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Creatures

Aboleth

Eel-like fish creatures the size of an elephant, with psionic illusion and mind-control powers. They are born with their parent's memories.

ST: 33 **HP:** 33 **Speed:** 6.25
DX: 11 **Will:** 18 **Move:** 1
IQ: 15 **Per:** 15 **Weight:** 6,500 lbs.
HT: 14 **FP:** 14 **SM:** +4 (13 hexes)
Dodge: 9 **Parry:** 8 **DR:** 6*

Aboleth Affliction (aura): If touched on bare skin (Contact Agent) by a tentacle, resist with HT-3 or skin becomes a moist, semi-transparent membrane; victim gains Fragile (Brittle), Unnatural Feature, and Weakness (drying out, 1d/5 minutes). The aboleth can turn this power on and off.

Bite (11): 3d-5 crushing. Reach C

Hypnotic Pattern (18): Psionic power that projects a Persistent Sense-Based (vision) Malediction over a 4-yard radius. Those in the area who see the pattern must roll Will or become stunned (roll Will to recover).

Magical Mirage: Psionic power of Illusion over an 8-yard radius with Independence. Used to create illusory walls or floors, or to change the appearance of an area.

Mind Control (IQ vs Will): Psionic version of the Mind Control advantage with the Puppet limitation. Those controlled gain Slave Mentality.

Programmed Illusion: Psionic power of Illusion over a 2-yard radius with Initiative, so it can be programmed to react to external stimuli.

Suffocating Mucus (aura): In water, the aboleth is always surrounded with a layer of mucus. Any who come into contact with this mucus with their bare skin must roll vs HT-3 or trade the ability to breathe air for the ability to breathe water for 30 minutes times the margin of failure.

Tentacle Strike (11): 3d+1 crushing, plus Affliction Aura. Reach C.

Veil of Illusion (18): Psionic power that projects a Malediction on the target (-1/yard range). Victim must roll Will-3 or be Afflicted with a Cosmetic Morph to appear as the aboleth wishes for 1 minute times the margin of failure.

Traits: Amphibious (Water Move 6); Appearance (Horrific); Callous; Charisma 3; Clairsentience (Projection, can use spells, magical abilities, and Maledictions on the physical world; Visible, Psionic; 15 seconds to activate, range 200 yards); Dark Vision; Doesn't Breathe (Lungs & Gills); Double-Jointed; Extra Arms 2; Fanaticism (Aboleth superiority); Hard to Kill 2; Laziness; No Legs (Semi-Aquatic); Psi Talent 4; Telecommunications (Telesend, Psionic); Racial Memory (Active); Resistant to Metabolic Hazards +3; Social Stigma (Monster).

Skills: Artist (Illusion)-15; Fast Talk-15; Hidden Lore (any one)-16; Intimidation-21; Observation-14; Wrestling-14.

Class: Mundane.

Combat Effectiveness Rating: 84 (OR 40 or PR 44).

Notes: Speaks its own language, plus two others of the GM's choice at Native. This example is only a baseline. Actual individuals will likely be stronger and more skilled. In particular, the skills listed are a scant minimum. In time, the average aboleth will pick up many Hidden Lore skills and languages.

Abzorbaloff (Boss)

The Abzorbaloff is a huge, humanoid creature that absorbs other living beings into his body with a simple touch. In doing so, the Abzorbaloff makes his victim's part of himself, adding their memories and knowledge to his own. The victims retain their identity and consciousness for at least several weeks after absorption, during which time their faces can be seen embedded in his flesh, but eventually, those too are eliminated as they are fully absorbed. During this period, however, the absorption process works both ways - in becoming part of the Abzorbaloff, they are able to access his thoughts, just as he is able to access theirs. To restrain his absorption ability, the Abzorbaloff requires the use of a "limitation field", which limits absorption to physical contact. For absorbing a creature, the Absorbaloff has to touch the enemy. Then there's a Quick Contest of Will of both the creatures. If the Absorbaloff wins, it has absorbed the enemy.

ST:30 HP:45 Speed:6

DX:12 Will:15 Move:6

IQ:13 Per:13

HT:13 FP:20 SM:2

Dodge: Parry: DR:40*

Touch (18): Quick Contest vs Will or the enemy is absorbed

Traits: High Pain Threshold, Damage Resistance (Absorption) 40, Sensitive Smell

Skills: Brawling (18), Tracking (16), Any skill of the absorbed creatures

Class: Alien

Notes: This monster comes from the TV series "Dr. Who"

Achaierai

Four-legged bird creatures of demonic origin. Their bodies are small and round; their legs are very long and metal-hard. They rarely attack after people without provocation but are sadistically cruel to those who disturb them. In addition to fresh meat, they also like to eat metal.

ST: 15 HP: 15 Speed: 6.00

DX: 12 Will: 10 Move: 6

IQ: 10 Per: 12 Weight: 750 lbs.

HT: 12 FP: 12 SM: +1

Dodge: 9 Parry: n/a DR: 3*

Bite (14): 2d+1 impaling. Reach C.

Claws (14): 1d+1 cutting. Reach C, 1.

Traits: Bestial (Quirk); Callous; Damage Resistance 10 (Legs only); Extended Lifespan; Feathers; Quadruped (Long legs, SM +1); Sense of Duty (Flock); Sadism (9); Striking ST 5

(Bite); Universal Digestion.

Skills: Brawling-14; Running-13; Stealth-14.

Class: Mundane/Demon.

Combat Effectiveness Rating: 36 (OR 22 and PR 14).

Notes: Truly evil. Unwilling to negotiate. Due to their demonic origins, they are affected by items that specifically harm demons (such as demon bane weapons), but they are not subject to Banish or Pentagram spells, nor are they affected by True Faith. They often keep large but unintelligent dragonets as pets and guard-beasts; they are fiercely loyal to each other. Due to their weird anatomy, their torso is at -4 to hit but there is no penalty to hit their legs.

Agent Blizzard Alpha, Chief of the Winter Court Secret Police (Lesser Boss)

He finest and most slippery of the Ice Queen's brilliant and unique Elite Intelligence Officers, whose real appearance is unknown but who usually appears as an athletic white stallion with icy blue eyes when he's off duty. Rumors abound that this shape is merely a red herring to throw suspicion off his real public persona, that he is the Winter Queen's lover, and wilder ideas. Though he enjoys playing at the role of the typical smooth-talking, flaky Pooka cad, in truth his resolve is iron and his superhumanly keen senses miss very little.

ST: 21 **HP:** 21 **Speed:** 5.75

DX: 12 **Will:** 16 **Move:** 8

IQ: 16 **Per:** 21

HT: 11 **FP:** 11 **SM:** +1

Dodge: 9 **Parry:** 12 **DR:** 20

Hooved Kick (16): 2d+2 Crushing

Horse Bite (16): 2d-3 Crushing

Regular-Speed Slam (16): 2d+1 Crushing

Traits: Combat Reflexes, Dependency (Mana, Constantly), Enhanced Move x1 (Running), Hooves, Horizontal, Magery x2, No Fine Manipulators, Peripheral Vision, Sense of Duty (Nature), Surefooted (Slippery), Trickster (12-), Vulnerability (Iron x2), Weak Bite

Skills: Acting IQ+1 [4]-17, Brawling DX+4 [12]-16, Climbing DX+1 [4]-13, Fast Talk IQ+2 [8]-18, Knife DX+3 [8]-15, Occultism IQ+2 [8]-18, Tactics IQ-1 [2]-15, Traps IQ [2]-16

Spells: Communication/Empathy! IQ+1 [12]-17, Mind Control! IQ+1 [12]-17

Special Powers: Mimic

Class: Faerie

Notes: Prefers to negotiate, but can hold his own in a fight if he has to. His DR comes from a suit of Magical Faerie Half-Illusion / Half-Ice Armor that melts away when he doesn't need it and reappears when he does as easily as he Morphs.

Air Demon

Spawned from Hellish storms, these demons look like scrawny, humanoid birds with pale blue feathers. They travel in large flocks but have no loyalty to each other. They are often used as messengers by other demons.

ST: 12 **HP:** 12 **Speed:** 6.00
DX: 14 **Will:** 9 **Move:** 6
IQ: 7 **Per:** 12
HT: 10 **FP:** 10 **SM:** 0
Dodge: 10 **Parry:** 11 **DR:** 0

Air Blast (14): 2d crushing (Double Knockback). Range 5/50.

Bite (14): 1d-1 large piercing. Reach C.

Claw (14): 1d-1 cutting. Reach C.

Traits: Appearance (Monstrous); Bloodlust (9); Callous; Combat Reflexes; Dark Vision; Dependency (Mana; Constantly); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dread (Holy Items); Enhanced Speed (Air) 1 (Air Move 24); Feathers; Flight (Small Wings); Fragile (Unnatural); Hidebound; High Pain Threshold; Immunity to Metabolic Hazards; Impulsiveness (12); Indomitable; Injury Tolerance (No Blood; No Vitals); Sadism (9); Selfish (9); Temperature Tolerance 10; Unaging; Unfazeable; Vulnerability (Damage from Truly Good beings, ×2).

Skills: Brawling-14; Aerobatics-14; Innate Attack (Breath)-14; Navigation (Air)-13; Observation-13; Search-13.

Class: Demon.

Combat Effectiveness Rating: 42 (OR 34 and PR 8).

Notes: Truly evil. Will not negotiate.

Air Elemental

ST: 20 **HP:** 20 **Speed:** 12
DX: 12 **Will:** 12 **Move:** 12/24
IQ: 10 **Per:** 12
HT: 12 **FP:** 12 **SM:** 0
Dodge: 10 **Parry:** N/A **DR:** 0

Air Fist (14): 2d-1 crushing.

Air Jet (14): 3d knockback; Costs 2 fatigue to use

Traits: Flight (Mana Sensitive); Dependency (Mana Constantly); Doesn't Eat, Doesn't Breathe; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse; weapons that can affect spirits do normal damage); Invisibility (Mana Sensitive); Indomitable; Vibration Sense (Air).

Skills: Brawling-14; Camouflage-14 (18 in natural settings); Running-13; Stealth-14 (16 in

natural settings); Survival (Forest)-12

Class: Elemental

Notes: -

Air Elemental (Generic Fodder)

This small sylph resembles either a legless, armless tornado, or it resembles a misty, feminine child with diffuse legs. A single blow never does more than 1 point of damage to the Air Elemental, and it can float on the wind.

ST: 6 **HP:** 8 **Speed:** 4.00

DX: 9 **Will:** 8 **Move:** 4

IQ: 8 **Per:** 8

HT: 7 **FP:** 7 **SM:** -1

Dodge: 7 **Parry:** N/A **DR:** 0

Gusting Punch (9): 1d-5 crushing. Reach C.

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Flight (Air Move 8; Lighter than Air); Immunity to Metabolic Hazards; Injury Tolerance (Diffuse); No Fine Manipulators; No Legs; Vulnerability (Vacuum, Wind-Based Attacks x2).

Class: Elemental.

Combat Effectiveness Rating: 11 (OR -2 and PR 13).

Notes: Default Air Elemental summoned for 4 energy points. Willing to Negotiate.

Air Shark

These nasty sharks fly through the air due to their hydrogen gas bladders.

ST: 19 **HP:** 19 **Speed:** 6.25

DX: 13 **Will:** 10 **Air Move:** 14

IQ: 2 **Per:** 12 **Weight:** 900 lbs.

HT: 12 **FP:** 12 **SM:** +2 (4 hexes)

Dodge: 10 **Parry:** n/a **DR:** 1

Bite (15): 2d cutting. Reach C.

Snout (15): 2d+3 crushing. Reach C, 1.

Traits: Bad Temper (9); Combat Reflexes; Discriminatory Smell; Flight (Air Move 14); Fragile (Flammable); Nictitating Membrane 1; Night Vision 8; No Legs; No Manipulators; Pressure Support 2; Reduced Consumption 2 (Cast-Iron Stomach); Subsonic Hearing; Unfazeable; Vibration Sense; Wild Animal.

Skills: Brawling-15; Survival (Plains)-14.

Class: Dire Animal.

Combat Effectiveness Rating: 49 (OR 26 and PR 23)

Notes:

Aklash

ST: 22 **HP:** 25 **Speed:** 6
DX: 14 **Will:** 11 **Move:** 6
IQ: 6 **Per:** 5 **Weight:** 300 to 500 lbs.
HT: 16 **FP:** 16 **SM:** +1
Dodge: 9 **Parry:** n/a **DR:** 6

Bite (12): 2d+1 impaling. Reach C.

Claw (12): 2d+2 cutting. Reach C, 1.

Breath (14): The breath attack may be directed up to ten feet. A successful attack requires a HT roll from the victim. A successful HT roll and the target is *nauseated* and must make a HT roll at -2 to shake it. On a failed HT roll the target is *retching* for 2d6 rounds, and then *nauseated* as above. An aklash may make such an attack every 1d6 rounds, and may make no other attacks when making its breath attack. This attack may only be dodged.

Traits: Acute Hearing 1; Affliction(Breath Attack); Appearance(Hideous); Bad Sight(nearsighted); Bestial; Claws(sharp); Color Blind; Gluttony; High Pain Threshold; Injury Tolerance(No Brain); Regeneration(1hp a minute); Teeth(fangs).

Skills: Brawling-14; Stealth-9.

Class: Ivashu.

The Aklash is a semi-intelligent Ivashu beast known for its awesomely foul breath. They are bipedal, roughly humanoid in form, and range between six and eight feet in height. They generally weigh well over three hundred pounds. Their hairless body is covered with rolls of pale fat which heals with alarming rapidity. The brain is located deep in the upper thorax, and can be struck with a blow to the vitals. Blows to the head do not give any damage bonuses. They will usually attack all out for maximum damage with their claws. Their eyes are poor and monochromatic, but they hear fairly well. Aklash are generally found in higher elevations, and travel in packs of 1 to 6.

Ankheg

These are huge, segmented burrowing insects with sharply-clawed legs, yellow or brown chitin, and glistening black eyes. They tunnel through the ground and burst out when they sense moving creatures above them. They don't associate with each other; several may attack at once, but they won't work together.

ST: 17 **HP:** 17 **Speed:** 5.50
DX: 10 **Will:** 8 **Move:** 4
IQ: 2 **Per:** 11 **Weight:** 800 lbs.

HT: 12 **FP:** 12 **SM:** +2 (6 hexes)

Dodge: 8 **Parry:** n/a **DR:** 3

Acidic Spit (13): 1d corrosion (Cyclic, three 1 minute cycles; Takes recharge; 1 hour). Range - /15.

Bite (14): 1d+3 large piercing. Reach C.

Traits: Acute Vibration Sense 4; Bad Sight; Extra Legs (6); High Pain Threshold; Horizontal; Loner (9); Tunneling (Move 4); Vibration Sense (Ground); Wild Animal.

Skills: Brawling-14; Stealth-10; Survival (Plains)-11; Survival (Woodlands)-11.

Class: Dire Animal.

Combat Effectiveness Rating: 23 (OR 13 and PR 10).

Notes: Their acidic spittle can be easily washed off, but it takes a few seconds and a lot of water.

Apt

Apts are big furred creatures from the northern frozen wastes of Barsoom. They have heads that resembles Hippopotamus, with big teeth emerging from their lower jaws. They have compound eyes, and each individual eye can be opened or closed to adjust their vision from the bright snow to their dark carrion caves they inhabit in the frozen mountain ranges of the north pole of the planet. Their hide has a dense, snow white fur that are useful to the Barsoomians that live in north as a good protection against the bitter cold and also as camouflage.

ST: 24 **HP:** 24 **Speed:** 6

DX: 11 **Will:** 10 **Move:** 6

IQ: 4 **Per:** 10

HT: 13 **FP:** 13 **SM:** +2

Dodge: 9 **Parry:** - **DR:** 4

Bite (14): 2d+2 imp

Claw (14): 2d+2 cutting

Traits: Extra Legs (Four Legs); Protected Vision.

Skills: Brawling-12; Camouflage-14.

Class: Mundane.

Combat Effectiveness Rating:

Notes: They rely on camouflage, springing from the snow to make a surprise attack. After they kill or knock out its prey, they carry them to their carrion caves to consume later.

Arrowhawk, Adult

ST: 14 **HP:** 14 **Speed:** 6.50

DX: 15 **Will:** 11 **Move:** 0 (Air Move 13)

IQ: 10 **Per:** 12
HT: 11 **FP:** 11 **SM:** +1
Dodge: 10 **Parry:** N/A **DR:** 2

Bite (18): 1d pi+

Electricity Ray (18): Ranged attack (Acc 3, Range 25/50) delivers 3d-3 burn. Metallic armor counts as DR 1.

Traits: DR 5 (against cold/fire); DR 20 (against acid/electricity); Enhanced Dodge; Flight (Winged; 4 wings; Handling Bonus +3); Immunity against poison; Infravision; No Fine Manipulators; No Legs (Aerial).

Skills: Brawling-18; Diplomacy-10; Escape-16; Hidden Lore (the planes)-11; Stealth-17; Survival (Plane of Air)-14.

Class: Outerplanar (Air).

Combat Effectiveness Rating:

Notes:

Arrowhawk, Elder

ST: 22 **HP:** 22 **Speed:** 6.50
DX: 15 **Will:** 11 **Move:** 0 (Air Move 13)
IQ: 10 **Per:** 12
HT: 13 **FP:** 13 **SM:** +2
Dodge: 11 **Parry:** N/A **DR:** 3

Bite (19): 2d+1 pi+

Electricity Ray (19): Ranged attack (Acc 3, Range 25/50) delivers 3d-3 burn. Metallic armor counts as DR 1.

Traits: Combat Reflexes; DR 5 (against cold/fire); DR 20 (against acid/electricity); Enhanced Dodge; Flight (Winged; 4 wings; Handling Bonus +3); Immunity against poison; Infravision; No Fine Manipulators; No Legs (Aerial).

Skills: Brawling-19; Diplomacy-10; Escape-17; Hidden Lore (the planes)-12; Stealth-18; Survival (Plane of Air)-15.

Class: Outerplanar (Air).

Combat Effectiveness Rating:

Notes:

Arrowhawk, Juvenile

ST: 12 **HP:** 12 **Speed:** 6.50
DX: 15 **Will:** 11 **Move:** 0 (Air Move 13)
IQ: 10 **Per:** 12
HT: 11 **FP:** 12 **SM:** 0
Dodge: 10 **Parry:** N/A **DR:** 1

Bite (17): 1d-1 pi+

Electricity Ray (17): Ranged attack (Acc 3, Range 25/50) delivers 2d-2 burn. Metallic armor counts as DR 1.

Traits: DR 5 (against cold/fire); DR 20 (against acid/electricity); Enhanced Dodge; Flight (Winged; 4 wings; Handling Bonus +3); Immunity against poison; Infravision; No Fine Manipulators; No Legs (Aerial).

Skills: Brawling-17; Diplomacy-10; Escape-15; Hidden Lore (the planes)-10; Stealth-16; Survival (Plane of Air)-13.

Class: Outerplanar (Air).

Combat Effectiveness Rating:

Notes:

Ascomid

These are huge round balls of fungus that feed by rolling over living creatures, crushing them to bits, and then absorbing their fluids.

ST: 18 **HP:** 18 **Speed:** 5.00

DX: 12 **Will:** 0 **Move:** 4

IQ: 0 **Per:** 10 **Weight:** 300 lbs.

HT: 13 **FP:** 13 **SM:** +2 (7 hexes)

Dodge: 8 **Parry:** n/a **DR:** 3*

Spore Cloud (12): 1d toxic to everyone in an 8-yard radius cloud. Victims must resist HT-1 suffer from HT-1, blindness, and nausea. Range 10.

Trample (13): 2d crushing. Range C. The asconoid is rolling over its foes.

Traits: : Acute Vibration Sense 7; Blindness; Damage Resistance 6 (Piercing and impaling damage only); Deafness; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Immunity to Mind Control; Injury Tolerance (Homogenous, No Blood); Mute; No Manipulators; No Legs (Rolls); Phobia (Light) (12); Striking ST +4 (Trampling only); Unfazeable; Vibration Sense; Wild Animal.

Class: Plant (Fungus).

Combat Effectiveness Rating: 70 (OR 33 and PR 37).

Notes: It has DR 9 against impaling and piercing attacks, and DR 3* (Tough Skin) otherwise.

Asmodai (Epic Boss)

Asmodai broods upon his obscene throne of iron, while flesh copulates and undulates all around him. He has violet skin and long, silken black hair, with graceful limbs and powerful muscles. His long, regal features contemplates all around him as he looks at the world through black, sparkling, star-filled eyes. His feet are cloven, and long talons extend from his fingers. He wears a black iron cross on his chest, huge and heavy, and bears a massive axe with a long chain that

binds his weapon to his thick, leather belt. Despite his elegant stature, he looms surprisingly tall, standing nearly 8' in height.

Asmodai is one of the lords of hell, a minor noble who commands a suitably vast army and owns a sufficient swathe of the inferno to gain the respect of his peers. He rarely ventures to the mortal world, but when he does, he seeks out the love (or just the pleasure) of a mortal woman. The pure and chaste fascinate him, but his impulses inevitably taint her, so he discards his bride and broods, pondering how to acquire a new one.

ST: 28 **HP:** 50 **Speed:** 7.00
DX: 12 **Will:** 17 **Move:** 7
IQ: 12 **Per:** 12
HT: 16 **FP:** 18 **SM:** 0
Dodge: 11 **Parry:** 12 **DR:** 10

Chained Great-Axe (20): 5d+7 cutting (Very Fine Meteoric Great Axe, Unbalanced). Reach 1, 2.

Claws (17): 3d cutting. Reach C.

Teeth (17): 3d cutting. Reach C.

Traits: Appearance (Handsome); Bloodlust (12); Bully (12); Callous; Cannot Harm Innocents (Only prevents direct harm to truly good or holy folk); Combat Reflexes; Flight (Air Move 20; Winged); Fragile (Unnatural); High Pain Threshold; Immune to Metabolic Hazards; Immunity to Mind-Affecting Magic; Lecherousness (12); Night Vision 5; Sadism (12); Selfish (12); Striking ST +2 (30), Terror (-1 to check); Vulnerability (Silver, ×2)

Special Powers: Armageddon, Dark Reincarnation (Gain +15 ST, +3 DR, +3 SM, and the Fire Casting special power and Terror -1 increases to Terror -3 and forces a new check).

Skills: Acting-11; Brawling-17; Fast-Talk-14; Hidden Lore (Demon Lore)-11; Intimidation-20; Sex Appeal-20; Stealth-12; Two-Handed Axe-16.

Class: Demon.

Combat Effectiveness Rating: 139 (OR 75 and PR 64).

Notes: Costs 75 energy points to summon. All too willing to negotiate. After he is slain, he erupts into his true form as a vast, malefic being lashing out with bolts of explosive fire. His Armageddon resets if he reincarnates. His Chained Great Axe is lootable. Truly Evil.

Assassin Vine

These plants make their own fertilizer by grabbing and crushing creatures that come too close.

ST: 20 **HP:** 20 **Speed:** 5.00
DX: 10 **Will:** 0 **Move:** 1
IQ: 0 **Per:** 10
HT: 14 **FP:** 14 **SM:** +2
Dodge: 8 **Parry:** n/a **DR:** 3*

Vine Squeeze: Damage is equal to the assassin vine's ST minus the higher of the target's ST or HT. Reach C, 1.

Traits: Binding (ST 20; Melee Attack, Reach C, 1; One Shot); Blindness; Camouflage 5 (Limited, Woodlands Only); Damage Resistance 15 (Electricity only); Deafness; Double-Jointed; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous; Independent Body Parts); No Manipulators; Vibration Sense; Wild Animal.

Skills: Wrestling-14.

Class: Plant.

Combat Effectiveness Rating 59 (OR 23 and PR 36)

Notes: None.

Athach

ST: 26 **HP:** 26 **Speed:** 5.50

DX: 11 **Will:** 11 **Move:** 7 (4 with encumbrance)

IQ: 8 **Per:** 10

HT: 15 **FP:** 15 **SM:** +3

Dodge: 8 **Parry:** 10U **DR:** 2 + 2 (heavy hide armor, protects torso and groin)

Poisonous Bite (13): 2d+3 cut + HT-3 to resist immediate damage of 1d toxic. Follow-up hourly damage is 2d toxic for three cycles.

Giant Mace x3 (14): 5d+4 cr. One in each hand.

Thrown Rock x5 (11): 2d+2 cr. (Acc 0, Range 26). These rocks weight 50 lbs. They count as heavy weapons.

Traits: Ambidexterity; Extra Arms (3 arms); Extra Attack 1; Infravision

Skills: Axe/Mace-14; Brawling-13; Climbing-13; Jumping-16; Throwing-11

Class: Mundane

Combat Effectiveness Rating:

Notes:

Athasian Giant

Five times the size of a normal man, this giant is almost a caricature of the human physique, with oversized, nearly comical features. The giant is all but naked, save for a leather loincloth, and great braids of dark hair swinging halfway down the monstrosity's back.

Standing twenty to thirty feet tall, desert giants resemble massive humans. Their features are exaggerated in some way: many have huge noses, mouths, brows, chins, or ears. The skin of a desert giant is dark, leathery, and very thick, providing excellent protection against both weapons and the elements. Most wear a minimum of clothing, no more than a loincloth and sandals. The hair of desert giants is dark, coarse, and very strong; they often grow it in braids that are eventually cut and traded as rope.

ST:50 HP:50 Speed:6.75
DX:15 Will:12 Move:15
IQ:9 Per:12
HT:12 FP:12 SM:+4
Dodge:9 Parry:10 DR:9(5)

Combat: Desert giants prefer to start combat by hurling rocks or huge spears at their enemies and then entering melee.

Greatclub (15): 8d+2 crushing; Reach 1-2.
Greatspear (15) 5d+18 thrusting, Reach 2-6.
2 Punches (15): 5d+2 crushing; Reach C, 1.
Grab & Squeeze (15/12): 50 vs. ST or HT MoV crushing damage (torso x1/neck x1.5).
Grab & Takedown (15): 50 vs. ST, DX, or grappling skill.
Rock (18): 5d+2 crushing; Range 35; 250 lbs.
Rock (18): 5d-5 crushing; Range 100; 60 lbs.
Rock (18): 5d-10 crushing; Range 175; 5 lbs.
Boomerang (18): 5d+5 cutting; Range 200, 5 lbs. , returns on a miss, must be caught (DX)

Traits: Acute Hearing -1, Acute Smell -1, Bad Temper, Tough Skin (DR:5), High Pain Threshold, Night Vision -3, Social Stigma, Stubbornness, Bestial

Skills: Club -15, Brawling -14, Wrestling -15, Diplomacy -10, Intimidate -12 *, Boomerang -15, Thrown Rock-18, Running -15, Profession Shepherd -10, Parry Missile Weapon -15, Gambling -15,
Perform: Drums -12

Class: Giant

Equipment: includes a chitin breastplate (SM +4, \$3,125, 112.5 lbs.) giving the giant DR 4 on his torso, mail armor (SM +2, \$3,560, 312.5 lbs.) giving him DR 4 to all other locations but the face, where he has DR 5 (Tough Skin), and a greatclub (SM +4, \$625, 50 lbs.). He can use his Parry Missile Weapons skill to catch rocks thrown at him on a successful Parry.

Notes: Desert Giant Society
Desert giants gather in clans that live on arid islands in the Sea of Silt. They subsist by raising herds of erdlus, kanks, or other creatures. They maintain a limited amount of trade with inland communities of other races.

[Aurumvorax](#)

This looks like a wolf or fox with eight legs and bright shiny gold fur. It has silver eyes with gold pupils and its whiskers are bronze-hued.

ST: 12 **HP:** 12 **Speed:** 6.00
DX: 12 **Will:** 11 **Move:** 6
IQ: 4 **Per:** 12 **Weight:** 200 lbs.
HT: 12 **FP:** 12 **SM:** -2
Dodge: 10 **Parry:** 12 **DR:** 5

Bite (17): 1d+2 cutting. Reach C.

Claws (17): 1d+2 cutting. Reach C.

Traits: Acute Hearing 2; Acute Vision 2; Bad Temper (6); Burrower; Combat Reflexes; Discriminatory Smell; Extra Attacks 2 (Claws only); Extra Legs (Eight Legs); Immunity to Poison; Loner (6); Quadruped; Striking ST +6 (ST 18); Wild Animal.

Skills: Brawling-17; Stealth-14.

Class: Mundane.

Combat Effectiveness Rating: 47 (OR 28 and PR 19)

Notes: Very vicious. Can Parry with its legs.

Avatar of Nyaga

"...Two large red serpent eyes will leer out of the infinite blackness (what used to be the obsidian wall). (Fright Check -2) The eyes follow the PCs and eventually what appears to be a huge black serpent-like thing coming forth from the wall. The serpent thing will then coil around the altar and ready itself to strike the PCs. The evil emanating from this thing is incomprehensible to mortal minds and holy PCs are absolutely revolted by this monstrosity..."

ST: 30 **HP:** 50 **Speed:** 7.00
DX: 15 **Will:** 20 **Move:** 7
IQ: 15 **Per:** 20
HT: 13 **FP:** 13 **SM:** +4
Dodge: 10 **Parry:** N/A **DR:** 10

Bite (20): 3d impaling + poison HT roll or paralysis until cured.

Traits: Combat Reflexes; Dark Vision; Doesn't Breathe; Doesn't Sleep; Immunity to Metabolic Hazards; Indomitable; No Legs (Slithers).

Skills: -

Class: Elder Thing

Notes: When the avatar is finally slain it will begin to decompose and form a hideous chaotic mass of serpent like things before dissipating.

Azer

ST: 13 **HP:** 13 **Speed:** 5.50
DX: 11 **Will:** 11 **Move:** 5

IQ: 11	Per: 11	SM: -1
HT: 11	FP: 11	DR: 4 + 4 (scale skirt, protects groin and legs)
Dodge: 8 (10 w/ shield)	Parry: 9U (11U w/ shield)	Block: 11

Pick (13): 2d imp + 1 burn (from body heat). May get stuck.

Thrown Spear (13): 1d+3 imp. (Acc 2, Range 13/19).

Traits: DR 20 (against fire); Infravision; Magic Resistance 1; Vulnerability (Cold Damage; x2).

Skills: Axe/Mace-13; Jeweler/TL3-12; Merchant-13; Shield-12; Smith/TL3 (Select One)-13; Thrown Weapon (Spear)-13.

Class: Outerplanar (Fire).

Combat Effectiveness Rating:

Notes: Azers generate body heat. It add 1 burn damage to their unarmed attacks and armed attacks made with metallic weapons. Unarmed attacks made on Azers deal 1 burn damage to the attacker (DR protects against it).

Baatezu, Abishai – Red

Abishai are common to the first and second layers of Baator. They look like gothic gargoyles, thin and reptilian, with long, prehensile tails and large wings. The three varieties of abishai have different skin colors – in ascending order of station, black, green, and red. All have a vinegary smell and rasping voices. The air seems to warm perceptibly in their presence.

Combat: In battle, the abishai strikes with two claws and its flexible poisoned tail.

Abishai can fly high into the air and dive at their enemies, striking with both claws.

Once per day they can attempt to gate in 2 to 12 lemures or 1 to 3 abishai.

Abishai are susceptible to holy water. They regenerate 1 hit point per round unless the damage is done by holy water or a holy magical weapon.

Habitat/Society: Abishai are voracious and evil. They delight in tormenting those few baatezu lower in station than themselves. Abishai tempt mortals bold enough to travel to Baator by using their change self and charm person abilities to impersonate more powerful baatezu.

Ecology: The abishai make up large, evil armies that fight the tanar'ri and intruders into Baator. In some cases, a red abishai may prove worthy enough to command a force of lemures. If successful, the red abishai may be promoted to a higher form of baatezu.

As part of their efforts to corrupt mortals, abishai like to bestow powerful magic on inexperienced wizards. Usually the low-level spellcaster cannot control these enormous energies, and chaos and destruction result.

ST: 20 **HP:** 32 **Speed:** 8,25
DX: 17 **Will:** 21 **Move:** 9, Air Move 36
IQ: 12 **Per:** 21
HT: 16 **FP:** 16 **SM:** 0
Dodge: 13 **Parry:** 9 **DR:** 8

Claws (19): 2d-1 impaling
Tail (22): 2d-1 impaling, plus 2d of poison damage.

Traits: Ally Group (2-12 lemures or 1-3 lesser abishai; Summonable; Minion; 14); Bully (10); Callous; Combat Reflexes; Damage Resistance 8 (Tough Skin); Damage Resistance 12 (Cold and corrosion only); Dark Vision (Color); Dependency (Mana; Constantly); Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dread (Holy Items); Fragile (Unnatural); Hidebound; High Pain Threshold; Immunity to Fire; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood; No Vitals); Paranoia; Long Talons; Magery 2; Magic Resistance 5 (Improved); Sadism (7); Temperature Tolerance 10; Unaging; Unfazeable; Vulnerability (Damage from Truly Good beings, x2).

Skills: Brawling-19; Diplomacy-17; Fast-talk-17; Hidden Lore (Demons)-16; Intimidation-20; Stealth-18.

Spells: Zombie-15; Perfect Illusion-18; Charm-16; Command-16; Terror-18; Suggestion-17; Dissimulate Allignment-17; Desseccate-16.

Class: Devil, Baatezu.

Notes: Truly Evil. Lawful. Willing to Negotiate.

Baatezu, Spinagon

Spinagons, the smallest baatezu, look like gargoyles – small humanoids with wings and a spiked tail. Spinagons have long, razor-sharp talons on their feet.

Combat: Spinagons avoid combat, preferring to flee and alert more powerful baatezu. However, in flight, the spinagon can also rake with the claws on its feet or throw spikes.

Small spikes and spines protrude from the spinagon's body. In combat the spinagon can launch up to 12 of these spikes as projectiles while in flight, two per round. The spikes burst into flame when launched, causing flammable materials to ignite on contact. For purposes of range and damage, treat a spinagon's spikes as darts.

Habitat/Society: Spinagons are common throughout the layers of Baator and plentiful in layers three through seven. They serve as messengers and lackeys for more powerful baatezu, which includes just about all of them. Spinagons are loyal messengers, seldom failing to properly deliver a letter or memorized missive. However, many baatezu scorn them as weak and ill-equipped for combat.

Indirectly, the spinagons act as scouts for Baator. Because spinagons have a vast number of messages to deliver and errands to run, they travel everywhere in the plane. If these wretched,

cowardly creatures discover intruders, they fly off to call a more powerful baatezu. They do not attack or fight unless cornered and unable to barter their way out. A spinagon might even compromise its message to avoid combat.

Spinagons herd lemures and nupperibos and marshal them into large armies for more powerful baatezu. A greater baatezu that wants to form its army quickly for an upcoming battle treats the spinagons with respect.

Ecology: Spinagons, though lowly, gain status quickly by gathering armies for greater baatezu. Often less influential baatezu get their armies last, whereas the more important baatezu get theirs immediately. Because of this, spinagons are subject to abuse and threats by middle-level baatezu disappointed with their performance.

