+	500+	40+	CR 8+	10

4. Monster Sizes

Use the following chart to determine the size of the monster.

Description	Size in Feet
Gigantic	30 feet or larger
Massive	17-30 feet
Huge	11-16 feet
Large	7-10 feet
Man	5-7 feet
Small	3-5 feet
Tiny	1-3 feet
Mini	Less than 1 foot

5. Armor and Resistances

Natural and Worn Armor

Natural Armor is any armor that the creature possesses naturally as a part of its natural body (like an exoskeleton, scales or thick skin). Natural Armor generally has no Damage Capacity (DC) but simply an Armor Rating (AR).

Example: Creature X has a natural armor which consists of thick bone plates. These plates cover its entire body, except for under the creature's stomach. These plates have an AR of 2. So the plates absorb 2 points of damage from every strike because of the armor.

Worn Armor is any type of armor which is not natural and is worn by the creature over their natural body. The creature will only be able to use worn armor if they possess a Wits score of 1 or more, otherwise they do not possess the intelligence (in most cases) to use such armor.

Each piece of worn armor should be listed in the creature's hit location chart and should contain the attributes AR, DC, Weight and Value (weight and value are more for loot purposes to provide a quick reference).

Resistances

Some creatures have a natural ability to resist certain type of attacks. A list of common resistances follows. (Creatures which a special attack, such as Poison Gas Breath should be immune to the effects of such an attack).

Partial Damage

Partial Damage indicates that a creature takes only partial damage (usually

half damage) from a certain type of attack. (Half Damage from Fire Attacks would indicate that the creature takes only half damage from a fire based attack).

Immunity

Immunity indicates that a creature suffers no damage from a certain type of attack. (Immunity to Poisons would indicate that the creature is immune to poison attacks).

6. Taming

Taming asks the questions; Can this creature be tamed and how difficult is it to tame it? If the creature cannot be tamed then the question is settled. If the creature can be tamed then you must decide what level is required to tame the creature and what the TN is to roll in order to successfully tame the creature. The taming score is written as x:y, where the first number indicates the Taming skill level needed in order to tame a creature and the second number represents the TN. Use the following chart to provide a reference for taming difficulty.

1-2

Easy to tame. Most characters with a taming skill can easily tame this type of creature.

3-4

Moderately difficult to tame. Characters need to be well trained in the skill of Taming in order to tame this level of creature.

5-6

Difficult to tame. Characters will need a great deal of training in order to tame this level of creature.

7. Attacks

Creatures can possess a wide variety of attacks based on their physical abilities as well as non-physical abilities (like Kore and other powers). The following is a small list of different attack types. This is by no means a complete list of attacks. As you create monsters you will discover that many of your creations have specific attacks designed only for them.

Attack Types (d100)

Roll	Attack Type
01-04	Acid Attack
05-08	Bite Attack
09-12	Claw Attack
13-16	Energy Attack
17-20	Gas Attack
21-24	Gore Attack
25-28	Injection
39-32	Kore Drain
33-36	Kore Magic
37-40	Kore Psionic
41-44	Life Drain
45-48	Paralyze Attack
49-52	Pincer Attack
53-56	Poison/Toxin Attack
57-60	Pummel Attack
61-64	Rotting Touch
65-68	Sonic Attack
69-72	Squeeze Attack
73-76	Stomp Attack
77-80	Throw Attack
81-84	Trample Attack
85-88	Weapon Attack
89-00	Re-roll

Acid Attack

The creature attacks by using some type of corrosive substance.

Bite Attack

The creature uses some sort of biting attack.

Claw Attack

The creature attacks with claws or talons.

Energy Attack

The creature employs some kind of energy attack in combat. This type of attack could consist of anything from electricity to light to plasma.

Gas Attack

The creature uses some type of gas attack to subdue its victims. Gas attacks effect an area measured in radius.

Gore Attack

The creature uses a Gore attack to impale the victim on some type of horn or other piercing weapon.

Injection

The creature injects some type of poison or liquid into the victim.

Kore Drain

The creature attacks by draining a victim's Kore.

Kore Magic

The creature attacks using Kore Magic. The creature can cast spells.

