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MONSTER & CREATURES

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LAST MONSTER/CREATURE ADDED : ANIMA PARASITE

Aetusoch

written by AngelWick

Description:

Not your basic creature that goes bump in the night! These rare creatures are extremely intelligent. It's quite easy to mistake an Aetusoch for an ordinary undead because they look like every other Joe Zombie you meet. But then they might start up a conversation about the philosophies of the Immaculate Order or something like that. While quite dangerous in battle, Aetusochae are very sound at heart--unbeating as it may be. There have been stories of these beings of the Shadowlands accompanying Deathlords and/or Deathknights in battle as strategists against an army with yet another Aetusoch at the right hand of that army as well. Aetusochae are wild cards indeed. One of the most reluctantly shared stories of the Scavenger Lands is how one of these magnificent creatures assisted a Zenith Caste Solar Exalted in overthrowing a threat from a local Shadowland.

It's not quite known how these beautiful beings of death came to be. Some say that they are merely Deathlords in disguise, biding their time until they can open the gates to the Underworld and wreak havoc across the land. Others believe that they are in thrall with the demons of Malfeas who wish to share the bringing of the wrath of hell upon Creation. Those who have seen them outside of battle think that they are unique and misunderstood creatures who want nothing to do with either plan and would gladly join any army to bring a stop to it. And yet others believe that they are solely hogwash, a figment of the imagination of some boy who is known for crying wolf.

Attributes:

Strength 16, Dexterity 7, Stamina 12, Charisma 12, Manipulation 7, Appearance 8, Perception 7, Intelligence 19, Wits 9

Virtues: Compassion 10, Conviction 5, Temperance 5, Valor 5

Abilities: Awareness 5, Brawl 8, Craft 6 (architecture +2), Dodge 8, Larceny 4 (subterfuge +1), Linguistics 9, Medicine 5, Melee 7, Occult 9, Performance 6 (music +3), Socialize 5 (etiquette +2), Stealth 5, Survival 9

Base Initiative: 16

Attacks

Bite: Speed 15 Accuracy 15 Damage 26L Defense 14

Claw: Speed 17 Accuracy 16 Damage 21L Defense 18

Exceptional SoulSteel Daiklaive: Speed 20 Accuracy 17 Damage 22L Defense 17

Kick: Speed 14 Accuracy 18 Damage 22B Defense 17

Punch: Speed 16 Accuracy 18 Damage 20B Defense 19

Dodge Pool: 15 Soak: 18L/30B (Fortification of Death, 12L/18B)

Willpower: 10 Health Levels: -0x6/-1x4/-2x3/-4/Incap

Other Notes: In addition to the powers above, an Aetusoch has charms that allow him to communicate with animals via the 'Familiar' background rules (all of them). They know the shape-shifting capabilities that Lunar Exalted use. They can also turn into a cloud of mist. They can retain their mist form in heavy winds. They can see in pitch black darkness. For an expenditure of Essence, their claws do aggravated damage. They also possess a charm that allows them to passively move through shadows without being seen. They can make up to 10 actions per turn with heavy essence expenditure. Their natural senses are at least double that of anything living. They possess a charm that allows them to project their spirits out of their body and travel as a spirit under spirit rules. They can even use the Materialize charm in spirit form. However, in this form, if their body is destroyed they remain a Spirit forever. Some, but not all Aetusochae have limited Sorcery skills. They primarily focus on Elemental and Spirit control, telekinetic movement of anything living or not, and command over fire.

-- all Essence costs for the mentioned Charms and Sorcery abilities are left up to the StoryTeller

Net Power: 56340

Anima Parasite

written by aconite777

Description:

Anima parasites are truly insidious beings. As small as mosquitoes, they buzz around urban areas, constantly looking for prey. With their great perception and awareness, they are able to detect the smallest amount of essence use and immediately identify an Anima banner.

Attributes:

Strength 0, Dexterity 0, Stamina 0, Charisma 1, Manipulation 1, Appearance 1, Perception 7, Intelligence 4, Wits 7

Virtues: Compassion 1, Conviction 2, Temperance 3, Valor 1

Abilities: Awareness 7 (Essence Use +3), Endurance 3, Investigation 4, Linguistics 2, Lore 5, Occult 3, Stealth 10

Base Initiative: 7

Attacks

Dodge Pool: 0 Soak: 0L/0B (none, 0L/0B)

Willpower: 6 Health Levels: -0x0/-1x0/-2x0/-4/Incap

Other Notes: When an Anima banner is spotted, the parasite flies in and lands on the Exalted's caste mark. In one turn, it burrows right beneath the skin.

The Exalted must make a Perception + Awareness check; if they fail, they do not notice the painless burrowing. Anyone watching the Exalted will notice, however.

One attached to the host, the parasite drains peripheral essence from its host at a rate of three motes a day. When the host spends peripheral Essence, the parasite can make a Wits check and drain one mote of essence per success. The parasite can only drain peripheral essence.

If the parasite is ever detected, it can be destroyed with either a Contagion-Curing Touch charm or it can be extracted from beneath the skin and simply squashed. The parasite is as easy to kill as a mosquito.