Baator is a strange place, ruled by a perverse discipline that simultaneously encourages both structured behavior and treachery. But stranger still is the advancement process of the spinagon. When a spinagon advances, those it has served decide how much advancement the spinagon receives. Therefore, if a spinagon serves a gelugon well, it may be promoted as high as amnizu. Stories tell of the pit fiend Greth advancing a spinagon to a hamatula.

ST: 10 **HP:** 12 **Speed:** 5,25
DX: 11 **Will:** 9 **Move:** 9, Air Move 36
IQ: 9 **Per:** 9
HT: 10 **FP:** 10 **SM:** -1
Dodge: 9 **Parry:** 7 (Claws) **DR:** 4

Claws (15): 1d-3 piercing

Spikes (16): 1d-3 piercing, plus 1d-2 burning

Traits: Ally Group (1-4 less powerful demons; Summonable; Minion; 8); Bully (13); Callous; Combat Reflexes; Damage Resistance 4 (Tough Skin); Damage Resistance 6 (Cold and corrosion only); Dark Vision (Color); Dependency (Mana; Constantly); Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dread (Holy Items); Fragile (Unnatural); Hidebound; High Pain Threshold; Immunity to Fire; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood; No Vitals); Long Spines; Paranoia; Long Talons; Magery 1; Magic Resistance 5 (Improved); Sadism (9); Striker (Tail; Spines); Temperature Tolerance 10; Unaging; Unfazeable; Vulnerability (Damage from Truly Good beings, x2).

Skills: Brawling-15; Hidden Lore (Demons)-11; Intimidation-14; Stealth-17; Tracking-16; Wrestling-13.

Spells: Fear-14; Flame Jet-14; Stench-12; Perfect Illusion-10

Class: Devil (Baatezu)

Notes: Truly Evil, Truly Lawful, Willing to Negotiate

Bad Dog

A large, vicious guard dog who will tear loose and attack our heroes as they enter its territory. Not terribly hard to kill, but killing it is not going to win any friends with his owner...

ST: 9 **HP:** 9 **Speed:** 5.75

DX: 11 **Will:** 10 **Move:** 10

IQ: 4 **Per:** 12

HT: 12 **FP:** 12 **SM:** 0

Dodge: 8 **Parry:** - **DR:** -

Slam (13): 1d-1 crushing if the dog moved at his maximum speed, and the target also causes damage to the Bad Dog (1d-1 for 6-9 HP, 1d for 10-14 HP, 2d for 15-14 HP, etc.). If the Bad Dog rolls as much damage as the target or more (*before* DR), the target must roll versus DX or fall down. It falls down automatically if the Bad Dog rolls twice the damage or more.

Bite (13): 1d-3 cutting

Traits: Discriminatory Smell; Domestic Animal; Intolerance (Intruders); Quadruped; Sharp Teeth.

Skills: Brawling-12; Intimidate-11; Tracking-13.

Class: Animal

Notes: Based on the Large Dog from B457, except that it's not chummy at all. Will use an All-Out Attack (Strong) for +2 on an initial Slam (increasing its chances that it will knock its opponent down), and more All-Out Attacks if its opponent has fallen prone. If it fails and it realizes that it can't knock the opponent down easily, it will stand back and use its Intimidate skill by barking a lot. It will attempt a further Slam if its opponent runs away. If more than one Bad Dog is around, they will use pack tactics and go after anyone showing weakness (such as a turned back).

Balor

These are classical demons: huge, red-skinned, bat-winged, horns, barbed tail, covered with fire and carrying a flaming whip and flaming sword. They are among the most powerful and cruel of demons, but fortunately they are too caught up in their roles as the kings of Hell that they rarely appear on the Mortal World.

ST: 30 **HP:** 60 **Speed:** 9.50

DX: 20 **Will:** 24 **Move:** 9

IQ: 18 **Per:** 20 **Weight:** 4,500 lbs.

HT: 19 **FP:** 19 **SM:** +2

Dodge: 13 **Parry:** 18 (Sword) **DR:** 15

Flaming Greatsword (24): 5d+8 cutting or 3d+5 crushing, plus 1d burning damage. Reach C-4.

Flaming Whip (24): 5d (0.5) crushing plus 1d burning. Reach 1-13.

Halo of Flame: 3d burning damage (Aura; Emanation; Switchable).

Horns (20): 3d+3 impaling. Reach C, 1.

Punch (20): 3d impaling plus 3d burning. Reach C, 1.

Tail (20): 3d+3 crushing. Reach 2, 3.

Traits: Ally Group (11-20 less-powerful demons; Summonable; Minion; 15); Appearance (Monstrous); Bully (9); Callous; Combat Reflexes; Dark Vision (Color); Dependency (Mana; Constantly); Disturbing Voice; Damage Resistance 30 (Heat/Fire); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Energy Reserve 20 (Magic); Enhanced Move 1 (Air Move 36); Extra Attack 1; Flight (Air Move 18; Winged); Fragile (Explosive, only after death; Unnatural); Hidebound; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood; No Vitals); Magery 6; Magic Resistance 8 (Improved); Nictitating Membrane 15; Sadism (6); Striking ST 10; Temperature Tolerance 10; Unaging; Unfazeable; Vulnerability (Damage from Truly Good beings, ×2).

Skills: Brawling-20; Broadsword-24; Detect Lies-20; Hidden Lore (Demons)-20; Intimidation-25; Psychology-20; Stealth-20; Tracking-20; Whip-24; Wrestling-20.

Spells: Apportation-20; Curse-20; Detect Magic-20; Dispel Magic-20; Essential Flame-20; Explode-20; Explosive Fireball-20; Loyalty of Good-20*; Madness-20; Mass Suggestion-20; Permanent Madness-20; Protection From Good-20*; Rain of Fire-20; Repel Good-20*; Sense Evil-20*; Sense Good-20*; Suggestion-20.

Class: Demon.

Combat Effectiveness Rating: 222 (OR 120 and PR 102).

Notes: Truly evil. Willing to negotiate. On occasion, balors become wizards and know a great many more spells at 24 or higher. Their whips act as if enchanted with Quick Draw, so they can be readied immediately. Their swords act as if enchanted with Defending Weapon 3, Ghost Weapon, and Puissance 3.

Balrog

Balrogs are fictional demonic beings who appear in J. R. R. Tolkien's Middle-earth legendarium. Such creatures first appeared in print in his novel The Lord of the Rings, where the fellowship of the Ring encounter one known as Durin's Bane in the Mines of Moria. Balrogs figured in earlier writings that appeared posthumously in The Silmarillion and other books.

ST: 37 **HP:** 55 **Speed:** 6.00

DX: 11 **Will:** 11 **Move:** 7

IQ: 10 **Per:** 10 **Weight:** 4,500 lbs.

HT: 14 **FP:** 14 **SM:** +2 (2 hexes)

Dodge: 10 **Parry:** 11 **DR:** 10

Claws that Rip (14): 4d+4 cutting + flaming body (below). Reach C, 1.

Flaming Body: 5d burning. This harms anyone who touches or is touched by the balrog in close combat or within reach of his flaming magic broadsword (below).

Flaming Magic Broadsword (15): 7d+3 cutting or 4d+3 crushing + flaming body. Reach C-3.

Flaming Whip (14): 7d-1 burning. Reach 1-13.

Teeth that Rend (14): 4d+4 cutting + flaming body (above). Reach C.

Traits: Acute Hearing 4; Acute Vision 4; Appearance (Monstrous); Bloodlust (12); Bully (12); Callous; Combat Reflexes; Doesn't Breathe; Doesn't Eat or Sleep; Doesn't Sleep; DR 30 (Limited, Heat/Fire); Flight (Cannot Hover; Winged; Air Move 18); Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Immunity to All Mind Control; Indomitable; Infravision; Injury Tolerance (No Blood; Damage Reduction 3 (Limited, not against blessed weapons); Magery 0; Sadism (12); Social Stigma (Monster); Striking ST +2; Temperature Tolerance 10 (40°F to 215°F).

Skills: Acting-9; Brawling-14; Broadsword-14; Fast-Talk-11; Hidden Lore (Demon Lore)-9; Intimidation-11; Stealth-12; Whip-14.

Class: Demon

Combat Effectiveness Rating: 177 (OR 80 and PR 97)

Notes: Affected by True Faith and Pentagram. Truly evil. Unwilling to negotiate.

Bandit, Common

ST: 12 **HP:** 12 **Speed:** 5.25

DX: 11 **Will:** 10 **Move:** 4

IQ: 10 **Per:** 10 **SM:** 0

HT: 10 **FP:** 10 **DR:** 2

Dodge: 7 **Parry:** 9 **Block:** 9

Punch (13): 1d-1 crushing; Reach C.

Regular Bow (13): 1d impaling; Range 180/240. Bodkin arrows do 1d (2) piercing instead.

Weapon (13): Either 1d+4 cutting (axe) or 1d+2 cutting or 1d-1 impaling (shortsword); Reach 1.

Skills: Bow-13; Brawling-13; Shield-12; Stealth-11; either Axe/Mace-13 or Shortsword-13.

Class: Mundane.

Combat Effectiveness Rating: 20 (OR 13 and PR 7).

Notes: This is a humanoid bandit; apply the racial template. Notable equipment includes:

- Axe, \$50, 4 lbs., or Cheap Shortsword, \$160, 2 lbs.
- Leather Armor (covering all locations except the face), \$340, 19.5 lbs.
- Medium Shield (DB 2), \$60, 15 lbs.
- Regular Bow, \$100, 2 lbs.
- \$1d in coins

Bandit Leader

ST: 13 **HP:** 13 **Speed:** 6.25

DX: 13 **Will:** 12 **Move:** 6

IQ: 12 **Per:** 12 **SM:** 0

HT: 12 **FP:** 12 **DR:** 2

Dodge: 10 Parry: 12 Block: 11

Bow (14): 1d+1 impaling. Range 195/260. See notes.

Broadsword (16): 2d cutting or 1d+1 crushing. Reach 1.

Punch (15): 1d crushing. Reach C.

Traits: Combat Reflexes; Danger Sense; High Pain Threshold; Social Stigma (Criminal).

Skills: Bow-14; Brawling-15; Broadsword-16; Climbing-14; Cloak-14; Fast-Talk-12; Leadership-13; Shield-15; Stealth-15; Survival (Plains)-12.

Class: Mundane.

Combat Effectiveness Rating: 39 (OR 19 and PR 20).

Notes: Notable gear includes:

- Cheap Broadsword [Torso] \$200, 3 lbs.
- Leather Armor (covering all locations except the face) [Torso] \$340, 19.5 lbs.
- Regular Bow [Torso] \$100, 2 lbs.
- Small Shield (DB 1) [Torso] \$40, 8 lbs.

Bandit Mage

ST: 10 HP: 10 Speed: 5.25

DX: 11 Will: 14 Move: 4

IQ: 14 Per: 14

HT: 10 FP: 12 SM: 0

Dodge: 7 Parry: 8 DR: 2

Spear (12): 1d impaling; Reach 1. +1 damage and Reach if used two-handed or thrown.

Traits: Magery 2; Social Stigma (Criminal).

Skills: First Aid-14; Spear-12.

Spells: Two of these four spell/skill packages:

1. Apportation-15; Deflect Missile-15; Missile Shield-15; Poltergeist-15; Winged Knife-15; Innate Attack (Projectile)-15.
2. Bravery-15; Fear-15; Itch-15; Pain-15; Panic-15; Sense Emotion-15; Sense Foes-15; Spasm-15; Terror-15.
3. Create Fire-15; Fireball-15; Ignite Fire-15; Shape Fire-15; Innate Attack (Projectile)-15.
4. Blur-15; Continual Light-15; Flash-15; Gloom-15; Hide-15; Invisibility-15; Light-15.

Class: Mundane.

Combat Effectiveness Rating: 22 (OR 16 and PR 6).

Notes: This is usually a humanoid bandit; apply the racial template. Notable equipment includes:

- A bit of jewelry or ornamentation valuable enough to serve as a power item providing 2 FP, \$120, 0.5 lb.
- Leather Armor (covering all locations except the face), \$340, 19.5 lbs.

- Spear, \$40, 4 lbs.
- \$2 x (2d-2) in coins

Bandit Sergeant

ST: 15 **HP:** 15 **Speed:** 5.75
DX: 12 **Will:** 11 **Move:** 4
IQ: 11 **Per:** 11 **SM:** 0
HT: 11 **FP:** 11 **DR:** 4/2*
Dodge: 8 **Parry:** 11 **Block:** 11

Axe (14): 2d+3 cutting. Reach 1.

Punch (14): 1d+1 crushing. Reach C.

Regular Bow (14): 1d+2 impaling. Bodkin arrows do 1d+2(2) piercing instead. Range 225/300.

Shortsword (14): 2d+1 cutting or 1d+1 impaling. Reach 1.

Traits: Combat Reflexes; High Pain Threshold; Lifting ST 1; Social Stigma (Criminal).

Skills: Axe/Mace-14; Bow-14; Brawling-14; Intimidation-11; Leadership-11; Shield-14; Shortsword-14; Stealth-12.

Class: Mundane.

Combat Effectiveness Rating: 36 (OR 18 and PR 18).

Notes: This is a humanoid bandit; apply the racial template. Notable equipment includes:

- Axe, \$50, 4 lbs.
- Mail Armor (covering all locations except the face), \$645, 58 lbs.
- Medium Shield (DB 2), \$60, 15 lbs.
- Regular Bow, \$100, 2 lb.
- Shortsword, \$400, 2 lbs.
- \$5 x (2d-2) in coins

Bandit, Tough

ST: 15 **HP:** 15 **Speed:** 5.50
DX: 11 **Will:** 10 **Move:** 5
IQ: 10 **Per:** 10 **SM:** 0
HT: 11 **FP:** 11 **DR:** 2
Dodge: 8 **Parry:** 9 **Block:** 9

Punch (13): 1d+1 crushing. Reach C.

Regular Bow (13): 1d+2 impaling. Bodkin arrows do 1d+2(2) piercing instead. Range 225/300.

Weapon (13): Either 2d+3 cutting (axe) or 2d+1 cutting or 1d+2 impaling (shortsword). Reach 1.

Skills: Bow-13; Brawling-13; Shield-12; Stealth-11; either Axe/Mace-13 or Shortsword-13.

Class: Mundane.

Combat Effectiveness Rating 29 (OR 18 and PR 11).

Notes: This is a humanoid bandit; apply the racial template. Notable equipment includes:

- Axe, \$50, 4 lbs., or Cheap Shortsword, \$160, 2 lbs.
- Leather Armor (covering all locations except the face), \$340, 19.5 lbs.
- Medium Shield (DB 2), \$60, 15 lbs.
- Regular Bow, \$100, 2 lbs.
- \$2 x (2d-2) in coins

Banth

Banths are the Lions of Barsoom. Enormous beasts with ten paws full of sharp claws and a huge mouth filled with shark like teeth. Its head is crowned with a mane that gives it a regal, lion like, appearance. Its muscled body is covered by a hard yellow hide and is adorned with a long flat tail. Its eyes shine in the darkness, where it sees perfectly.

ST: 20 **HP:** 20 **Speed:** 7

DX: 16 **Will:** 12 **Move:** 7

IQ: 5 **Per:** 12

HT: 12 **FP:** 12 **SM:** +1

Dodge: 11 **Parry:** - **DR:** 2

Bite (14): 2d cutting

Claw (14): 2d cutting

Traits: Combat Reflexes; Extra Legs (Ten Legs); Horizontal; Night Vision 8.

Skills: Brawling [18]; Stealth [15].

Class: Mundane

Combat Effectiveness Rating:

Barbarian

ST: 11 **HP:** 11 **Speed:** 5.00

DX: 10 **Will:** 10 **Move:** 5

IQ: 10 **Per:** 11

HT: 10 **FP:** 10 **SM:** 0

Dodge: 8 **Parry:** 8 **DR:** 1*

Cheap Small Knife (10): 1d-2 cutting or impaling. Reach C, 1.

Cheap Spear (10): 1d+1 impaling. Reach 1*. Used two-handed, 1d+2 impaling. Reach 1, 2*. Thrown, 1d+2 impaling at skill 11. Range 11/16.

Traits: Low TL -1; Outdoorsman 1; Social Stigma (Barbarian); Status -1; Wealth (Poor).

Skills: Axe/Mace-10; Camouflage-11; Fishing-11; Hiking-9; Knife-10; Running-9; Spear-10;

Stealth-10; Survival (Plains)-13; Thrown Weapon (Spear)-11; Tracking-11; Weather Sense-9.

Class: Mundane.

Combat Effectiveness Rating: 14 (OR 12 and PR 2).

Notes: Speaks Mannish only and is illiterate. Notable equipment includes:

- Cheap Small Knife (\$12, 0.5 lb.).
- Cheap Spear (\$16, 4 lbs.).
- Cloth Armor (\$150, 12 lbs.).

Barbed Devil

These demons are tall humanoids covered in steel-hard spines. They often serve as bodyguards and vault guards to more powerful demons and to evil mages.

ST: 18 **HP:** 25 **Speed:** 7.00
DX: 15 **Will:** 14 **Move:** 6
IQ: 10 **Per:** 14 **Weight:** 300 lbs.
HT: 16 **FP:** 16 **SM:** 0
Dodge: 11 **Parry:** 13 (Unarmed) **DR:** 4*

Claws (17): 1d+2 impaling. Anyone whom the barbed devil hits with its claws must make a Fright Check at -2. Reach C.

Spines: 1d impaling to anyone it grapples or who grapples it.

Tail (15): 1d+2 impaling. Reach C, 1.

Traits: Ally Group (6-10 less powerful demons; Summonable; Minion; 12); Bully (12); Callous; Combat Reflexes; Damage Resistance 6 (Cold and corrosion only); Damage Resistance 30 (Fire); Dark Vision (Color); Dependency (Mana; Constantly); Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dread (Holy Items); Energy Reserve 5 (Magical); Fragile (Unnatural); Hidebound; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood; No Vitals); Magery 2; Magic Resistance 5 (Improved); Paranoia; Sadism (9); Temperature Tolerance 10; Unaging; Unfazeable; Vulnerability (Damage from Truly Good beings, ×2).

Skills: Brawling-17; Hidden Lore (Demons)-14; Intimidation-18; Stealth-20; Tracking-16; Wrestling-17.

Spells: Blight-15; Curse-14; Flame Jet-16; Perfect Illusion-15; Teleport-20; Total Paralysis-16.

Class: Demon.

Combat Effectiveness Rating: 78 (OR 31 and PR 47).

Notes: Truly evil. Willing to negotiate.

Barbed Mantis

A ten-legged, insect-like creature the size of a bull, the Barbed Mantis is an aggressive carnivore that lives in jungles and dark caverns. It kills by stabbing with its legs, each of which ends in a barbed point. It can attack a single target with up to three of these in a single turn at no penalty.

If the Barbed Mantis manages to sink its leg into flesh, it will detach the leg so that it can grow a new one. The barbed foot will remain in the wound with the leg attached. A character is at -2 to Dodge and to all DX skills for each Barbed Mantis leg attached to their body. The leg can be broken off by doing 5 damage to it, but removing the barb will require the use of the Surgery skill. If the barb is simply yanked out, it will do as much damage coming out as it did going in.

The Barbed Mantis heals incredibly fast. It can regrow a leg and regenerate 5 Hit Points *per turn*.

Unless on alert, the Barbed Mantis produces a chittering, clicking noise that sounds a little like laughter. They will often leave trees or cavern ceilings covered with their yellow eggs - adults will never be far from where the eggs are stored. Both the flesh of the Mantis and the eggs are said to be delicious.

ST:25 HP:40 Speed:7
DX:12 Will:10 Move:4
IQ:4 Per:12
HT:12 FP:30 SM:2
Dodge:10 Parry:N/A DR:3

3 x Stabbing Legs (18): 2d6 imp

Traits: Bestial, Clinging, Extra Legs (10 legs), Night Vision 3, Semi-Upright, Super Climbing 3
Skills:
Class: Dire Animal
Notes:

Barrow Keener

A Barrow Keener is an evil undead creature best known for its beautiful and magical singing voice. It appears to be a corpse in an advanced state of decomposition and it may be dressed in any fashion since Barrow Keeners rise from the dead of all classes. They specialize in sad songs and have an uncanny knack of knowing which songs a listener is most likely to be depressed by. Many Barrow Keeners sing even when alone, giving warning of their presence to alert adventurers.

The Barrow Keener is unable to attack physically. However, while singing, the Barrow Keener may target one listener per turn. If the listener loses a contested Will roll against the Barrow Keener, they fall asleep onto the ground, lost in dreams of the saddest times of their life. They may be awakened normally. Several Barrow Keeners may sing together in harmony, even while targeting different listeners. If Barrow Keeners succeed in putting the entire party to sleep, they will transport them, without waking them, to somewhere very dangerous, then leave them there. If a Barrow Keener is "killed" it will rise again the next night unless a Final Rest spell is cast on it.

The stats about represent an ordinary Barrow Keener. An exceptional individual is likely to rise an as exceptional Barrow Keener, with many or all of the abilities that they had in life, and then perhaps some learned in undeath. In Dungeon Fantasy, ambitious Barrow Keeners are particularly likely to pursue class abilities as Bards, Necromancers or Wizards.

Barrow Keeners often know a great deal about history, literature and music and could potentially be useful sources of information, but they are malicious and untrustworthy.

ST:12 HP:20 Speed:6
DX:12 Will:14 Move:6
IQ:14 Per:14
HT:12 FP:N/A SM:1
Dodge:12 Parry:10 DR: 0

No Attacks

Traits: Doesn't Breathe, Eat/Drink or Sleep, High Pain Threshold, Immunity to Metabolic Hazards, Injury Tolerance (No Blood, Unliving), Unhealing

Skills: Singing-20, Stealth-20

Class: Undead

Notes:

Basilisk

Basilisk are reptilian monsters with an eight legs that turn their victims to stone with their baleful gaze.

ST: 25 HP: 25 Speed: 6.00
DX: 11 Will: 11 Move: 6
IQ: 7 Per: 12
HT: 13 FP: 13 SM: +4
Dodge: 10 Parry: N/A DR: 4

Bite or Claw (14): 2d+2 cutting.

Baleful Gaze (14): resisted by DX-2 to avoid looking directly into its limpid pools or be turned to stone, as per flesh to stone.

Tail Slap (18): 3d+6 with a chance of knockback or knockdown

Traits: Bad Temper (9); Bestial (Quirk); Combat Reflexes; Damage Resistance 4; Discriminatory Smell; Double-Jointed; Extra Legs (8 total; Short); High Pain Threshold; Horizontal; Innumerate; Loner (12); Night Vision 5; Sharp Claws; Sharp Teeth.

Skills: Brawling-14; Climbing-18; Innate Attack (Gaze)-14; Stealth-12; Survival (Badlands, Mountains, Plains, Woodlands)-12.

Class: Mundane.

Notes:

Basilisk, Abyssal Greater

ST: 24 **HP:** 24 **Speed:** 6
DX: 9 **Will:** 10 **Move:** 4
IQ: 4 **Per:** 12
HT: 15 **FP:** 15 **SM:** +1
Dodge: 9 **Parry:** N/A **DR:** 4

Bite (14): 2d+2 cut

Smite Good (follow-up to Bite): Adds 2d toxic damage. Can only be used once per day and on “holy” beings. Must be declared before rolling for the attack.

Petrifying Gaze (resisted by HT-4): Turns to stone permanently. Max range is 10 yards. Vision based attack.

Traits: DR 5 (against cold/fire/non-magical weapons); Extra Legs (Eight Legs); Horizontal; Infravision; Magic Resistance 3; Night Vision 5; No Fine Manipulators; Wild Animal.

Skills: Brawling-14; Stealth-8.

Class: Outerplanar (Abyss).

Combat Effectiveness Rating:

Notes:

Basilisk (D&D)

ST: 15 **HP:** 15 **Speed:** 5.25
DX: 9 **Will:** 11 **Move:** 4
IQ: 3 **Per:** 11
HT: 12 **FP:** 12 **SM:** 0
Dodge: 8 **Parry:** N/A **DR:** 3

Bite (11): 1d+1 cut

Petrifying Gaze (resisted by HT-2): Turns to stone permanently. Max range is 10 yards. Vision based attack.

Traits: Extra Legs (Eight Legs); Horizontal; Infravision; Night Vision 5; No Fine Manipulators; Wild Animal.

Skills: Brawling-11; Stealth-8.

Class: Dire Animal.

Combat Effectiveness Rating:

Notes:

Behir

Behir are huge, serpentine monsters with a dozen legs. They have a blue, scaly hide and two long, curved horns. They hate dragons with a passion, but know they usually aren’t strong enough to fight them.

ST: 25 **HP:** 25 **Speed:** 6.00
DX: 11 **Will:** 11 **Move:** 7
IQ: 7 **Per:** 12 **Weight:** 4,000 lbs.
HT: 13 **FP:** 13 **SM:** +4
Dodge: 10 **Parry:** n/a **DR:** 4

Bite or Claw (14): 2d+2 cutting. Reach C.

Constriction: Damage is equal to the behir's ST minus the higher of the target's ST or HT. Due to its short legs, the behir is at -2 to attempts to grapple.

Lightning Breath (14): 3d burning. Range 5/50.

Traits: Bad Temper (9); Bestial (Quirk); Combat Reflexes; Damage Resistance 30 (Electricity); Discriminatory Smell; Double-Jointed; Extra Legs (12 total; Short); High Pain Threshold; Horizontal; Intolerance (Dragons); Innumerate; Loner (12); Night Vision 5.

Skills: Brawling-14; Climbing-18; Innate Attack (Breath)-14; Stealth-12; Survival (Arctic, Mountains, Plains, Woodlands)-12.

Class: Mundane.

Combat Effectiveness Rating: 72 (OR 24 and PR 48).

Notes: Willing to negotiate with beings who are willing to, or can prove that they have, killed dragons. Although they look and act like animals, they're too smart to be affected by Animal spells.

Beholder, Eye of Flame

A floating Beholder of 3 yards of diameter. It's fiery red in color.

ST:20 **HP:**30 **Speed:**6
DX:10 **Will:**16 **Move:**18
IQ:13 **Per:**13
HT:14 **FP:**14 **SM:**2
Dodge: **Parry:** **DR:**5

Bite (18):2d+1 imp

Traits: Will +3, Eidetic Memory (1 level), Hit Point +10, Lightning Calculator, Mana Damper (cone 3 yards long and 3 yards wide at the end, 4 levels of mana damper), Reduced Consumption 2 (Cast Iron Stomach), Night Vision (3 levels) Early Maturation, Enhanced Move (3 levels, Flight), Scales (Carapace, DR 5), No Neck, Regrowth, Striker (Fangs, Impaling), 360-Degree Vision (Eyestalks), Tunnel, Flight ("Low Ceiling", 1,5 yards), Innate Attack (Burn, 4d), Extra Attacks (7). Reputation (creature loving genocide and destruction of whole cultures, -4 to the reaction), Intolerance (against any other creature), Megalomania, Sadism, Paranoia, Appearance: Horrific, Bad smell, Odious Racial Habit (eat other sentient creatures) Dying Race, No Fine Manipulators, Short Lifespan (1 level)

Skills: Innate Attack 18; Brawling 18; Stealth 18

Class: Alien

Notes:

Beholder, Tyrant Eye

A Beholder is an aberration comprising a floating spheroid body with a large fanged mouth and single eye on the front and many flexible eyestalks on the top.

A beholder's eyes each possess a different magical ability; the main eye projects an anti-magical cone, and the other eyes use different spell-like abilities. Many variant beholder species exist, such as "observers", "spectators", "eyes of the deep", "elder orbs", "hive mothers", and "death tyrants". In addition, some rare beholders can use their eyes for non-standard spell-like abilities; these mutant beholders are often killed or exiled by their peers. Beholders wishing to cast spells like ordinary wizards relinquish the traditional use of their eyestalks, and put out their central anti-magic eye, making these beholder mages immediate outcasts.

Beholders are extremely xenophobic. They will sometimes take members of other, non-beholder races as slaves, however they will engage in a violent intra-species war with others of their kind who differ even slightly in appearance. This intense hatred of other beholders is not universal; the most prominent exceptions are Hive Mothers, who use their powers of mind control to form hives with other beholders and beholder-kin. Beholder communities in the Underdark often, when provoked, wage war on any and all nearby settlements, finding the most resistance from the drow and illithids.

Beholders worship their insane, controlling goddess known as the Great Mother, though some also, or instead, follow her rebel offspring, Gzemnid, the beholder god of gases.

Some beholder strains have mutated far from the basic beholder stock. These are aberrant beholders, of which there are numerous different types. These aberrants may have differing abilities and/or appearances but the unifying feature among beholders and the various aberrant beholders seems to be a simple, fleshy body with one or more grotesque eyes.

ST:14 HP:19 Speed:6

DX:10 Will:17 Move:18

IQ:14 Per:14

HT:14 FP:14 SM:1

Dodge: Parry:- DR:2

<Attack> (<Skill>):

Traits: Will +3, Eidetic Memory (1 level), Hit Point +5, Lightning Calculator, Mana Damper (cone 3 yards long and 3 yards wide at the end, 4 levels of mana damper), Reduced Consumption 2 (Cast Iron Stomach), Night Vision (5 levels), Early Maturation, Enhanced Move (3 levels, Flight), Scales (Carapace, DR 2), No Neck, Regrowth, Striker (Fangs, Impaling), 360-Degree Vision (Eyestalks), Tunnel, Flight ("Low Ceiling", 1,5 yards), Innate Attack (Burn, 4d), Innate Attack (Corrosion, 4d), Affliction (coma), Affliction (Stunning), Affliction (Heart Attack), Affliction (Choking), Affliction (Sleep), Affliction (Paralysis), Extra Attacks (7). Reputation (creature loving genocide and destruction of whole cultures, -4 to the reaction), Intolerance (against any other creature), Megalomania, Sadism, Paranoia, Appearance: Horrific, Bad smell,

Odious Racial Habit (eat other sentient creatures) Dying Race, No Fine Manipulators, Short Lifespan (1 level)

Skills: Innate attack 16; Tactics 16, Strategy 18

Class: Alien

Notes:

Variants

- Elder Orb: A rare variant of the traditional beholder. These creatures have a long lifespan and are more powerful than traditional beholders.
- Hive Mother: These are even rarer than elder orbs. Although their name implies a feminine gender, these beholders are as gender-neutral as typical members of their species. Their name stems more from the fact that they have the ability to magically dominate other beholders.
- Death Tyrant: A Death Tyrant is an undead beholder that has retained some magical ability.
- Death Kiss: This creature's eyestalks are replaced with blood-draining tentacles, and its body roils with a powerful electric aura.
- Director: A director is often found dwelling in a beholder community led by a hive mother or an overseer. It has six eyestalks and three clawed tentacles with which it bonds with monstrous vermin mounts.
- Eye of the Deep: An eye of the deep rarely comes into conflict with true beholders, for this aquatic variant dwells deep underwater. It has only two eyestalks, but its massive pinchers make it a dangerous combatant.
- Gauth: A gauth is a beholder-kin that feeds on magic as well as flesh. A gauth has six eyestalks (one of which is used to drain magic from items) and four feeding tendrils. The most obvious feature of a gauth is that its central eye (which affects the viewer's mind) is surrounded by a ridge of flesh and many small eyes used for sight.
- Gouger: A gouger's ten eyestalks are magically useless. Its central eye retains the antimagic properties of true beholders, and four small legs hang from the creature's underside. A gouger's most hideous feature, though, is its long, barbed tongue, which is adept at temporarily neutralizing beholder eyestalks.
- Overseer: An overseer is the most dangerous of the known beholderkin. Rivaling the power of a hive mother, an overseer resembles nothing so much as a large, fleshy tree with mouths on its trunk and eyes on its branches.

Belabra

The typical belabra has a large, hemispherical shell that measures some two feet in diameter and is generally black or dark grey in color. Extending from the underside of the shell are the creature's 12 rubbery tentacles, its deadly grey beak, and its pale white belly. The monster's four eyes extend above its shell on short eye stalks.

ST: 14 **HP:** 16 **Speed:** 5.75

DX: 12 **Will:** 11 **Move:** 1

IQ: 8 **Per:** 12

HT: 11 **FP:** 11 **SM:** 0

Dodge: 9 Parry: n/a DR: 3

Tentacle (13): 1d-1 crushing; Reach C, 1. An attack with a tentacle automatically starts grappling in addition to the damage. An unsuccessful try to break away from a grappling tentacle causes 1d-3 cutting damage from the barbs along it.

Beak (13): 1d-1 large piercing; Reach C.

Blood: Any time someone hits the belabra with a cutting, piercing or impaling weapon, everyone within 3-yards of the belabra must Dodge or be hit with its acidic blood. Someone hit by the blood is sneezing for 1 second for every point by which he missed his Dodge roll, after which he may make an HT roll each turn to stop sneezing.

Traits: Acute Hearing 2; Acute Vision 2; Extra Arms 11 (Tentacles); Extra Attack 2 (Tentacles); Flight (Air Move 4); Loner (12); Night Vision 5; No Fine Manipulators.

Skills: Brawling-13; Stealth-12.

Class: Elder Thing?

Combat Effectiveness Rating: 28 (OR 15 and PR 13)

Belgoi

When seen from a distance, this creature appears human, but its blue skin, clawed hands and webbed, three-toed feet soon give it away. The creature has no teeth, no visible ears, and its hair is black and stringy. Belgoi are a race of savage humanoids that live in the most desolate of places, since no other race will allow them nearby. Belgoi seem to revel in destruction, and are considered to be second only to the defilers in the damage they do to the world around them.

ST:10 HP:14 Speed: 6

DX:13 Will:11 Move: 6

IQ:11 Per:11

HT:10 FP:10 SM:

Dodge:9 Parry:10 DR:2

Attack: Claw (13) 1d cutting 1d ST resisted by DX

Bell Ringing (14): Belgoi use a bell to focus their domination power. A domination target who hears the

belgoi's bell receives a -2 penalty on his Will resist

Traits: Infravision, Claws, High Pain Threshold, Bestial, Appearance (Ugly), Odd Diet 5,

Skills: Hide 11, Intimidate 13, Observation 13, Light Step 13, attraction -12, brain lock -12, ego whip empty mind 12, psionic dominate 12.

Belgoi speak their own language and the Common tongue.

Combat

Belgoi attempt to use the cover of darkness to mask their attacks. Usually, when attacking a group of creatures, they use their domination power to draw a single individual away from the main group, to a place where they can use their Strength damage ability uninterrupted. They then attempt to draw out the next creature, and so on, until they feel confident that they can overcome the rest of the group without loss. If forced into melee combat, the belgoi use claws so they can use their Strength damage ability, and usually will not use weapons. When a battle turns against the belgoi, they retreat and return later with reinforcements. Only by killing the entire raiding party can a battle with belgoi be prevented from turning into a long running engagement lasting for days.

Strength Damage (Ex): An individual struck by a belgoi's claw attack takes 1d6 points of temporary ST damage, unless the belgoi scores a critical hit, in which case the target takes 2d6 points of temporary ST damage instead.