Kore Psionic

The creature attacks using Kore Psionics.

Life Drain

The creature attacks by draining a victim's life energy doing damage directly to the targets Health score.

Paralyze Attack

The creature paralyzes its victim by some type of paralyzing attack such as a noise or gaze.

Pincer Attack

The creature employs large pincers or

claws which it uses to attack.

Poison/Toxin Attack

The creature uses some type of poison or toxin attack to damage opponents.

Pummel Attack

The creature attacks uses punches, kicks or some other type of unarmed melee combat.

Rotting Touch

The creature attacks utilizing a rotting touch. This type of attack generally does damage directly to the targets Health.

Sonic Attack

The creature utilizes some type of sonic attack. This may be some loud sound meant to deafen an opponent or nauseate.

Squeeze Attack

The creature squeezes the victim causing damage.

Stomp Attack

The creature utilizes a stomp attack. This type of attack is generally used by very large creatures.

Throw Attack

The creature utilizes an attack where an object of some sort is thrown at the opponent.

Trample Attack

The creature utilizes its ability to run quickly and use its size to trample an opponent. This type of attack is generally for larger sized creatures and can only be done at a run.

Weapon Attack

The creature utilizes some type of weapon attack. The attributes for the weapon should be listed somewhere in the creature's stat block or in the creature's Attack Notes. Make sure when using Weapon Attacks to note any size modifiers for the weapon being used.

Weapon Size Conversion Chart

The following chart is used to quickly adjust weapon attributes for creatures that are of a size other than "Man."

Size	Dam	Wt	Bulk	Range*	Brt	Size
Gigantic	+16	+16	+6	+1,+2	+4	+4
Massive	+8	+8	+4	+1,+2	+3	+3
Huge	+4	+4	+2	n/a,+1	+2	+2
Large	+2	+2	+1	n/a, n/a	+1	+1
Man	n/a	n/a	n/a	n/a	n/a	n/a
Small	-1	-1	-1	n/a, -1	-1	-1
Tiny	-2	-2	-2	n/a, -2	-2	-2
Mini	-3	-3	-3	n/a, -3	-3	-3

8. Skills and Languages Skills

Your monsters can have any skills you deem are necessary. The following is a list of the most commonly used monster skills. A complete list of skills can be found in the Phaethos RPG Core Rulebook.

Bluff
Control (Mount)
Escapism
Evaluation
Hide
Manipulation
Move Silent
Pick Pocket
Poisons
Tailoring/Weaving
Taming
Tracking
Veterinary
Woodworking

Languages

More intelligent creature often have the ability to communicate with others. This may eventually evolve into a language of some sort. If you create a monster that is similar to another type of monster listed in this book, you can use an existing language. If you have created a unique species that stands on its own then it is only proper that you create a language.

All creatures won't have a language or the ability to use language. The general rule is that if a character has a Wits score of at least 1 it can use language. If it has a Wits score of 2 or more it probably definitely has a language of some sort.

List of Common Languages

Abysmal- The language spoken by some undead and daemons

Gargan- The language of the Gargan.

Gatok- The language of the Goat Men.

Giant Tongue- The language of Giants.

Grimataur (Gra tar)- The language of the Grimataur.

Grinyen- The simple language of the Grinyen.

Ha-Azez- Language of the Ophidians.

Herensuge- Language of the Herensuge.

Klikeck – A language of clicking sounds spoken by Insect People.

Limn- A language spoken by the tree people known as Limnericks.

Manax- A language spoken by Jackal people.

Mizustuk- The language spoken by Mammothians.

Obsidias- Language of the Obsidian Giants.

Ratling- A simple language spoken by Ratlings.

Sizzeek- Language of the Khuklops lizard men.

Uguk- The language of Goblins.

Sorlex- Language of the sentient Arachnid races.

9. Monster Hit Locations

By this point you should have your creation fleshed out to a good enough degree that you can come up with a Hit Locations chart to simplify battle. A hit location chart is not mandatory but helps to answer the question "Where'd I hit em?" A hit location chart need only cover the larger areas of the creature. For most creatures a body, legs, arms, tail, wings and head location will suffice. Each chart needs to be built on a scale from 1-100.