Net Power: 9510

Blade Golem

written by Earthbinder

Description:

As the origami tiger unfolded from its place of concealment, it was greeted with a fearsome sight, a whirling mass of blades cutting and slicing the very fabric of the library. Relentlessly the blade golem advanced in a final desperate measure the tiger leapt to cover its foe...

As Lord Mara'curvon marched down the long passage the confetti that littered the floor mixed with fragments of blades. "dammm" he thought "they must have had rock servants as well, time to call in the reinforcements, but the cost will be well worth it if I can get my hands on that scroll"

Attributes:

Strength 3, Dexterity 2, Stamina 2, Charisma 0, Manipulation 0, Appearance 0, Perception 2, Intelligence 2, Wits 2

Abilities:

Athletics 3, Brawl 3 (natural weapons +2), Dodge 1, Melee 4 (Natural weapons +3), Resistance 2

Base Initiative: 4

Attacks

Body Blades: Speed 4 Accuracy 10 Damage 9L Defense 5

Hand blades: Speed 6 Accuracy 8 Damage 7L Defense 8

Head Blades: Speed 4 Accuracy 8 Damage 6L Defense 5

Leg Blades: Speed 7 Accuracy 7 Damage 8L Defense 7

Dodge Pool: 3 Soak: 5L/5B (Natural Armour, 4L/3B)

Willpower: 5 Health Levels: -0x4/-1x4/-2x4/-4/Incap

Other Notes: Blade golems are immune to slashing and piercing damage (lethal) but take double damage (successes are doubled after the roll) from hard bashing sources.

Blade golems can be created by the use of the Make servant spell at a cost of 45 motes of essence and 30 blades of medium quality

Net Power: 2985

Blood moss

written by Earthbinder

Description:

not really a creature or a plant blood moss resembles a giant amoeba/slime mold made of a slightly furry red substance. it can move fairly quickly and is resistant to damage reforming almost instantly. it takes agg damage from fire and heals damage from essence based attacks, it also takes damage from any Underworld touched source eg. Abyssals, Deathlords etc. However it thrives in shadowlands.

Attributes:

Strength 1, Dexterity 0, Stamina 3, Charisma 0, Manipulation 0, Appearance 0, Perception 2, Intelligence -2, Wits 0

Abilities: Brawl 2

Base Initiative: 0

Attacks

Essence draining touch: Speed 0 Accuracy 2 Damage 8B Defense 2

Dodge Pool: 0 Soak: 1L/3B (none, 0L/0B)

Willpower: 0 Health Levels: -0x20/-1x20/-2x20/-4/Incap

Other Notes: it obtains sustenance by two means absorbing mass or by absorbing essence. to absorb mass it must spend 1 day per dot of the item/person/place engulfing it. to drain essence it must merely touch a victim with a positive essence score. and it drains as many points of essence as it gets successes it does not deal any damage. its Favoured tactics involve (not much cos its so stupid) draping itself across paths and places where many people pass (most mortals suffer nothing for touching it so take no notice). it is a new appearance in the world Created by the 3"O" Demon Bar-roque to infuriate a group of exalted at the command of his master Kaininian (a Deathknight in service to Rasilon Life-cursed) who has had his home and villages within a three mile radius of his tower draped in tons of the stuff. on some occasions he has been known to use a living whip of Blood moss and soulsteel to attack his opponents.

Net Power: 825

Blood Wraith

written by Mister McD

Description:

Unknown in origin these Shadow Land creatures commonly roam the dark cities of their masters laboring to keep the city in order. The Blood Wraith is common to average Wraith in that they seem only to be moving clothing. They are clad mostly in black worn leathers and carry blades covered in dripping blood. They move with silent swiftness due to their

lack of body and real armor. To attack a Blood Wraith directly is almost futile, as the creature has no body. Normal weapons of a non-magical nature only tear at the leather of the being, causing no obvious harm to it. Full body blows such as wrestling or large blunt attacks will knock the Wraith back but will not cause any real harm to it either. Magical attacks will harm the Wraith but they must be energy, mental or spiritual attacks. Blood Wraiths get their name from the blood that spills from the hems and holes of all their clothing. This blood will also spill out of any damage caused to the cloth. Fire attacks will cause damage to the Wraith but only at half level since the leather doesn't burn well and the blood the Wraith exudes helps put out the flames. Besides being dark, brooding, formless and aggressive Blood Wraiths have another ability based around the blood they expel. Blood Wraiths are so sickly skilled with the blood on their bodies that they can drip a bit onto their fingers and flick it into the eyes and mouth of their opponents. If the blood of the Wraith enters an opponent's eye they are blinded for a number of hours. If blood enters the opponents mouth the person become immediately ill this sickness will affect the performance of anything they do. Another skill that the Wraith can call upon is their stealth. Due to their nature they may relax their form and appear to become a pile of ragged clothing. Only a person skilled in looking for such piles will even have a chance of spotting this disguise without the use of magic or charms.