Belgoi Society

Belgoi form large nomadic tribes that move into an area, strip it of all resources, and then move on. These tribes send out raiding parties that attack caravans and small villages, hoping to obtain food and treasure. They will eat anything.

Environment: Deserts

Organization: Party (1-10), tribe (30-100)

Traits:

Skills:

Class: Humanoid (Psionic)

Bird-bear

A bear with the wings and legs of a bird.

ST: 21 **HP:** 21 **Speed:** 6.50
DX: 13 **Will:** 11 **Move:** 13 (Air)
IQ: 5 **Per:** 12 **Weight:** 1,500 lbs.
HT: 13 **FP:** 13 **SM:** +1
Dodge: 9 **Parry:** n/a **DR:** 2

Bite (15): 2d+1 cutting. Reach C.

Forepaws (15): 2d+1 cutting. Reach C, 1.

Talons (15): 2d+1 impaling. Reach C.

Traits: Bad Temper (9); Flight (Winged); No Fine Manipulators; Semi-Upright; Temperature Tolerance 2; Wild Animal.

Skills: Brawling-15; Tracking-13; Wrestling-15.

Class: Hybrid.

Combat Effectiveness Rating: 50 (OR 31 and PR 19).

Notes: Ground move is 6. Originally printed in *GURPS Fantasy Bestiary*, with some inspiration from the D&D owlbear.

Black Pudding

A big black puddle 18 feet across and 2 feet deep.

ST: 52 **HP:** 52 **Speed:** 4.25
DX: 5 **Will:** 5 **Move:** 3
IQ: 0 **Per:** 5 **Weight:** 18,000 lbs.
HT: 12 **FP:** 12 **SM:** +3
Dodge: 7 **Parry:** n/a **DR:** 0

Slam (5): 2d crushing plus 2d corrosive; Reach C-3. A black pudding automatically starts its Constriction Attack on the next turn after it hits with a slam. Typically, a black pudding will lie in wait and make a Telegraphic All-Out Attack (Determined) to give it +8 to attack, and treat this as a grapple, giving its Size Modifier as a bonus, not a penalty!

Poison Aura: 2d-2 corrosive. This harms anyone who touches or is touched by the black pudding in close combat, as well as any other organic or metallic materials that touch it, including wooden, cloth, leathern and metal armor and weapons.

Traits: Amphibious; Clinging; Constriction Attack (Follow-Up, Slam); Discriminatory Smell; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse; Independent Body Parts; Infiltration); Invertebrate; Night Vision 5; No Legs (Slithers); No Manipulators; Vibration Sense (Air).

Class: Slime.

Combat Effectiveness Rating: 85 (OR 15 and PR 70).

Notes: Nonsentient – can't communicate or negotiate. Unaffected by Animal or Plant spells that don't specifically target slimes. Cutting and impaling weapons do no damage to a black pudding, but instead split it into two identical puddings, each with half the original's current hit points (round down). A pudding with 2 HP or less cannot be further split and dies if reduced to -2 HP.

Variants

There is the [white pudding](#), found in arctic climes, the brown pudding, found in swamps, and the dun pudding, found in deserts.

Black Rune Skeleton

Standard skeletons are far too weak for most necromancers. Some take their time, however, carefully scribing powerful runes and staining the bones a glistening, wet black in powerful ink. When complete, they raise the skeleton with great care and effort, creating a Black Rune Skeleton.

These powerful servants resist the effects of magic. Furthermore, they drain the life of all nearby, drawing it into them while plants die and children wail. Often, they seem dead or on the verge of death when they rise again from a pile of bones, restored by their aura. Necromancers often reinforce their lesser skeletons with a scattering of these durable creations.

ST: 10 **HP:** 15 **Speed:** 6.50

DX: 12 **Will:** 16 **Move:** 6

IQ: 8 **Per:** 8

HT: 13 **FP:** 13 **SM:** 0

Dodge: 9 **Parry:** 10 **DR:** 2*

Rending Finger Bones (12): 1d-3 crushing. Reach C.

Old Scimitar (14): 1d+1 cutting. Reach 1.

Traits: Appearance (Monstrous); Automaton (Reprogrammable); Cannot Learn; Dependency (Mana, Constantly); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Brittle, Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Immunity (All Mind Control); Indomitable; Injury Tolerance (No Blood, No Brain, No Eyes, No Vitals, Unliving); Magic Resistance 5; Mute; No Sense of Smell/Taste; Skinny; Single-Minded; Temperature Tolerance 10; Unfazeable; Unhealing (May heal with Vampiric Aura); Vampiric Aura (Magical); Vulnerability (Crushing Attacks ×2)

Skills: Broadsword-14; Shield-14.

Class: Undead

Combat Effectiveness Rating 24 (OR 14 and PR 10).

Notes: Black Rune Skeletons are mechanically identical to normal skeletons except for their improved combat capability, magic resistance and vampiric aura. Do not negotiate. Truly evil.

Blindwraith

He Blindwraith is a skeletal undead creature that magically radiates complete darkness within ten yards. This darkness cannot normally be dispelled by any means short of defeating the Blindwraith. The Blindwraith cannot see in the dark, but it has excellent hearing and can locate its prey by heartbeat alone. The Blindwraith seeks to strangle the living by cutting off their air supply. Throat armor does not protect; the Blindwraith's bony fingers will magically pass right through. The Blindwraith will *not* resort to crushing it's victim's throat in order to make a quicker kill.

Some say that Blindwarith's arise from those who die blinded, lost and murderously angry. Their rotting clothing often suggests that they were adventurers in life.

ST: 40 HP: 60 Speed: 8
DX: 15 Will: 16 Move: 8
IQ: 12 Per: 20
HT: 12 FP: N/A SM: 0
Dodge: 12 Parry: 12 DR: 4

Strangle (20): Damage as per strangulation.

Traits: Doesn't sleep, breathe or Eat/Drink, High Pain Threshold, Immunity to Metabolic Hazards, Injury Tolerance (No Blood, Brain, Eyes, Vitals, Unliving), Mute, Unfazeable, Vulnerability (Crushing Attacks x2).

Skills: Stealth - 20.

Class: Undead

Notes: Truly Evil. Will not negotiate.

Blink Dog

ST: 10 HP: 10 Speed: 5.75
DX: 13 Will: 11 Move: 6
IQ: 10 Per: 11
HT: 10 FP: 10 SM: 0
Dodge: 8 Parry: N/A DR: 1

Bite (15): 1d-2 cut

Traits: Discriminatory Smell; Infravision; Magery 1 (Racially innate spells only); Night Vision 5; Quadruped

Skills: Body Sense-14; Stealth-10; Survival-11 (select one); Tracking-12.

Spells: Brawling-15; Blink-15; Teleport-15.

Class: Dire Animal.

Combat Effectiveness Rating:

Notes:

Blood Hawk

Blood hawks closely resemble normal hawks, but stronger and more aggressive, and with a love for the taste of human flesh. All but the tip of their beak, and a small area around their eye, is orange and bare.

ST: 12 HP: 12 Speed: 6.00

DX: 12 **Will:** 10 **Move:** 2
IQ: 4 **Per:** 11 **Weight:** 3 lbs.
HT: 12 **FP:** 12 **SM:** -2
Dodge: 10 **Parry:** n/a **DR:** 1

Bite (13): 1d-2 large piercing; Reach C.

Claws (13): 1d-2 cutting; Reach C.

Traits: Acute Hearing 1; Acute Vision 2; Discriminatory Smell; Flight (Air Move 13; Cannot Hover; Winged); Foot Manipulators (Short; Temporary Disadvantage (Legless)); Gregarious; Ham-Fisted (-6); Night Vision 3; Wild Animal.

Skills: Brawling-13; Flight-12.

Class: Dire Animal.

Combat Effectiveness Rating: 24 (OR 15 and PR 9).

Notes: Blood hawks get a +4 to Vision in daylight.

Bloodbeast

There are a number of beasts that recur again and again in the bestiaries of sages and the cautionary tales of nursemaids; their powers become more and more exaggerated through the years. Some creatures, however, turn out to be just as black as they have been painted: one such is the Bloodbeast.

The origins and distribution of the Bloodbeast are obscure. Certain physical features, such as its tongue, and skin texture and mutability, as well as its semi-aquatic lifestyle, suggest an Amphibian heritage, although it is quite clearly a Monster now. It may be related to similarly hideous amphibious beasts such as the Chaos Slime Beast and the Pool Crawler. Its closest relative is likely the Pool Beast.

Also, despite being a denizen of dungeons, it would appear rare. Complicating this is another quote suggesting the Bloodbeast is actually a sewer-dweller. Folklore suggests it may be well known, and thus distributed, across northern Allansia at least.

Another theory, based on the words of an adventurer meeting the Master of Frogs states that the Bloodbeast may originally have been native to Scorpion Swamp, and if the sewer-dwelling rumours are true, are then Bloodbeasts to be found in the sewers of the cities.

This monstrosity is large, at least four metres long, and so bloated it can never leave the pool of foul slime that has supported its bulk since it was spawned. Its hide is tough and leathery, protected by thin spines and coloured the disgusting grey-green of a creature that has never seen the sun. Its head appears to consist of a myriad all-seeing eyes spread in a wide sweep above an enormous toothy maw, that also contains a long slimy pink prehensile tongue.

The Bloodbeast's one major weakness has always been its two real eyes, so it has evolved hundreds of fake 'eyes' that rise in crimson blisters before bursting open on its head. Anyone taking on the creature will need a lucky strike to hit its real eyes and pierce its brain. Attempting such a blow, however, means avoiding the thing's tongue. Unless its opponent can slash off the tongue with a dagger, they will be dragged into the pool, where the powerful acidic slime will quickly decompose their body, until it is ready to be eaten.

Finally the Bloodbeast's pool of acidic slime gave off a toxic gas that required a successful HT

roll to avoid. Those unfortunates who fail the roll are defeated by the fumes and faint, to be dragged by the creature's tongue into the pool to their doom. This is a normal feature of a Bloodbeast's lair.

ST:30 HP:50 Speed:6,5

DX:12 Will: Move:-

IQ:4 Per:15

HT:14 FP:20 SM:3

Dodge: Parry:- DR:12

See Below (See Below):

Traits: Affliction (Pool of Acid, HT -4, Choking), Combat Reflexes, DR 12, Slimy Tongue (ST 32, 4 hexes), 20 Extra Hit Points. Appearance (Hideous), No Legs (Sessile), Wild Animal

Skills: Innate Attack (Missile) +3-15

Class: Creature of Chaos

Bodak

ST: 13 HP: 13 Speed: 6.00

DX: 12 Will: 11 Move: 4

IQ: 8 Per: 13

HT: 12 FP: N/A SM: 0

Dodge: 9 Parry: 10 (Unarmed) DR: 4

Punch (14): 1d crushing.

Death Gaze (resisted by HT-2): Kills target instantly. Max range is 10 yards. Vision based attack.

Traits: Doesn't Breathe; Doesn't Sleep; DR 5 (against all non magical and non cold iron weapons); DR5 (against acid/fire); DR 20 (against electricity); Enhanced Dodge; High Pain Threshold; Darkvision; Immunity (All mind control); Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood, No Brain, No Vitals, Unliving); Unfazeable; Unhealing (Total); Weakness (1 burn damage per second exposed to sunlight; DR doesn't protect).

Skills: Brawling-14; Stealth-15.

Class: Undead

Combat Effectiveness Rating:

Notes:

Bog Beast

This creature appears as a large, shaggy, fur-covered humanoid with clawed hands and feet. Two, long, upright tusks protrude from its mouth. Its eyes are dull brown and its fur is brownish-yellow.

ST: 20 **HP:** 20 **Speed:** 5.50
DX: 10 **Will:** 11 **Move:** 5
IQ: 7 **Per:** 12 **Weight:** 1,100 lbs.
HT: 12 **FP:** 12 **SM:** +1
Dodge: 9 **Parry:** 10 **DR:** 3

Claws (12): 2d-2 cutting plus follow-up disease filth fever (Resist HT), which incubates in 1d-3 days. This saps 1d-3 DX each day for 1d-3 days; resist each day. Reach C, 1.

Traits: Acute Hearing 2; Acute Vision 2; Combat Reflexes; Discriminatory Smell; Odious Racial Habit (Eats other sentients); Social Stigma (Monster).

Skills: Brawling-12; Survival (Swampland)-12; Tracking-12.

Class: Mundane

Combat Effectiveness Rating: 30 (OR 11 and PR 19).

Bugbear

ST: 15	HP: 15	Speed: 5.50
DX: 11	Will: 10	Move: 5
IQ: 10	Per: 11	SM: +1
HT: 11	FP: 11	DR: 1 + 2 (leather armor, protects torso and groin)
Dodge: 8 (9 w/ shield)	Parry: 9U (10U w/ shield)	Block: 10

Mace (13): 3d cr.

Thrown Javelin (13): 1d+2 imp. (Acc 3, Range 22/37).

Traits: Discriminatory Smell; Infravision.

Skills: Axe/Mace-13; Climbing-10; Shield-13; Stealth-12; Thrown Weapon (Spear)-13.

Class:

Combat Effectiveness Rating:

Notes: Mundane.

Bulette

Also known as the landshark, the bulette is a terrifying predator that lives only to eat.

A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing underground, a landshark relies on its Vibration Sense to detect prey. When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.

ST: 27 **HP:** 27 **Speed:** 5.75
DX: 12 **Will:** 12 **Move:** 7
IQ: 2 **Per:** 12 **Weight:** 1,200 lbs.
HT: 11 **FP:** 11 **SM:** +2
Dodge: 9 **Parry:** n/a **DR:** 6

Bite (16): 3d+2 cutting. Reach C.

Claws (16): 3d+2 cutting. Reach C, 1.

Traits: Discriminatory Smell; Infravision; Loner (15); Quadruped; Super Jump 1 (8-yard jump); Tunneling 2; Vibration Sense (Ground); Wild Animal.

Skills: Brawling-16; Jumping-15; Tracking-13.

Class: Dire Animal.

Combat Effectiveness Rating: 54 (OR 27 and PR 27).

Notes: Doesn't care for the taste of elves or dwarves, but loves the taste of halflings.

Buzz Hopper

The Buzz Hopper appears to be a giant grass-hopper, some four feet long. Allas, the Buzz Hopper is a bad-tempered dire animal with a deadly attack. It regurgitate and spit a razor sharp cud that makes a distinctive low buzzing sound as it cuts through the air. If a Buzz Hopper feels threatened, it will take a turn to leap ten yards backwards to take itself out of range. Buzz Hoppers are hated by farmers and dungeoneers alike. They are, however, delicious, and a meal of fresh hopper meat will restore 1d Fatigue and sweeten bad-breath.

ST: 6 **HP:** 8 **Speed:** 2
DX: 6 **Will:** 2 **Move:** 2 / 10 jumping
IQ: 2 **Per:** 7
HT: 10 **FP:** 6 **SM:** 0
Dodge: 7 **Parry:** N/A **DR:** 2

Spit Cud (12): 1d-1 imp, range 20

Traits: Bestial, Semi-Upright

Skills:

Class: Dire Animal

Notes:

Calot

Calots serve the Barsoomians as war-dogs. They have prominent eyes, a large mouth full of shark-like teeth and a short mane that goes down to its neck. Its ten legs propel its muscle packed body at impressive speeds, its stamina allows it to run for hours.

ST: 15 **HP:** 15 **Speed:** 6.25

DX: 12 **Will:** 12 **Move:** 8

IQ: 6 **Per:** 14

HT: 13 **FP:** 13 **SM:** 0

Dodge: 10 **Parry:** - **DR:** 2

Bite (14): 1d+1 cutting

Claw (14): 1d+1 cutting

Traits: Discriminatory Scent; Extra Legs (Ten Legs); Combat Reflexes; Horizontal; Night Vision 4.

Skills: Brawling [14]; Tracking [16]

Class: Mundane

Captain Red Leaf of the Autumn Guard

The toughest, boldest, fastest, smartest, and most charming of the Autumn Queen's honor guard, Red Leaf is as deadly as he is small. Hot-tempered for a pixie, he doesn't hesitate to challenge larger creatures to a duel when he feels that he has been slighted. His magic cloak of maple leaves renders him invisible when he wills it, but he prefers to be seen when possible.

ST: 7/8 **HP:** 3 **Speed:** 7.25

DX: 19 **Will:** 17 **Move:** 7/14

IQ: 14 **Per:** 17

HT: 10 **FP:** 20 **SM:** -6

Dodge: 12 **Parry:** 16F **DR:** 0

Pixie Shot (26): 1d-3 impaling (Acc 1, Range 70/105, RoF 1(2))

Teeny Tiny Very Fine Ornate Rapier (20): 1d Impaling

Traits: Appearance (Attractive +1), Bad Temper (12-), Combat Reflexes, Dependency (Mana, Constantly), Enhanced Dodge, Enhanced Parry (Rapier) +2, Impulsive (12-), Flight (Winged), Lecherousness (12-), Magery 0, Night Vision 3, Sense of Duty (Nature), Silence X2, Striking ST +1

Special Powers: Invisibility (Magical)

Skills: Bow DX+7 [28]-26, Brawling DX+3 [8]-22, Intimidation Will+2 [8]-19, Leadership IQ+1 [4]-15, Occultism IQ+2 [8]-16, Poison IQ-1 [2]-13, Rapier DX+1 [4]-20, Stealth DX+6

[24]-25, Tactics IQ-1 [2]-13, Traps IQ [2]-14, Wrestling DX+2 [8]-21

Spells: Plant! IQ-1 [12]-13

Class: Faerie

Notes: Willing to negotiate, if his Queen wills it. Always has venom of some kind. His weapons are lootable, but his magical cloak of leaves only works for him.

Carrior Moth

A big moth with pretty wings. There are four tentacles and a pair of mandibles at its mouth.

ST: 16 **HP:** 16 **Speed:** 6.00

DX: 14 **Will:** 12 **Move:** 6

IQ: 1 **Per:** 13

HT: 10 **FP:** 10 **SM:** +3

Dodge: 10 **Parry:** n/a **DR:** 4

Bite (15): 1d impaling. Reach C.

Drone (Resist Will): Everyone within 20 yards of a carrion moth flapping its wings must resist or suffer hallucinations for a number of seconds equal to the number by which he missed his resistance roll. One successful resistance roll is good for the whole day against a particular carrion moth.

Tentacle (15): The victim must resist with HT or be paralyzed for a number of minutes equal to the number by which he missed his resistance roll.

Traits: Acute Hearing 2; Acute Vision 2; Clinging; Combat Reflexes; Discriminatory Smell; Doesn't Breathe (Oxygen Absorption); Extra Legs (Six; Cannot Kick); Flight (Air Move 10; Winged); High Pain Threshold; Horizontal; Injury Tolerance (No Vitals); Loner (12); Night Vision 5; No Fine Manipulators; Wild Animal.

Skills: Brawling-15; Climbing-15

Class: Dire Animal.

Combat Effectiveness Rating: 59 (OR 39 and PR 20).

Notes: When a carrion moth dies, everyone within 2 yards of the carcass must resist with HT or be nauseated from the stench for a number of seconds equal to the number by which he missed his resistance roll.

Caterwaul

A vicious feline that can stand up and fight.

ST: 14 **HP:** 14 **Speed:** 6.00

DX: 16 **Will:** 11 **Move:** 8

IQ: 8 **Per:** 12 **Weight:** 250 lbs.

HT: 12 **FP:** 12 **SM:** 0

Dodge: 11 Parry: 13 DR: 1

Bite (19): 1d cutting. Reach C.

Claws (19): 1d cutting. Reach C.

Howl: Triggers a Fright Check.

Traits: Acute Hearing 2; Acute Vision 2; Brachiator; Camouflage 4 (Limited, Tall Grass); Combat Reflexes; Enhanced Move 1 (Ground Speed 16; Limited Use, Once a minute only while making a Move and Attack); Loner (12); Penetrating Voice; Stubbornness; Terror.

Skills: Brawling-19; Climbing-18; Stealth-16.

Class: Mundane.

Combat Effectiveness Rating: 48 (OR 33 and PR 15).

Centaur

ST: 18 HP: 18 Speed: 6.00

DX: 12 Will: 11 Move: 7

IQ: 9 Per: 10

HT: 12 FP: 12 SM: +1

Dodge: 10 Parry: 10 (Broadsword) DR: 1

Broadsword (14): 3d+1 cut or 2d imp.

Composite Longbow (13): 2d+1 imp (Acc 3, Range 360/450).

Hooves (12): 1d+3 cr.

Traits: Enhanced Dodge 1; Enhanced Move 1 (Ground Speed 14); Extra Legs (four legs); Hooves; Infravision.

Skills: Bow-13; Brawling-12; Broadsword-14; Kicking (Brawling)-12; Stealth-12; Survival (Forest)-12.

Class:

Combat Effectiveness Rating:

Notes: Mundane.

Chaos Beast

ST: 14 HP: 14 Speed: 5.50

DX: 11 Will: 10 Move: 4

IQ: 10 Per: 12

HT: 11 FP: 11 SM: +1

Dodge: 9 Parry: N/A DR: 2

Claws (14): 1d cut + follow-up Corporeal Instability (see below)

Corporeal Instability (resisted by HT-2): Follow-up to claws attack that dealt damage.

Victim's shape melt, writhes and boils. The victim cannot hold any items. Armor, backpacks and clothing reduces DX by 2. Soft and misshapen feet reduces Move by 75%. Searing pain along

the nerves causes the victim to act incoherently. The victim cannot cast spells or use magic items and it attacks blindly, unable to distinguish friend from foe at -2 to attack rolls and 50% to miss any attack. Each second spent in amorphous form reduces IQ by 1. If IQ is reduced to 0, the victim becomes a Chaos Beast. Each second, the victim can try to regain its own shape by succeeding a Will-2 roll. A successful roll regains the victim's shape for one minute. On a failure, the victim can retry every turn. Corporeal instability is not a disease or curse and is hard to remove. Only a Great Healing will remove the affliction. As for the lost IQ points, a Restore Memory will recover them all.

Traits: Enhanced Dodge 1; Extra Attack 1; Immunity (Shapeshifting); Infravision; Injury Tolerance (No Head, No Neck, No Vitals); Magic Resistance 2; No Legs (Slithers).

Skills: Brawling-14; Camouflage-14; Climbing-15; Escape-14; Jumping-12.

Class: Mundane

Combat Effectiveness Rating:

Notes:

Chevalier

Chevalier is the breathtakingly beautiful noble protector of dragons. Scintillating, pearlescent scales cover his powerful, sinuous muscles and his eyes gleam with an inner beauty. The Dragon-Blooded worship him as a saint and guardian.

Chevalier is noble and just. He often arbitrates between disputes and protects those dragons weaker than himself. He considers humans and other mortal creatures far beneath his interests, but if they can amuse him in conversation, they may grow in his esteem until they're a valued pet.

In battle, Chevalier is terrifying. His eyes gleam with predatory death and his roar summons devastating storms. His magnificent scales are nigh impenetrable by anything but the most beautiful of weapons.

ST: 41 **HP:** 55 **Speed:** 6.50

DX: 12 **Will:** 22 **Move:** 6

IQ: 14 **Per:** 17

HT: 14 **FP:** 14 **SM:** +4

Dodge: 9 **Parry:** 10 **DR:** 30

Fangs (16): 4d+1 impaling. Reach C-3

Fire Breath (12): 5d burning. 5-yard-wide × 20-yard-long cone. 6 uses per day.

Tail (16): 4d+2 crushing. Reach C-5 (Equivalent to 8 lb weapon)

Talons (16): 4d+6 impaling. Reach C-4

Traits: Appearance (Handsome, Impressive +3); Bad Grip 3; Code of Honor (Chivalry); Discriminatory Smell; Eidetic Memory, Extra Attack 1; Extra Legs (4); Flight (Air Move 24; Winged); Gluttony (12); Greed (12); High Pain Threshold; Horizontal; Miserliness (12); Hard to Kill 5; Lecherousness (12); Magery 1; Night Vision 8; Sense of Duty (Dragon-Kind); Typhon's

Grasp; Vulnerability (Ornate Weapons ×2).

Skills: Brawling-16; Intimidation-23; Leadership-15; Savoir-Faire-16; Tactics-13; Traps-14; Wrestling-14.

Class: Mundane (Dragon)

Combat Effectiveness Rating: 164 (OR 73 and PR 91).

Notes: Chevalier is certainly willing to negotiate (he prefers it to combat), especially if the party has a pretty woman, especially a maiden. If he defeats the party, he'll attempt to keep the woman as a conversational partner. Chevalier never starts a fight unless protecting a charge, or he feels his opponents are worthy. And yes, between his extra attacks and Typhon's Grasp, he's attacking four times a turn. Have fun.

Chimera

A beast that has the fore of a lion, the middle of a goat, and the behind of a snake. Its second head, that of a goat, rises behind the shoulders, and the third, snake-like head is at the end of its tail. All three heads breathe fire.

ST: 25 **HP:** 25 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 12 **Weight:** 1,950 lbs.
HT: 12 **FP:** 12 **SM:** +2 (7 hexes)
Dodge: 9 **Parry:** n/a **DR:** 2

Bite (16): 2d+3 cutting. Reach C.

Claws (16): 2d+3 cutting. Reach C, 1.

Fire Breath (15): 2d burning in a 5-yard cone, 6/day (twice each head). Acc 3, Range 2/20.

Traits: 360° Vision; Appearance (Horrific; Universal); Bad Temper (6); Extra Attack 2; Extra Head 2; Quadruped; Reduce Consumption 3 (Cast Iron Stomach); Restricted Diet (Fresh Meat); Social Stigma (Monster); Temperature Tolerance 1; Wild Animal.

Skills: Brawling-16; Innate Attack (Breath)-15; Survival (Mountains)-14.

Class: Hybrid.

Combat Effectiveness Rating: 54 (OR 33 and PR 21).

Notes: From *GURPS Fantasy*, p. 51.

Chimera (D&D)

ST: 19 **HP:** 10 **Speed:** 6.00
DX: 11 **Will:** 11 **Move:** 6 (Air Move 8)
IQ: 7 **Per:** 12
HT: 13 **FP:** 13 **SM:** +2
Dodge: 9 **Parry:** N/A **DR:** 4

Bite (15): 2d cut. Dragon and Lion heads only.

Claws (15): 2d cut.

Horns (15): 2d+3 cr. Goat head only.

Dragon Breath (15): See Notes. Usable once every 3 seconds.

Traits: Extra Attack 2; Extra Head (three heads); Flight (Winged; Handling Penalty -1); Infravision; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth (dragon's and lion's heads only); Striker (horns, goat's head only).

Skills: Brawling-15; Innate Attack (Breath)-15; Stealth-10.

Class: Hybrid.

Combat Effectiveness Rating:

Notes: Roll randomly to determine dragon's head color on 1d, reroll any 6.

1. Black: Acid Jet. 2d cor (Jet, Range 7/15)
2. Blue: Lightning Jet. 2d burn (Jet, Range 7/15). Metallic armor counts as DR 1.
3. Green: Cone of Gas. 5-yard-wide x 5-yard-long cone. 2d tox
4. Red: Cone of Fire. 5-yard-wide x 5-yard-long cone. 2d burn
5. White: Cone of Cold. 5-yard-wide x 5-yard-long cone. 2d burn. Not incendiary.

Choker

ST: 16 **HP:** 10

Speed: 6.25

DX: 12 **Will:** 11

Move: 4 (Clinging Move 2)

IQ: 7 **Per:** 10

HT: 11 **FP:** 11

SM: -2

Dodge: 9 **Parry:** 10 (Wrestling) **DR:**

Punch (14): 1d+1 cr.

Traits: Altered Time Rate; Clinging; Infravision.

Skills: Brawling-14; Climbing-16; Stealth-14; TA Neck (Wrestling)-13; Wrestling-15.

Class: Mundane.

Combat Effectiveness Rating:

Notes:

Chtorr

the Chtorran Gastropedes (commonly known as "Worms") range in size from as small as a horse, to as large as a bus. Normally bright red, but have been seen in other colors ranging from white to green. They have two "arms" with claws, and are very dexterous. Their bodies are covered with symbiotic "fur", each strand of which is a distinct lifeform and acts as a sensory input. Though capable of remarkable acts of problem solving and interaction, both their intelligence and their communication abilities have yet to be fully understood.

Below there are the stats for a Chtorr of 2 tons

ST: 32 **HP:** 40 **Speed:** 10
DX: 12 **Will:** 12 **Move:** 20
IQ: 8 **Per:** 15
HT: 12 **FP:** 13 **SM:** 3
Dodge: 11 **Parry:** 9 **DR:** 20

Bite(15): 3d+1 imp

Traits: High pain Threshold, Combat Reflexes, Sensitive Touch, Infravision, Bloodlust, Wild Animal

Skills: Brawling +3-15, Running +3-15

Class: Alien

Notes: Bestial, always hungry.

Chuul

ST: 20 **HP:** 20 **Speed:** 6.75
DX: 13 **Will:** 12 **Move:** 6 (Water Move 4)
IQ: 10 **Per:** 14
HT: 14 **FP:** 14 **SM:** +1
Dodge: 10 **Parry:** 11 (Wrestling) **DR:** 5

Pincer (15): 2d+3 cut.

Paralytic Tentacles (resisted by HT-4): Paralyzes the victims for 6 seconds. See Notes.

Traits: Amphibious; Combat Reflexes; Constriction Attack; Cutting Striker (Pincers); Doesn't Breathe (Gills); Immunity (Poison); Infravision.

Skills: Brawling-15; Stealth-16; Swimming-16; Wrestling-15.

Class: Mundane.

Combat Effectiveness Rating:

Notes: After a successful attack with the pincer, the hit location is automatically grappled if the victim's SM is equal or lower than the Chuul's SM. After grappling a victim, the Chuul can then transfer a victim from its pincer to its tentacles as a Ready maneuver. The tentacles grapple with the same ST but can't constrict. Each second the victim must try to resist the paralytic secretion of the tentacles (see above) while getting bitten automatically for 2d-1 pi+ damage.

Cloaker

Cloakers look like black, leather cloaks, but are actually manta ray-like beings that eat people and possess an alien intelligence

ST: 18 **HP:** 18 **Speed:** 6.00
DX: 13 **Will:** 13 **Move:** 2
IQ: 10 **Per:** 13 **Air Move** 12

HT: 11 **FP:** 11 **SM:** +1

Dodge: 10 **Parry:** n/a **DR:** 2 (Tough Skin)

Bite (13): 1d+1 cutting. Reach C.

Constriction: Damage is equal to the cloaker's ST minus the higher of the target's ST or HT.

Subsonic Moan: Terror 1; Auditory; Accessibility, Not on creatures with Subsonic Hearing.

Tail Slap (13): 1d+3 crushing. Range 1, 2.

Traits: Bestial; Callous; Combat Reflexes; Dark Vision; Double-Jointed; Flight (Low Ceiling, 10 yards); Impulsive (12); Injury Tolerance (Damage Reduction 2; No Vitals); Limited Camouflage (Looks Like A Cloak); Magery 1; Mute; No Legs (Aerial); No Manipulators; Short Lifespan.

Skills: Brawling-13; Disguise (Cloak)-20 (includes +2 for Limited Camouflage); Survival (Dungeons)-13; Wrestling-13.

Spells: Spells: Blur-15; Illusion Disguise-13; Simple Illusion-13.

Class: Mundane.

Combat Effectiveness Rating: 51 (OR 23 and PR 28).

Notes: Their wings are not actually used in flight, so damaging them won't hinder their movement.

Cloud Ray

You step on an outcropping of rock, when suddenly it transforms into a huge creature with a broad, flattened speckled-brown body on top and drab olive and white underneath. Four jet-black eyes stares at you, its 20-foot maw lined with razor-sharp teeth open.

Through the skies and clouds of Athas slowly fly these deadly giants. Cloud rays can sometimes be seen crossing the evening sky flapping their huge pectoral fins.

Cloud rays wander aimlessly through the Athasian skies always searching for their next meal, which consists mainly of rocs, pterrax, and other flying creatures. On rare occasions they land on the ground and may be mistaken for an outcropping of rock. After a good meal, cloud rays will sometimes psionically

dream travel while their meal digests. Cloud rays have territorial respect for others of their species and, with very few exceptions, do not intrude into another ray's —air space.¶

They are solitary beings except when they seek a mate. Females have a gestation period which lasts over 3 years. They bear living young while airborne. The male catches and supports the young ray on his back for the first year of its life while the female forages. After the young cloud ray learns to fly and becomes self-sufficient, the three go their separate ways.

Although innately psionic, cloud rays become infuriated when someone tries to contact their minds. It drives them into a tremendous rage, and they will do anything they can (except land) to capture and devour the offender

ST:130 HP:138 Speed:7.00
DX:13 Will:10 Move: 3/21 Flight
IQ:2 Per:10
HT:15 FP:50 SM:+8
Dodge:10 Parry: DR:2

The preferred attack of the cloud ray is to simply swallow its victim whole.

Swallow Whole (18) Once inside, the opponent takes 14d of crushing damage per second from the cloud ray's digestive system. A swallowed creature can cut its way out by dealing 20 points of damage to the cloud ray's digestive tract. Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The cloud ray's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small or smaller creatures.

Failing that, the cloud ray will employ the dangerous tail zip.

Tail Zip (15) : 16d+6 The cloud ray will move in as close as possible on a silent glide, then strike the target with its tail, using a whip-like motion. The tail whip lashes out so quickly that it produces noise, like a thunder clap. The zip alone can easily destroy most buildings in a few swipes.

Traits: Acute Vision -3,

control air (60 mph alteration)-14, inertial barrier-14, psionic levitate-14; 3/day—dream travel-12, telekinetic force -15 (425 pounds)

Skills: Flight -25, Aerobatics -20, Camouflage -15 (*Cloud rays receive a racial bonus on Hide checks while in rocky or sandy terrain.) control air (60 mph alteration)-14, inertial barrier-14, psionic levitate-14; 3/day—dream travel-12, telekinetic force -15 (425 pounds)

Cockatrice

A rooster with a snake-like tail and has a deadly gaze, and is deadly at which to look.

ST: 3 HP: 3 Speed: 6.00
DX: 12 Will: 10 Move: 4
IQ: 3 Per: 10 Weight: 2 lbs.
HT: 12 FP: 12 SM: -3
Dodge: 9 Parry: n/a DR: 0

Poison (Resist HT-6): 3d toxic to anyone who comes within 20 yards of the cockatrice, and again if someone comes within 10 yards. Further, if the victim doesn't resist, he also is -4 to DX if he loses more than 1/3 of his HP, and if he fails his initial resistance roll, he must resist again each of the next three days. Critical failure means a heart attack.

Talons (12): 1d-4 impaling. Reach C. After a minute, resist HT-6 or take 1d toxic damage; if the victim loses more than 1/3 of his HP to the poison, he is at -3 to all attributes. Critical failure means a heart attack.