If you don't feel like figuring out a hit location chart, look through the creatures in this book and use a hit location chart that best serves your purpose. After a while you may want to tweak it a bit to serve your own purpose.

10. Special Loot

Almost done. Now you can give your creature any type of Special Loot that you want. This is loot that is carried by the creature that is not referenced in normal Loot. Some creatures may carry something special or have a chance of carrying something special. Simply note on the creature what it is that they carry along with the chance of the item being carried.

Chance	Abundance
1-5%	Very Rare
6-10%	Rare
11-15%	Uncommon
16-20%	Common
21-25%	Abundant
26%+	Plentiful

Finishing Up

By now you have a fully fleshed out monster that can be used in your adventures. Take a few minutes to look back over your creation and make sure everything is just how you want it. Congratulations! You have successfully created a monster.

Building Lairs

So you've designed the perfect monster, now it needs a place to live. When creating a lair for your monster, consider the following questions...

1. Does the creature live alone or with others of its own species?
2. What kind of environment does the creature live in?
3. What natural abilities does the creature possess that would aid it in the building of its lair?
4. What are the creatures desires? How does it outfit its home for such desires?

Random Encounters

Encounter Tables are provided to ease the generation of random monsters which are met during an adventure. Encounter tables list monsters based on Habitat and Monster Rating. Habitats which feature a large number of monsters are broken down into categories based on the MR of the monster.

MR 1 Encounter Table (d100)

Roll	Monster
01-11	Animated Corpse (1)
12-22	Bog Rat (1)
23-33	Bone Hustler (1)
34-44	Festul (1)
45-55	Grinyen (1)
56-66	Illness Leech (1)
67-77	Insect Person (1)
78-88	Ophidian (Slave) (1)
89-00	Reptor (1)

MR 2 Encounter Table (d100)

Roll	Monster
01-06	Arcane Shrieker (2)
07-12	Boogey Man (2)
13-18	Burning Horror (2)
19-24	Changeling (2)
25-30	Ghoul (2)
31-36	Goat Man (2)
37-42	Goblin (2)
43-48	Jackal People (2)
49-54	Mummy (2)
55-60	Ophidian (Brute) (2)
61-66	Ratling (2)
67-72	Scorpion (giant) (2)
73-78	Skeleton (2)
79-84	Slime (chlora) (2)
85-90	Slime (poison) (2)
91-96	Torturer (Young) (2)
97-00	Zombie (2)

MR 3 Encounter Table (d100)

Roll	Monster
01-07	Black Shroud (3)
08-14	Blaze Wolf (3)
15-20	Brain Eater (3)
21-27	Burden Beast (3)
28-34	Cave Creeper (3)
35-40	Dark Adam (3)
41-47	Devil Cat (3)
48-54	Fire Hawk (3)
55-61	Firefreet (3)
62-68	Mammothian (3)
69-75	Murderous Lump (3)
76-82	Ophidian (Berzerker) (3)
83-89	Ophidian (Mage) (3)
90-95	Slash Rabbit (3)
96-00	Whining Eel (3)

MR 4 Encounter Table (d100)

Roll	Monster
01-07	Blundering Lummo (4)
08-14	Dissolver Beast (4)
15-21	Electro Beast (4)
22-28	Elemental (dirt) (4)
29-35	Grave Wight (4)
36-42	Kuhklops (4)
43-49	Lamprey (blood sucker) (4)
50-56	Malleto (4)
57-63	Moglin (4)
64-70	Ophidian (Lord) (4)
71-77	Org (4)
78-84	Revenant (4)
85-93	Slash Rabbit (3)
94-00	Steed (Fire) (4)

MR 5 Encounter Table (d100)

Roll	Monster
01-07	Ancient Monger (5)
08-14	Bridge Monger (5)
15-22	Cave Serpent (5)
23-30	Decay Monster (5)
31-38	Demented Pulser (5)
39-47	Elemental (blood) (5)
48-56	Gas Back (5)
57-65	Giant (Obsidian) (5)
66-74	Grimataur (5)
75-83	Needleback (5)
84-92	Shock Pulsar (5)
93-00	Thenox Worm (5)