Attributes:

Strength 3, Dexterity 3, Stamina 4, Charisma 0, Manipulation 3, Appearance 0, Perception 3, Intelligence 2, Wits 3

Abilities:

Awareness 3, Brawl 3, Dodge 2, Endurance 2, Melee 3 (Slashing Sword +5), Survival 2

Base Initiative: 6

Attacks

Dodge Pool: 5 Soak: 7L/9B (worn leather, 5L/5B)

Willpower: 5 Health Levels: -0x2/-1x2/-2x2/-4/Incap

Other Notes: Blood Flick: The Wraith ability is so gruesome and vile that the appearance of him performing this alone has caused whole groups of commoners to run in fear. The Wraith has 6 die of skill to flick this blood either in a persons eyes or mouth. The target for this skill is 5 since the eyes and mouth are extremely difficult targets to hit. If the blood gets into person's eyes they will be blind for 6 minus the opponents stamina level rounds. If the blood gets into a persons mouth the opponent will be sick for 6 minus the opponent's stamina days. This sickness will cause all actions to be at two target levels higher. If a person is wearing a helm hitting the mouth can be made impossible; the eyes may have slits which could raise the target another target level or two.

Clothing Pile: The Wraith may become a pile of clothing at will by relaxing his body. This action requires only 1 action and can be performed while running or fighting. Wraiths often use this skill to attack and run from more powerful opponents. To find a Wraith that is using this ability requires a person to make a Perception and Awareness roll target 7 if they have never seen a Blood Wraith perform this and a target 5 if they have witnessed this ability.

Virtual Immunity: The Wraith is immune to almost all forms of physical attacks including blunt, blade and bow. The Wraith is not harmed by cold, vacuum or high power winds. A Wraith can be harmed by normal fire and acid but at half of the level and at half of the duration. Magical weapons and attacks cause normal damage to the Blood Wraith. A major weakness of the Wraith is water. High powered water will separate the Wraiths clothing and will require them to reform. Reforming takes 1 full evening in the Shadow Lands. Emersion in water like a lake or ocean will capture a Wraith since they are not able to swim since their clothing is heavy and the formless body is not boyant. A Wraith will have to walk along the bottom of the waterway to find freedom.

Blood Wraiths may use any weapons that the ST sees fit.

Net Power: 4845

Demon of the Red Sea

written by John Hollar

Description:

These boats are not really anything to begin with, they are just big red ships that go on their own and have no visible crew, then when a board is broken off for whatever reason it will turn into a humanoid kind of demon, with a big block for a head, a muscular body, a long sharp arm, a large wooden shield made of its other arm, and clawed feet.

Attributes:

Strength 4, Dexterity 2, Stamina 5, Charisma 0, Manipulation 0, Appearance 0, Perception 2, Intelligence 1, Wits 0

Abilities: Athletics 3, Brawl 4, Dodge 4, Melee 4

Base Initiative: 2

Attacks

Clawed Feet: Speed 2 Accuracy 6 Damage 9L Defense 6

Shield: Speed 2 Accuracy 6 Damage 8B Defense 9

Sword Arm: Speed 2 Accuracy 6 Damage 10L Defense 7

Dodge Pool: 6 Soak: 6L/13B (Body, 4L/8B)

Willpower: 10 Health Levels: -0x5/-1x0/-2x0/-4/Incap

Other Notes: I used these in my campaign The Wyld Returning. its the first of a series of 4 demons coming from each coast,

this one comes from teh West, have fun with em, and remember, fire is bad for wood.
Net Power: 4875

Elaenoi

written by AngelWick

Description:

Quite possibly the most beautiful beings of death (or undeath) to come in to Creation from the Otherworlds. That is if they even truly exist. Like their mythical cousins, the Aetusoch, the Elaenoi can easily be mistaken for a normal undead creature. However, these beings have only one thing on their minds, DEATH. An Elaenoi will not engage in a philosophical conversation. They only kill. If this is true, then perhaps it is these creatures that have sat at the right hand of Abyssal Exalted and the Aetusoch that have opposed them at every turn.

If there is a difference between the Aetusoch and the Elaenoi, it is that the Elaenoi are bred for battle. Could it be that the Elaenoi and the Aetusoch are Deathlords? Or Demons? Why do the Aetusoch fight against everything that they are? Is there a difference between these two "factions" of powerful undead? Would you really want to walk up to one and ask?