Traits: Acute Hearing 4; Flight (Air Speed 8; Cannot Hover; Winged); Foot Manipulators (Short; Temporary Disadvantage (Legless)); Ham-Fisted (-6); Striking ST +4 (Talons Only); Supernatural Feature (Kills mundane it touches); Wild Animal.

Class: Dire Animal.

Combat Effectiveness Rating: 27 (OR 30 and PR -3).

Notes: The cockatrice can only poison an individual twice. It will only attack with its talons when facing someone who has survived his poison twice, and will All-Out Attack (Determined) when it does. From *GURPS Fantasy Bestiary*, p. 19.

Cockatrice (D&D)

ST: 6 **HP:** 6 **Speed:** 5.75
DX: 13 **Will:** 11 **Move:** 4 (Air Move 8)
IQ: 3 **Per:** 12
HT: 10 **FP:** 10 **SM:** -2
Dodge: 9 **Parry:** N/A **DR:** 0

Bite (15): 1d-4 pi

Petrification (resisted by HT): Follow-up to bite. Turns to stone permanently.

Traits: Enhanced Dodge; Flight (Winged; Handling Penalty -1); Infravision; Night Vision 5; No Fine Manipulators; Wild Animal.

Skills: Brawling-15.

Class: Hybrid.

Common Frogman Soldier

ST: 10 **HP:** 10 **Speed:** 5.75
DX: 12 **Will:** 10 **Move:** 4
IQ: 8 **Per:** 10 **SM:** -1
HT: 11 **FP:** 11 **DR:** 1
Dodge: 7 **Parry:** 10U **Block:** 10

Punch (14): 1d-3 crushing; Reach C.

Cheap Khopesh (14): 1d cutting; Reach C; or hook 1d-4 cutting; Reach C.

Regular Bow (14): 1d-2 impaling; Range 150/200, Acc 2. Bodkin arrows do 1d-2 (2) piercing instead.

Traits: Acute Hearing 2; Acute Vision 4; Amphibious; Disturbing Voice; Doesn't Breathe (Oxygen Storage, x100); Nictitating Membrane 1; Night Vision 3; Peripheral Vision; Slippery 5; Social Stigma (Monster); Super Jump 1; Terrain Adaption (Swamp).

Skills: Axe/Mace-14; Bow-14; Brawling-14; Hook (Axe/Mace)-14; Shield-14; Stealth-12.

Class: Mundane.

Combat Effectiveness Rating: 15 (OR 9 and PR 6).

Notes: When under the leadership of a [sergeant](#), the [frogman](#) soldiers will divide into groups of those who swing with the khopesh, those who hook weapons or shields with the khopesh, and those who shoot with bows. Notable equipment, which is sized for a small (SM -1) character, includes:

- Cheap Khopesh, \$270, 2 lbs.
- Leather Armor (DR 1; covering all locations except the face), \$340, 9.75 lbs.
- Medium Shield (DB 2), \$60, 10 lbs.
- Regular Bow, \$100, 1.33 lbs.

Corn Avatar (Immature)

An **Immature Corn Avatar** appears when the [Corn Avatar](#) seeded by [Corn Stalkers](#) is forced to leave its Heap - a small mound of fertilizer, animal carcasses, and other biological waste - before it is fully grown. It nevertheless is quite a horror - a shambling monstrosity consisting of little more than roots and plant vines that smash everything in their path. It will quickly try to dispatch the intruders, and then seek out a place where it can dig into the earth again and grow further into a fully-fledged avatar. Its attendant Corn Stalkers will defend it to the death.

ST: 16 **HP:** 20 **Speed:** 6.25

DX: 12 **Will:** 12 **Move:** 5

IQ: 7 **Per:** 12

HT: 13 **FP:** 13 **SM:** +1

Dodge: 9 **Parry:** 9 **DR:** 3

Tentacle Lash (12): 2d+2 crushing. The Immature Corn Avatar may attack two different opponents per turn with these. Reach C-2.

Traits: Extra Attack 1 (Tentacle Lash); Injury Tolerance (Homogenous), Intolerance (Disturbances), Obsession (Eat and Grow) (12).

Skills: Intimidate-14

Class: Plant

Combat Effectiveness Rating: 43 (OR 15 and PR 28).

Notes: When encountered, will first be covered behind 4 inches of compost (DR 12) before bursting forth. This bursting forth will likely cause a Fright Check, especially for people not expecting it. Furthermore, like Corn Stalkers it has wounding modifiers of $\times 1/2$ versus impaling and huge piercing, $\times 1/3$ versus large piercing, $\times 1/5$ versus piercing, and $\times 1/10$ versus small piercing thanks to its Injury Tolerance, and it doesn't have any "vital organs" that can be hit, either.

Corn Stalker

This is a 4' tall, vaguely humanoid bundle of corn stalks (or stalks of other crops) animated by a possessing spirit, fell magic, perverted genetic engineering, or possibly all three. Its primary motivation will be to gather enough material to grow a [Corn Avatar](#). For this purpose it (and the other Stalkers of the same basic plant type from the same area) will collect fertilizer, dung, dead plant material, dead animal bodies (or dead *human* bodies!) into a huge compost heap, which they will fertilize with their seeds (this is *probably* not as dirty as it sounds...) to grow an Avatar.

Corn Stalkers aren't inherently aggressive, and will prefer to hide or flee from danger. That being said, they *are* persistent and will try to go after the same source of fertilizer repeatedly. Furthermore they are fiercely protective of their heap, and if attacked they will defend themselves, using intelligent group tactics to overwhelm attackers.

ST: 8 **HP:** 8 **Speed:** 5.50

DX: 12 **Will:** 10 **Move:** 5

IQ: 6 **Per:** 11

HT: 10 **FP:** 10 **SM:** -1

Dodge: 9 **Parry:** n/a **DR:** 0

Punch (12): 1d-4 crushing

Grapple (12): Enemy has -4 to DX as long as the Corn Stalker is holding on.

Takedown (12): Only after a successful grapple. +2 for each additional Corn Stalker grappling the target (maximum +4). Quick contest versus target's highest of ST, DX, or grappling skill. If successful, target falls down in Corn Stalker's and one adjacent hex.

Pin (8): Only after a successful grapple at the torso. Quick Contest of ST. Corn Stalker has +3 if target has less hands free than the Corn Stalkers attempting to pin it, and +2 for each additional Corn Stalker attempting to pin the target (maximum +6).

Choke (8): Only after a successful grapple at the neck (-5 to hit). Quick Contest against the higher of the target's ST or HT, +4 if one additional Corn Stalker is grappling the neck. If successful, crushing damage to neck equal to the margin of success, with an injury modifier of 1.5. If any damage penetrates, the target also suffocates (loses 1 FP per second).

Traits: Fanaticism (The Heap), Injury Tolerance (Homogenous), Intolerance (Corn Stalkers derived from other plant types), Obsession (Gather fertilizer for the Heap) (12).

Skills: Area Knowledge (near the Heap)-12, Camouflage-13, Stealth-13.

Class: Plant.

Combat Effectiveness Rating: 19 (OR 9 and PR 10).

Notes: As described on B380, Corn stalkers have wounding modifiers of x1/2 versus impaling and huge piercing, x1/3 versus large piercing, x1/5 versus piercing, and x1/10 versus small piercing thanks to their Injury Tolerance, and they don't have any "vital organs" that can be hit, either. They will not attack larger enemies (though smaller animals are another matter) unless they are cornered or they outnumber their enemies. They will attempt to grapple, pin, and then choke their enemy, and once they stop moving, they will attempt to add them to the Heap.

Corpse Titan

Sometimes one corpse just isn't enough. Sometimes a necromancer stitches together five or more corpses together, creating a towering monstrosity that he unleashes on his foes.

Corpse Titans vary in form and figure, but most are either corpulent and overwhelmingly fat with guts spilling from their rent gullet, or they're tall and imposing, steely men in heavy coats that have a fetish for suddenly hammering through walls to roar at escaping mortals. Either way, they loom over the battlefield, absorbing untold amounts of damage at the behest of their master

ST: 18 **HP:** 40 **Speed:** 5.75
DX: 10 **Will:** 10 **Move:** 5
IQ: 8 **Per:** 8 **Weight:** 600 lbs.
HT: 13 **FP:** 13 **SM:** +1
Dodge: 8 **Parry:** 9U **DR:** 6*

Punch (12): 1d+2 crushing. Reach C.

Mace (12): 3d+3 crushing. Reach 1. Unbalanced Parry.

Traits: Appearance (Monstrous); Automaton (Reprogrammable); Bad Smell; Cannot Learn; Dependency (Mana, Constantly); Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Immunity (All mind control); Indomitable, Injury Tolerance (No Blood, Unliving); No Sense of Smell/Taste; Single-Minded; Temperature Tolerance 10; Unfazeable; Unhealing (Total).

Skills: Axe/Mace-12; Brawling-12.

Class: Undead.

Combat Effectiveness Rating: 49 (OR 18 and PR 31).

Notes: Does not negotiate. Does not deviate from its master's task. Unaffected by mental magic or skills, but is affected by necromancy and pentagrams. All that DR comes from its own tough skin (and is thus flexible). Truly Evil.

Crab, Advanced Huge Monstrous

ST: 26 **HP:** 28 **Speed:** 5.50
DX: 10 **Will:** 10 **Move:** 5 (Water Move 5)
IQ: 2 **Per:** 10
HT: 12 **FP:** 12 **SM:** +2
Dodge: 10 **Parry:** 11 (Wrestling) **DR:** 7

Pincer (14): 3d+2 cut.

Traits: Amphibious; Constriction Attack; Cutting Striker (Pincers); Doesn't Breathe (Gills); Immunity (All mind control); Infravision; Night Vision 5.

Skills: Brawling-14; Camouflage-10; Wrestling-14.

Class: Giant Animal.

Combat Effectiveness Rating:

Notes:

Creeper

Creepers are gigantic monstrosities. They were designed by the Men of the Old World, and were used in the Great Wars. They were originally operated by humans, but later became autonomous. Most were destroyed, but a few still survived.

In the New World, The Creepers were first discovered by Federation soldiers, who used it in their war against the Dwarves. Creepers are nearly impossible to destroy, and Padishar Creel was the only human who ever managed to kill one, by stabbing it with a ballista bolt. Several others were used in battle against the Elves. In addition, entirely metallic Creepers were found in the land of Parkasia. Shadowen Creepers had magic augmentation and needed magic to live, like their masters. (The Talismans of Shannara)

Their true precursors were discovered in an encounter in the The Elves of Cintra at the Oronyx Robotics Factory. Spiderlike robots larger than an Armored Personnel Carrier awaken and attack Logan and the Ghosts when they attempt to loot the premises. These robots had tracking systems and laser weapons, and were still functional over a hundred years after the apocalyptic conditions took over. In the Elves of Cintra, these robots were maintained by small maintenance robots that cleared away debris and repaired damage. Likely, the Creepers in the New World are modified descendants, and the Creepers and robots from Antrax were nearly unmodified from their original construction thousands of years ago.

ST:50 HP:100 Speed:7
DX:12 Will:- Move:14
IQ:3 Per:16
HT:13 FP:- SM:+4
Dodge:11 Parry:- DR:30

Laser Cannon (14):6d*10(2)

Nausea Carbine (14):HT-4 aff (1 yd)

Semi Portable Electrolaser (14):HT -8(2) aff; 1d-1 burn linked

Traits: Machine Meta-Trait; 3 Attacks; Radar; Parabolic Hearing; Sensitive Smell; Ultravision

Skills: Tracking 18;

Class: Automaton

Crocodile

ST: 22 HP: 22 Speed: 6.75
DX: 14 Will: 10 Move: 2
IQ: 3 Per: 10 Weight: 1,500 lbs.
HT: 13 FP: 13 SM: +2 (5 hexes)

Dodge: 9 Parry: n/a DR: 4

Bite (14): 2d+1 cutting. Reach C.

Tail (14): 2d+2 crushing. Reach C, 1. Rear hexes only.

Traits: Acute Hearing 2; Acute Taste and Smell 3; Amphibious; Born Biter; Cold-Blooded (50°); Colorblindness; Doesn't Breathe (Oxygen Storage, x100); Increased Water Move 6 (Water Move 8); Nictitating Membrane 1; Night Vision 5; Peripheral Vision; Quadruped; Sleepy (1/2 time); Subsonic Speech; Wild Animal.

Skills: Brawling-14; Stealth-14; Survival (Swampland)-10.

Class: Animal.

Combat Effectiveness Rating: 42 (OR 21 and PR 21).

Notes: DR 1 on the underside. Originally found in *GURPS Bestiary*.

Crude Minotaur

ST: 20 HP: 20 Speed: 5.50

DX: 11 Will: 8 Move: 5

IQ: 8 Per: 10

HT: 13 FP: 13 SM: 0

Dodge: 9 Parry: 10 DR: 4*

Very Great Axe (13): 3d+5 cutting. Reach 1, 2*.

Impaling Horns (14): 2d+3 impaling. Reach C, 1.

Traits: Absolute Direction; Acute Hearing; Bad Temper (12 or less); Berserk (12 or less); Bully (12 or less); Combat Reflexes; Peripheral Vision.

Skills: Brawling-14; Two-Handed Axe/Mace-13.

Special Powers: Power Blow-23 (1 FP); Instant-use at skill 13. Doubles ST to 40 for one blow—4d+9 impaling for Impaling Horns, 6d+4 cutting for Axe.

Class: Mundane (Minotaur).

Combat Effectiveness Rating: 45 (OR 29 and PR 16).

Notes: Killer, Greater Power Killer. Crude Minotaurs are strong enough to swing their massive axes every round without penalty. Don't worry about parrying - Berserk makes that a bit pointless. Skull DR 9.

Technically willing to negotiate, but easily irritated by everything and likely to smash adventurers in the face randomly mid-negotiation. Generally wears leather armor (heroes may loot). Great Axe is cheap (heroes may also loot).

Meta-notes: High base ST from the racial template, plus ST from Killer and Power Killer, plus Power Blow = potentially smashed to bits PCs.

For the sake of PCs surviving, I might actually recommend going with All Out Attack for extra damage, NOT for +4 to hit - going from a 13 to a 17 to hit is going to dangerously improve his accuracy.

A group of five or six Crude Minotaurs might still be dealt with, because they're so tactically restricted - use terrain features or magic to prevent them from advancing rapidly, stay out of their Reach, and snipe at your leisure. One or two Crude Minotaurs with Orc Warrior and Orc Hunter thralls, however, are going to be trouble.

Cu Sith Dog

ST: 13 **HP:** 15 **Speed:** 7.00
DX: 14 **Will:** 11 **Move:** 8/12
IQ: 8 **Per:** 14
HT: 14 **FP:** 14 **SM:** 0
Dodge: 11 **Parry:** n/a **DR:** 1

Bite (16): 1d+1 cutting.

Claw (16): 1d crushing.

Traits: Acute Hearing 2; Acute Smell 2; Chameleon 2; Combat Reflexes; Discriminatory Smell; Enhanced Move 0.5 (Ground); Fur; High Pain Threshold; Magery (Barking) 0; Night Vision 5; Quadruped; Reduced Consumption 4; Striking ST 2 (Bite only, -60%); Teeth (Sharp); Ultrahearing; Very Fit.

Skills: Brawling-16; Hiking-14; Intimidation-13; Stealth-16 (Standing Still-18); Survival(Forests) (A) Per [2]-14; Swimming-14; Tracking-20; Wrestling-14.

Spells (Affects only those who can hear the cu sith barking): Panic-15

Class: Faerie

Notes: These dogs will move silently to sneak up behind the PCs, then launch an attack from behind and begin barking to cause the PCs to panic.

Cyclops

A hideous one-eyed giant with a nasty disposition and a powerful father.

ST:25 **HP:**25 **Speed:**5.75
DX:9 **Will:**10 **Move:**6
IQ:8 **Per:**8
HT:14 **FP:**14 **SM:**+2
Dodge:8 **Parry:**10 **Catch missiles** 12 **DR:**3*+2

Greatclub (14): 5d+3 crushing; Reach 1-2.

2 Punches (14): 2d+3 crushing; Reach C, 1.

Grab & Squeeze (14/11): 20/25 vs. ST or HT MoV crushing damage (torso x1/neck x1.5).

Grab & Takedown (14): 25 vs. ST, DX, or grappling skill.

Rock (13): 2d+4 crushing; Range 15; 125 lbs.

Rock (13): 2d+2 crushing; Range 20; 60 lbs.

Rock (13): 2d crushing; Range 30; 30 lbs.

Skills: Axe/Mace-14; Brawling-14; Climbing-15; DWA (Brawling)-14; Intimidation-16; Throwing-16; Wrestling-14.

Class: Mundane – CE Large humanoid (giant).

Notes: 10' tall, 1100 lbs. Languages Giant. Environment temperate hills. Organization solitary, gang (2–5), band (6–8), raiding party (9–12 plus 1d4 dire wolves), or tribe (13–30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th–6th level, 11–16 dire wolves, 1–4 ogres, and 13–20 orc slaves). Treasure standard; hide armor, greatclub (treat as oversized mace, \$75), other treasure.

Dark One Assassin

ot all elder things are mighty, unnatural gods from beyond reality. Some are small, parked in our backyard, pretending to be one of us.

The Dark One Assassin looks like anyone it wants, carefully retaining the forms of those around him, living among humans while pretending to be one, or walking among dwarves while wearing their skin. Once the Assassin is close enough to his target, he strikes, and then vanishes into the darkness as quickly as he can, sowing confusion among his enemies. Dark One Assassins are often seen among other monstrous races, acting as quiet emissaries for the will of the Elder Gods, where their suspicious nature something breeds treachery.

ST: 10 **HP:** 10 **Speed:** 6.00

DX: 13 **Will:** 12 **Move:** 6

IQ: 12 **Per:** 17

HT: 10 **FP:** 10 **SM:** 0

Dodge: 9 **Parry:** 11 **DR:** 0

Shortsword (16): 1d-2 impaling or 1d cutting. Reach C, 1.

Traits: Bloodlust (12); Elder Gift 2; High Manual Dexterity +2; Night Vision 4; Paranoia (12); Resistant to Metabolic Hazards +3; Sadism (12); Silence 2.

Special Powers: Mimic (Unholy).

Skills: Acting-14; Poison-12; Shortsword-16; Stealth-16.

Class: Elder Thing.

Combat Effectiveness Rating: 19 (OR 12 and PR 7).

Notes: A Dark One Assassin always approaches his prey silently, or disguised in some fashion. After striking, he'll retreat and use his stealth and his mimic to confuse the rest of the party. He especially enjoys doing this in a prison full of people, frustrating his pursuers until they start butchering innocent people. Willing to negotiate. Truly Evil.

Dark One Cabalist

The Elder Gods are too grand and incomprehensible to appreciate worship the way most gods do, but for the Dark Ones, who know their way of thinking, their language, Elder Gods can

acknowledge the generosity of new victims and bestow their unnatural blessings upon the worthy.

The masters of the Dark One cults are tall and imposing, cowled and clad in pristine white, wearing gloves of crimson and black leather that never stain no matter how much blood they shed. Their power radiates around them so strongly that animals rise up and flee and mortals can sense their imminent arrival.

Dark One Cabalists generally serve as attachés to other monster groups, much like Dark One Assassins (Though far more personable... at least, until the elder god hungers...), casting spells to support their allies. They have the capacity to call upon their dark masters with a potent sacrifice that grants them enormous power all at once.

ST: 10 HP: 10 Speed: 5.00

DX: 10 Will: 12 Move: 5

IQ: 12 Per: 12

HT: 10 FP: 12 SM: 0

Dodge: 8 Parry: 8 DR: 0

Sacrificial Dagger (12): 1d-3 impaling. Reach C.

Traits: Bloodlust (12); Clerical Investment; Elder Gift 2; Frightens Animals; Night Vision 1; Power Investiture 2 (Unholy); Resistant to Metabolic Hazards (+3).

Special Abilities: Blood Caster.

Skills: Knife-12; Occultism-15; Theology-13.

Spells: Unholy Spells-14.

Class: Elder Thing.

Combat Effectiveness Rating: 14 (OR 12 and PR 2).

Notes: Willing to negotiate. Truly Evil.

Death Cultist

Lay clergy of death. They primarily help out a senior cleric, but can fight in a pinch, albeit poorly.

ST: 10 HP: 10 Speed: 5.00

DX: 10 Will: 12 Move: 4

IQ: 10 Per: 10

HT: 10 FP: 10 SM: 0

Dodge: 7 Parry: 9 DR: 1

Scythe (12): 1d+2 cutting or 1d impaling. Reach 1.

Traits: Fanatacism (Ažbrátör).

Skills: Brawling-12; Crossbow-12; Knife-12; Occultism-11; Poisons-10; Religious Ritual (Ažbrátör)-10; Stealth-10; Two-Handed Axe/Mace-13.

Class: Mundane.

Combat Effectiveness Rating: 13 (OR 9 and PR 4).

Notes: Each cultist carries 1d copper farthings and 2d silver pennies. Notable gear includes:

- *Unholy Symbol*, \$50, 1 lb..
- *Scythe*, \$120, 10 lbs.
- *Unholy Water* ×2, \$15, 2 lbs.
- *Cloth Armor (covering all locations except the face)*, \$150, 12 lbs.

Deathweb

A huge undead spider surrounded by smaller spiders that crawl in and out of the carcass.

ST: 28 **HP:** 28 **Speed:** 6.00

DX: 12 **Will:** 12 **Move:** 5

IQ: 6 **Per:** 12

HT: 12 **FP:** n/a **SM:** +3

Dodge: 9 **Parry:** 10 (unarmed) **DR:** 4

Bite (15): 3d+1 cutting.

2 Claws (14): 3d+1 cutting.

Grab & Squeeze (17/14): 23/28 vs. ST or HT MoV crushing damage (torso x1/neck x1.5). Bite attack automatically hits!

Web (15): binding (see below).

Traits: Darkvision; Extra Attack 1; Poison Swarm Aura (3 yard radius; 2 HP per round; follow-up: poison, HT or 2 FP; may be destroyed for 10 seconds by an sufficiently huge area attack dealing at least 10 points of damage); Immunity to mind affecting effects; Unliving (imp and pi++: x1; pi+: x1/2; pi: x1/3; pi-: x1/5); Web (Binding, Sticky; Escape Artist or ST vs. 14, failure costs 1 FP; Takes Recharge, 5 seconds).

Skills: Brawling-15; Climbing-16; DWA (Brawling)-14; Innate Attack-15; Stealth-18; Wrestling-17.

Class: Undead – N Gargantuan undead.

Notes: House-sized, 4 yd radius, legs are 3 yd reach. The area around a deathweb is filled with swarms of living spiders that nest in the undead thing's exoskeleton.

Decapus

This creature's body is a 4-foot diameter globe of pallid green. On rare occasions, a purple or even yellow hued decapus may be encountered. Patches of dark hair, brown or black, grow in various locations. Regardless of its body color, each decapus has 10 octopus-like tentacles protruding from its spherical body. Each tentacle is covered in suction cups that aid the creature

in not only climbing and moving through trees, but also in holding on to its prey. Its large wide maw sports sickly yellow teeth and foul breath.

Decapuses seem to be able to speak with others of their kind using a series of guttural noises.

A decapus prefers to use its illusionary ability and sound mimicry ability to lure prey in close where it can strike with its tentacles. When its prey is within range, the creature drops from the trees, hanging from a tree limb with a single tentacle, and grabs and slashes with its remaining tentacles.

ST: 14 HP: 14 Speed: 5.75

DX: 11 Will: 10 Move: 2

IQ: 10 Per: 11

HT: 12 FP: 12 SM: 0

Dodge: 8 Parry: n/a DR: 2

Tentacle (12): 1d-1 crushing; Reach C-2.

Traits: Acute Hearing 2; Acute Vision 2; Brachiator; Clinging; Constriction Attack; Extra Attack 3 (Tentacles); Illusion; Infravision; Loner (9); Mimicry.

Skills: Brawling-12; Climbing-15; Stealth-11.

Class: Mundane?

Combat Effectiveness Rating: 26 (OR 18 and PR 8).

[Demon \(Generic, Worthy\)](#)

This demon represents a generic, summonable demon from GURPS Magic. While it isn't the only possible demons heroes might face, it's serviceable as a foe and stands as a good basis for demons.

ST: 17 HP: 25 Speed: 6.50

DX: 12 Will: 10 Move: 6

IQ: 10 Per: 10

HT: 14 FP: 14 SM: 0

Dodge: 9 Parry: 10 DR: 5

Claws (14): 2d-1 cutting. Reach C.

Sharp Teeth (14): 2d-2 cutting. Reach C.

Thrusting Broadsword (12): 2d impaling, 3d+3 cutting. Reach C, 1.

Traits: Appearance (Monstrous); Bloodlust (12); Bully (12); Callous; Cannot Harm Innocents (Only prevents direct harm to truly good or holy folk); Flight (Winged, Air Move 17); Fragile (Unnatural); Immune to Metabolic Hazards; Immunity to Mind-Affecting Magic; Night Vision 5; Sadism (12), Selfish (12); Striking ST +2 (ST 19).

Skills: Acting-9; Brawling-14; Broadsword-12; Fast-Talk-12; Hidden Lore (Demon Lore)-9; Intimidation-12; Stealth-12.

Class: Demon.

Combat Effectiveness Rating: 66 (OR 38 and PR 28).

Notes: Generic 200 point Demon. Costs 20 energy to summon. Variations can exist. All too willing to negotiate. Truly Evil.

Demon Witch

The Demon Witch is the High Priestess of the Agarash turned into a terrible monster: it has four arms, two with Wolverine-like claws, one wield a sword and one wield a shield. It reach a terrible berserk-like state in combat. The appearance of the Witch is humonoid, but has a frog-like face. The skin is deep green.

ST:15 HP:20 Speed:7,5

DX:15 Will:15 Move:10

IQ:12 Per:15

HT:12 FP:15 SM:1

Dodge:11 Parry: DR:4

Claws (18): 2d+3

Claws (18): 2d+3

Sword (20): 3d

Traits: Combat Reflexes, 2 Extra Attack, Berserk, Bloodlust, Sadism, Appearance (Hideous)

Skills: Stealth 18, Sword 20, Brawling 18

Class: Demon

Derro

ST: 11

HP: 11

Speed: 5.75

DX: 12

Will: 13

Move: 4

IQ: 10

Per: 10

SM: -2

HT: 11

FP: 11

DR: 1 + 2 (leather armor, protects torso and groin)

Dodge: 8 (9 w/
buckler)

Parry: 9 (10 w/
buckler)

Block: 10

Shortsword (12): 1d+1 cut or 1d-1 imp.

Repeating Crossbow (14): 1d+1 imp. (Acc 4, Range 165/220) + follow-up poison (either Greenblood oil or Spider venom).

Greenblood oil (resisted by HT): Follow-up to crossbow bolt. Deals 1d tox on a missed HT roll.

Spider venom (resisted by HT-1): Follow-up to crossbow bolt. Deals 2 tox and -2 ST on a missed HT roll. Reduced ST is recovered at 1pt/hour.

Traits: Callous; Magery 1 (Racially innate spells only); Magic Resistance 2; Sadism (9).

Skills: Crossbow-14; Fast-Talk-11; Innate Attack (Projectile)-14; Shield (Buckler)-13; Shortsword-12; Stealth-14.

Spells: Concussion-12; Darkness-12; Daze-12; Sound-12.

Class: Mundane.

Combat Effectiveness Rating:

Notes: They always carry 1d+2 doses of Greenblood oil or Monstrous Spider poison to apply it to their crossbow bolts. Derro are vulnerable to sunlight and lose 1 HT per hour exposed to sunlight and die when it reaches 0. They recover HT lost that way 1-point for every 24 hour sheltered underground.

Destrachan

ST: 18 **HP:** 18 **Speed:** 5.75

DX: 11 **Will:** 12 **Move:** 6

IQ: 10 **Per:** 11* **Weight:** 4,000 lbs.

HT: 12 **FP:** 12 **SM:** +1 (3 hexes)

Dodge: 10 **Parry:** n/a **DR:** 5

* Use 20 for Listen rolls. No Vision-based sense rolls allowed.

Claws (13): 1d+2 cutting. Reach C, 1

Destructive Harmonics (14): 2d+2(5) corrosion. Cone up to 24 yards long and up to half length wide, Selective Area.

Sonic Stun (14): Cone up to 24 yards long and up to half length wide, Selective Area. Victim must roll vs. HT-2 or be physically stunned.

Traits: Acute Hearing 9; Blindness; Combat Reflexes; Discriminatory Hearing; Protected Sense (Hearing); Scanning Sense (Sonar, range 30 yards).

Skills: Brawling-13; Innate Attack (Breath)-14; Stealth-14; Survival-14; Tracking-12.

Class: Mundane

Combat Effectiveness Rating: 68 (OR 46 and PR 22).

Notes: While spells like "Hush" and Wall of Silence are useful for hiding from Destrachan, they are smart enough to detect an area from which no sonar echo returns when their suspicion is aroused.

Digester

ST: 17 **HP:** 17 **Speed:** 6.25

DX: 12 **Will:** 11 **Move:** 8

IQ: 3 **Per:** 11

HT: 13 **FP:** 13 **SM:** +1

Dodge: 9 **Parry:** N/A **DR:** 3

Claws (15): 1d+3 cut. Can only kick.

Acid Spray (15): Usable once every 3 seconds. It has two modes:

1. Spray: 6-yard-wide x 6-yard-long cone. 2d cor.
2. Stream: 4d cor. (Acc 3, Range 2)

Traits: Discriminatory Smell; DR 20 (against acid); Infravision; Night Vision 5; No Fine Manipulators; Sharp Claws; Wild Animal.

Skills: Brawling-15; Camouflage-14; Innate Attack (Breath)-15; Kicking (Brawling)-15; Jumping-18.

Class: Hybrid.

Dinosaur, Deinonychus

ST: 19 **HP:** 19 **Speed:** 6.50

DX: 12 **Will:** 11 **Move:** 8

IQ: 2 **Per:** 13

HT: 14 **FP:** 14 **SM:** +1

Dodge: 9 **Parry:** N/A **DR:** 3

Claws (15): 2d cut.

Bite (15): 2d cut.

Talons (15): 2d+1 cut or imp. Can only kick.

Traits: Discriminatory Smell; Night Vision 5; No Fine Manipulators; Sharp Claws (foreclaws); Sharp Talons; Sharp Teeth; Wild Animal.

Skills: Brawling-15; Camouflage-12; Jumping-19; Kicking (Brawling)-15; Running-16; Survival (select one)-15; Tracking-15.

Class: Animal.

Dinosaur, Elasmosaurus

ST: 26 **HP:** 30 **Speed:** 6.00

DX: 12 **Will:** 11 **Move:** 4 (Swim Move 7)

IQ: 2 **Per:** 10

HT: 16 **FP:** 16 **SM:** +2

Dodge: 9 **Parry:** N/A **DR:** 1

Bite (15): 2d+3 cut.

Traits: Amphibious; Discriminatory Smell; Night Vision 5; No Fine Manipulators; Sharp Teeth; Wild Animal.

Skills: Brawling-15; Swimming-21.

Class: Animal.

Dinosaur, Megaraptor

ST: 21 **HP:** 23 **Speed:** 6.75
DX: 12 **Will:** 12 **Move:** 8
IQ: 2 **Per:** 13
HT: 15 **FP:** 15 **SM:** +2
Dodge: 9 **Parry:** N/A **DR:** 3

Claws (15): 2d+1 cut.

Bite (15): 2d+1 cut.

Talons (15): 2d+2 cut or imp. Can only kick.

Traits: Discriminatory Smell; Night Vision 5; No Fine Manipulators; Sharp Claws (foreclaws); Sharp Talons; Sharp Teeth; Wild Animal.

Skills: Brawling-15; Camouflage-12; Jumping-20; Kicking (Brawling)-15; Running-17; Survival (select one)-15; Tracking-15.

Class: Animal.

Dinosaur, Triceratops

ST: 30 **HP:** 38 **Speed:** 5.50
DX: 9 **Will:** 11 **Move:** 5
IQ: 1 **Per:** 13
HT: 17 **FP:** 17 **SM:** +4
Dodge: 8 **Parry:** N/A **DR:** 5

Horns (12): 4d+2 imp.

Traits: Discriminatory Smell; Impaling Striker (Horns); Night Vision 5; No Fine Manipulators; Wild Animal.

Skills: Brawling-12.

Class: Animal.

Dinosaur, Tyrannosaurus

ST: 28 **HP:** 34 **Speed:** 6.50
DX: 11 **Will:** 12 **Move:** 6
IQ: 2 **Per:** 14
HT: 15 **FP:** 15 **SM:** +4
Dodge: 9 **Parry:** N/A **DR:** 3

Bite (14): 3d+1 cut.

Traits: Discriminatory Smell; Night Vision 5; No Fine Manipulators; Sharp Claws; Sharp Teeth; Wild Animal.

Skills: Brawling-14; Running-16; Tracking-16.
Class: Animal.

Dire Ape

ST: 22 **HP:** 24 **Speed:** 6.00
DX: 12 **Will:** 11 **Move:** 5 (Brachiator Move 2)
IQ: 6 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
Dodge: 9 **Parry:** N/A **DR:** 2

Bite (14): 2d+1 cut.
Claws (14): 2d+1 cut.

Traits: Brachiator; Discriminatory Smell; Night Vision 5; Sharp Claws; Sharp Teeth; Wild Animal.
Skills: Brawling-14; Climbing-15; Stealth-13.
Class: Animal.

Dire Badger

ST: 14 **HP:** 15 **Speed:** 6.75
DX: 13 **Will:** 11 **Move:** 5 (Tunneling Move 2)
IQ: 3 **Per:** 11
HT: 14 **FP:** 14 **SM:** 0
Dodge: 9 **Parry:** N/A **DR:** 2

Bite (13): 1d-1 cut.
Claws (13): 1d-1 cut.

Traits: Berserk (Battle Rage); Discriminatory Smell; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Tunneling 2; Wild Animal.
Skills: Brawling-13; Tracking-12.
Class: Animal.

Dire Bat

ST: 17 **HP:** 17 **Speed:** 7.25
DX: 16 **Will:** 12 **Move:** 4 (Air Move 7)
IQ: 3 **Per:** 12
HT: 13 **FP:** 13 **SM:** +1
Dodge: 10 **Parry:** N/A **DR:** 2

Bite (16): 1d+1 cut.

Traits: Flight (Winged; Handling Bonus +1); Scanning Sense (Sonar, 20 yards); Sharp Teeth; Wild Animal.

Skills: Brawling-16; Stealth-18.

Class: Animal.

Dire Bear

A very large bear with bony ridges all over its body.

ST: 25 **HP:** 25 **Speed:** 6.25
DX: 11 **Will:** 11 **Move:** 7
IQ: 4 **Per:** 13 **Weight:** 8,000 lbs.
HT: 14 **FP:** 14 **SM:** +1 (3 hexes)
Dodge: 10 **Parry:** 14 **DR:** 3*

2 Claws (15): 2d+5 crushing; Reach C, 1.

Bite (15): 2d+3 cutting; Reach C.