MR 6 Encounter Table (d100)

Roll	Monster
01-09	Chaos Avatar (6)
10-18	Croctopus (6)
19-27	Egnas (6)
28-36	Elemental (decay) (6)
37-45	Elemental (electric) (6)
46-54	Gargan (6)
55-63	Lamprey (magma) (6)
64-72	Sadiskas (6)
73-81	Slaver (6)
82-91	Soil Beast (6)
92-00	Tanglesloth (6)

MR 7 Encounter Table (d100)

Roll	Monster
01-20	Ashen Warrior (7)
21-40	Beetle (acrid) (7)
41-60	Bull Titan (7)
61-80	Giant (Inferno) (7)
81-00	Koumadin (7)

MR 8 Encounter Table (d100)

Roll	Monster
01-20	Gargoyle (Iron) (8)
21-40	Highland Banshee (8)
41-60	Luceris (8)
61-80	Torturer (Queen) (8)
81-00	Underlord (8)

MR 9 Encounter Table (d100)

Roll	Monster
01-25	Angry Horn (Herensuge) (9)
26-50	Hilotz (9)
51-75	Pox Bringer (9)
76-00	Titan (9)

MR 10 Encounter Table (d100)

Roll	Monster
01-14	Boltmouth (Herensuge) (10)
15-28	Caustic (Herensuge) (10)
29-43	Daemon (10)
44-58	Firebowel (Herensuge) (10)
59-73	Gas Bladder (Herensuge) (10)
74-88	Glacial (Herensuge) (10)
89-00	Reptilian Chimera (10)

Encounter Table Categories

Any Environment Creatures

Any Environment Creatures pertains to random encounters for creatures that can be found in any environment. These creatures are adapted and capable of living in thriving in nearly any environment.

Cold Environment Creatures

Cold Environment Creatures pertains to random encounters for creatures that are found in arctic type environments.

Desert Creatures

Desert Creatures are creatures which are found in dry, arid or desert type environments.

Forest Creatures

Forest Creatures are creatures found in forest or woodland type environments.

Jungle Creatures

Jungle Creatures are creatures found in thick, jungle/rainforest type environments.

Mountain Creatures

Mountain Creatures are creatures found in highland or mountainous type environments.

Plains and Grasslands Creatures

Plains Creatures are creatures found on savannahs, plains or grassland type of environments.

Subterranean Creatures

Subterranean Creatures are those creatures which make their homes in caves, dungeons, ruins and other abandoned or subterranean type environments.

Swamp Creatures

Swamp Creatures are creatures which live in bogs, swamps or marsh type areas.

All Environment Encounter Tables All Environments, All MR (d100)

Roll	Monster
01-02	Animated Corpse (1)
03-04	Bog Rat (1)
05-06	Festul (1)
07-08	Insect Person (1)
09-10	Reptor (1)
11-12	Burning Horror (2)
13-14	Changeling (2)
15-16	Ghoul (2)
17-18	Goblin (2)
19-20	Mummy (2)
21-22	Ratling (2)
23-24	Torturer (Young) (2)
25-26	Zombie (2)
27-28	Darkadam (3)
29-30	Black Shroud (3)
31-32	Burden Beast (3)
33-34	Brain Eater (3)
35-36	Murderous Lump (3)
37-38	Slash Rabbit (3)
39-40	Whining Eel (3)
41-42	Dissolver Beast (4)
43-44	Electro Beast (4)
45-46	Elemental (dirt) (4)
47-48	Grave Wight (4)
49-50	Malletor (4)
51-53	Org (4)
54-56	Revenant (4)
57-58	Grimataur (5)
59-60	Bridge Monger (5)
61-62	Shock Pulsar (5)
63-64	Thenox Worm (5)
65-66	Egnas (6)
67-68	Elemental (decay) (6)
69-70	Elemental (electric) (6)
71-72	Slaver (6)
73-74	Soil Beast (6)
75-76	Tanglesloth (6)
77-78	Ashen Warrior (7)
79-80	Koumadin (7)
81-82	Gargoyle (8)
83-84	Luceris (8)
85-86	Torturer (Queen) (8)