Attributes: Strength 11, Dexterity 13, Stamina 11, Charisma 18, Manipulation 16, Appearance 14, Perception 14, Intelligence 11, Wits 6

Virtues: Compassion 3, Conviction 3, Temperance 5, Valor 5

Abilities: Archery 2 (etiquette +0), Awareness 10, Brawl 8, Bureaucracy 8, Dodge 7, Larceny 6, Linguistics 5, Melee 5, Occult 5, Performance 6 (acting +3, music +2), Stealth 8, Survival 3

Base Initiative: 19

Attacks

Bite: Speed 20 Accuracy 22 Damage 15L Defense 22

Claw: Speed 20 Accuracy 26 Damage 15L Defense 25

Exceptional Soulsteel Daiklaive: Speed 23 Accuracy 21 Damage 17L Defense 21

Exceptional Soulsteel Grand Daiklaive: Speed 17 Accuracy 21 Damage 23L Defense 19

Kick: Speed 18 Accuracy 23 Damage 16B Defense 23

Punch: Speed 19 Accuracy 24 Damage 14B Defense 24

Dodge Pool: 20 Soak: 23L/23B (Fortification of Death, 18L/12B)

Willpower: 10 Health Levels: -0x11/-1x4/-2x4/-4/Incap

Other Notes: Elaenoi also commonly possess the following Charms or Sorceries etc:

--Familiar level one

--up to 6 actions per turn

--command large armies without eye contact

--passively hide themselves and/or a group closely surrounding them in shadows OR the open without being seen

--look like someone else

--know the location of someone they know personally

--Telekinetic movement of anything living or dead

--Command over the elements

Net Power: 62580

Fire Tiger

written by SteelAngel

Description:

Firecats are the offspring of released Fire elementals and various big cats. The most vicious of these are the Jungle Tigers of the Southeastern lands. Massively large, sometimes as large as six feet at the shoulder, these cats appear to be the beasts they were spawned from, but shaped in flame. Often they lead secluded lives away from civilisation, but every now and then one rears its head.

Attributes:

Strength 7, Dexterity 5, Stamina 6, Charisma 1, Manipulation 1, Appearance 3, Perception 5, Intelligence 4, Wits 5

Abilities:

Archery 2, Athletics 3, Awareness 4, Brawl 4, Presence 3

Base Initiative: 10

Attacks

Bite: Speed 10 Accuracy 9 Damage 20L Defense 7

Claw: Speed 12 Accuracy 10 Damage 16L Defense 9

Dodge Pool: 5 Soak: 9L/9B (Firey Aura, 6L/3B)

Willpower: 8 Health Levels: -0x4/-1x4/-2x4/-4/Incap

Other Notes: These creatures are oddly intelligent. They always stick to bargains when they make them, and they rarely kill other than to defend their territory or to feed. They are noble in bearing, and tend to favour those that don't immediately request their destruction.

Net Power: 10650

Gila Drake

written by Artemis

Description:

The Gila Drake is roughly 12' from head to tail. It has predominantly black scales with alternating red and yellow bands, warning intelligent enemies of its potential venomous nature. Its large wings are translucent black with reddish undersides. The drake has two boarlike tusks that jet from its lower jaw, giving it an intimidating dragon-like appearance with short, fat necks and tails.

Attributes:

Strength 7, Dexterity 3, Stamina 4, Charisma 2, Manipulation 1, Appearance 1, Perception 3, Intelligence 1, Wits 3

Abilities:

Archery 3 (Spitting +2), Athletics 2, Awareness 2, Brawl 4, Dodge 3, Endurance 3, Resistance 4, Stealth 2, Survival 3

Base Initiative: 6

Attacks

Bite: Speed 6 Accuracy 7 Damage 7L Defense 7

Claw: Speed 7 Accuracy 8 Damage 9L Defense 7

Spit Venom: Speed 6 Accuracy 8 Damage 7B Defense 6

Dodge Pool: 6 Soak: 10L/12B (Scales, 8L/8B)

Willpower: 6 Health Levels: -0x1/-1x2/-2x3/-4/Incap

Other Notes: The drakes first combat tactic is to blind his opponents with its venomous spit attack, inducing no damage other than temporary blindness. (Range 15 yds, duration is 5 turns minus number of successes on Stamina Resistance). This attack can only be used every other round, and can only be dodged - not parried). After attempting to induce blindness in his foes, the drake follows up with his ferocious claws and bite until feeling the need to either spit again or flee.

Net Power: 6990

Horseclaw

written by Resplendent_Elk

Description:

(The name Horseclaw is stolen from the manga Nausicaa, but so is the animal, but I'm not the least bit ashamed. I couldn't think of a more fitting name anyway. Horseclaws are a lot cooler than those overgrown canaries from Final Fantasy, BTW.)

Horseclaws are large, wingless birds with long necks and strong legs. Their feathers, which cover everything but the large beak and the lower legs, shift color depending on the temperature and sunshine – at night they're dark, almost black, with a greenish or brownish opalescent hue. During the day the feathers assume a lighter color. They have a loud, honking call, but also communicate with low, cooing sounds.

Normally quite peaceful birds, Horseclaws can get very aggressive when protecting their flock. A kick from their strong legs can easily send a grown man flying. Animal trainers have learned to expand their flock mentality to humans as well, which makes them reliable mounts valued in battle. They tend to grow attached to their masters and can quickly become spoiled without discipline. Although quite strong, they cannot carry as much as a horse. Anything more than a lightly armored rider with a little extra packing quickly wears them out. This limits their usefulness as pack animals, but when not overloaded they are near tireless.