Grab & Squeeze (15/12): 20/25 vs. ST or HT MoV crushing damage (torso x1/neck x1.5).

Grab & Takedown (15): 25 vs. ST, DX, or grappling skill.

Traits: Bad Temper (9); Blunt Claws; Combat Reflexes; Discriminatory Smell; Night Vision 5; No Fine Manipulators; Semi-Upright; Sharp Teeth; Temperature Tolerance (5 to 90°F, -15 to 30°C); Wild Animal.

Skills: Brawling-15; Dual Weapon Attack (Brawling)-15; Swimming-16; Wrestling-15.

Class: Giant Animal.

Notes: 12 ft. long *Environment* cold forests. *Organization* solitary or pair. *Treasure* incidental.

Dire Boar

ST: 27 **HP:** 27 **Speed:** 5.75
DX: 10 **Will:** 12 **Move:** 6
IQ: 5 **Per:** 11
HT: 13 **FP:** 13 **SM:** +2
Dodge: 8 **Parry:** N/A **DR:** 3

Tusks (12): 4d+1 cut.

Traits: Cutting Striker (Tusks); Discriminatory Smell; Hard to Subdue 2; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Wild Animal.

Skills: Brawling-12.

Class: Animal.

Dire Lion

ST: 25 **HP:** 25 **Speed:** 6.25

DX: 12 **Will:** 11 **Move:** 6
IQ: 4 **Per:** 11
HT: 13 **FP:** 13 **SM:** +2
Dodge: 9 **Parry:** N/A **DR:** 2

Bite (15): 2d+3 cut.

Claws (15): 2d+3 cut.

Traits: Discriminatory Smell; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Wild Animal.

Skills: Brawling-15; Running-14; Stealth-13.

Dire Rat

ST: 10 **HP:** 10 **Speed:** 6.00
DX: 13 **Will:** 11 **Move:** 6
IQ: 5 **Per:** 10
HT: 11 **FP:** 11 **SM:** -1
Dodge: 9 **Parry:** N/A **DR:** 0

Bite (15): 1d-2 cut + follow-up disease.

Disease (resisted by HT): Filth Fever - Follow-up to bite. Incubation period is 1d/2 days. Deals 1 tox on a missed HT roll rolled daily. Victim is at -1 on all skill rolls while the fever lasts. Fever ends after 2 successful HT rolls.

Traits: Discriminatory Smell; Night Vision 5; Semi-Upright; Sharp Teeth; Wild Animal.

Skills: Brawling-15; Climbing-16; Stealth-14; Swimming-15.

Class: Animal.

Combat Effectiveness Rating:

Notes:

Dire Shark

ST: 23 **HP:** 31 **Speed:** 6.25
DX: 12 **Will:** 11 **Move:** 0 (Water Move 10)
IQ: 2 **Per:** 12
HT: 13 **FP:** 13 **SM:** +4
Dodge: 9 **Parry:** N/A **DR:** 3

Bite (15): 2d+2 cut.

Traits: Acute Taste and Smell 2; Discriminatory Smell; Doesn't Breathe (Gills); Ichthyoid; Pressure Support 2; Sharp Teeth; Subsonic Hearing; Vibration Sense; Wild Animal.

Skills: Brawling-15; Swimming-18.

Class: Animal.

Dire Tiger

ST: 27 **HP:** 27 **Speed:** 6.25
DX: 12 **Will:** 11 **Move:** 7
IQ: 4 **Per:** 11
HT: 13 **FP:** 13 **SM:** +2
Dodge: 9 **Parry:** N/A **DR:** 3

Bite (15): 3d+1 cut.

Claws (15): 3d+1 cut.

Traits: Discriminatory Smell; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Wild Animal.

Skills: Brawling-15; Jumping-16; Running-16; Stealth-14; Swimming-16.

Class: Animal.

Dire Weasel

ST: 14 **HP:** 14 **Speed:** 6.00
DX: 14 **Will:** 11 **Move:** 7
IQ: 3 **Per:** 10
HT: 10 **FP:** 10 **SM:** +1
Dodge: 9 **Parry:** N/A **DR:** 1

Bite (16): 1d cut + follow-up attack and blood drain (see notes)

Traits: Discriminatory Smell; Night Vision 5; Quadruped; Sharp Teeth; Wild Animal.

Skills: Brawling-16; Stealth-16.

Class: Animal.

Combat Effectiveness Rating:

Notes: A successful bite attack from the Dire Weasel counts as successful a one arm grapple. The Weasel then drains 1d-3 FP of blood every turn until the grapple is broken.

Dire Wolf

ST: 25 **HP:** 25 **Speed:** 6.25
DX: 12 **Will:** 11 **Move:** 9
IQ: 4 **Per:** 11
HT: 13 **FP:** 13 **SM:** +1
Dodge: 9 **Parry:** N/A **DR:** 2

Bite (14): 2d+3 cut.

Traits: Discriminatory Smell; Night Vision 5; Quadruped; Sharp Teeth; Wild Animal.
Skills: Brawling-14; Running-15; Stealth-12; Survival (select one)-11; Tracking-12.
Class: Animal.

Dire Wolverine

ST: 22 **HP:** 24 **Speed:** 6.75
DX: 13 **Will:** 11 **Move:** 5
IQ: 3 **Per:** 11
HT: 14 **FP:** 14 **SM:** +2
Dodge: 9 **Parry:** N/A **DR:** +2

Bite (15): 2d+1 cut.
Claws (15): 2d+1 cut.

Traits: Berserk (Battle Rage); Discriminatory Smell; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Wild Animal.
Skills: Brawling-15; Climbing-16; Tracking-12.
Class: Animal.

Doppelganger

Doppelgangers are humanoid beings that can change shape to look like any other humanoid. In their natural form, they have gray, rubbery skin, long, gangly limbs, and strange octopus eyes. Their other facial features are small and seem half-formed. They can, and do, read minds constantly, in order to pick up the knowledge they need to make their shapechanging perfect. They are rather cruel and unpleasant beings and often act as spies and assassins.

ST: 11 **HP:** 15 **Speed:** 6.5
DX: 14 **Will:** 14 **Move:** 6
IQ: 10 **Per:** 13
HT: 12 **FP:** 12 **SM:** 0
Dodge: 9 **Parry:** 10 **DR:** 2

Punch (15): 1d-2 crushing. Reach C.

Traits: Callous; Elastic Skin; Extended Lifespan; Mind Reading (Universal; Reliable 5); Morph (Active Change; Retains Shape); Rapid Healing; Selfish (9); Very Fit.
Skills: Acting-20; Fast-Talk-17; Mimicry (Voices)-16; Observation-15; Psychology-15.
Class: Mundane (Humanoid).
Combat Effectiveness Rating: 27 (OR 9 and PR 18).
Notes: This is a base. Many doppelgänger have weapons and weapon skills, for starters.

Dragon, Black Adult

ST: 23 **HP:** 23 **Speed:** 6.00
DX: 10 **Will:** 11 **Move:** 8 (Air Move 12; Water Move 8)
IQ: 11 **Per:** 13
HT: 14 **FP:** 14 **SM:** +2
Dodge: 9 **Parry:** N/A **DR:** 9

Bite (17): 2d+2 cut.

Claws (17): 2d+2 cut.

Tail (17): 3d+1 cr. Can only attack straight behind.

Wings (17): 3d+1 cr. Can only attack the sides.

Dragon Breath (17): Acid Jet. 3d+2 cor (Jet, Range 8/16). Usable once every 3 seconds.

Darkness (3/day): 12-yard Area. Same as Blackout spell (M112). Lasts 60 minutes.

Frightful Presence (Fright Check at -1): 36-yard Area. Same as Terror advantage.

Corrupt Water (1/day): 3-yard Area with a range of 36 yards. Same as Foul Water spell (M185).

Traits: Amphibious; Crushing Striker (Tail; Cannot Parry; Limited Arc: straight behind only); Crushing Striker (Wings; Cannot Parry; Limited Arc: from the sides only); Dark Vision; Doesn't Breathe (Gills); DR 3 (against all non magical weapons); DR 20 (against acid); Enhanced Move 0.5 (Air Speed 18); Extra Attack 3; Flight (Winged; Handling Penalty -1); Immunity (Sleep effects); Immunity (Paralysis effects); Magery 1; Magic Resistance 1 (Improved); Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Vibration Sense (Universal).

Skills: Brawling-17; Camouflage-17; Innate Attack (Breath)-17; Stealth-15; Survival (Swampland)-18; Swimming-20.

Spells: Apportation-12; Create Water-12; Deflect Missile-12; Destroy Water-12; Detect Magic-12; Purify Water-12; Seek Water-12; Shape Water-12.

Class: Mundane.

Combat Effectiveness Rating:

Notes: Can use spells and breath underwater.

Dragon, Black Ancient

ST: 33 **HP:** 33 **Speed:** 6.50
DX: 10 **Will:** 13 **Move:** 8 (Air Move 12; Water Move 8)
IQ: 13 **Per:** 15
HT: 16 **FP:** 16 **SM:** +4
Dodge: 9 **Parry:** N/A **DR:** 15

Bite (21): 4d cut.

Claws (21): 4d cut.

Tail (21): 5d+1 cr. Can only attack straight behind.

Wings (21): 5d+1 cr. Can only attack the sides.

Dragon Breath (21): Acid Jet. 5d+2 cor (Jet, Range 10/20). Usable once every 3 seconds.

Darkness (3/day): 20-yard Area. Same as Blackout spell (M112). Lasts 100 minutes.

Frightful Presence (Fright Check at -3): 60-yard Area. Same as Terror advantage.

Corrupt Water (1/day): 3-yard Area with a range of 60 yards. Same as Foul Water spell (M185).

Plant Growth (1/day): 168-yard Area. Same as Plant Growth spell (M164).

Insect Plague (3/day): Summons 3 locust swarms adjacent to each other (use the swarm of bees statistics from B461) within a range of 168-yard. Lasts 11 minutes.

Traits: Amphibious; Crushing Striker (Tail; Cannot Parry; Limited Arc: straight behind only); Crushing Striker (Wings; Cannot Parry; Limited Arc: from the sides only); Dark Vision; Doesn't Breathe (Gills); DR 7 (against all non magical weapons); DR 20 (against acid); Enhanced Move 0.5 (Air Speed 18); Extra Attack 3; Flight (Winged; Handling Penalty -1); Immunity (Sleep effects); Immunity (Paralysis effects); Magery 3; Magic Resistance 3 (Improved); Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Vibration Sense (Universal).

Skills: Brawling-21; Camouflage-22; Innate Attack (Breath)-21; Stealth-18; Survival (Swampland)-23; Swimming-25.

Class: Mundane.

Combat Effectiveness Rating:

Notes: Can use spells and breaths underwater.

Dragon, Black Juvenile

ST: 17 **HP:** 17 **Speed:** 5.50

DX: 10 **Will:** 10 **Move:** 8 (Air Move 11; Water Move 8)

IQ: 10 **Per:** 12

HT: 12 **FP:** 12 **SM:** 0

Dodge: 8 **Parry:** N/A **DR:** 6

Bite (15): 1d+2 cut.

Claws (15): 1d+2 cut.

Wings (15): 2d cr. Can only attack the sides.

Dragon Breath (15): Acid Jet. 2d+2 cor (Jet, Range 6/12). Usable once every 3 seconds.

Darkness (3/day): 8-yard Area. Same as Blackout spell (M112). Lasts 40 minutes.

Traits: Amphibious; Crushing Striker (Wings; Cannot Parry; Limited Arc: from the sides only); Dark Vision; Doesn't Breathe (Gills); DR 20 (against acid); Enhanced Move 0.5 (Air Speed 16); Extra Attack 2; Flight (Winged; Handling Penalty -1); Immunity (Sleep effects); Immunity (Paralysis effects); Magery 0; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Vibration Sense (Universal).

Skills: Brawling-15; Camouflage-14; Innate Attack (Breath)-15; Stealth-13; Survival (Swampland)-15; Swimming-16.

Class: Mundane.

Combat Effectiveness Rating:

Notes: Can use spells and breathe underwater.

Dragon, Black Mature Adult

ST: 27 **HP:** 27 **Speed:** 6.25
DX: 10 **Will:** 12 **Move:** 8 (Air Move 12; Water Move 8)
IQ: 12 **Per:** 14
HT: 15 **FP:** 15 **SM:** +3
Dodge: 9 **Parry:** N/A **DR:** 10

Bite (18): 3d+1 cut.

Claws (18): 3d+1 cut.

Tail (18): 4d+1 cr. Can only attack straight behind.

Wings (18): 4d+1 cr. Can only attack the sides.

Dragon Breath (18): Acid Jet. 4d cor (Jet, Range 10/20). Usable once every 3 seconds.

Darkness (3/day): 14-yard Area. Same as Blackout spell (M112). Lasts 70 minutes.

Frightful Presence (Fright Check at -2): 42-yard Area. Same as Terror advantage.

Corrupt Water (1/day): 3-yard Area with a range of 42 yards. Same as Foul Water spell (M185).

Traits: Amphibious; Crushing Striker (Tail; Cannot Parry; Limited Arc: straight behind only); Crushing Striker (Wings; Cannot Parry; Limited Arc: from the sides only); Dark Vision; Doesn't Breathe (Gills); DR 5 (against all non magical weapons); DR 20 (against acid); Enhanced Move 0.5 (Air Speed 18); Extra Attack 3; Flight (Winged; Handling Penalty -1); Immunity (Sleep effects); Immunity (Paralysis effects); Magery 2; Magic Resistance 2 (Improved); Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Vibration Sense (Universal).

Skills: Brawling-18; Camouflage-18; Innate Attack (Breath)-18; Stealth-15; Survival (Swampland)-19; Swimming-21.

Spells: Apportation-13; Create Water-13; Deflect Missile-13; Dehydrate-13; Destroy Water-13; Detect Magic-13; Purify Water-13; Seek Earth-13; Seek Pass-13; Seek Water-13; Shape Earth-13; Shape Water-13.

Class: Mundane.

Combat Effectiveness Rating:

Notes: Can use spells and breathe underwater.

Dragon, Black Old

ST: 29 **HP:** 29 **Speed:** 6.25
DX: 10 **Will:** 12 **Move:** 8 (Air Move 12; Water Move 8)
IQ: 12 **Per:** 14
HT: 15 **FP:** 15 **SM:** +3
Dodge: 9 **Parry:** N/A **DR:** 12

Bite (19): 3d+2 cut.

Claws (19): 3d+2 cut.

Tail (19): 4d+2 cr. Can only attack straight behind.

Wings (19): 4d+2 cr. Can only attack the sides.

Dragon Breath (19): Acid Jet. 4d+2 cor (Jet, Range 10/20). Usable once every 3 seconds.

Darkness (3/day): 16-yard Area. Same as Blackout spell (M112). Lasts 80 minutes.
Frightful Presence (Fright Check at -2): 48-yard Area. Same as Terror advantage.
Corrupt Water (1/day): 3-yard Area with a range of 48 yards. Same as Foul Water spell (M185).
Plant Growth (1/day): 136-yard Area. Same as Plant Growth spell (M164).

Traits: Amphibious; Crushing Striker (Tail; Cannot Parry; Limited Arc: straight behind only); Crushing Striker (Wings; Cannot Parry; Limited Arc: from the sides only); Dark Vision; Doesn't Breathe (Gills); DR 5 (against all non magical weapons); DR 20 (against acid); Enhanced Move 0.5 (Air Speed 18); Extra Attack 3; Flight (Winged; Handling Penalty -1); Immunity (Sleep effects); Immunity (Paralysis effects); Magery 2; Magic Resistance 2 (Improved); Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Vibration Sense (Universal).

Skills: Brawling-19; Camouflage-19; Innate Attack (Breath)-19; Stealth-16; Survival (Swampland)-20; Swimming-22.

Spells: Apportation-14; Create Acid-14; Create Earth-14; Create Water-14; Deflect Missile-14; Dehydrate-14; Destroy Water-14; Detect Magic-14; Dry Spring-14; Earth to Stone-14; Purify Water-14; Rain of Acid-14; Seek Earth-14; Seek Pass-14; Seek Water-14; Shape Earth-14; Shape Water-14.

Class: Mundane.

Combat Effectiveness Rating:

Notes: Can use spells and breath underwater.

Dragon, Black Very Old

ST: 31 **HP:** 31 **Speed:** 6.50
DX: 10 **Will:** 13 **Move:** 8 (Air Move 12; Water Move 8)
IQ: 13 **Per:** 15
HT: 16 **FP:** 16 **SM:** +4
Dodge: 9 **Parry:** N/A **DR:** 14

Bite (20): 3d+3 cut.

Claws (20): 3d+3 cut.

Tail (20):* 5d cr. Can only attack straight behind.

Wings (20): 5d cr. Can only attack the sides.**

Dragon Breath (20): Acid Jet. 5d cor (Jet, Range 10/20). Usable once every 3 seconds.

Darkness (3/day): 18-yard Area. Same as Blackout spell (M112). Lasts 90 minutes.

Frightful Presence (Fright Check at -3): 54-yard Area. Same as Terror advantage.

Corrupt Water (1/day): 3-yard Area with a range of 54 yards. Same as Foul Water spell (M185).

Plant Growth (1/day): 152-yard Area. Same as Plant Growth spell (M164).

Traits: Amphibious; Crushing Striker (Tail; Cannot Parry; Limited Arc: straight behind only); Crushing Striker (Wings; Cannot Parry; Limited Arc: from the sides only); Dark Vision; Doesn't Breathe (Gills); DR 7 (against all non magical weapons); DR 20 (against acid); Enhanced Move 0.5 (Air Speed 18); Extra Attack 3; Flight (Winged; Handling Penalty -1); Immunity (Sleep effects); Immunity (Paralysis effects); Magery 3; Magic Resistance 3 (Improved); Night Vision

5; Quadruped; Sharp Claws; Sharp Teeth; Vibration Sense (Universal).

Skills: Brawling-20; Camouflage-21; Innate Attack (Breath)-20; Stealth-17; Survival (Swampland)-22; Swimming-24.

Spells: Apportation-15; Create Acid-15; Create Earth-15; Create Water-15; Deflect Missile-15; Dehydrate-15; Destroy Water-15; Detect Magic-15; Dry Spring-15; Earth to Stone-15; Glue-15; Haste-15; Hinder-15; Light Thread-15; Purify Water-15; Rain of Acid-15; Seek Earth-15; Seek Pass-15; Seek Water-15; Shape Earth-15; Shape Water-15; Slow-15.

Class: Mundane.

Combat Effectiveness Rating:

Notes: Can use spells and breath underwater

Dragon, Black Very Young

ST: 13 **HP:** 13 **Speed:** 5.25

DX: 10 **Will:** 10 **Move:** 8 (Air Move 10; Water Move 8)

IQ: 9 **Per:** 11

HT: 11 **FP:** 11 **SM:** -1

Dodge: 8 **Parry:** N/A **DR:** 3

Bite (13): 1d cut.

Claws (13): 1d cut.

Dragon Breath (13): Acid Jet. 1d+2 cor (Jet, Range 4/8). Usable once every 3 seconds.

Traits: Amphibious; Dark Vision; Doesn't Breathe (Gills); DR 20 (against acid); Extra Attack 1; Flight (Winged); Immunity (Sleep effects); Immunity (Paralysis effects); Magery 0; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Vibration Sense (Universal).

Skills: Brawling-13; Camouflage-12; Innate Attack (Breath)-13; Stealth-12; Survival (Swampland)-13; Swimming-14.

Class: Mundane.

Combat Effectiveness Rating:

Notes: Can use spells and breathe underwater.

Dragon, Black Wyrmling

ST: 35 **HP:** 35 **Speed:** 6.75

DX: 10 **Will:** 14 **Move:** (Air Move 12; Water Move 8)

IQ: 14 **Per:** 16

HT: 17 **FP:** 17 **SM:** +5

Dodge: 9 **Parry:** N/A **DR:** 16

Bite (21): 4d+2 cut.

Claws (21): 4d+2 cut.

Tail (21): 6d cr. Can only attack straight behind.

Wings (21): 6d cr. Can only attack the sides.

Dragon Breath (21): Acid Jet. 6d cor (Jet, Range 12/24). Usable once every 3 seconds.

Tail Sweep (21): 6-yard half-circle Area centered from behind the dragon. 6d cr. Can only affect

SM-1 or smaller. Double Knockback.

Darkness (3/day): 22-yard Area. Same as Blackout spell (M112). Lasts 110 minutes.

Frightful Presence (Fright Check at -4): 66-yard Area. Same as Terror advantage.

Corrupt Water (1/day): 3-yard Area with a range of 66 yards. Same as Foul Water spell (M185).

Plant Growth (1/day): 184-yard Area. Same as Plant Growth spell (M164).

Insect Plague (3/day): Summons 4 locust swarms adjacent to each other (use the swarm of bees statistics from B461) within a range of 184-yard. Lasts 13 minutes.

Traits: Amphibious; Crushing Striker (Tail; Cannot Parry; Limited Arc: straight behind only); Crushing Striker (Wings; Cannot Parry; Limited Arc: from the sides only); Dark Vision; Doesn't Breathe (Gills); DR 10 (against all non magical weapons); DR 20 (against acid); Enhanced Move 1 (Air Speed 24); Extra Attack 3; Flight (Winged; Handling Penalty -3); Immunity (Sleep effects); Immunity (Paralysis effects); Magery 4; Magic Resistance 3 (Improved); Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Vibration Sense (Universal).

Skills: Brawling-21; Camouflage-23; Innate Attack (Breath)-21; Stealth-18; Survival (Swampland)-24; Swimming-26.

Spells: Apportation-17; Control Water Elemental-17; Create Acid-17; Create Earth-17; Create Water-17; Deflect Missile-17; Dehydrate-17; Destroy Water-17; Detect Magic-17; Dry Spring-17; Earth to Stone-17; Fog-17; Glue-17; Grease-17; Great Haste-15; Haste-17; Hinder-17; Light Thread-17; Purify Water-17; Quick March-17; Rain of Acid-17; Seek Earth-17; Seek Pass-17; Seek Water-17; Shape Earth-17; Shape Water-17; Slow-17; Summon Water Elemental-17; Tide-17; Walk on Water-17; Whirlpool-17.

Class: Mundane.

Combat Effectiveness Rating:

Notes: Can use spells and breath underwater.

Dragon, Black Wyrmling

ST: 11 **HP:** 11 **Speed:** 5.25

DX: 10 **Will:** 10 **Move:** 8 (Air Move 10; Water Move 8)

IQ: 9 **Per:** 11

HT: 11 **FP:** 11 **SM:** -3

Dodge: 8 **Parry:** N/A **DR:** 2

Bite (12): 1d-1 cut.

Claws (12): 1d-1 cut.

Dragon Breath (12): Acid Jet. 1d cor (Jet, Range 3/6). Usable once every 3 seconds.

Traits: Amphibious; Dark Vision; Doesn't Breathe (Gills); DR 20 (against acid); Extra Attack 1; Flight (Winged); Immunity (Sleep effects); Immunity (Paralysis effects); Magery 0; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Vibration Sense (Universal).

Skills: Brawling-12; Camouflage-11; Innate Attack (Breath)-12; Stealth-11; Survival (Swampland)-12; Swimming-13.

Class: Mundane.

Combat Effectiveness Rating:

Notes: Can use spells and breathe underwater.

Dragon, Black Young

ST: 15 **HP:** 15 **Speed:** 5.50
DX: 10 **Will:** 10 **Move:** 8 (Air Move 11; Water Move 8)
IQ: 10 **Per:** 12
HT: 12 **FP:** 12 **SM:** 0
Dodge: 8 **Parry:** N/A **DR:** 4

Bite (14): 1d+1 cut.

Claws (14): 1d+1 cut.

Wings (14): 1d+2 cr. Can only attack the sides.

Dragon Breath (14): Acid Jet. 2d cor (Jet, Range 6/12). Usable once every 3 seconds.

Traits: Amphibious; Crushing Striker (Wings; Cannot Parry; Limited Arc: from the sides only); Dark Vision; Doesn't Breathe (Gills); DR 20 (against acid); Enhanced Move 0.5 (Air Speed 16); Extra Attack 2; Flight (Winged; Handling Penalty -1); Immunity (Sleep effects); Immunity (Paralysis effects); Magery 0; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Vibration Sense (Universal).

Skills: Brawling-14; Camouflage-13; Innate Attack (Breath)-14; Stealth-12; Survival (Swampland)-14; Swimming-15.

Class: Mundane.

Combat Effectiveness Rating:

Notes: Can use spells and breathe underwater.

Dragon, Black Young Adult

ST: 19 **HP:** 19 **Speed:** 5.75
DX: 10 **Will:** 11 **Move:** 8 (Air Move 11; Water Move 8)
IQ: 11 **Per:** 13
HT: 13 **FP:** 13 **SM:** +1
Dodge: 8 **Parry:** N/A **DR:** 7

Bite (16): 2d cut.

Claws (16): 2d cut.

Tail (16): 2d+3 cr. Can only attack straight behind.

Wings (16): 2d+3 cr. Can only attack the sides.

Dragon Breath (16): Acid Jet. 3d cor (Jet, Range 8/16). Usable once every 3 seconds.

Darkness (3/day): 10-yard Area. Same as Blackout spell (M112). Lasts 50 minutes.

Frightful Presence (Fright Check at -1): 30-yard Area. Same as Terror advantage.

Traits: Amphibious; Crushing Striker (Tail; Cannot Parry; Limited Arc: straight behind only); Crushing Striker (Wings; Cannot Parry; Limited Arc: from the sides only); Dark Vision; Doesn't

Breathe (Gills); DR 3 (against all non magical weapons); DR 20 (against acid); Enhanced Move 0.5 (Air Speed 16); Extra Attack 3; Flight (Winged; Handling Penalty -1); Immunity (Sleep effects); Immunity (Paralysis effects); Magery 1; Magic Resistance 1 (Improved); Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Vibration Sense (Universal).

Skills: Brawling-16; Camouflage-16; Innate Attack (Breath)-16; Stealth-14; Survival (Swampland)-17; Swimming-18.

Spells: Apportation-11; Create Water-11; Deflect Missile-11; Detect Magic-11; Purify Water-11; Seek Water-11.

Class: Mundane.

Combat Effectiveness Rating:

Notes: Can use spells and breathe underwater.

Dragon (Faolyn's)

Dragons are huge reptilian monsters. They are intelligent, powerful, and magical. Many dragons have frills, crests, barbels, spikes, and so forth, and their color varies widely—green, red, and brown are the most common colors, but dragons can be any color, including metallic, gemstone colors, opalescent, and even neon colors. Their appearance appears to not be genetic; a pair of green, spiky dragons can produce a metallic red dragon with fins. Dragons can eat anything (animals, plants, metal, gems, and rock) but prefer meat. Most will subsist on sheep, goats, or other herd animals, but some have decided that intelligent beings taste best. Despite popular legend, they can't actually tell if someone is a virgin or not.

Dragons are loners—a mated pair will stay together long enough to raise their offspring and then part, and upon reaching the age of twenty or so, young dragons will leave the nest. It's unknown how old they can get: they continue to grow in both size and power their entire lives, and it's unknown if any have died of old age.

Dragons are usually willing to negotiate, at least if they're being given gifts and flattery (some just like to destroy things, though). Despite their often high intelligence, they tend to act animalistic (often like a cross between a cat and a jackdaw).

Dragons have breath weapons, which, like their general appearance, has little to do with genetics. Most also have an array of special supernatural abilities, usually developed at adulthood. Perhaps due to their magical biology, these special abilities seem to relate to their breath weapon and where they end up living: a dragon that decides to settle down in the forest may develop the ability to speak to plants or shapechange into animal form, while a fire-breathing dragon may become able to control or even create fire. Although they're a highly magical species with innate magery, they need to learn their magic in the same way that human spellcasters do: by learning the spells.

Combat Effectiveness Ratings assume the Fiery Breath breath weapon, and no extra points spent.

Hatchling Dragon

Hatchling dragons are typically under twenty years old, and have about 10 points in advantages, skills, attributes, and languages. They don't have supernatural or exotic advantages at this stage.

ST: 10 **HP:** 14 **Speed:** 6.50
DX: 12 **Will:** 10 **Move:** 6
IQ: 9 **Per:** 13
HT: 14 **FP:** 14 **SM:** 0
Dodge: 10 **Parry:** n/a **DR:** 2

Bite or Claw (14): 1d-2 cutting. Reach C.

Breath Weapon (14): Damage and type varies; see below.

Horn (12): 1d-1 impaling. Reach C.

Tail (12): 1d-1 crushing. Reach 1.

Traits: Acute Taste and Smell 1; Acute Vision 1; Bad Grip 1; Bestial (Quirk); Combat Reflexes; Discriminatory Smell; Discriminatory Taste; Flight (Air Move 13; Winged); Greed (12); Ham-Fisted 1; High Pain Threshold; Horizontal; Magery 0; Night Vision 4; Reduced Consumption 1; Resistant to Metabolic Hazards +3; Sanitized Metabolism; Short Arms; Telescopic Vision 1; Temperature Tolerance 2; Unaging; Universal Digestion.

Skills: Aerobatics-10; Area Knowledge (Local)-9; Brawling-14; Flight-12; Innate Attack (Breath)-14; Intimidation-11; Navigation (Air)-9; Observation-12; Search-12; Survival (Any Land)-13; Tracking-13; Wrestling-12.

Class: Mundane (Dragon).

Combat Effectiveness Rating: 47 (OR 20 and PR 27).

Dragon (Generic Boss)

This is generic Dragon, modified from GURPS Fantasy. Lacking skills, it really needs at least one basic template to round it out, but the inclusion of just one is sufficient to make this boss a solid challenge for an entire party of Delvers. Many Dragons are Brutes.

ST: 40 **HP:** 40 **Speed:** 6.00
DX: 12 **Will:** 13 **Move:** 6
IQ: 10 **Per:** 13
HT: 12 **FP:** 12 **SM:** +4 (8 hexes)
Dodge: 9 **Parry:** 10 **DR:** 10

Fangs (12): 4d impaling. Reach C-3.

Fire Breath (12): 5d burning. It blasts in a 5-yard-wide × 20-yard-long cone (1/2D 10 yards) 6 times/day.

Long Talons (12): 4d+5 cutting or 4d+5 impaling. Reach C-4.

Tail (12): 4d+1 crushing. Reach C-5 (Equivalent to 8 lb. weapon).

Traits: Bad Grip 3; Discriminatory Smell; Eidetic Memory; Enhanced Move 1 (Air Move 24); Extra Attack 1; Extra Legs (4 legs); Flight (Winged); Gluttony (12); Greed (12); Hard to Kill 5; Horizontal; Magery 1; Night Vision 8.

Skills: N/A. See above.

Class: Mundane (Dragon).

Combat Effectiveness Rating: 91 (OR 41 and PR 50)

Notes: This Dragon lacks any skills, and relies on its DX to strike targets. Needs a basic Template. Extra Attacks means that it gets 2 attacks for free every turn. Magery means that dragons make good casters.

Dragon Turtle

ST: 27 **HP:** 27 **Speed:** 6.25
DX: 10 **Will:** 11 **Move:** 4 (Water Move 6)
IQ: 11 **Per:** 13
HT: 15 **FP:** 15 **SM:** +4
Dodge: 9 **Parry:** N/A **DR:** 8 (DR 6 for all limbs, head and tail)

Bite (14): 3d+1 pi+

Claws (14): 3d+1 cut.

Breath Weapon (16): Cloud of Steam. 4-yard high, 5-yard wide and 10-yard long. 4d+2 burn (non incendiary). Usable once every 3 seconds and works underwater.

Traits: Amphibious; Dark Vision; Discriminatory Smell; DR 20 (against fire); Extra Attack 1; Immunity (Sleep effects); Immunity (Paralysis effects); Night Vision 5; Quadruped; Sharp Beak; Sharp Claws.

Skills: Brawling-14; Camouflage-14; Detect Lies-15; Diplomacy-10; Innate Attack (Breath)-16; Intimidation-14; Survival (Open Ocean)-16; Swimming-21.

Class: Animal.

Combat Effectiveness Rating:

Notes: A submerged dragon turtle that surfaces under a boat of ship less than 7-yard long capsizes the vessel on a 15 or less on 3d. It can capsize a vessel from 7-yard to 20-yard long by rolling 10 or less on 3d and by rolling a 7 or less on 3d it can capsize a vessel longer than 20-yard.

Dragonne

Dragonnes are a cross between a lion and a dragon. They are covered with both brass- or bronze-colored scales and tawny fur, their tail is draconic, and they have a mane of feathery scales. Their wings are small and only good for short flights; They have a reputation of being vicious monsters, and while they are deadly hunters, they are, in general, no more vicious than actual lions—although they will attack anyone who stumbles into its lair. Dragonnes usually lair in caves, under rock ledges, or in other secluded places. They typically eat herd animals, and will only eat people if there is nothing else. Their draconic heritage gives them an earth-shattering roar that magically saps the energy from those who hear it.

ST: 24 **HP:** 24 **Speed:** 7.00
DX: 14 **Will:** 11 **Move:** 11
IQ: 5 **Per:** 12 **Weight:** 700 lbs.
HT: 14 **FP:** 14 **SM:** +2

Dodge: 11 Parry: n/a DR: 5

Bite or Claw (17): 2d+1 cutting. Reach C.

Roar (Resist HT-2): 1d fatigue damage to everyone 40 yards who does not resist, 2d fatigue damage to those within 10 yards who likewise do not resist. Hearing-Based. The dragonne can roar every 3d seconds.

Traits: Flight (Air Move 14; Small Wings; Costs 1 FP/minute); Laziness; Night Vision 5; Quadruped; Temperature Tolerance 2 (Warm); Wild Animal.

Skills: Brawling-17; Innate Attack (Breath)-17; Running-13; Search-12; Stealth-14; Survival (Desert, Plains)-12; Wrestling-17.

Class: Hybrid (Dragon).

Combat Effectiveness Rating: 71 (OR 41 and PR 30).

Drider

ST: 15 HP: 15 Speed: 6.25

DX: 12 Will: 13 Move: 6 (Clinging Move 3)

IQ: 12 Per: 12

HT: 13 FP: 13 SM: +1

Dodge: 9 Parry: 9 (Knife) DR: 3

Dagger (14): 1d imp.

Short Bow (13): 1d+1 imp (Acc 1, Range 150/225).

Traits: Clinging; Extra Attack 1; Extra Legs 6 (Cannot Kick, Long); Infravision; Magic Resistance 1 (Improved).

Skills: Bow-13; Brawling-14; Climbing-15; Dual-Weapon Attack (Knife)-14; Knife-14; Stealth-14.

Perk: Off-Hand Weapon Training (Knife).

Class:

Combat Effectiveness Rating:

Notes: Mundane.

Dripper

The dripper looks like a raindrop or a drop of water. It hangs on dungeon ceilings or tree branches, waiting for an animal to move under it. When it does, it drops onto the animal, gets its nutrients through damage, then scurries off to do it to the next one. There will typically be 2d drippers in any hex they are watching.