RANDOM ENCOUNTERS

87-88	Underlord (8)
89-90	Caustic (Herensuge) (10)
91-92	Firebowel (Herensuge) (10)
93-94	Gas Bladder (Herensuge) (10)
95+	Choose

37-48	Slaver (6)
49-60	Soil Beast (6)
61-72	Tanglesloth (6)
73-84	Ashen Warrior (7)
85-96	Koumadin (7)
97-00	Choose

Any Environment, MR 1-3 (d100)

Roll	Monster
01-05	Animated Corpse (1)
06-10	Bog Rat (1)
11-15	Festul (1)
16-20	Insect Person (1)
21-25	Reptor (1)
26-30	Burning Horror (2)
31-35	Changeling (2)
36-40	Ghoul (2)
41-45	Goblin (2)
46-50	Mummy (2)
51-55	Ratling (2)
56-60	Torturer (Young) (2)
61-65	Zombie (2)
66-70	Darkadam (3)
71-75	Black Shroud (3)
76-80	Burden Beast (3)
81-85	Brain Eater (3)
86-90	Murderous Lump (3)
91-95	Slash Rabbit (3)
96-00	Whining Eel (3)

Any Environment, MR 4-5 (d100)

Roll	Monster
01-08	Dissolver Beast (4)
09-18	Electro Beast (4)
19-27	Elemental (dirt) (4)
28-36	Grave Wight (4)
37-45	Malletor (4)
46-54	Org (4)
55-63	Revenant (4)
64-72	Bridge Monger (5)
73-81	Grimataur (5)
82-90	Shock Pulsar (5)
91-99	Thenox Worm (5)
00	Choose

Any Environment, MR 6-7(d100)

Roll	Monster
01-12	Egnas (6)
13-24	Elemental (decay) (6)
25-36	Elemental (electric) (6)

Any Environment, MR 8-10(d100)

Roll	Monster
01-14	Gargoyle (8)
15-28	Luceris (8)
29-43	Torturer (Queen) (8)
44-58	Underlord (8)
59-73	Caustic (Herensuge) (10)
74-88	Firebowel (Herensuge) (10)
89-00	Gas Bladder (Herensuge) (10)

Cold Encounter Tables

Cold, All MR (d100)

Roll	Monster
01-33	Blaze Wolf (3)
34-66	Gas Back (5)
67-99	Glacial (Herensuge) (10)
00	Choose

Desert Encounter Tables

Desert Creatures, All MR (d100)

Roll	Monster
01-33	Scorpion (giant) (2)
34-66	Giant (Obsidian) (5)
67-99	Beetle (acrid) (7)
00	Choose

Forest Encounter Tables

Forest, MR 1-3 (d100)

Roll	Monster
01-14	Grinyen (1)
15-28	Illness Leech (1)
29-42	Goat Man (2)
43-57	Jackal People (2)
58-72	Slime (chlora) (2)
73-90	Slime (poison) (2)
91-00	Fire Hawk (3)

Forest, MR 4-5 (d100)

Roll	Monster
01-20	Lamprey (blood sucker) (4)
21-40	Steed (Fire) (4)
41-60	Decay Monster (5)
61-80	Gas Back (5)
81-00	Needleback (5)

Forest, MR 6-7 (d100)

Roll	Monster
01-25	Chaos Avatar (6)
26-50	Lamprey (magma) (6)
51-75	Giant (Inferno) (7)
76-00	Limnerik (7)

Jungle Creatures

Jungle, All MR (d100)

Roll	Monster
01-50	Blundering Lummox (4)
51-00	Chaos Avatar (6)

Mountain Encounter Tables

Mountain, All MR (d100)

Roll	Monster
01-12	Jackal People (2)
13-25	Devil Cat (3)
26-36	Fire Hawk (3)
37-48	Bull Titan (7)
49-61	Giant (Inferno) (7)
62-74	Highland Banshee (8)
75-87	Titan (9)
88-00	Glacial (Herensuge) (10)

Plains Creatures

Plains, All MR (d100)

Roll	Monster
01-20	Grinyen (1)
21-40	Jackal People (2)
41-60	Mammothian (3)
61-80	Blundering Lummox (4)
81-00	Steed (Fire) (4)