Horseclaws are very resistant to heat and can go for days without drinking or eating by storing water and nutrients in

their bodies like camels. Even so they seek shadow and rest during the hottest hours of the days and are the most active around dawn and dusk. Trained riders and handlers know this and let them rest during midday. Their strong beaks and efficient digestion allows them to eat almost anything, even carrion if nothing else is available, but they prefer tough desert plants, lizards, snakes and large insects.

Indigenous to the mesa and savannah landscapes in the south, Horseclaws have been raised for centuries by animal handlers. Since domesticated Horseclaws mate only occasionally, the animal handlers must also rely on stealing eggs from wild flocks, which is a dangerous but profitable job.

Attributes:

Strength 4, Dexterity 4, Stamina 5, Charisma 0, Manipulation 0, Appearance 0, Perception 3, Intelligence 1, Wits 3

Abilities: Athletics 4, Awareness 2 (Long range sight +2), Brawl 3, Dodge 3, Endurance 4, Survival 2 (Finding water & plants +2)

Base Initiative: 7

Attacks

Beak: Speed 10 Accuracy 7 Damage 7L Defense 7

Kick: Speed 13 Accuracy 7 Damage 14B Defense 7

Dodge Pool: 7 Soak: 3L/9B (Feathers & hide, 1L/4B)

Willpower: 5 Health Levels: -0x2/-1x2/-2x1/-4/Incap

Net Power: 4935

Iron Orb

written by John Hollar

Description:

"Imagine a big metal orb about the size of a wagon wheel that flies. Not scared enough? Ok, add inch long razor sharp blade that retract. now, to boot, the damn thing spins around like a top all the time. and there is never just one o em, they always come in three's or more. I've had more then one good sword pulled right outta my hands by one of those things"

-Tarin the Warrior, gossiping in a Northern tavern

Attributes:

Strength 2, Dexterity 4, Stamina 3, Charisma 0, Manipulation 0, Appearance 0, Perception 1, Intelligence 1, Wits 1

Abilities: Dodge 2, Melee 5

Base Initiative: 5

Attacks

Spikes: Speed 7 Accuracy 14 Damage 5L Defense 15

Dodge Pool: 6 Soak: 13L/17B (Body, 12L/14B)

Willpower: 5 Health Levels: -0x3/-1x0/-2x0/-4/Incap

Other Notes: These things are the creature I came up for in the Northern Area of my campaign The Wyld Returns. like it said, its a big metal sphere and its dumb as hell. its gullible, stupid, has a bad temper, will kinda start to smoke if ya piss it off, and is otherwise an idiot. you could prolly throw on a robe, tell it "they went that way" and until it hit the dead end at the other side o Nexus, it wouldn't think twice. hell it'd be lucky if it thought once. they come in packs, and are capable of grabbing a sword if its swong the wrong way at them. These things will always spin in a clockwise motion becousue thats the way the blades point. it will not fire them, but it will ram you. Have fun, try not to kill off too many players, and i'll post the 4th crazy concoction of my mind later.

Net Power: 3945

Oni

written by Artemis

Description:

Oni usually lead groups of lesser oni, they are 7-9 feet tall with large horns protuding from their head and shoulders. Oni are black, red or green with thick tough hide. They have muscular frames and long arms.

Attributes:

Strength 5, Dexterity 4, Stamina 6, Charisma 2, Manipulation 2, Appearance 1, Perception 4, Intelligence 3, Wits 5

Abilities:

Athletics 3, Awareness 2, Brawl 4 (Claw +3), Dodge 3, Endurance 3, Lore 2, Melee 5 (Blades +2), Occult 2, Presence 2, Resistance 4, Stealth 2, Survival 4

Base Initiative: 9

Attacks

Claw: Speed 10 Accuracy 10 Damage 10L Defense 8

Great Sword: Speed 9 Accuracy 11 Damage 11L Defense 8

Dodge Pool: 7 Soak: 11L/14B (Tough Hide(w/out stamina), 8L/8B)

Willpower: 6 Health Levels: -0x2/-1x4/-2x8/-4/Incap

Other Notes: Oni live in the shadowlands but may wander throughout the lands.

Net Power: 9870

Lesser Oni

written by Artemis

Description:

Lesser Oni are the more common demons in the shadowlands, they make up the bulk of the troops for greater demons. They are generally man sized w/ various demonic features like red or green skin, horns, and glowing eyes. As troops they might be equiped with armor or weapons from their leader.

Attributes:

Strength 3, Dexterity 3, Stamina 4, Charisma 1, Manipulation 1, Appearance 1, Perception 2, Intelligence 2, Wits 3

Virtues: Compassion 1, Conviction 3, Temperance 1, Valor 3

Abilities:

Athletics 1, Awareness 1, Brawl 3 (Claw +1), Dodge 3, Endurance 2, Melee 4, Resistance 3, Stealth 3, Survival 1

Base Initiative: 6

Attacks

Claw: Speed 6 Accuracy 6 Damage 5L Defense 6

Dodge Pool: 6 Soak: 5L/7B (Tough Hide(w/out stamina), 3L/3B)

Willpower: 4 Health Levels: -0x1/-1x3/-2x4/-4/Incap

Other Notes: These are basically extras in the shadowlands.