ST: 0 HP: 1 Speed: 5.75

DX: 14 Will: 0 Move: 6

IQ: 0 Per: 12

HT: 9 FP: 9 SM: -12

Dodge: 8 Parry: n/a DR: 0

Drip (14): 1d-2 toxic damage. Make a Per roll for the dripper when an animal (including humanoids) moves under it. Roll hit location randomly, ignoring rolls ones that do not make sense, which for humanoids is anything other than the Head and its sub locations (Face, Skull, Eyes, Ears, Jaw, Nose) or the Arms, Hands or Chest.

Traits: Amphibious; Clinging; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse; Infiltration); Invertebrate; No Legs (Slithers); No Manipulators; Vibration Sense (Air).

Class: Slime.

Notes: Nonsentient — can't communicate or negotiate. Unaffected by Animal or Plant spells that don't specifically target slimes.

Combat Effectiveness Rating: 21 (OR 5 and PR 16).

[Drow, Wizard](#)

ST:9 HP:9 Speed:5,5

DX:12 Will:17 Move:5

IQ:15 Per:15

HT:9 FP:12 SM:0

Dodge: Parry: DR:-

Magic (20):see specific spell

Traits: Attractive, Extended Lifespan 4, Infravision, Magery 4, Magic Resistance (Improved) 4, Night Vision 5, Perfect Balance, Sanitized Metabolism, Callous, Phobia (Heliophobia) (12), Intolerance, Sadism

Skills: Innate Attack (Projectiles, Beam) 18, All the spell of Illusion, Necromancy, Body Control 20

Class: Mundane (Elf-kin)

Notes:

[Dryad](#)

ST: 10 HP: 10 Speed: 5.25

DX: 10 Will: 10 Move: 5

IQ: 10 Per: 10 Weight: 125 lbs.

HT: 11 FP: 11 SM: 0

Dodge: 8 Parry: n/a DR: 2

Mind Control: Quick Contest of the dryad's IQ (10) vs. the victim's Will. The dryad is at -1 to her contest for every yard she is away from her victim, and for every victim she already has under her control. If she wins, she will take control of the victim's mind and have him merge

with her tree. The victim gets an HT roll to resist once he is at her tree, and the tree will take 5 seconds to absorb him. Once in the tree, he will stay there for 1d years, at which time he will come out unharmed and unaged.

Traits: Appearance (Transcendant; Universal); Chameleon 5 (Only to hide as tree); Charisma 5; Dependency (Mana; Very Common; Constantly); Dependency (Personal tree within 300 yards; Unique; Constantly); Mind Control; Sense of Duty (Nature).

Skills: Stealth-12 (22 to pretend she's part of her tree).

Class: Faerie.

Combat Effectiveness Rating: 1 (OR 10 and PR -37).

Notes: Perky.

Dungeon Shark

These creatures of chaos live deep below the earth in dark caverns and dungeons. They appear as a black to greyish-black feathered Great White shark with long pectoral fins that allow them to fly through the air as they "swim" through corridors and passages in search of food.

ST: 38 **HP:** 38 **Speed:** 7

DX: 12 **Will:** 10 **Move:** 7

IQ: 2 **Per:** 10

HT: 12 **FP:** 12 **SM:** +3

Dodge: 9 **Parry:** NA **DR:** 3

Bite(18): 4d cutting

Traits: Bad Temper; Combat Reflexes; Crushing Striker (Snout); Dark Vision; Dependency (Mana; High); Discriminatory Smell; Enhanced Move 1 (Top Speed 12; Costs Fatigue 2); Flight (Small Wings; Magical); Sharp Teeth; Subsonic Hearing; Vibration Sense; Wild Animal.

Skills: Brawling-18; Survival (Dungeon)

Class: Creature of Chaos

Notes: They will strike from ambush if possible. If reduced in hit points to half they will swim away and attempt another attack. These are creatures of strong chaos and can not live outside of a High Mana Zone.

Earth Elemental

ST: 20 **HP:** 30 **Speed:** 6.5

DX: 12 **Will:** 10 **Move:** 6

IQ: 10 **Per:** 10

HT: 14 **FP:** 14 **SM:** +1

Dodge: 9 **Parry:** 9 **DR:** 4

Fist (15): 2d-1 crushing

Traits: Cannot Learn; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogeneous, No Blood); Pressure Support 3; Reprogramable; Unfazeable; Unhealing (Total); Vacuum Support.

Skills: Brawling (15); Wrestling (15).

Class: Elemental

Notes: The elemental has no treasure.

Earth Elemental (Generic Fodder)

nomes (no relation to dwarvish gnomes) resemble either a humanoid collection of rocks, or a stoney, rough-hewn statue of a fat little boy. They move slowly and strike hard, but are the dullest of the elementals.

ST: 11 **HP:** 13 **Speed:** 4.50

DX: 8 **Will:** 6 **Move:** 4

IQ: 6 **Per:** 6

HT: 10 **FP:** 10 **SM:** -1

Dodge: 7 **Parry:** 7 **DR:** 3

Punch (8): 1d-1 crushing. Reach C.

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous); Striking Surface.

Skills: N/A.

Class: Elemental.

Combat Effectiveness Rating: 10 (OR -2 and PR 12).

Notes: Default elemental. Can be summoned for 4 energy points. Willing to negotiate. Easily tricked. Takes half damage from piercing and impaling weapons.

Elder God

This template offers a generic Elder God for use in a game. Elder Gods are always bosses. This template requires at least one basic template to function, but generally Elder Gods will have considerably more power than that.

Elder Gods vary a great deal. This template deals with the wriggling, tentacled horror sort of Elder God. Others certainly exist.

ST: 20 **HP:** 40 **Speed:** 5.75

DX: 13 **Will:** 13 **Move:** 5

IQ: 13 **Per:** 13

HT: 10 **FP:** 10 **SM:** +4

Dodge: 8 **Parry:** N/A **DR:** 0

Tentacle (13): 2d-1 crushing. Reach C-5

Fleshy Maw (13): 2d-2 crushing. Reach C.

Traits: 360° Vision (Multiple Eyestaks, -6 to hit); Appearance (Horrific, Universal); Callous; Compartmentalized Mind; Constriction Attack; Disturbing Voice; Doesn't Breathe; Doesn't Sleep; Double Jointed; Extra Arms (Eight Arms; Flexible; Long); Extra Attacks 3; Fragile (Unnatural); Indomitable; Injury Tolerance (Homogenous); Invertebrate; Magery 0; Terror (or Confusion) 3; Unfazeable; Universal Digestion.

Skills: N/A.

Class: Elder Thing.

Combat Effectiveness Rating: 73 (OR 34 and PR 39).

Notes: Extra Arms add +2 to grapples for each past the first used. Once it has bitten a delver with its Fleshy Maw, it may begin its constriction attack. Fragile represents its inability to stay in our world if sufficiently damaged. Extra Attacks means it has 3 extra attacks, Compartmentalized Mind means it has one additional mental actions, which means the Elder God has 5 total actions per second. Only beings with appropriate mental disadvantages (ie Insanity) may negotiate with an elder god. An Elder God costs 50 energy points to summon. Truly Evil.

Elemental, Air Large

ST: 14 **HP:** 14 **Speed:** 8.00

DX: 17 **Will:** 10 **Move:** 16

IQ: 8 **Per:** 11

HT: 13 **FP:** 11 **SM:** +2

Dodge: 13 **Parry:** 13 **DR:** 2

Slam (18): 1d cr

Traits: Combat Reflexes; Darkvision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; DR 3 (against non-magical weapons); Enhanced Dodge; Flight (Handling Bonus +3); Immunity to Metabolic Hazards; Injury Tolerance (Diffuse, Only against mundane attacks); No Legs (Aerial); No Manipulators.

Skills: Brawling-19.

Class: Outerplanar (Air).

Combat Effectiveness Rating:

Notes: The Air Elemental has two abilities:

Air Mastery: Airborne foes get a -1 to attack and damage rolls against an air elemental.

Whirlwind: The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 4 seconds. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 1-yard wide at the base, up to 6-yard wide at the top, and up to 8-yard tall. The elemental controls the exact height, but it must be at least 2-yard tall.

Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more SM smaller than the elemental might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed a Dodge roll when it comes into contact with the whirlwind or take 1d+3 cr damage. It must also succeed a second Dodge roll or be picked up bodily and held suspended in the powerful winds, automatically taking 1d+3 cr damage each turn. A creature that can fly is allowed a Dodge roll each turn to escape the whirlwind. The creature still takes damage but can leave if the Dodge is successful. Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Will-3 roll to cast a spell. Creatures caught in the whirlwind suffer a -2 DX penalty. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including Darkvision, beyond 1-yard.

Those caught in the cloud must succeed a Will-3 check to cast a spell.

An elemental in whirlwind form cannot make slam attacks.

Elénolos

ST: 10 **HP:** 10 **Speed:** 6.25
DX: 12 **Will:** 12 **Move:** 7
IQ: 4 **Per:** 12
HT: 13 **FP:** 13 **SM:** -2
Dodge: 9 **Parry:** n/a **DR:** 2

Antlers (12): 1d-1 impaling; Reach C.

Bite (12): 1d-2 crushing; Reach C.

Hooves (12): 1d-2 crushing; Reach C.

Traits: Acute Hearing 4; Acute Taste and Smell 4; Colorblindness; Enhanced Move 1 (Ground); Fearfulness 1; Fur; Gregarious; Incurious (12); Proud; Quadruped; Short Lifespan 3; Wild Animal.

Skills: Running-13.

Class: Animal.

Combat Effectiveness Rating: 20 (OR 11 and PR 9).

Elf Horse

ST: 20 **HP:** 20 **Speed:** 6.00
DX: 12 **Will:** 11 **Move:** 8/24
IQ: 6 **Per:** 12
HT: 12 **FP:** 12 **SM:** +1

Dodge: 10 Parry: n/a DR: 1

Bite (14): 1d-1 crushing.

Kick (14): 2d+1 crushing.

Traits: Acute Hearing 2; Claws (Hooves); Combat Reflexes; Enhanced Move 1.5 (Ground); Night Vision 3 ; Chameleon 2 (uses mana from nature sanctity to change coat color to match surroundings; only works in natural settings); Peripheral Vision; Silence 2 (in forests only); Quadruped; Ultrahearing; Weak Bite.

Skills: Brawling-14; Camouflage-14 (18 in natural settings); Running-13; Stealth-14 (16 in natural settings); Survival (Forest)-12.

Techniques: Kicking (Brawling)-14.

Class: Animal.

Notes: Elf horses have the ability to change to natural colors in a natural environment to blend in with their surroundings, they can also move silently in natural settings as well. They appear as normal horses although they are more slender with deer-like features.

Elf Warrior

ST: 12 HP: 12 Speed: 6.50

DX: 14 Will: 12 Move: 8

IQ: 12 Per: 14

HT: 12 FP: 12 SM: 0

Dodge: 11 Parry: 12 DR: 5

Long Bow (18): 1d6 imp Acc:3 Range:x15/x20 RoF:1

Broad sword (18): swing 1d6+3 cut, thrust 1d6+2 imp

Traits: Appearance (Attractive); Forest Guardian 2; Magery 0; Sense of Duty (Nature)

Skills: Bow-18; Brawling-14; Broadsword-18; Camouflage-14 (With cloaks-18 in natural settings only); Fast-Draw (Arrow)-14; Observation-14; Stealth-13; Tracking-16

Class: Humanoid (Elf)

Notes: These elves wear cloaks that are able to use the mana in natural setting to change to the color of the surroundings and give a camouflage bonus of +4 (Works only in natural settings) The elves have fair to tanned skin with wood brown hair color, their eyes are forest green and they wear armor made from wood that has been magically enchanted.

Elf Wizard

ST: 10 HP: 10 Speed: 6.0

DX: 13 Will: 15 Move: 7

IQ: 15 Per: 15

HT: 11 FP: 11 SM: 0

Dodge: 9 Parry: 10 DR: 2

Staff (15): 1d+3 thrust, 2d+3 swing.

Breathe Fire (13): 1d+1 burn per FP spent (up to 3) (Spell List #1)

Burning Touch (13): 1d burn per FP spent (up to 3) (Spell List #1)

Flame Jet (13): 1d burn per FP spent (up to 3) (Spell List #1)

Explosive Fireball (15): 1d burn per 2 FP spent (up to 6) for up to 3 seconds (Spell List #1)

Fireball (15): 1d burn per FP spent (up to 3) for up to 3 seconds (Spell List #1)

Lightning (15): 1d-1 burn per FP spent (up to 3) for up to 3 seconds. Metal armor has DR 1 against this spell. If the target is wounded, he must make a HT roll, at -1 per 2 HP suffered, or be stunned. He may attempt a HT roll each turn thereafter to recover. (Spell List #1)

Traits: Appearance (Attractive); Forest Guardian 2; Magery 3; Sense of Duty (Nature).

Skills: Staff-15; Stealth-13; Thaumatology-15; Tracking-12. A wizard with Spell List #1 also has Innate Attack (Beam)-13, Innate Attack (Breath)-13 and Innate Attack (Projectile)-15.

Spells:

- Spell list #1: Breathe Fire-18; Burning Touch-18; Concussion-18; Create Air-18; Create Fire-18; Deflect Energy-18; Explosive Fireball-18; Extinguish Fire-18; Fire Cloud-18; Fireball-18; Fireproof-18; Flame Jet-18; Flaming Armor-18; Flaming Missiles-18; Flaming Weapon-18; Heat-18; Ignite Fire-18; Lightning-18; Purify Air-18; Rain of Fire-18; Resist Fire-18; Shape Air-18; Shape Fire-18; Smoke-18; Sound-18; Spark Storm-18; Stench-18; Thunderclap-18; Wall of Lightning-18, Windstorm-18.
- Spell List #2: Apportion-18; Blackout-18; Blur-18; Colors-18; Complex Illusion-18; Continual Light-18; Darkness-18; Daze-18; Fascinate-18; Flash-18; Foolishness-18; Haste-18; Hide-18; Hinder-18; Hush-18; Illusion Disguise-18; Illusion Shell; Invisibility-18; Mage Stealth-18; Mass Daze-18; Mirror-18; Perfect Illusion-18; Phantom-18; Silence-18; Simple Illusion-18; Sound-18; Voices-18 Wall of Silence-18.

Class: Mundane

Elite Imp Shock Troops

ST: 13/14 **HP:** 11 **Speed:** 6.0

DX: 14 **Will:** 10 **Move:** 6/12*

IQ: 10 **Per:** 11

HT: 12 **FP:** 12 **SM:** -4

Dodge: 9 **Parry:** 11 **DR:** 0

Sharp Teeth & Claws (16): 1d Cutting

Sharp Teeth & Claws w/ Power Blow (16): 3d+1 Cutting

Sling (15): 2d Pi, Acc 0, Rng 84 / 140, RoF 1(2)

Sling w/ Power Blow (15): 5d+1 Pi, Acc 0, Rng 168 / 280, RoF 1(2)

Traits: Appearance (Monstrous), Bloodlust (12-), Bully (12-), Callous, Cannot Harm Innocents (Prevents Direct harm of the truly good and holy folks only), Curious, Easy to Kill x5, Flight (Small Winged), Fragile (Unnatural), Immune to Metabolic Hazards, Immunity to Mind-Affecting Magic, Impulsive (12-), Magery x0, Night Vision x8, Selfish (12-), Striking ST +1,

Trickster (12-)

Skills: Brawl DX+2 [4]-16, Escape DX-1 [2]-13, Fast Talk IQ [2]-10, Power Blow Will+10 [44]-20, Sling DX+1 [4]-15, Stealth DX+3 [12]-17

Class: Demon

Notes: Can be summoned for 20 points. Willing to negotiate while its buddies flank you. Truly evil.

Elite Pixie Honor Guard

The best of the best Pixie Soldiers, usually encountered protecting one of the grand Queens of the four seasons or carrying out her direct bidding. They are as fragile, flighty, and eager as their lesser brethren, but more brave, more alert, more experienced at the arts of war, and capable of brewing their own poisons in the field. They also tend to have a more romantic temperament and a heightened appreciation for beauty, consistently enough that it may be a positive factor in their selection, but their steely determination to please their Queen by putting a poisoned arrow into the eye of anyone who needs it outshines all else about them.

ST: 5 **HP:** 1 **Speed:** 6.75

DX: 17 **Will:** 15 **Move:** 6/12

IQ: 12 **Per:** 15

HT: 10 **FP:** 10 **SM:** -6

Dodge: 10 **Parry:** 11F **DR:** 0

Pixie Shot (23): 1d-4 impaling (Acc 1, Range 50/75, RoF 1(2))

Teeny Tiny Fine Rapier (17): 1d-2 Impaling

Traits: Appearance (Attractive +1), Dependency (Mana, Constantly), Enhanced Dodge, Impulsive (12-), Flight (Winged), Lecherousness (12-), Magery 0, Night Vision 3, Sense of Duty (Nature), Silence X2

Skills: Bow DX+6 [24]-23, Intimidation Will+2 [8]-17, Poison IQ-1 [2]-11, Rapier DX [2]-17, Stealth DX+6 [24]-23

Class: Faerie

Notes: Willing to negotiate, especially if they receive praise from the heroes or are in danger of not completing a mission otherwise. Always have venom of some kind.

Elven Druid

ST: 12 **HP:** 12 **Speed:** 6.50

DX: 13 **Will:** 15 **Move:** 7

IQ: 14 **Per:** 15

HT: 13 **FP:** 13 **SM:** 0

Dodge: 10 **Parry:** 10 **DR:** 5

Staff (15): 1d+2 thrust crushing, 1d+3 swing crushing

Broadsword (15): 1d+1 thrust cutting, 1d+2 impaling

Traits: Appearance (Attractive); Forest Guardian 2; Magery 0; Power Investiture (Nature) 3; Sense of Duty (Nature)

Skills: Broadsword-15; Staff-15; Stealth-13; Tracking-12

Spells:

- Spell List #1: Bird Control-18; Fish Control-18; Mammal Control-18; Vermin Control-18; Beast Link-18; Beast Rouser-18; Beast Seeker-18; Beast Speech-18; Beast Soother-18; Beast Summoning-18; Master-18; Pollen Cloud-18, Protect Animal-18; Rain of Nuts-18; Rider-18, Rider Within-18.
- Spell list #2: Clouds-18; Fog-18; Freeze-18; Frost-18, MysticMist-18; Rain-18; Recover Energy-18; Shape Air-18, Shape Earth-18; Shape Water-18; Snow-18; Summon Air Elemental-18; Summon Earth Elemental; Wall of Wind-18; Wind-18; Windstorm-18.

Class: Elf

Ettercap

An ettercap is a purplish humanoid spider. It is 6-feet tall, walks on two legs and has two arms, but its arms and legs end in claws and it has a spider's head. It typically has many spiders around it as pets, many of which will be big enough for trouble.

ST: 14 **HP:** 14 **Speed:** 6.00

DX: 13 **Will:** 12 **Move:** 6

IQ: 8 **Per:** 12 **Weight:** 200 lbs.

HT: 11 **FP:** 11 **SM:** 0

Dodge: 10 **Parry:** 11 **DR:** 1

Claw (14): 1d crushing. Reach C.

Bite (14): 1d-1 cutting plus poison; resist against HT or lose 1d-2 DX. Resist again against HT a minute later or lose 1d DX. Reach C.

Web (14): ST 14 binding. Acc 3, RoF 1, Range -/50, 8/day. This has DR 4 and is Flammable (p. B433). Alternately, this may be lain as a trap which lasts a day; see below.

Traits: Acute Hearing 2; Acute Vision 4; Clinging; Combat Reflexes; Cowardice (12); Loner (12); Night Vision 3; No Fine Manipulators.

Skills: Brawling-14; Camouflage-12; Climbing-17; Innate Attack (Projectile)-14; Survival (Jungle)-12; Traps-10.

Class: Hybrid.

Combat Effectiveness Rating: 38 (OR 26 and PR 12).

Notes: While not intelligent, an ettercap will have traps lain. It is cowardly, and suffers -2 to Fright Checks when physical danger is involved. It will avoid confrontation with anyone who can obviously harm it, instead using its traps to make sure these folks cannot strike back.

Ettercap Deadfall

Detect: Per-based Traps at -2.

Disarm: DX-based Traps at -2. Failure triggers!

Circumvent: Automatic (don't go under the trap).

Evade: Dodge at -1.

Effects: 3d crushing to everyone under the deadfall (2-hex radius).

Shots: 1.

Rearm: Yes.

Steal: No.

Ettercap Noose

Detect: Per-based Traps at -2.

Disarm: DX-based Traps at -2.

Circumvent: Automatic (don't go near the noose).

Evade: Dodge.

Effects: Quick Contest of ST 14 vs. the victim's ST or HT (whichever is *higher*). On a victory, deal this much crushing damage to the victim; multiply by 1.5 for the Neck. If any damage gets through the victim's DR, he starts suffocating (p. B436): he loses 1 FP each second until he escapes.

Shots: Infinite.

Rearm: Yes.

Steal: No.

Ettercap Spear Trap

Detect: Per-based Traps at -2.

Disarm: DX-based Traps at -2.

Circumvent: Automatic (go around).

Evade: Hearing allows Dodge at -2.

Effects: 1d+3 impaling.

Shots: 1.

Rearm: Yes.

Steal: No.

Ettercap Webbing

Detect: Per-based Traps at -2.

Disarm: It will burn easily.

Circumvent: Burn it or go around it.

Evade: Quick Contest of ST 14 against the victim's ST or Escape skill. If he fails, he loses 1 FP but may try again.

Effects: The victim is grappled (p. B370).

Shots: Infinite.

Rearm: No.

Steal: No.

Ettin

A two-headed giant.

ST: 23 **HP:** 23 **Speed:** 6.00
DX: 9 **Will:** 9 **Move:** 7
IQ: 7 **Per:** 13
HT: 12 **FP:** 12 **SM:** +2
Dodge: 10 **Parry:** 10U **DR:** 3*+2

2 Flails (16): 4d+5 crushing; Reach 1-2.

Punch (13): 2d+2 crushing; Reach C, 1.

Grab & Squeeze (16/13): 18/23 vs. ST or HT MoV crushing damage (torso x1/neck x1.5).

Grab & Takedown (16): 23 vs. ST, DX, or grappling skill.

2 Javelins (12): 2d+3 impaling; Reach 1-2.

2 Javelins, thrown (12): 2d+4 impaling; Acc 2; Range 23/34.

Traits: Appearance (Hideous); Combat Reflexes; Extra Attack 1; High Pain Threshold; Night Vision 5; Social Stigma (Monster).

Skills: Animal Handling-14; Brawling-13; Flail-16; Spear-12; Thrown Weapon (Spear)-12; Wrestling-16.

Class: Mundane – CE Large humanoid (giant).

Notes: 13' tall, 5200 lbs. *Languages* pidgin of Giant, Goblin, and Orc. *Environment* cold hills.

Organization solitary, pair, gang (3–6), troupe (1–2 plus 1–2 brown bears), band (3–6 plus 1–2 brown bears), or colony (3–6 plus 1–2 brown bears and 7–12 orcs or 9–16 goblins). *Treasure* standard; leather armor, 2 flails (treat as oversized morning stars, \$120 each), 4 javelins (treat as spear, \$40 each), other treasure.

Eye-Gouging Claws

ST: 11 **HP:** 11 **Speed:** 7
DX: 12 **Will:** 12 **Move:** 14 (Flying)
IQ: 6 **Per:** 12
HT: 12 **FP:** n/a **SM:** -4
Dodge: 10 **Parry:** 10 **DR:** 2* (Tough Skin)

Claw (15): 1d+2 cutting or impaling. Reach C.

Eye Gouge (11): 1d+2 impaling to the Eyes. Miss by 1 hits the Torso instead. Reach C.

Traits: Combat Reflexes; Flight (Air Move 14); Fragile (Unnatural); Injury Tolerance (Unliving, No Blood, No Brain, No Vitals); Immune to Metabolic Hazards; Striking ST +4 (ST 15).

Skills: Brawling-15; Stealth-14.

Class: Undead.

Combat Effectiveness Rating: 46 (OR 31 and PR 15).

Notes: These monsters are created by taking a severed claw or hand from an SM+1 monster (gryphon claws are preferred, but ogre hands will do), treat it with profane alchemy, to preserve it, and make it stronger, and then raise it with a modified Zombie spell. They are often found on mad necromancer's laboratories, where they're either on examination tables, hanging from the walls as trophies, or in the spare parts bin.

During combat, these claws tend to attack lightly armored areas, preferably the eyes, thus their name. Don't forget to add the difference in SM to their to hit rolls! Thus, against an SM 0 target, they perform eye gouges with skill 15!

Eye-Gouging Claws are usually encountered in groups of at least as many delvers, and usually many more! Truly evil.

Faceless Stalker

A faceless, rubbery, long-armed humanoid about to change its form to match your teammate's appearance.

ST: 18 **HP:** 24 **Speed:** 7.00
DX: 13 **Will:** 13 **Move:** 7
IQ: 11 **Per:** 11
HT: 14 **FP:** 14 **SM:** 0
Dodge: 11 **Parry:** 12 **DR:** 3*

Fine Broadsword (16): 3d+2 cut/1d+5 imp (4d+2 cut/2d+3 imp from behind)

Punch (15): 1d+2 cr (2d cr from behind)

Traits: Combat Reflexes; Extra Reach 1; Double-Jointed (no bones); Injury Tolerance (Damage Reduction, /2; only vs. "crushing"); Morph (only medium humanoids; takes extra time, 10 minutes; free action to change back); Night Vision 5; Striking ST +4 (only from behind).

Skills: Acting-15; Brawling-15; Broadsword-15; Disguise-15; Escape-20; Sleight of Hand-16.

Class: Mundane/Elder Thing/Faerie??? - CE Medium aberration (shapechanger).

Notes: *Languages* Aquan, Common, Gift of Tongues; *Environment* any swamp or underground; *Organization* solitary, pair, or gang (3-9); *Treasure* standard plus masterwork weapon.

Faun Knight

Sturdy Fauns are all too willing to "safeguard" faerie princesses and rush out, heading out into battle for the sheer pleasure of the dance. Still, Faun Knights take their role as Faerie guardian very seriously, and have mastered the art of the shepherd's crook to perfection, wielding it with impossible skill.

ST: 11 **HP:** 16 **Speed:** 6.50
DX: 13 **Will:** 12 **Move:** 6
IQ: 10 **Per:** 13
HT: 12 **FP:** 12 **SM:** 0

Dodge: 10 Parry: 19 DR: 0

Hooved Kick (15): 1d crushing. Reach C, 1.

Horns (15): 1d crushing. Reach C.

Shepherd's Crook (22): 1d+2 crushing or 1d crushing. Reach 1, 2. Hook.

Traits: Acute Hearing 2; Animal Empathy; Combat Reflexes; Dependency (Mana, Constantly); Enhanced Parry (Spear) 2; Lecherousness (12); Musical Ability 2; Sense of Duty (Faeries); Sense of Duty (Nature).

Skills: Acrobatics-13; Brawling-15; Staff-22.

Class: Faerie.

Combat Effectiveness Rating: 40 (OR 20 and PR 20).

Notes: Willing to negotiate. Especially with hawt chicks. Or hawt whatever. They likely have some musical skill as well.

Firbolg

Ten- to twelve-foot-tall giants that looks like stocky humans. They are an innately magical people, and while they're generally pleasant, they prefer to stay in their own secluded, deep-forest communities than mingle with others.

ST: 22 HP: 22 Speed: 6.75

DX: 10 Will: 13 Move: 6

IQ: 11 Per: 12

HT: 17 FP: 17 SM: +1

Dodge: 9 Parry: 10 DR: 4

Punch (14): 2d crushing. Reach C, 1.

Weapon (15): Axe (4d+5 cutting), Greatsword (4d+5 cutting), Longbow (2d+3 impaling), or Staff (4d+5 crushing). Reach 1-3 or Acc 3, Range 330/440.

Traits: Night Vision 5; Magery 0; Terrain Adaptation (Uneven Terrain); Very Rapid Healing.

Skills: Axe/Mace-15; Bow-15; Brawling-14; Naturalist-16; Search-13; Staff-15; Stealth-12; Survival (Woodlands)-12; Two-Handed Sword-15.

Spells: Complex Illusion-13; Detect Magic-11; Illusion Shell-12; Mindlessness-11; Pathfinder-12.

Class: Mundane (Giant).

Combat Effectiveness Rating: 69 (OR 41 and PR 28).

Notes: Willing to negotiate. Many firbolgs wear leather armor, giving them another 2 DR.

Fire Elemental

Salamanders resemble mobile flames with arms and legs, burning lizards with molten red and black spotting, or gold and scarlet children whose form flickers and dance like a fire. Fire

Elementals are fascinating to look at and appealing to the senses, but tend to cause a great deal of trouble in the short time of their existence.

ST: 7 **HP:** 10 **Speed:** 4.00
DX: 9 **Will:** 8 **Move:** 4
IQ: 8 **Per:** 8
HT: 7 **FP:** 7 **SM:** -1
Dodge: 7 **Parry:** N/A **DR:** 0

Burning Aura (9): 2d burning. It's an Aura, so anyone it touches or touching it takes the damage. Reach C.

Burning Punch (9): 1d-4 crushing plus follow-up 2d burning. Reach C.

Traits: Charisma 1; Doesn't Breathe (Oxygen Combustion); Doesn't Eat or Drink; Doesn't Sleep; DR 10 (only vs. Fire/Heat); Immunity to Metabolic Hazards; Injury Tolerance (Diffuse); No Fine Manipulators; Weakness (Water, 1d/min).

Skills: N/A.

Class: Elemental.

Combat Effectiveness Rating: 11 (OR 2 and PR 9).

Notes: Default Elemental. Can be summoned for 4 energy points. Willing to negotiate.

Fire Giant

A 12-foot-tall giant with flaming orange hair.

ST: 31 **HP:** 31 **Speed:** 5.25
DX: 9 **Will:** 12 **Move:** 4 (base 7)
IQ: 10 **Per:** 12 **Weight:** 7,000 lbs.
HT: 12 **FP:** 12 **SM:** +2
Dodge: 6 (base 8) **Parry:** 9 **DR:** 7 (see notes)

Greatsword (13): 6d+6 cutting or 3d+4 crushing. Reach 1, 2, 3.

Rock Throwing (11): 3d-2 crushing plus 1d+1 burning. Range -/40.

Traits: Acute Taste/Smell 3; Bad Temper (12); DR 2 (Tough Skin); DR 30 (Limited, Heat/Fire Only); Enhanced Move (Ground Move 10); Extended Lifespan 4; High Pain Threshold; Night Vision 3; Penetrating Voice; Social Stigma (Oversized Barbarian); Stubbornness; Vulnerability (Cold, ×2).

Skills: Intimidation-13; Parry Missile Weapons-11; Throwing-11; Two-Handed Sword-13.

Class: Mundane.

Combat Effectiveness Rating: 98 (OR 46 and PR 52).

Notes: Equipment includes a steel breastplate (SM +2, \$3,125, 112.5 lbs.) giving the fire giant DR 7F on his torso, mail armor (SM +2, \$3,560, 312.5 lbs.) giving him DR 6/4* to all other locations but the face, where he has DR 2 (Tough Skin), and a greatsword (SM +2, \$5,000, 43.75

lbs.). He can use his Parry Missile Weapons skill to catch rocks thrown at him on a successful Parry.

Flail Snail

These are giant snails with eight-foot high shells and a mass of tentacles on their head, each of which ends in a knobby club. Their iridescent shells and tentacle clubs are rock-hard. They will chase down attackers or beings that threaten their young but are otherwise inoffensive beasts that eat lichen and algae.

ST: 19 **HP:** 19 **Speed:** 5.00

DX: 8 **Will:** 8 **Move:** 4

IQ: 1 **Per:** 10

HT: 12 **FP:** 12 **SM:** +1

Dodge: 8 **Parry:** 8 **DR:** 15 (Shell); 2 (Flails); 0 (Body)

Flails (10): 2d+2 crushing, Reach C, 1. The flail snail has one attack each round per flail, and they have between three and six flails. Each flail has 5 HP of its own and is DR 2.

Traits: Extra Attacks 2-5; Invertebrate; Magic Resistance 5 (shell only); No Legs (Slithers); Striker (Flails; Crushing); Vibration Sense (Sense of Perception); Wild Animal.

Skills: Brawling-10; Survival (Underground)-10.

Class: Dire Animal.

Combat Effectiveness Rating: 44 (OR 24 and PR 20). This is for a 3-flailed snail; add 5 to OR and CER for each extra flail.

Notes: Notes: Flail snail shells are in much demand by skilled armorers; who can make shields out of them that are innately magical—treat as Defending Shields with a +1 enchantment that weigh 2/3 as much as a regular shield does.

Flame Blossom Pixie

Flame Blossom Pixies are thumb-sized fae who have responded to a harsh and violent world by getting tough (and sometimes more than a little aggressive). Their combat strategy is simple - stay out of range and drop explosive fireballs on their foe. Deep down, they only want to leave in peace, but they are bad tempered and defensive.

The Flame Blossom Pixies make up with attitude what they lack in height. They wear bright and clashing colors, and tend to boast and shout in their tiny voices.

The stats below are for an ordinary Flame Blossom Pixie. Exceptional individuals may know many more spells, particularly those from the collages of Animal, Fire, Illusion and Creation, and Plant.

ST: 2 **HP:** 2 **Speed:** 6

DX: 14 Will: 12 Move: 4
IQ: 10 Per: 12
HT: 8 FP: 12 SM: -6
Dodge: 12 Parry: N/A DR: 0

Throw Fireball (15): As per the spell, Explosive Fireball.

Traits: Appearance (Attractive +1), Bad Temper, Dependency (Mana, Constantly), Enhanced Dodge, Impulsive (-10), Flight (Winged), Magery 0, Night Vision 3, Sense of Duty (Nature)

Skills: Create Fire - 15, Explosive Fireball - 15.

Class: Faerie

Notes: The Flame Blossoms intend to be on the side of good, but their bad tempers eventually get the better of them. Oddly, they are never bad tempered with each *other*.

Formorian

Formorians are hideous, misshapen giants that live in mines and dungeons. They stand about eleven feet tall but are usually so hunched over they look a couple of feet shorter. They each have different deformities, and are a depraved and wicked race.

ST: 21 HP: 21 Speed: 6.75
DX: 10 Will: 11 Move: 6
IQ: 10 Per: 12
HT: 17 FP: 17 SM: +2
Dodge: 9 Parry: 10 DR: 3

Punch (14): 2d-1 crushing.

Weapons (15): Club (4d+2 crushing) or Flail (4d+4 crushing). Their weapons are SM +2. Reach 1.

Traits: Acute Smell 3; Appearance (Horrific; Universal); Bloodlust (12); Bully (9); Callous; Discriminatory Smell; Reduced Consumption 2 (Cast Iron Stomach); Sadism (12); Selfish (12); Universal Digestion; Very Rapid Healing. Each formorian usually has 1-3 other physical Disadvantages.