Subterranean Encounter Tables

Subterranean Creatures, All MR (d100)

Roll	Monster
01-04	Bone Hustler (1)
04-07	Ophidian (Slave) (1)
08-11	Arcane Shrieker (2)
12-15	Ophidian (Brute) (2)
16-19	Scorpion (giant) (2)
20-23	Skeleton (2)
24-27	Slime (chlora) (2)
28-31	Slime (poison) (2)
32-35	Cave Creeper (3)
36-39	Firefreet (3)
40-43	Ophidian (Berzerker) (3)
44-47	Ophidian (Mage) (3)
48-51	Ophidian (Lord) (4)
52-55	Revenant (4)
56-58	Cave Serpent (5)
59-62	Demented Pulser (5)
63-65	Elemental (blood) (5)
66-69	Elemental (decay) (6)
70-73	Gargan (6)
74-77	Sadiskas (6)
78-81	Bull Titan (7)
82-85	Angry Horn (Herensuge) (9)
86-89	Hilotz (9)
90-93	Titan (9)
94-97	Boltmouth (Herensuge) (10)
98	Daemon (10)
99	Reptilian Chimera (10)
00	Choose

Subterranean, MR 1-3 (d100)

Roll	Monster
01-08	Bone Hustler (1)
09-17	Ophidian (Slave) (1)
18-26	Arcane Shrieker (2)
27-35	Ophidian (Brute) (2)
36-44	Scorpion (giant) (2)
45-53	Skeleton (2)
54-52	Slime (chlora) (2)
53-61	Slime (poison) (2)
62-70	Cave Creeper (3)
71-78	Firefreet (3)
79-87	Ophidian (Berzerker) (3)
88-96	Ophidian (Mage) (3)
97-00	Choose

Subterranean, MR 4-5 (d100)

Roll	Monster
01-20	Ophidian (Lord) (4)
21-40	Revenant (4)
41-60	Cave Serpent (5)
61-80	Demented Pulser (5)
81-99	Elemental (blood) (5)
00	Choose

Subterranean, MR 6-7 (d100)

Roll	Monster
01-25	Elemental (decay) (6)
26-50	Gargan (6)
51-75	Sadiskas (6)
76-99	Bull Titan (7)
00	Choose

Subterranean, MR 9-10 (d100)

Roll	Monster
01-16	Angry Horn (Herensuge) (9)
17-32	Hilotz (9)
33-50	Titan (9)
51-68	Boltmouth (Herensuge) (10)
69-86	Daemon (10)
87-99	Reptilian Chimera (10)
00	Choose

Swamp Encounter Table

Swamp, All MR (d100)

Roll	Monster
01-08	Illness Leech (1)
09-17	Boogey Man (2)
18-26	Slime (chlora) (2)
27-35	Slime (poison) (2)
36-44	Kuhklops (4)
45-53	Lamprey (blood sucker) (4)
54-52	Decay Monster (5)
53-61	Gas Back (5)
62-70	Chaos Avatar (6)
71-78	Croctopus (6)
79-87	Lamprey (magma) (6)
88-96	Pox Bringer (9)
97-00	Choose