Net Power: 4935

Oni no Chi

written by Artemis

Description:

Oni no Chi are one of the most powerful demons in the shadowlands.

There is record of only one being encountered to date, but there may be more out there. Oni no Chi stands 15 feet tall with reddened flesh and long muscular arms. He has black horns and bristles sprouting from its head and shoulders, a mouth full of dagger sized teeth. These demons are usually on bad terms with deathlords and rule over weaker demons.

Attributes: Strength 7, Dexterity 9, Stamina 6, Charisma 3, Manipulation 2, Appearance 1, Perception 5, Intelligence 9, Wits 5

Abilities:

Archery 4, Athletics 4, Awareness 5, Brawl 6 (Claw +2, Bite +1), Dodge 5, Endurance 4, Investigation 4, Linguistics 5, Lore 5, Medicine 3, Melee 5 (Improvisation +2), Occult 5, Presence 4, Resistance 5, Survival 4, Thrown 3

Base Initiative: 14

Attacks

Bite: Speed 14 Accuracy 16 Damage 13L Defense 15

Claw: Speed 15 Accuracy 18 Damage 15L Defense 17

Dodge Pool: 14 Soak: 13L/17B (Hide w/out stamina, 10L/11B)

Willpower: 0 Health Levels: -0x4/-1x4/-2x8/-4/Incap

Other Notes: Oni no Chi are immune to nonmagical attacks (magical weapons, spells, ect. are needed). He can also breathe gouts of flame 20 yards for 12L, only soakable by stamina and magical armor.

Net Power: 19665

Origami Guardian

written by ratfruit

Description:

Kvasir stalked down the corridors. Swiftshadow, his faithful sword, gleamed in the waning lamp light. The walls were white and smooth, made out of toughened paper, as was the custom building material of this small town. He stalked down the corridors using his skills that he earned during his days as a guild assassin. This time the talent was put to good use- he wanted to find out the whereabouts of the Immaculates new tool, a naive Dragon-blood called Amber Jade. As he crept he suddenly became aware of a rustling sound barely inaudible, but his trained sense picked it up. It came from the walls behind him. He spun around, his sword and dagger poised in the offensive, in time to behold a huge mass of white form from the wall and begin to fold itself into a form. Kvasir, unsure what to do stood back and watched, the paper taking a recognisable shape. Before him, a large feline form constructed entirely of paper, took shape and quickly pounced. Kvasir was knocked to the floor, slashing at the creature with Swiftshadow. A large tear appeared, but the creature was still on top of him, unwrapping and smothering him, restricting his movement. The paper was fantastically tough and Kvasir understood that only a bladed weapon would do any damage, his sword arm was however incapacitated. Kvasir thought embarrassingly with anger how his death would be caused by a paper tiger - then one of the lamps caught his attention, and with all his might he forced himself and the creature towards the bracer on the wall.

Resembling large versions of smaller origami contractions, origami guardians were used by scholars of the first age in a now lost library to protect the valuable books and scroll, constructed with their most common and inexpensive resource, paper. Created using long lost first-age magicks and constructed with an unusual make of paper, origami guardians are a mysterious and stealthy defence for those who need protection from the unaware. Folded by sorcerers along specially prepared lines into the form of usually a tiger or a crane, although other forms are known. They are made out of paper that is toughened by a special alchemical process. Blunt weapons are useless against the guardian, although blades and fire are especially effective. Even arrows pass through them doing little damage.

The origami guardians usual commanded tactic was to unfold and disguise themselves as walls, unwrapping as a would be trespasser walks by and smothering them and incapacitating them, then either suffocating or carrying them to the guardians commander. These creatures are swift and agile, even the most aware opponent having to be quick with his sword or being over come. Tigers are quick and strong, and often work in packs, where as crane, being large and airborne, are lightning fast in diving and covering a victims face whilst others of the

group wrap around the arms and legs. Other forms such as dragons and even human warriors were heard of, but now only exist in long forgotten books from a previous age.

When creating an origami guardian, one must fold the lines exact at the correct astrological event, with lost chants and rites accompanying the construction. Particularly attempt sorcerers were known to make many folds, having guardians that could take the form of cranes or tigers depending on the situation. Fire and blades are the bane of this device, and although constructions of stone were quickly subdued when the lost library was attacked centuries ago, when huge golems constructed of scissor-like blades were sent in, they made quick work of most of the paper tigers, dragons, cranes and soldiers. Leaving the valuable books of lore open to plunder from those who would usurp these scholars.

Attributes:

Strength 3, Dexterity 4, Stamina 5, Charisma 0, Manipulation 0, Appearance 0, Perception 3, Intelligence 1, Wits 3

Abilities:

Athletics 3, Awareness 3, Brawl 2 (Pounce +3), Dodge 3, Stealth 4

Base Initiative: 7

Attacks

Pounce: Speed 8 Accuracy 9 Damage 3B Defense 6

Dodge Pool: 7 Soak: 0L/6B (none, -2L/1B)

Willpower: 10 Health Levels: -0x2/-1x4/-2x2/-4/Incap

Other Notes: Fire does aggravated damage and the dice pool is multiplied by two before rolled, and treat piercing weapons as bashing damage. A paper crane will be able to fly, but otherwise has the same statistics.