Skills: Axe/Mace-15; Brawling-14; Broadsword-15; Stealth-15; Survival-12; Traps-13.

Class: Mundane (Giant).

Combat Effectiveness Rating: 55 (OR 30 and PR 25).

Notes: Formorians can have any number of physical Disadvantages. However, they only suffer half the normal penalties from them, rounded down (other than Reaction penalties, for which they suffer the full effect). For example, a formorian with Crippled Legs only suffers a -1 to penalties to rolls involving the legs, not -3. They often wear leather armor, giving them an addition +2 DR.

Frog Demon

ST: 20 **HP:** 20 **Speed:** 6.00
DX: 12 **Will:** 15 **Move:** 6
IQ: 12 **Per:** 15
HT: 12 **FP:** 12 **SM:** +1
Dodge: 9 **Parry:** 10(Unarmed) **DR:** 5

Bite(15): 2d-1 cutting

Claw (15): 2d-1 cutting

Traits: Combat Reflexes; Dark Vision; Doesn't Breath;Doesn't Eat or Drink; Doesn't Sleep; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood, Brain, Neck, Vitals); Unfazeable.

Skills: -

Class: Demon

Notes: -

Frogman Sergeant

A leader among [frogmen](#), or a killer Kermit.

ST: 13 **HP:** 13 **Speed:** 6.25
DX: 13 **Will:** 11 **Move:** 4
IQ: 9 **Per:** 11 **SM:** -1
HT: 12 **FP:** 12 **DR:** 3/1* (vs. cr)
Dodge: 9 **Parry:** 11U **Block:** 11

Punch (15): 1d crushing; Reach C.

Khopesh (15): 2d-1 cutting; Reach C; or hook 1d-2 cutting; Reach C.

Regular Bow (15): 1d impaling; Range 195/260, Acc 2.

Traits: Acute Hearing 2; Acute Vision 4; Amphibious; Combat Reflexes; Disturbing Voice; Doesn't Breathe (Oxygen Storage, x100); High Pain Threshold; Lifting ST 1; Nictitating Membrane 1; Night Vision 3; Peripheral Vision; Slippery 5; Social Stigma (Monster); Super Jump 1; Terrain Adaption (Swamp).

Skills: Axe/Mace-15; Bow-15; Brawling-15; Hook (Axe/Mace)-15; Intimidation-11; Leadership-9; Riding-13; Shield-15; Stealth-13.

Class: Mundane.

Combat Effectiveness Rating: 30 (OR 14 and PR 16).

Notes: Notable equipment, which is sized for a small (SM -1) character, includes:

- *Khopesh*, \$450, 2 lbs.

- *Mail Armor (DR 3/1* vs. crushing; covering all locations except the face), \$645, 38.7 lbs.*
- *Medium Shield (DB 2), \$60, 10 lbs.*
- *Regular Bow, \$100, 1.33 lbs.*

Frogman Shaman

An oversized [frog](#) who casts spells.

ST: 8 **HP:** 8 **Speed:** 5.75

DX: 12 **Will:** 14 **Move:** 4

IQ: 12 **Per:** 14

HT: 11 **FP:** 14 **SM:** -1

Dodge: 7 **Parry:** 8 **DR:** 1

Spear (13): 1d-2 impaling. Reach C. +1 damage and Reach if used two-handed.

Traits: Acute Hearing 2; Acute Vision 4; Amphibious; Disturbing Voice; Doesn't Breathe (Oxygen Storage, ×100); Magery 2; Nictitating Membrane 1; Night Vision 3; Peripheral Vision; Slippery 5; Social Stigma (Monster); Super Jump 1; Terrain Adaption (Swamp).

Skills: First Aid-12; Spear-13.

Spells: Blur-14; Bravery-14; Continual Light-14; Fear-14; Flash-14; Gloom-14; Hide-14; Invisibility-14; Itch-14; Light-14; Pain-14; Panic-14; Sense Emotion-14; Sense Foes-14; Spasm-14; Terror-14.

Class: Mundane.

Combat Effectiveness Rating: 22 (OR 18 and PR 4).

Notes: Notable equipment, which is sized for a small (SM -1) character, includes:

- *Spear, \$40, 2.67 lbs.*
- *Leather Armor (DR 1; covering all locations except the face), \$340, 9.75 lbs.*
- *Fetish of python fangs in a sealed vial (2 FP), \$120, 0.5 lb.*
- *Vial of black dust, \$50, 1 lb.*

Frost Giant

A frost giant is a 15 foot tall giant from the frozen wastes, typically with light blue or dirty yellow hair and wearing dirty skins or pelts.

ST: 29 **HP:** 29 **Speed:** 5.00

DX: 9 **Will:** 12 **Move:** 6 (base 10)

IQ: 10 **Per:** 12 **Weight:** 2,800 lbs.

HT: 12 **FP:** 12 **SM:** +2 (2 hexes)

Dodge: 6 (base 8) **Parry:** 9 **DR:** 7 (see notes)

Great Axe (13): 5d+6 cutting. Reach 1, 2, 3*.

Rock Throwing (11): 3d-3 crushing plus 1d+1 burning. Range -/37.

Traits: Acute Taste/Smell 3; Bad Temper (12); DR 2 (Tough Skin); DR 30 (Limited, Cold/Ice Only); Enhanced Move (Ground Move 10); Extended Lifespan 3; High Pain Threshold; Night Vision 3; Penetrating Voice; Social Stigma (Oversized Barbarian); Stubbornness; Vulnerability (Fire, ×2).

Skills: Intimidation-13; Parry Missile Weapons-11; Throwing-11; Two-Handed Axe/Mace-13.

Class: Mundane.

Combat Effectiveness Rating: 90 (OR 41 and PR 49).

Notes: Equipment includes a steel breastplate (SM +2, \$3,125, 112.5 lbs.) giving the frost giant DR 7F on his torso, mail armor (SM +2, \$3,560, 312.5 lbs.) giving him DR 6/4* to all other locations but the face, where he has DR 2 (Tough Skin), and a great axe (SM +2, \$625, 50 lbs.). He can use his Parry Missile Weapons skill to catch rocks thrown at him on a successful Parry.

Gaj

This horrific beast looks like a twisted cross between a spider and a tortoise. From its huge bulbous head grow three large, feather-like antennae, six compound eyes, and a pair of powerful mandibles. Its body is six feet in diameter and covered by a scaly, rust-orange shell. Six four-jointed legs ending in webbed feet sprout from beneath the shell.

Gaj are carnivores and require flesh to survive, but they also need to consume the mental energy of other sentient creatures to live.

ST: 15 HP: 20 Speed: 6.5

DX: 14 Will: 10 Move: 6

IQ: 8 Per: 12

HT: 12 FP: 12 SM: +1

Dodge: 9 Parry: 11 DR: 2

Crushing Mandibles (17): 4d+3 impaling. Reach C.

Intelligence Damage (10): A creature hit by a gaj's antenna suffers 1d points of temporary IQ damage. The gaj then vampirically feeds on this intelligence.

Poison Gas (15): As a standard action, a gaj can spray a creature within reach with a puff of noxious gas from its abdomen. The gaj can use this ability up to three times per day.

Inhaled, HT -4, initial damage 1d4 HT and nauseate for 1 sec

A gaj uses psionic dominate to compel its prey to come within range of its mandibles. Once the gaj has the creature in its grip, it will wrap one of its antennae around the victim's head and begin to damage the creature's intelligence.

If forced into melee combat, the gaj uses its mandibles

along with its painful strike power against its attackers.
Anyone within reach will also be subject to attacks from its antennae and its Intelligence-damaging ability.

Improved Grab (Ex): To use this ability, a gaj must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

The gaj gets a +4 bonus on tentacle slap attacks against a grappled foe, canceling out the usual –4 penalty for attacking a grappled opponent.

Intelligence Damage (Su): A creature hit by a gaj's antenna suffers 1d points of temporary IQ damage.

Poison Gas a gaj can spray a creature within reach with a puff of noxious gas from its abdomen. The gaj can use this ability up to three times per day.

Inhaled, Resisted by HT, initial damage 1d
HT and nauseate for 1 round

Traits: Ambidexterity, Bestial, Binding 5 (Engulfing, Jet), Clinging, Extra Legs (6 legs, cannot kick), Night Vision 3, Semi-Upright, Super Climbing 3, Psi -3

Skills: Brawl DX+3 [8]-17, Innate Attack (Projectile) DX+2[4]-16, Stealth DX+4 [12]-18

Psi-Like Abilities: defensive precognition (can manifest as swift action), detect psionics, empty mind ,

mind thrust (3d6), mindlink (unwilling targets, 5 additional targets, Resist by Will), painful strike (manifest as a swift action), power resistance, psionic dominate (affects animals, fey, giants, humanoids, magical beasts and monstrous humanoids, Resist by Will)

A gaj receives a +8 bonus to Hide checks in rocky or sandy areas.

Class: Giant Psionic Aberration

Notes: Willing to give up one batch of food for another. Surprisingly cunning.

[Galeb Duhr](#)

A big rock with two arms and two feet, from the Elemental Plane of Earth.

ST: 15 **HP:** 15 **Speed:** 6.00

DX: 9 **Will:** 14 **Move:** 2

IQ: 10 **Per:** 13

HT: 15 **FP:** 15 **SM:** 0

Dodge: 9 **Parry:** 8 **DR:** 7

Punch (11): 1d+2 crushing. Reach C, 1.

Traits: Chameleon 4 (Limited, Rocky terrain); Control 5 (Earth); Dependency (Mana; Constantly); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; DR 5 (Limited, Fire only); DR 30 (Limited, Electricity/Lightning only); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous; No Blood, No Neck); Magic Resistance 5; Night Vision 5; Permeation (Earth); Stone Shape*; Striking Surface†; Vibration Sense; Vulnerability (Cold/Ice, ×2).

Skills: Brawling-11; Chameleon-10 (14 vs. Vision in rocky terrain if moving, 18 if motionless).

Class: Elemental.

Combat Effectiveness Rating: 74 (OR 8 and PR 66).

Notes: If it takes a Concentrate maneuver, the galeb duhr can animate a boulder within 60 yards. This boulder will fight for the galeb duhr with the galeb duhr's statistics. The galeb duhr can have two such animated boulders fighting for him at any one time. The boulders will lose their animation if the galeb duhr moves out of range or falls unconscious.

* Can make items out of stone that don't have moving parts with a touch.

† Punches as if with brass knuckles; +1 damage.

Gambado

ST: 14 **HP:** 14 **Speed:** 5.75

DX: 11 **Will:** 11 **Move:** 7

IQ: 8 **Per:** 12

HT: 12 **FP:** 12 **SM:** 0

Dodge: 8 **Parry:** 9 **DR:** 2

Bite (12): 1d-1 cutting. Reach C.

Claws (12): 1d-1 cutting. Reach C.

Traits: Acute Vision 1; Infravision; Loner (12); Super Jump (7-yard jump).

Skills: Brawling-12; Camouflage-12; Jumping-13; Smuggling-10.

Class: Mundane.

Combat Effectiveness Rating: 19 (OR 9 and PR 10).

Notes: When first spotted, a gambado will look like a skull lying on the ground. It will get a +4 bonus on any Camouflage checks to see otherwise, as well as any other modifiers like light.

Gargu-Arak (Small or Streaked Orc)

At an average of three feet in height, the Arák are the smallest subspecies of Gârgún. They are usually possessed of streaky brown and tawny fur and have a keen sense of smell. The Aráki often dwell nomadically in tribes of 40–240 in woodland or forest where they are feared nocturnal predators, with extremely well-developed senses of smell, night-vision and stalking abilities. Like most Gârgún they are most active during night hours. They are also adept at using secret signs and signals amongst themselves, which few but the greatest trackers will recognize.

Aráki dwellings are often little more than crude huts or nests; sometimes slung between the limbs of trees. Every sixth tribe has a queen to protect, and resides in a large cave or lodge. Other

tribes will be survivors of swarms, and often spend much of their time trying to steal a princess from another tribe so they can have their own queens. Occasionally arák form tribal 'nations' made up of a number of tribes centered around a complex and a single queen.

Aráki tend to avoid other Gârgún whenever possible, as they are likely to end up either as food or slaves for their larger cousins.

Long established tribes make spears, bows, arrows, and Mánkars. Aráki use bows more than any other specie of gârgún. They are also known to have a facility with herblore, and to make use of herbal remedies and poisons.

Most Aráki tribes are not capable of armor more protective than leather. They commonly use light, hide shields.

ST: 11 HP: 10 Speed: 5.25

DX: 11 Will: 9 Move: 5

IQ: 10 Per: 12 3' tall and 50 lbs

HT: 10 FP: 10 SM: -1

Dodge: 8 Parry: DR: 1

Short Bow(Bow): 11 (1d-1 impale)

Small Hand Axe (Axe/Mace): 12(9U) (1d+2 cut)

Mankar (Shortsword): 12(9) (1d+2 cut)

Short Spear (Spear): 11(8) (1d impale)

Traits: Bully; Callus; Night Vision 4; Short Lifespan 1;

Skills: Herb Lore 10; Mimicry (Animal Sounds) 12; Naturalist 12; Poisons 10; Stealth 12; Tracking 11.

Gargu-Hyeka (Common or Brown Orc)

The common orc accounts for fifty percent of the Gârgún population. Their fur ranges in color from black to auburn and they average just under four feet in height. Bands may be found dwelling in woodland lodges in the mode of the Gargú-arák, but the majority of Hyéka live in cave-complexes.

ST: 12 HP: 12 Speed: 6

DX: 11 Will: 9 Move: 6

IQ: 10 Per: 10 3'10" 110lbs

HT: 10 FP: 10 SM:

Dodge: 9 Parry: DR:

<Attack> (<Skill>):

Traits:

Skills:

Class:

Notes:

Gavaran (Alfar Warrior)

ST: 16 **HP:** 18 **Speed:** 7.25

DX: 16 **Will:** 18 **Move:** 8

IQ: 16 **Per:** 18

HT: 13 **FP:** 20 **SM:** 0

Dodge: 11 **Parry:** 14 **DR:** 8 (Magical Wooden Armor)

Broadsword (20): 1d+2 thrust cutting, 2d+3 impaling

Traits: Appearance (Very Attractive); Dependency (Mana; Constantly); Forest Guardian 2; Magery 3; Sense of Duty (Nature); Imbuement 3; Reduced Consumption 4; Regeneration (Very Fast, 1 HT per second, does not regenerate meteoric weapon attacks).

Skills: Staff-15; Stealth-13; Tracking-12

Imbuements: Chilling Weapon-18; Electric Weapon-18; Ghostly Weapon-18; Incendiary Weapon-18

Innate Attacks: Flame Jet-18 3d damage; Frost Jet-18 3d damage; Lightning Bolt-18 3d damage; Wind Jet-18 3d damage.

Spells: Gavaran knows just about any spell at level 18 but he has learned Resurrection and Remove Curse at 30 in order to try to bring back his beloved Trillian.

Class: Faerie

Notes: He commonly rides on [Gavaran's Griffin](#).

Gavaran's Griffin

By [b-dog](#)

ST: 29 **HP:** 29 **Speed:** 7

DX: 15 **Will:** 12 **Move:** 8/24 (air)

IQ: 8 **Per:** 15

HT: 12 **FP:** 12 **SM:** +1

Dodge: 10 **Parry:** N/A **DR:** 7 (5 armor points for using magical collar)

Bite (18): 3d+2 cutting.

Claw(18): 3d+2 cutting

Traits: Acute Vision 3; Combat Reflexes; DR 2; Enhance Move 1; Flight; Sharp Beak; Sharp Claws; Wild Animal; Quadruped.

Skills: Brawling-16

Class: Hybrid Animal.

Notes: This griffin is very loyal to [Gavaran](#) and will defend him until the death. He will never let any other person ride him without Gavaran's consent.

Gelatinous Cube

A nearly-transparent cube, often containing remains of previous meals.

ST: 10 **HP:** 30 **Speed:** 4.50
DX: 4 **Will:** 0 **Move:** 4
IQ: 0 **Per:** 10 **Weight:** 15,000 lbs.
HT: 14 **FP:** 14 **SM:** +3 (10 hexes)
Dodge: 7 **Parry:** n/a **DR:** 0

Pseudopod Punch (9): 1d-2 crushing. Reach C. Always takes a random hit location.

Paralyzing, Corrosive Slime (aura): The cube is covered in slime which does 1d corrosive damage to anything it touches, with the exception of stone and metal. Any living thing touching this slime must make a HT-5 roll (add DR) or be afflicted with Paralysis for a number of minutes equal to the margin of failure, and Stunned after that, until it can make a HT roll (one roll per second).

Engulfing: When it encounters paralyzed creatures, the cube will pick them up and engulf them, adding them to its internal Payload. A cube of this size can carry up to 600 lbs at one time. Anything inside the cube will continue to be affected by the Paralysis effect of the cube's slime, and will begin to suffocate, but will only take corrosive damage at a rate of 1 point per 10 minutes.

Traits: Chameleon 7; Doesn't Breathe; Doesn't Sleep; DR 30 (Limited, Electricity); High Pain Threshold; Immunity to All Mind Control; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous); Invertebrate; Lifting ST 13; No Legs (Slithers); No Manipulators; Payload 60; Vibration Sense (Air).

Skills: Brawling-9.

Class: Slime.

Combat Effectiveness Rating: 112 (OR 40 and PR 72).

Notes: I'm counting the Chameleon bonus (+14 to Stealth when motionless, or +7 when moving) as a penalty to Vision checks. Counting the +10 "in plain sight" modifier and its Size, this means a delver needs to make a Vision roll at -1, plus any darkness penalty, to notice a motionless gelatinous cube at arm's reach.

Generic Red Cap

Malice incarnate, the Red Caps are the terror of unruly children and travelers who lose their way in the woods. They don't particularly care about protecting nature and don't play well with others (including faerie folk), but can often be persuaded to point their aggression at somebody specific by the Forest Royalty. They are quite clever despite their brutality, and will usually attempt to separate and/or ensnare their victims before they strike. Their blows aren't very hard, but rain

down with deadly precision and blinding speed (3/Round if they use Rapid Strikes) as the Red Cap dances, cackling, around counterattacks light as a feather.

ST: 8/9 **HP:** 8 **Speed:** 8.0
DX: 17 **Will:** 12 **Move:** 10
IQ: 11 **Per:** 13
HT: 11 **FP:** 11 **SM:** -5
Dodge: 13 **Parry:** 15 **DR:** 0/4

Eagle Claws (24): 1d-2 Cutting
Iron Stompin' Boots (22): 1d Crushing

Traits: Appearance (Ugly), Bully (12-), Claws (Sharp), Combat Reflexes, Dependency (Mana, Constantly), Enhanced Dodge, Extra Attack (Multi-Strike), Loner (6-, -4), Magery 0, Night Vision 3, Striking ST +1, Sure-Footed (Tangled Growth), Vulnerability (Pure Iron X2)

Skills: Brawling DX+7 [24]-24, Climbing DX+1 [4]-18, Stealth DX+2 [8]-19, Tactics IQ+2 [12]-13, Traps IQ+2 [8]-13, Wrestling DX+2 [8]-19

Class: Faerie

Notes: Truly evil, and unwilling to negotiate. The Stompin' Boots are lootable (if you happen to be SM -5) sollerets that provide DR 4 to the feet and convert kicking damage to iron damage if it matters.

Genie, Efreeti

ST: 23 **HP:** 23 **Speed:** 6.75
DX: 13 **Will:** 12 **Move:** 4 (Air Move 6)
IQ: 11 **Per:** 14
HT: 12 **FP:** 12 **SM:** +2
Dodge: 11 **Parry:** 12 (Brawling) **DR:** 3

Slam (17): 2d+2 cr + 2 burn.

Traits: Combat Reflexes; Doesn't Eat or Drink; Doesn't Sleep; DR 20 (against fire); Enhanced Dodge 1; Flight (Handling Bonus +3); Growth 2 (Affect Others, 1 person max; Limited Use, 2/day*; Resistible, HT); Infravision; Jumper (Planes; can carry up to eight persons); Magery 2 (Racially innate spells only); Shrinking 2 (Affect Others, 1 person max; Limited Use, 2/day*; Resistible, HT); Telesend (Maximum Range, 30-yards); Vulnerability (Cold x2).

Skills: Brawling-17; Detect Lies-16; Diplomacy-11; Fast-Talk-14; Innate Attack (Beam)-16; Intimidation-15; Stealth-16; Thaumatology-14.

Spells: Body of Air-15; Create Fire-15; Detect Magic-15; Flame Jet-15; Great Shapeshift-15; **Great Wish-20***; Invisibility-15; Perfect Illusion-15; Smoke-15; [Wall of Fire](#)-15. Mundane.

Class:

Combat Effectiveness Rating:

Notes: Efreeti generate body heat. It add 2 burn damage whenever it hits in melee. Unarmed attacks made on Efreeti deal 2 burn damage to the attacker (DR protects against it).

- * Efreeti can use Growth or Shrinking up to a total of twice a day maximum, not per power.
- ** Can be used on self only.
- *** Efreeti can cast this spell without any FP cost up to three times for nongenies only.

Genie (Faolyn's)

Genies are rare and powerful magical beings from the elemental planes. In their true form, they look like strong, larger-than-life Humans with a strong elemental tinge to them; they may look like they're made of stone, or their hair may appear to be on fire, for instance. They're masters of illusion, though, and so rarely appear in their true form, lest someone attempt to enslave them—they're subject to the same sort of controlling spells as Demons. They hate being enslaved because they must obey their masters to the letter and are completely helpless to free themselves (or other trapped genies). Strangely, despite their hatred of slavery, they often take slaves themselves. Genies have an odd relationship with clergy of any faith: they are deeply respectful to them, but also deeply afraid of them.

Note: Concepts for this form of genie were also taken from the genie description in **GURPS: Fantasy**. In addition, there are some changes of my own.

ST: 22 **HP:** 40 **Speed:** 7.75
DX: 17 **Will:** 16 **Move:** 7
IQ: 14 **Per:** 16
HT: 13 **FP:** 13 **SM:** +1
Dodge: 10 **Parry:** 13 **DR:** 8

Change Size: The genie can change someone's size at will, enlarging or shrinking them. Affliction (Advantage, Growth 3, Maximum Size Only; Extended Duration, ×10) *or* Affliction (Advantage, Shrinking 6, Maximum Size Only; Extended Duration, ×10).

Punch (18): 2d-1 crushing. Reach C, 1.

Weapons (20): Genies typically carry a weapon with an exotically-shaped blade; no matter how unwieldy these blades look, they don't become unready after a parry. Glaive (4d+3 cutting or 2d+3 impaling; Reach 1-4*), Kukri (4d cutting or 2d impaling; Reach C, 1), or Broadsword (4d+5 cutting or 2d+3 cutting; Reach C, 1).

Traits: Appearance (Varies: can be Monstrous or Very Handsome; Impressive); Bad Temper (15); Create 10 (up to 1,000 lbs; Anything; Accessibility, for Master Only; Cosmic); Create 5 (up to 125 lbs; Anything; Cosmic); Dark Vision (Color); Dependency (Mana; Constantly); Divine Curse (Enslaved genies must obey the Master's orders to the letter, cannot fight against its Master, and cannot free themselves or other genies through force or magic); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dread (Holy Symbols; Insensitive; Larger Radius (3 yards)); Flight (Air Move 21); Fragile (Unnatural); Energy Reserve 25 (Magical); Gizmo 4; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood; No Vitals); Invisibility (Can carry objects, Light Encumbrance; Fringe; Switchable; Visible Reflections); Jumper (World; Reliable 2; Extra Carrying Capacity, Medium Encumbrance); Lifting ST 10; Mana Enhancer 1 (Area Effect, 2 yards; Switchable); Magery 4; Magic Resistance

2 (Improved); Microscopic Vision 2; Mimicry; Overconfidence (9); Payload 5 (“Katana space”); Regeneration (Slow: 1 HP/12 hours); Regrowth; Selfish (9); Stubbornness; Super Luck (Reality-Altering; Wishing; Only for Master); Telescopic Vision 2; Telesend (Universal; Sensitive); Temperature Tolerance 10; Unaging; Unfazeable; Wild Talent 4; Vow (Never harm a cleric or holy person; Great); Vulnerability (Damage from Holy source, ×2). They also either have Voice or Disturbing Voice.

Skills: : Acting-20; Carousing-18; Diplomacy-20; Disguise-20; Fast-Talk-20; Hidden Lore (Genie Lore)-20; Hidden Lore (Magical Items Lore)-19; Hidden Lore (Magical Writings Lore)-19; Intimidation-20; Knife-20; Law (Contract)-18; Merchant-18; Polearm-20; Psychology-18; Savoir Faire (Servant)-20; Stealth-20; Teaching-18; Thaumatology-18; Theology-18; Tracking-18; Two-Handed Sword-20.

Spells: Bless-20; Curse-25; Lesser Wish-25; Wish-25; Great Wish-25; Illusion & Creation!-30; Making & Breaking!-30. They often have additional spells from other colleges as well (especially the Food, Plant, and Protection and Warning colleges), usually at skills of 18 or higher.

Class: Elemental.

Combat Effectiveness Rating: 203 (OR 91 and PR 112). This does not take into account the lenses.

Notes: Willing to negotiate. 5 points of their DR comes from Force Field; the other 3, from Tough Skin. Affected by True Faith. Genies can be considered to have 250 character points with which they can stabilize their creations. In order to stabilize beyond that, they either have to earn XP or destroy a previous creation.

In addition, each Genie takes one of the following lenses:

- **Earth Genie:** Body of Earth (Switchable); Create 10 (Earth, Stone, and Metal; Cosmic); Enhanced Move 2 (Through Earth; Move 28); Immunity to Earth and Stone Attacks; Permeation (Earth, Stone, and Metal; Can Carry Objects (No Encumbrance)); Meld 1; Penetrating Vision (Earth, Stone, and Metal Only); Speak with Animals (Earth-Based Animals Only); Striking ST 5. Earth!-30
- **Air Genie:** Body of Air (Switchable); Create 10 (Air and Gases; Cosmic); Enhanced Move 4 (Fly 112); Immunity to Air and Cold Attacks; Speak with Animals (Air-Based Animals Only); Aerobatics-20; Flight-25. Air!-30
- **Fire Genie:** Body of Fire (Switchable); Create 10 (Fire, Smoke, and Heat; Cosmic); Enhanced Move 1 (Ground; Move 14); Immunity to Fire, Heat, and Smoke Attacks; Penetrating Vision (Smoke); Speak with Animals (Fire-Based Animals Only). Fire!-30
- **Spirit Genie:** Acute Detect; Ally (Ghosts and Spirits, up to 100% of genie’s value; Summonable; Minion; 15 or less); Contact Group (Ghosts and Spirits; Skill of 18; Reliable); Detect (Ghosts and Spirits); Insubstantiality linked with Invisibility (Switchable); Jumper (Spirit World Only; Reliable +2); Medium; See Invisible. Knowledge!-30.

- **Water Genie:** Body of Water (Switchable); Create 10 (Water, Ice, and Steam; Cosmic); Enhanced Move 6 (Water); Immunity to Water, Cold, and Weather Attacks; Pressure Support 3; Speak with Animals (Aquatic Animals Only); Speak Underwater; Aquabatics-20; Swimming-25. Water!-30
- **Wood Genie:** Body of Wood (Switchable)*; Create 10 (Plant materials; Cosmic); Move 2 (Ground; Move 28); Immunity to Plant-Based Attacks (including wooden weapons); Permeation (Wood); Plant Empathy; Speak with Plants; ; Plant!-30. (* Alternatively, this can be Body of Leaves (from Plant Magic).)

Variants

This version of genie could easily be treated as a form of powerful, capricious nature spirit rather than as an elemental being.

Geopede

Geopedes are deadly giant centipedes, capable of digging through almost anything. They often enjoy the advantage of surprise, burrowing under their victims and dragging them down into the earth.

ST:19 HP:21 Speed:6
DX:11 Will:12 Move:6/4 (tunneling)
IQ:2 Per:12
HT:12 FP:12 SM:+1
Dodge:9 Parry: DR:4

<Attack> :Pincer Slash 13 [2d cut/imp]
 Bite 13 [2d-1 imp]

****Traits:** Fangs, Long Talons, DR +4 (exoskeleton), Tunneling 4 (can burrow through earth at Move 4, stone at Move 2, p94), Vibration Sense (Air) (can sense general outlines of objects through vibrations in the air, p96), Peripheral Vision (broad arc of vision, p74), No Legs (Slithers) (actually has a hundred legs, p145), Horizontal, Wild Animal, No Fine Manipulators

Skills: Brawling 13, Wrestling 13
Class: Giant Animal

Gerhaard the Glacier, Frost Giant / Winter Court Field General

Every proper cold war superpower needs weapons of mass destruction held in reserve, and the Court of Ice is no exception. Gerhaard is smarter, faster, and more loyal than most frost giants, equipped with the finest arms and armor the Winter Queen's nibelung can forge and adorned the

considerable distance from head to toe with mystical faerie rune tattoos that misdirect sorcery away from him.

ST: 30 **HP:** 48 **Speed:** 6.0
DX: 12 **Will:** 18 **Move:** 8
IQ: 12 **Per:** 12
HT: 14 **FP:** 14 **SM:** +2
Dodge: 11 **Parry:** 13 **DR:** 15*

Thrusting Broadsword (14): 5d+5 Cutting or 3d+4 Impaling w/ +2 Icy Follow-Up and Reach 2
Thrusting Broadsword w/ Power Blow (14): 9d+3 Cutting or 7d+2 Impaling w/ +2 Icy Follow-Up and Reach 2
Punch (14): 3d+2 Crushing w/ Reach 1
Punch w/ Power Blow (14): 7d+5 Crushing w/ Reach 1
Slam (14): 4d+3 Crushing

Traits: Combat Reflexes, DR x4 (Vs Cold/Ice Only), Enhanced Dodge +1, Enhanced Parry +2 (Broadsword), Hard to Kill +3, Injury Tolerance x1/4 (Vs Cold/Ice Only), Magic Resistance +5, Sense of Duty (Winter Court), Surefooted (Slippery), Vulnerability (Fire/Heat x2)

Skills: Brawling DX+2 [4]-14, Broadsword DX+2 [8]-14, Climbing DX+1 [4]-13, Leadership IQ+1 [4]-13, Power Blow Will+10 [44]-28, Tactics IQ-1 [2]-11, Throwing DX [2]-12, Traps IQ [2]-12, Wrestling DX+1 [4]-13

Class: Mundane (Giant)

Notes: Owns a lootable Very Fine SM +2 Thrusting Broadsword with Loyal Weapon and Icy Weapon, and usually wears lootable SM +2 Heavy Plate armor with Fortify +1 and 50% Lightness for 8 regular DR over his 7 Tough Skin DR. With extra time he can easily triple his ST using Power Blow, which he will often do while acting as a walking catapult.

Ghast

ST: 17 **HP:** 19 **Speed:** 6.00
DX: 13 **Will:** 12 (+1 Will against True Faith) **Move:** 6
IQ: 11 **Per:** 12
HT: 11 **FP:** N/A **SM:** 0
Dodge: 9 **Parry:** 10 (Brawling) **DR:** 2

Bite (15): 1d+2 cut. Follow-up Ghoul Fever and Paralysis.

Claws (15): 1d+2 cut. Follow-up Paralysis.

Ghoul Fever (Resisted by HT-1): Follow-up to bite; Delay: 1 day; Damage: 1d-2 tox; Cycles: daily/infinite; Symptoms: A victim who loses 1/3 HP suffers Moderate Pain, Severe Pain after losing 1/2 HP and Terrible Pain after losing 2/3 HP.

Paralysis (Resisted by HT-1): Follow-up to bite or claws; Victim is paralysed for a number of seconds equal to the margin of failure. After that, he is stunned until he can make a HT roll. Elves are immune to this effect.

Stench (Resisted by HT-1): Smell-based emanation in a two-yard radius. Those who don't

resist are nauseated (-2 to attribute and skill rolls, -1 to active defenses, and possible vomiting; see p. B428) for minutes equal to margin of failure.

Traits: Darkvision; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity (All mind control); Immunity to Metabolic Hazards; Indomitable; Infectious Attack (must have died of ghoul fever); Injury Tolerance (No Blood, Unliving); Sharp Claws; Sharp Teeth; Unfazeable; Unhealing (Total).

Skills: Acrobatics-13; Brawling-15; Climbing-15; Jumping-16; Stealth-15.

Class: Undead.

Ghoul

ST: 13 **HP:** 13 **Speed:** 5.50

DX: 12 **Will:** 12 (+1 Will against True Faith) **Move:** 5

IQ: 11 **Per:** 12

HT: 10 **FP:** N/A **SM:** 0

Dodge: 8 **Parry:** 9 (Brawling) **DR:** 1

Bite (13): 1d-1 cut. Follow-up Ghoul Fever and Paralysis.

Claws (13): 1d-1 cut. Follow-up Paralysis.

Ghoul Fever (Resisted by HT): Follow-up to bite; Delay: 1 day; Damage: 1d-2 tox; Cycles: daily/infinite; Symptoms: A victim who loses 1/3 HP suffers Moderate Pain, Severe Pain after losing 1/2 HP and Terrible Pain after losing 2/3 HP.

Paralysis (Resisted by HT): Follow-up to bite or claws; Victim is paralyzed for a number of seconds equal to the margin of failure. After that, he is stunned until he can make a HT roll. Elves are immune to this effect.

Traits: Darkvision; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity (All mind control); Immunity to Metabolic Hazards; Indomitable; Infectious Attack (must have died of ghoul fever); Injury Tolerance (No Blood, Unliving); Sharp Claws; Sharp Teeth; Unfazeable; Unhealing (Total).

Skills: Acrobatics-12; Brawling-13; Climbing-13; Jumping-14; Stealth-13.

Class: Undead.

Giant Bee

T: 11 **HP:** 11 **Speed:** 5.50

DX: 12 **Will:** 11 **Move:** 3

IQ: 1 **Per:** 11 **Weight:** 200 lbs.

HT: 10 **FP:** 10 **SM:** 0

Dodge: 8 **Parry:** n/a **DR:** 1

Sting (14): 1d-2 impaling; 1d-3 HT follow-up (Resist HT+2). Reach C. If it stings, it will pull away, leaving its stinger in the victim; this kills the bee. Pulling out the stinger does 1d-3 cutting to the victim unless the one pulling out the stinger makes a First Aid roll.

Traits: Acute Vision 2; Doesn't Breathe (Oxygen Absorption); Extra Legs (Six; Cannot Kick); Flight (Air Move 12; Winged); Gregarious; High Pain Threshold; Horizontal; Injury Tolerance (No Vitals); Night Vision 5; No Fine Manipulators; Wild Animal.

Class: Giant Animal.

Combat Effectiveness Rating: 24 (OR 18 and PR 6).

Notes: No real treasure, but lots of honey.