Monster
Name: _____

MR: _____ **Movement:** _____

Focus: _____ **Health:** _____

Attacks

Armor

BRT: _____

Skills

Languages

END: _____

AGL: _____

DEX: _____

WIT: _____

Tame: _____

CHR: _____

Loot Level: _____

Special Loot

Description

Description

INDEX

A		E	
Animated Corpse.....	4	Egnas.....	23
Arcane Shrieker.....	4	Electro Beast.....	24
Armor and Resistance.....	83	Elemental (Blood).....	25
Ashen Warrior.....	5	Elemental (Decay).....	25
Attacks.....	84	Elemental (Dirt).....	26
		Elemental (Electric).....	27
B		Encounter Table Categories.....	89
Beetle(Acrid).....	5	Environmental Encounter Tables.....	89-92
Black Shroud.....	7		
Blaze Wolf.....	7	F	
Blundering LummoX.....	8	Festul.....	28
Bog Rat.....	9	Fire Hawk.....	29
Bone Hustler.....	10	Firefreet.....	28
Boogey Man.....	10		
Brain Eater.....	11	G	
Bridge Monger.....	12	Gargan.....	29
Building Lairs.....	87	Gargoyle.....	30
Bull Titan.....	13	Gas Back.....	31
Burden Beast.....	14	Ghoul.....	32
Burning Horror.....	14	Giant (Inferno).....	32
		Giant (Obsidian).....	33
C		Goat Man.....	34
Cave Creeper.....	15	Goblin.....	34
Cave Serpent.....	15	Grave Wight.....	35
Changeling.....	16	Grimataur.....	36
Chaos Avatar.....	17	Grinyen.....	36
Creating Monsters.....	80		
Croctopus.....	18	H	
		Herensuge (Angry Horn).....	72
D		Herensuge (Boltmouth).....	73
Daemon.....	18	Herensuge (Caustic).....	74
Darkadam.....	19	Herensuge (Firebowel).....	75
Decay Monster.....	20	Herensuge (Gas Bladder).....	76
Demented Pulser.....	21	Herensuge (Glacial).....	77
Devil Cat.....	21	Herensuge (Overview).....	71
Dissolver Beast.....	22	Highland Banshee.....	37
		Hilotz.....	38
		How to Use This Book.....	1

INDEX

I		
Illness Leech.....	39	Random Encounters MR 8..... 88
Insect Person.....	39	Random Encounters MR 9..... 88
J-K		Ratling..... 55
Jackal People.....	40	Reptilian Chimera..... 56
Koumadin.....	41	Reptor..... 57
Kuhklops.....	41	Revenant..... 57
L		S
Lamprey (Blood Sucker).....	42	Sadiskas..... 58
Lamprey (Magma).....	43	Scorpion (Giant)..... 59
Limnerik.....	44	Shock Pulsar..... 59
Luceris.....	44	Skeleton..... 60
M		Skills and Languages..... 85
Malletor.....	45	Slash Rabbit..... 60
Mammothian.....	46	Slaver..... 61
Moglin.....	47	Slime (Chlora)..... 62
Monster Builder (Intro).....	80	Slime (Poison)..... 62
Monster Creation Finish.....	87	Soil Beast..... 63
Monster Creation Process.....	80	Special Loot..... 87
Monster Hit Locations.....	86	Steed (Fire)..... 64
Monster Rating.....	81	T
Monster Sizes.....	82	Taming..... 83
Monster Stat Block.....	82	Tanglesloth..... 64
Monster Stat Blocks Defined.....	2	Thenox Worm..... 65
Mummy.....	47	Titan..... 66
Murderous Lump.....	48	Torturer (Queen)..... 67
N-P		Torturer (Young)..... 68
Needleback.....	49	U-Z
Note From the Author.....	1	Underlord..... 68
Ophidian (Berzerker).....	51	Whining Eel..... 69
Ophidian (Brute).....	51	Zombie..... 70
Ophidian (Lord).....	52	
Ophidian (Mage).....	53	
Ophidian (Slave).....	53	
Ophidians (Overview).....	50	
Org.....	54	
Pox Bringer.....	54	
R		
Random Encounters MR 1.....	87	
Random Encounters MR 10.....	88	
Random Encounters MR 2.....	87	
Random Encounters MR 3.....	88	
Random Encounters MR 4.....	88	
Random Encounters MR 5.....	88	
Random Encounters MR 6.....	88	
Random Encounters MR 7.....	88	

Terrible beasts roam the world of Phaethos. These are the children of the Loarigog, the leftover remnants of the interdimensional travelers who laid waste to Phaethos so many years ago. Now it is up to you to traverse the wilderness and discover what horrors await you in the world of Phaethos. Gather your Kore, take up your arms, lead your group to discover great treasure and fame as you battle for glory and reward.

The Phaethos RPG Book of Beasties Volume I is an expansion book for the Phaethos Role Playing Game. The Book of Beasties Volume I comes complete with 98 different monsters, a chapter which provides you with the tools and rules you need to create your own monsters and a section on random monster encounters. All monsters come complete with attributes, descriptions, combat notes and body hit locations. This is the perfect supplement to expand your Phaethos RPG.