Net Power: 5625

Sand Elemental

written by Mister McD

Description:

This sand elemental roams only the southern regions. It lives life mostly among the rolling dunes of the deep desert where it may live in peace. The creature can occasionally be seen in the hard desert but usually appears in its traveling form of a small dust devil. When solid it tends to be made of desert materials usually consisting of bone, stone and sands of many colors. This more solid form is still loosely packed enough to ignore most physical attacks by those afraid of this elemental. The Sand is commonly passive and will only occasionally play with passers by. Its fierceness is only unveiled when it finds a wandering outsider. These creatures are very suspicious of the light skinned and will follow a lost body for days to find its purpose. The Sand seems to have a deeper purpose than simply existing in the desert. They often use their control of the sands to direct travelers toward home. They seem to desire

peace from trouble and will commonly blind desert travelers and take them home. If attacked by a single person the Sand will commonly break into its lesser components and flee sometimes blinding its opponent first. If trapped it will absorb the weakest enemies and attempt to suffocate them. To the rest it will deliver bashing blows of solid sand and stone. Again due to its loose physical structure, common physical attacks do not effect it.

Attributes:

Strength 7, Dexterity 2, Stamina 6, Charisma 2, Manipulation 1, Appearance 0, Perception 3, Intelligence 2, Wits 3

Virtues:

Compassion 2, Conviction 1, Temperance 2, Valor 3

Abilities:

Awareness 3, Brawl 4, Dodge 1, Endurance 2, Occult 3, Resistance 2, Survival 2

Base Initiative: 5

Attacks

Dodge Pool: 3 Soak: 3L/6B (none, 0L/0B)

Willpower: 5 Health Levels: -0x0/-1x0/-2x0/-4/Incap

Other Notes:

Special actions:

Dust Devil, become a small swirling cloud of sand to travel great distances across the desert. This form may also be used to escape and enemy or blind travelers for safe return to home.

Solid sand, this action allows the Sand to attack solidly but remain inconsistent enough to ignore most physical attacks. Normal weapons will not harm the Sand. Non-magical fire, cold and acid have no effect on the sand. Magical fire and cold attacks will affect the Sand in addition to normal flame damage caused by the fire due to the intense heat for every box of damage the Sand will also slow for -1 extra due to the super heating causing the sand to become glass. Magical weapon and charm attacks will do full damage.

Smother, by absorbing an opponent into its mass and then forcing sand into the enemy's orifices the Sand may choke an opponent to death. Unless plugging their noses and closing their eyes a person will start to choke immediately due to the force of the sand entering his body.

Blending, Sand is able to blend into the obvious surroundings since they are able to morph their forms to fit into any shape and are the color of their surroundings. To spot Sand is a difficult task even for the most talented Sand living person. It requires either a Perception/Alertness roll target 6, or a Perception/Survival roll target 5. Sands will use this ability to watch travelers or to sneak upon them for a surprise attack. This will usually be a smothering attack.

(This is a common Sand, larger more powerful creatures can be found in the deeper desert)

Net Power: 6735

Sand worms

written by Earthbinder

Description:

"There is a prophecy that one day the son of another time shall walk amongst the people of the sand and he shall know their ways as if born to them, he shall drink of the fire and shall be reborn and in his coming shall the people of the sand see the boundless water once more."

In the deep deserts of the south where water fears to fall live the sandworms, massive and huge the glide through the shifting sand of the burning desert.

Your average sandworm is between 40-100 ft long and has a gaping maw wide enough to swallow a man whole. Its gullet is ringed with teeth sharp enough to cut through solid stone and its skin is hardened by the heat of neverending fire, there are rumors fo a complex civilization in the Deep south where nomads are trained to ride the worms into battle.

Attributes:

Strength 8, Dexterity 3, Stamina 9, Charisma 1, Manipulation 1, Appearance 0, Perception 2, Intelligence 1, Wits 1

Abilities: Awareness 1, Brawl 6 (Swallowing whole +3), Stealth 1 (Underground +3)

Base Initiative: 4

Attacks

Bite: Speed 6 Accuracy 11 Damage 13L Defense 9

Smash/crush: Speed 4 Accuracy 9 Damage 15B Defense 9

Swallow (only after a bite): Speed 4 Accuracy 9 Damage 26L Defense 9

Dodge Pool: 3 Soak: 7L/18B (Hide, 3L/9B)

Willpower: 5 Health Levels: -0x10/-1x7/-2x5/-4/Incap

Other Notes: Based on the worms form frank herberts dune. the sandworms suffer agg damage from water, thier teeth can be made into daggers of quality which ignore two dice of armour.

Sandworms should be fered and respected, as should the freemen tribes of the south who have the nerve to ride them into battle.

Net Power: 7350

Shadow Beast

written by John Hollar

Description:

This would look like a dog... if it didn't have a incredibly long mouth and some serious fangs. Plus the inky black goo all over it, well... it wouldn't make a nice pet. plus its a little bit bigger then the normal dog (more like a foot bigger)

Attributes:

Strength 3, Dexterity 4, Stamina 3, Charisma 0, Manipulation 0, Appearance 0, Perception 5, Intelligence 3, Wits 3

Abilities: Archery 4, Athletics 3, Awareness 3, Brawl 4, Dodge 2, Survival 3

Base Initiative: 7

Attacks

Bite: Speed 8 Accuracy 16 Damage 8L Defense 8

Claw: Speed 9 Accuracy 16 Damage 7L Defense 8

Dark Spikes: Speed 3 Accuracy 16 Damage 10L Defense 8

Dodge Pool: 6 Soak: 2L/6B (Body, 1L/3B)

Willpower: 3 Health Levels: -0x1/-1x2/-2x2/-4/Incap

Other Notes: Well, here's the second crazy creature from my campaign, he's one hell of a pain for an exalted, considering it eats essence, it will grow by how much essence you give it, and will sometimes even split when it gets really really big. Now, about the Dark Spikes attack, basically the fur on its body stands straight up and then fires out in all directions. if one hits and the char doesn't make a Stamina + Resistance (or is it endurance, eh its up to ya'll) difficulty 5, then he gets poisoned with this really nasty blood disease, which changes the blood of the victim into one of these creatures! the only cure is a brewed up pedel of a Fire Blossom (see Scavenger Sons). Have fun This monster comes from the West in my campaign The Wyld Returns.

Net Power: 5595

Troll

written by Artemis

Description:

Trolls are large and solidly built, designed mainly for brute force and physical power. Tall(7-8 feet) with long arms and grossly stretched fingers, they have greenish moist skin and glowing beady eyes. Trolls have wide low hanging jaws with protruding fangs. Trolls primarily inhabit swampy areas and shadowland areas, but may wander elsewhere.

Attributes:

Strength 5, Dexterity 3, Stamina 5, Charisma 1, Manipulation 1, Appearance 1, Perception 1, Intelligence 3, Wits 3

Virtues: Compassion 1, Conviction 3, Temperance 1, Valor 4

Abilities:

Athletics 2, Awareness 1, Brawl 3, Dodge 2, Endurance 4, Melee 2 (Improvisation +1), Resistance 4, Stealth 2, Survival 3, Thrown 1

Base Initiative: 6

Attacks

Bite: Speed 6 Accuracy 5 Damage 8L Defense 6

Claw: Speed 6 Accuracy 7 Damage 9L Defense 6

Large Club/Small Tree: Speed 1 Accuracy 3 Damage 13L Defense 4

Dodge Pool: 5 Soak: 5L/10B (Tough Hide(w/out stamina), 3L/5B)

Willpower: 4 Health Levels: -0x2/-1x4/-2x6/-4/Incap

Other Notes: Trolls regenerate bashing and lethal damage every round by rolling stamina and gaining successes equal to their wound penalty.

The wound penalty does not apply to this roll. Trolls can easily vary in size and strength, so ST may easily beef a troll up for an encounter. Throwing three under a bridge might be fun too:)

Net Power: 6210

Wyld Ape

written by mrwibble

Description:

Native of the jungles of the southeast, the Wyld Ape is a quadruped animal with a short snout and thick, sleek, and dark fur covering its body. It has a long tail and is a good climber but is most at home on the ground where it can outrun most humans. About three to four feet at the shoulder and four to six feet long they weigh from 100lbs to 250lbs.

They attack in packs, only if they outnumber the opponents at least 3 to 1. They stalk and hunt their prey, trying to separate out a single prey to ambush, they often throw rocks at their prey from cover or try to push rocks or loose trees at their prey to separate them.

When attacking they circle an opponent and ones in the rear will attempt to rush past the opponent knocking them to the ground (treat as a sweep) and then they will all attack the fallen opponent.

Attributes:

Strength 4, Dexterity 3, Stamina 4, Charisma 1, Manipulation 1, Appearance 0, Perception 3, Intelligence 1, Wits 2

Abilities:

Athletics 2 (Climb +2), Brawl 3, Dodge 1, Endurance 2, Resistance 1, Stealth 1, Survival 3, Thrown 1

Base Initiative: 5

Attacks

Bite: Speed 10 Accuracy 12 Damage 9L Defense 6

Sweep: Speed 10 Accuracy 11 Damage 8B Defense 6
Dodge Pool: 4 Soak: 2L/4B (none, 0L/0B)
Willpower: 2 Health Levels: -0x1/-1x2/-2x2/-4/Incap
Other Notes: Almost always Extras.

My notes for this predated my seeing the mention of Carnivorous Apes in the (I think) "Making Of" book in the LE. I guess this is basically a simple knock up of that creature, to be superceded when that is covered in an official book.

Mainly based on the movies "Congo" and "Primal Force".

Net Power: 3495