Giant Crocodile

ST: 33 **HP:** 33 **Speed:** 6.75
DX: 14 **Will:** 10 **Move:** 8 (Water)
IQ: 3 **Per:** 10 **Weight:** 3,400 lbs.
HT: 13 **FP:** 13 **SM:** +3
Dodge: 9 **Parry:** n/a **DR:** 6 (see notes)

Bite (14): 3d+3 cutting. Reach C.

Tail (14): 3d+4 crushing. Reach C, 1.

Traits: Acute Hearing 2; Acute Taste and Smell 3; Amphibious; Attentive; Cold-Blooded (50°); Colorblindness; DR 2 (Tough Skin); DR 4 (Partial, All but underside; Tough Skin); Doesn't Breathe (Oxygen Storage, ×100); Increased Consumption 1; Increased Water Move 6 (Water Move 8); Nictitating Membrane 1; Night Vision 5; Peripheral Vision; Quadruped; Sleepy (1/2 the time); Subsonic Speech; Wild Animal.

Features: Born Biter.

Skills: Brawling-14; Stealth-14; Survival (River/Stream)-10.

Class: Giant Animal.

Combat Effectiveness Rating: 63 (OR 30 and PR 33).

Notes: DR 6 everywhere but on the underside, DR 2 on the underside. Ground Move 3.

Giant Eagle

ST: 12 **HP:** 12 **Speed:** 6.25
DX: 12 **Will:** 10 **Move:** 36 (Air)
IQ: 5 **Per:** 13
HT: 13 **FP:** 13 **SM:** 0
Dodge: 9 **Parry:** n/a **DR:** 1*

Talons (16): 1d-1 cutting or impaling. Reach C. The giant eagle can use these as part of a slam, turning the damage from the slam into cutting or impaling, and the giant eagle can grapple on the same turn.

Beak (16): 1d-1 large piercing damage. Reach C. This attack cannot benefit from a slam.

Traits: Acute Vision 4; Attentive; Enhanced Move 1 (Air Speed 36); Flight (Cannot Hover; Winged); Ham Fisted (-6); Incurious (12); Loner (12); Penetrating Voice; Peripheral Vision; Short Arms 2 (Foot Manipulators); Telescopic Vision 1; Uncongenial; Wild Animal.

Skills: Aerobatics-12; Brawling-16; Flight-15; Survival (Mountains or Woodlands)-12; Wrestling-14.

Class: Giant Animal.

Combat Effectiveness Rating: 52 (OR 44 and PR 8).

Notes: Ground Move is 2.

Giant Fly

ST: 14 **HP:** 14 **Speed:** 5.75

DX: 12 **Will:** 10 **Move:** 5

IQ: 1 **Per:** 10 **Weight:** 200 lbs.

HT: 11 **FP:** 11 **SM:** 0

Dodge: 8 **Parry:** n/a **DR:** 1

Bite (14): 1d-1 cutting. Reach C.

Traits: Acute Vision 2; Discriminatory Smell; Doesn't Breathe (Oxygen Absorption); Extra Legs (Six; Cannot Kick); Flight (Air Move 10; Winged); High Pain Threshold; Horizontal; Injury Tolerance (No Vitals); Night Vision 5; No Fine Manipulators; Wild Animal.

Class: Giant Animal.

Combat Effectiveness Rating: 22 (OR 13 and PR 9).

Giant Frog

ST: 20 **HP:** 20 **Speed:** 5.00

DX: 10 **Will:** 10 **Move:** 5

IQ: 3 **Per:** 10 **Weight:** 50 lbs.

HT: 10 **FP:** 10 **SM:** -3

Dodge: 8 **Parry:** n/a **DR:** 1

Spit (10): 1d toxic plus follow-up 2 DX (HT-5 to resist; heart attack on a critical failure). Acc 3, Range 10.

Traits: Acute Hearing 2; Acute Vision 4; Amphibious; Doesn't Breathe (Oxygen Storage, ×100); Nictitating Membrane 1; Night Vision 5; Penetrating Voice; Peripheral Vision; Quadruped; Slippery 5; Super Jump 1; Wild Animal.

Skills: Innate Attack (Breath)-10; Jumping-12.

Class: Giant Animal.

Combat Effectiveness Rating: 35 (OR 24 and PR 11).

Notes: Adapted from the frog in *GURPS Bestiary*.

Giant Snake

ST: 20 **HP:** 20 **Speed:** 7.00

DX: 14 **Will:** 10 **Move:** 7

IQ: 2 **Per:** 12

HT: 12 **FP:** 12 **SM:** +2
Dodge: 10 **Parry:** N/A **DR:** 4

Bite(16): 2d-2 impaling +follow-up 2d toxic(HT-4 to resist)

Traits: Combat Reflexes; Night vision 5; Wild Animal.

Skills: -

Class: Giant Animal

Giant Spider

A giant spider for the third act.

ST: 16 **HP:** 16 **Speed:** 6.00
DX: 14 **Will:** 10 **Move:** 6
IQ: 2 **Per:** 10 **Weight:** 500 lbs.
HT: 10 **FP:** 10 **SM:** +1
Dodge: 9 **Parry:** n/a **DR:** 0

Web (16): ST 10 bind. Acc 3, RoF 1, Range -/50. This has DR 3 and is Flammable (p. B433).

Bite (16): 1d+1 cutting. Reach C.

Traits: Ambidexterity; Clinging; Extra Legs (Eight Legs; Cannot Kick); Injury Tolerance (No Neck); Night Vision 9; No Fine Manipulators; No Physical Attack (Arms); Peripheral Vision; Semi-Upright; Super Climbing 3; Super Jump 1; Vibration Sense; Wild Animal.

Skills: Brawling-16; Innate Attack (Projectile)-16.

Class: Giant Animal.

Combat Effectiveness Rating: 32 (OR 23 and PR 9).

Notes: Originally published in *GURPS Bestiary*. For bigger or smaller spiders, scale ST and HP with the percentage change in linear dimension in SM. For smaller spiders, also do the square root of this for Move. Refigure bite damage after calculating the new ST.

Giant Venus Flytrap

It's a big man-eating plant. It's just like Audrey at the end of Little Shop of Horrors, except it doesn't sing or talk or have any intellect.

ST: 16 **HP:** 16 **Speed:** 0.00
DX: 14 **Will:** 8 **Move:** 0
IQ: 1 **Per:** 8 **Weight:** 500 lbs.
HT: 10 **FP:** n/a **SM:** +1
Dodge: 3 **Parry:** n/a **DR:** 4

Bite (14): 1d crushing, plus 1d-2 corrosion each second thereafter. Reach C.

Fronks (14): 1d+1 cutting. Reach C, 1.

Traits: Blindness; Deafness; Detect (Light); Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous, No Blood); No Legs (Sessile); No Manipulators; Unfazeable; Vulnerability (Fire, ×2).

Class: Plant.

Combat Effectiveness Rating: 77 (OR 62 and PR 15).

Notes: Giant venus flytraps aren't intelligent enough to negotiate. Plant spells affect them normally. Originally printed in *GURPS Bestiary*.

Gibbering Mouter

A blob of protoplasm covered in googly eyes and yammering mouths.

ST: 10 **HP:** 10 **Speed:** 7.00

DX: 12 **Will:** 9 **Move:** 2

IQ: 4 **Per:** 11

HT: 16 **FP:** 16 **SM:** 0

Dodge: 11 **Parry:** 10 **DR:** 0

Acid Spit (14) 1d corrosive. Acc 0, Range 10 jet. Anyone whom the mother hits with its spittle must Resist HT or suffer blindness for a number of seconds equal to the amount by which me failed to resist.

Bite (13): 1d+1 cutting. Reach C.

Engulf (ST vs ST/HT) If the mouter hits with a grapple, it may attempt to engulf the victim with a Constriction Attack with the Engulfing enhancement. An engulfed victim will be affected by digestive acids, doing 1d corrosive in 2 cycles of 10 seconds. Victims are also affected by blood drain, doing 1d-3 fatigue each second.

Gibbering (Emanation) The mouter's gibbering affects any creature that can hear within an 8-yard radius. Victims must make a Will-2 roll or gain the disadvantage Confused, with a Self-Control Roll of 9. The mouter gets one attempt per victim per hour.

Ground Manipulation (Emanation) The mouter can cause nearby stone and earth to become terrain similar to quicksand. This acts as a ST 12 binding, Environmental (must be touching the ground), Engulfing, which lasts for 10 seconds.

Improved Grab: If the mouter hits with a bite attack, it may immediately attempt a grapple against the same target as an Extra Attack.

Traits: 360° Vision; Amphibious; Bestial; Callous; Combat Reflexes; Dark Vision; Dependency (Mana; Constantly); Doesn't Breathe; Hidebound; High Pain Threshold; Horizontal; Injury Tolerance (Homogenous, Damage Reduction (2) vs. crushing, No Blood, No Eyes, No Head, No Neck); Invertebrate; No Fine Manipulators; No Legs (Slithers); Social Stigma (Monster); Stubbornness.

Skills: Brawling-13; Gibbering Mouter Training (Innate Attack (Breath)/Face)-12; Innate Attack (Breath)-14; Swimming-16; Wrestling-14 (+2 ST wrestling bonus).

Class: Elder Thing.

Combat Effectiveness Rating: 116 (OR 97 and PR 19)

Notes: The moulder has Injury Tolerance: No Eyes, despite (or, rather, because of) its many eyes. It can't easily be blinded, and takes no extra injury from hits to the eyes.

Githyanki

Githyanki resemble tall, gaunt humanoids with almost skeletal features. Their garb tends to be ornate.

All githyanki children possess minor telekinetic abilities, but only a few work to develop them into something stronger. Githyanki generally prefer psionics over magic.

Githyanki make their homes on the astral plane.

They are usually evil

Githyanki society is martial, with both males and females training heavily in magic and swordfighting. Although they are loyal to each other, they are also fiercely individualistic.

Raiding illithid strongholds is considered a rite of passage.

The current queen, Vlaakith CLVII, is an undead wizard who has ruled her people for more than a thousand years. So paranoid is she, that when any githyanki achieves a certain level of power and skill, she summons them to her palace to consume their souls, thus preventing them from ever threatening her power. Most githyanki willingly present themselves out of blind loyalty and pride, whilst those who try to flee this fate are hunted down and dragged before her in shackles. These victims afterwards become some form of undead servant under her direct control.

Vlaakith will sometimes present powerful githyanki with an incredibly rare silver sword. These swords possess several unique properties, most notably the ability to sever the silver cords that act as lifelines to travelers on the astral plane, killing the traveler instantly. These swords are highly sought after, and a cult of githyanki knights called the Sword Stalkers is tasked with recovering any swords that fall into the hands of the unworthy, i.e. non githyanki.

The githyanki use a unique form of writing called tir'su. It is an alphabetical set of runes in which words are formed in circles instead of linearly, with the letters of a given word being linked around a ring clockwise from the top. Sentences are formed from a series of these rings. Much as runes were given a mystical significance, the Githyanki employ the tir'su when creating magical wards and symbols.

The ancestors of the githyanki (the "forerunners") were once slaves to the illithids, a race of powerful telepaths who mentally enslaved sentient humanoids to work as the backbone of their vast worlds-spanning empire. It is believed these slaves were originally humans transformed through selective breeding. Eventually, these slaves developed mental resistance to their masters' mind control and, under the guidance of their leader Gith, revolted, causing the downfall of the illithid empire.

Gith, however, was not satisfied with the destruction of the illithids alone, and sought to spread the war to any race that could potentially enslave her people again. She was opposed in this endeavor by the followers of Zerthimon, who believed that such a path would lead their people to corruption and ruin. Thus, at the Pronouncement of Two Skies, the gith race fractured into the githyanki and the githzerai, the latter founding their own domain in Limbo. The githyanki hate the githzerai because their betrayal allowed the surviving illithids to retreat to isolated subterranean strongholds; the two races have been at war ever since.

After settling her people on the Astral Plane, Gith is said to have visited the Nine Hells, where

she made a pact with Tiamat. In exchange for Gith's servitude, the githyanki could call upon red dragons anywhere in the multiverse as allies. Gith's advisor, Vlaakith, became the new queen of the githyanki, and all her heirs were named after her.

Dwelling in the timeless Astral Plane, the Githyanki inhabit numerous fortresses constructed from materials imported to the Astral Plane as well as cities built atop god-isles, the vast stone corpses of deceased gods. Their capital and largest city, Tu'narath, is built on the god-isle of a deceased power known only as "The One in the Void."

ST:12 HP:12 Speed:5,25

DX:11 Will:12 Move:

IQ:12 Per:12

HT:10 FP:10 SM:0

Dodge:8 Parry:12 DR:3

Broadsword (18):2d

Traits: Githyanki G'’lathk: Resistant to disease 8, Hard to Kill (5 levels), Less Sleep (4 levels), Single-Minded, Very Rapid Healing, Resistant to Psionics (variable), Jumper (World, New World), Damage Resistance (3 levels), Danger Sense, High Pain Threshold, Night Vision (4 levels), Peripheral Vision, Will (3 levels). Odious Personal Habits (raiding other races, -15 punti), Bad Temper (12), Bully (12), Fanaticism (a Gith), Intolerance (the other races), Sadism (12), Major Vow (never fight a member of own race), Ugly Appearance, Reputation (very evil creatures).

Githyanki Milar: add Magery (3 levels).

Githyanki Hr'a'cknir: add Detect, Channeling, Magery (3 livelli).

Skills: Broadsword 18, Shortsword 18, all the spell of one college 16.

Class: Extraplanar Creature

Glass Sentinel

hese constructs were created by the hermit scholar Bel'Drul to protect his decrepit home on the south slope of the Cold Claw Range. Bel'Drul bound the spirit of several warriors to their mortal remains, and encased those remains in magically imbued glass armor. While they cannot speak or negotiate, these constructs do contain the sentience of (formerly) living warriors, and are not simple automatons.

Once activated they will evaluate foes before determining if they are welcome visitors or not. Each construct wields two short swords, and favors overwhelming all-out attacks to subdue intruders quickly.

ST: 11 HP: 8 Speed: 7

DX: 11 Will: 10 Move: 7

IQ: 10 Per: 10

HT: 10 FP: 10 SM:

Dodge: 10 Parry: 9 DR: 3

Glass Short Sword (13): 1d+1

Traits: Doesn't sleep, breathe or Eat/Drink, Fragile (Brittle, Unnatural), High Pain Threshold, Immunity to Metabolic Hazards, Indomitable, Injury Tolerance (No Blood, Brain, Eyes, Vitals, Unliving), Mute, No Sense of Smell/Taste, Single Minded, Temperature Tolerance 10, Unfazeable, Unhealing (Partial), Vulnerability (Crushing Attacks x2)

Skills: Shortsword DX+1 (4) 12, Brawling DX+2 (4) 13, Body Language Per+0 (2) 10, Detect Lies Per-1 (2) 9, Intimidation Will+1 (4) 11

Class: Construct

Notes: Any crippling blow to a limb will shatter the glass armor encasing it, returning it to inert sand. The constructs' weapons suffer the same fragility. While these undead warriors' souls are bound to their remains, their armor grants them mobility, and once shattered the remains encased within will collapse helplessly.

Goblin

A little humanoid wielding an oversized cleaver.

ST: 10 HP: 11 Speed: 5.5

DX: 11 Will: 10 Move: 5

IQ: 9 Per: 10

HT: 11 FP: 11 SM: -2

Dodge: 9 Parry: 10 DR: 2

Dogslicer (12): 1d-1 cutting.

Traits: Appearance (Ugly); Cowardice; Infravision; Rapid Healing; Resistant to Metabolic Hazards; Sharp Teeth; Social Stigma (Savage).

Skills: Riding (Dogs)-12; Shortsword-12; Stealth-13.

Class: Mundane.

Notes: Dogslicer, Leather Armor, Light Shield. Goblins are fearless if their warchanters' are chanting their Bravery spells.

Variants

Goblin Pyro

add attack:

Torch (10): 1d crushing + 1 burning.

Goblin Berserker

Some Goblins choose a different solution to their cowardice: they get so hopped up on mushrooms that they foam at the mouth and rush their foes in a berserker frenzy, dying even while kicking and screeching at their foes. The sight of a short goblin wielding a club nearly as big as itself strikes many delvers as so humorous that they the actual lethality of their blows takes them by surprise.

ST: 12 **HP:** 13 **Speed:** 5.50

DX: 11 **Will:** 10 **Move:** 5

IQ: 9 **Per:** 10

HT: 11 **FP:** 11 **SM:** 0

Dodge: 8 **Parry:** 9* **DR:** 0

Sharp Teeth (14): 1d cutting. Reach C.

Big Club (12): 1d+6 crushing, unready after attacking. -1 to skill due to lack of strength. Reach 1, 2*.

Traits: Appearance (Ugly); Berserker; Cowardice (12; -2 Fright Checks, mitigator: mushrooms); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage).

Skills: Brawling-14; Two-Handed Axe/Mace-13.

Class: Mundane (Goblin-Kin).

Combat Effectiveness Rating: 19 (OR 12 and PR 7).

Notes: Goblin Berserkers rush their foes, giving no thought to defense, and always All-Out Attack, usually Strong or Determined, rather than Double (as they wield unbalanced weapons). Incapable of negotiation while drugged. If the players manage to end or outlast the berserk rage, the goblins are again subject to cowardice and generally just scream and run away.

Goblin Commando

A small humanoid looking suspiciously more determined and able than the common goblin.

ST: 14 **HP:** 12 **Speed:** 6.25

DX: 13 **Will:** 10 **Move:** 6

IQ: 9 **Per:** 11

HT: 12 **FP:** 12 **SM:** -2

Dodge: 10 **Parry:** 11U **DR:** 2

Horsechopper (14): 2d+3 cutting. Reach 1, 2. Requires ST 9, or ST 14 to wield one-handed. Becomes unready after attack if wielded one-handed.

Shortbow (16): 1d impaling.

Traits: Animal Empathy; Appearance (Ugly); Cowardice; Infravision; Rapid Healing; Resistant to Metabolic Hazards; Sharp Teeth; Social Stigma (Savage).

Skills: Animal Handling (Dogs)-11; Bow-16; Riding (Dogs)-15; Polearm-14; Stealth-14; Survival (Woodlands)-12; Tracking-13.

Class: Mundane.

Notes: Fine Horsechopper (-1 to break; +1 to damage), Leather Armor, Small Shield, Shortbow with 20 arrows. The commando used a Strength Potion before combat (ST+3, already included in stats). Goblins are fearless if their warchanters' are chanting their Bravery spells.

Goblin Dog

A large, filthy dog looking like a rat with festering blisters all over it.

ST: 13 **HP:** 13 **Speed:** 6.0

DX: 12 **Will:** 10 **Move:** 10

IQ: 4 **Per:** 10

HT: 12 **FP:** 12 **SM:** 0

Dodge: 9 **Parry:** n/a **DR:** 1

Bite (13): 1d-1 cutting + follow-up affliction (Resisted by HT; allergic reaction: itching rash, DX-1 and reactions-1 for margin of failure hours; effects do not stack).

Traits: Appearance (Ugly); Discriminatory Smell; Domestic Animal; Immunity to Disease; Infravision; Quadruped; Sharp Teeth.

Skills: Brawling-13; Stealth-13; Tracking-13.

Class: Animal.

Notes: Stinking. Move 8 if ridden by goblin commando.

Goblin Skirmisher

The smaller (though not tiny), frightened lesser kindred of the Orcs, Goblins aren't good for much but running away, so some clever Orcs gave the most cowardly some bows and arrows and asked them to at least shoot arrows while they were running away.

Goblin skirmishers play to their strengths, carefully laying ambush and then attack, but the instant anything goes south, the goblins will panic and run. Some have been known to panic and run at the sight of the heroes, who are bewildered by the sudden sight of brush and trees erupting with well-armed, previously hidden goblins racing the other direction screaming and waving their arms in panic.

ST: 10 **HP:** 11 **Speed:** 6.00

DX: 12 **Will:** 10 **Move:** 6

IQ: 9 **Per:** 11

HT: 11 **FP:** 11 **SM:** 0

Dodge: 9 Parry: N/A DR: 0

Sharp Teeth (12): 1d-3 cutting. Reach C.

Short Bow (12): 1d-2 impaling. Acc 1, Range 100/150, RoF 1(2).

Traits: Appearance (Ugly); Cowardice (6, -4 Fright Checks); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage).

Skills: Bow-12; Stealth-14.

Class: Mundane (Goblin-Kin).

Combat Effectiveness Rating: 12 (OR 7 and PR 5).

Notes: Goblins are as likely to simply collapse out of terror when struck, and quite a few will “survive” death. Consider rolling stealth to see how well they fake it. Always willing to negotiate, and in fact, only fight at all because bigger goblins force them to.

Goblin Taskmaster

Goblins are smart, at least compared to other goblin-kin. Half the reason they're so scared all the time is that they know they're gonna die and really would rather not. Hence goblins tend to prefer cushy positions such as conjurers, performers and merchants, generally anything less lethal than “necromancer's henchman.”

Still, occasionally one of the brainy goblins finds his way into the service of some dungeon master, and his fellow goblin-kin hand him the reigns to power, giving him dominion over the rest of his goblin brothers (though never the orcs or kobolds. Perish the thought!). Unfortunately, nobody listens to him. At least he gets a big, pointy hat to wear while shouting orders that everyone ignores before his own survival instinct kicks in and he goes racing away. Big, pointy hats are nice.

ST: 10 HP: 11 Speed: 5.25

DX: 10 Will: 14 Move: 5

IQ: 13 Per: 17

HT: 11 FP: 11 SM: 0

Dodge: 8 Parry: 8 DR: 0

Goblin Dagger (12): 1d-3 impaling. Reach C.

Sharp Teeth (10): 1d-3 cutting. Reach C.

Traits: Appearance (Ugly); Cowardice (12 -2 Fright Checks); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage).

Skills: Fast-Talk-16; Knife-12; Tactics-12; Traps-13.

Class: Mundane (Goblin-Kin).

Combat Effectiveness Rating: 13 (OR 5 and PR 8).

Notes: If Goblin Taskmasters have time to prepare ahead of time, allow them to make a tactics roll to exploit the heroes disadvantages, or a trap roll to set up a clever trap. Goblin Taskmasters

know the strength of Goblin Infravision, so will prefer to set up night-ambushes. Perfectly willing to negotiate, especially if pinned down. Very good at it too.

Goblin Warchanter

A female goblin shaman crying out loudly magic chants.

ST: 8 **HP:** 11 **Speed:** 6.0

DX: 13 **Will:** 11 **Move:** 6

IQ: 9 **Per:** 10

HT: 11 **FP:** 15 **SM:** -2

Dodge: Parry: 7U **DR:** 2

Whip (13): 1d-4(0.5) crushing.

Dogslicer (9, offhand): 1d-3 cutting.

Shortbow (15): 1d-3 impaling.

Traits: Appearance (Ugly); Bardic Talent; Cowardice; Empathy (Bard-Song); Infravision; Rapid Healing; Resistant to Metabolic Hazards; Sharp Teeth; Social Stigma (Savage).

Skills: Acrobatics-13; Bow-15; Riding (Dogs)-13; Shortsword-13; Singing-14; Stealth-14; Whip-13.

Spells: Bravery-12; Fear-12; Panic-12.

Class: Mundane.

Notes: Minor Healing Potion, Dogslicer, Leather Armor, Shortbow with 20 arrows, 3-yard Whip, 10 gp. Goblins are fearless if their warchanters' are chanting their Bravery spells.

Golem, Flesh

ST: 21 **HP:** 25 **Speed:** 5.25

DX: 9 **Will:** 10 **Move:** 5

IQ: 0 **Per:** 10

HT: 12 **FP:** N/A **SM:** +1

Dodge: 8 **Parry:** 9 **DR:** +2

Slam (12): 2d+1 cr.

Traits: Automaton; Berserk* (See Notes); Cannot Learn; Darkvision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Infravision; Doesn't Sleep; DR 3 (against non-magical and non-adamantine weapons); Immunity (All mind control); Immunity to Metabolic Hazards; Injury Tolerance (Homogenous); Magic Resistance 20; Night Vision 5; Single-Minded; Unfazeable; Unhealing (Partial, See Notes).

Skills: Brawling-12.

Class: Construct.

Combat Effectiveness Rating:

Notes: Magical attacks that deals cold or fire slows a flesh golem same as the Decreased Time Rate disadvantage for 2d seconds. A magical attack that deals electricity damage breaks any Decreased Time Rate effects on the golem and heals 1 HP for each 2 points of electricity damage.

A flesh golem in combat has greater chances of becoming Berserk the longer it stays in that mode. Roll for Self-Control each second of combat and use the table below for the target number.

Seconds in combat Self-Control Number

1	17
2	16
3-5	15
6-10	14
11-16	13
17-25	12

Gorgon

ST: 21 **HP:** 21 **Speed:** 6.00
DX: 10 **Will:** 12 **Move:** 6
IQ: 3 **Per:** 12 **Weight:** 6,000 lbs.
HT: 13 **FP:** 13 **SM:** +1 (3 hexes)
Dodge: 9 **Parry:** n/a **DR:** 6

Horns (13): 2d+4 impaling. Reach C, 1.

Petrification Breath (Resist HT-2): Gas in a 20-yard wide cone turns the victim to stone unless he resists. Range 20.

Trample (13): 2d+1 crushing. Target must be SM -1 or less. Reach C.

Traits: Acute Hearing 3; Acute Vision 3; Discriminatory Smell; Fearless 2; Night Vision 8; Quadruped; Wild Animal.

Skills: Brawling-13.

Class: Mundane.

Combat Effectiveness Rating: 52 (OR 28 and PR 24).

Grádos, Corpse-Eater Assassin

a nasty squint. Over the years, he has learned to hunt and kill surface dwellers for money, often swallowing his pride and making a deal with another surface dweller to let him feed on the corpse. Grádos eagerly awaits the day those surface dwellers will rue beating back the corpse eaters and will be food, but has never made an effort at all to do this; in fact, he only makes job-related efforts. His hands are quite clammy, making it almost impossible for him to grab someone surreptitiously.

ST: 13 **HP:** 11 **Speed:** 7.00

DX: 15 **Will:** 11 **Move:** 5
IQ: 11 **Per:** 12 **SM:** 0
HT: 14 **FP:** 14 **DR:** 2
Dodge: 10 **Parry:** 12 **Block:** 11

Pistol Crossbow (18): 1d+3 impaling. Range 195/260; Acc 1. May be poisoned, especially on a first shot; see below.

Shortsword (16): 2d+1 cutting or 1d+1 impaling. Reach 1.

Dagger (18 melee, 15 thrown): 1d impaling. Reach C or Range 7/15; Acc 0.

Bite (15): 1d cutting. Reach C.

Traits: Appearance (Ugly); Bloodlust (12); Brotherhood of Ghouls; Callous; Combat Reflexes; Immunity to Disease; Intolerance (Surface dwellers); Laziness; Night Vision 5; Reduced Consumption 1 (Cast-Iron Stomach); Restricted Diet (Flesh of other sapient beings, fresh or not-so-fresh); Sharp Teeth; Silence 1; Social Stigma (Monster).

Skills: Brawling-15; Cloak-15; Crossbow-18; Fast-Draw (Knife)-16; Garrote-17; Knife-18; Observation-11; Poisons-12; Shadowing-12; Shortsword-16; Stealth-18 (19 vs. Hearing when moving, 20 when still); Thrown Weapon (Knife)-15; Traps-12; Wrestling-16.

Class: Mundane.

Combat Effectiveness Rating: 42 (OR 27 and PR 15).

Notes: Notable gear includes:

- *Anti-Toxin (oozing doom)*, \$20, 0.5 lbs.
- *Camouflage Heavy Cloak (DB 2)*, +1 to Stealth in underground and urban environments (already included in the stats above), \$150, 5 lbs.
- *Dagger*, \$20, 0.25 lbs.
- *Garrote*, \$2, 0 lbs.
- *Leather Armor (covering all locations except the face)*, \$340, 19.5 lbs.
- *Monster Drool* (roll vs. HT or take 2 points of injury), \$40, 1 lb.
- *Nageteppo, Flash* (Everyone within 10 yards of target hex rolls vs. HT or suffers Blindness), \$40, 0.2 lb.
- *Nageteppo, Smoke* (Fills two-yard radius with smoke), \$40, 0.2 lb.
- *Oozing Doom* (Contact agent soaks through armor in DR seconds; 2d injury (1d on successful HT roll)), \$100, 1 lb.
- *Pistol Crossbow*, \$150, 4 lbs.
- *Shortsword*, \$400, 2 lbs.

He will follow his quarry as long as he can, taking note of their skills. When he is ready to draw near, he will throw a flash nageteppo as near to any spellcasters as he can, then try to pick them off first. His first shot will have monster drool on the head of the bolt, and he will shoot for whoever holds the light on this shot. After he puts the group in darkness, he will try to take out the healers, if he has identified them beforehand (use Observation). If anyone obviously bigger and stronger than he comes near, he will try to run and pick off whom he can one by one.

Greater Air Elemental

The Greater Air Elemental is human sized and just as powerful. The Sylph has learned stealth, and lingers on the edges of mankind's world, watching carefully and slipping away when confronted. When she is forced to fight, her form clouds into a stormfront and she unleashes terrible winds and bolts of lightning.

ST: 10 **HP:** 10 **Speed:** 4.50
DX: 11 **Will:** 8 **Move:** 4
IQ: 8 **Per:** 9
HT: 7 **FP:** 7 **SM:** 0
Dodge: 7 **Parry:** N/A **DR:** 0

Gusting Punch (11): 1d-3 crushing. Reach C.

Lightning Blast (13): 6d(2) burning. Acc 3, Range 10/100, RoF 1.

Wind Blast (13): 3d crushing, double knockback. Acc 3, Range 10/100, RoF 1.

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Flight (Lighter than Air; Air Move 8); Immunity to Metabolic Hazards; Injury Tolerance (Diffuse); No Fine Manipulators; No Legs; Vulnerability (Vacuum, Wind-Based Attacks ×2).

Special Powers: Storm Casting (Magical).

Skills: Innate Attack (Projectile)-13; Stealth-13.

Class: Elemental.

Combat Effectiveness Rating: 48 (OR 33 and PR 15)

Notes: Can be summoned for 20 energy points. Willing to negotiate. Often playful.

Greater Earth Elemental

Greater Earth Elementals resemble giant men roughly hewn from stone. They can absorb enormous amounts of damage, but move very slowly and think just as slow. In battle, he wades through his foes, ignoring how their blades chip at his massive, stoney hide, and slamming his foes with power, uncoordinated attacks.

ST: 22 **HP:** 25 **Speed:** 4.75
DX: 8 **Will:** 6 **Move:** 4
IQ: 6 **Per:** 6
HT: 11 **FP:** 11 **SM:** +1
Dodge: 7 **Parry:** 9 **DR:** 5

Punch (11): 2d+1 crushing. Reach C, 1.

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous); Striking Surface.

Skills: Brawling-11.

Class: Elemental.

Combat Effectiveness Rating: 42 (OR 8 and PR 34).

Notes: Can be summoned for 20 energy points. Willing to negotiate. Easily tricked. Takes half damage from piercing and impaling weapons.

Greater Fire Elemental

Greater Salamanders burn in tall, human-sized pillars, with their face bright inside the tongues of flame. They remain fascinating and warm, but now unleash devastating attacks on their foes. Touching one of the children of the inferno invites disaster.

ST: 14 **HP:** 14 **Speed:** 4.25

DX: 10 **Will:** 8 **Move:** 4

IQ: 8 **Per:** 8

HT: 7 **FP:** 7 **SM:** 0

Dodge: 7 **Parry:** 10 **DR:** 0

Burning Aura (16): 2d burning. It's an Aura, so anyone it touches or touching it takes the damage. Reach C.

Burning Punch (16): 1d+2 crushing plus follow-up 2d burning. Reach C.

Burning Touch (16): 3d burning plus follow-up 2d burning. The follow-up burning damage is cyclical for 3 seconds. Usable 3 times a day.

Traits: Charisma 1; Doesn't Breathe (Oxygen Combustion); Doesn't Eat or Drink; Doesn't Sleep; DR 10 (Only vs. Fire/Heat); Immunity to Metabolic Hazards; Injury Tolerance (Diffuse); No Fine Manipulators; Striking ST +2 (ST 16); Weakness (Water, 1d/min).

Special Power: Burning Touch (Magical).

Skills: Brawling-16.

Class: Elemental.

Combat Effectiveness Rating: 61 (OR 40 and PR 21).

Notes: Can be summoned for 20 energy points. Willing to negotiate.

Greater Water Elemental

Greater Undines resemble beautiful women with flowing hair of white, blue and green. Their transparent form catches and reflects the light, fascinating and hypnotizing those who watch the perfect grace of the greater Undine.

ST: 13 **HP:** 13 **Speed:** 4.00

DX: 8 **Will:** 9 **Move:** 4

IQ: 9 **Per:** 9

HT: 8 **FP:** 8 **SM:** 0

Dodge: 7 Parry: 9 DR: 0

Water Slam (11): 1d crushing. Reach C.

Traits: Amphibious; Appearance (Beautiful; Universal); Awe; Chameleon 1; Doesn't Breathe; Doesn't Sleep; Empathy; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse); Invertebrate; Slippery 5; Vulnerability (Dehydration, ×2).

Skills: Brawling-11.

Class: Elemental.

Combat Effectiveness Rating: 32 (OR 7 and PR 25).

Notes: Can be summoned for 20 energy points. Willing to negotiate.

Green Hag

The Green Hag is a malicious faerie plant creature. Invisible to both normal vision and infravision, if seen, it looks like an ugly old woman made of gnarled and twisted roots. Found in forests, jungles and dungeons, the Green Hag loves to persecute people by following them around secretly, bringing them danger and harm through judicious use of Plant spells. The Green Hag will avoid getting into personal combat, but enjoys assaulting her victims magically and attracting monsters to them. Her great skill in Stealth and Tracking, along with her Plant magic, can make it very hard to shake a Green Hag who has taken a dislike to one. In Dungeon Fantasy, exceptional Green Hags may advance as Druids or Wizards.

On occasion, Green Hags will ally themselves with other plant creatures, as protectors, guardians or spiritual advisors. This can bring their interests into line with people who are committed to protecting nature. However, the Green Hag always carries a fundamental hatred of sentient animal life and collaboration can only end in betrayal.

Green Hags make their homes in holes or in old trees, where they often stash valuable spices and potions.

ST:12 HP:24 Speed:5

DX:13 Will:15 Move:7

IQ:9 Per:16

HT:12 FP:24 SM:0

Dodge:9 Parry:8 DR:3

Clawed Hand (14)1d cutting

Traits: Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogeneous, No Blood); Invisible, Unfazeable.

Skills:Brawling-14, Climbing-20, Stealth-20, Tracking-20, all Plant College spells at 21.

Class:Faerie, Plant

Notes: The Green Hag knows all of the spells of the Plant College at 21. Most are fluent in Elvish, Orcish and Pixie.

Green Hag (D&D)

ST: 19 **HP:** 19 **Speed:** 5.25

DX: 11 **Will:** 11 **Move:** 5

IQ: 11 **Per:** 12

HT: 11 **FP:** 11 **SM:** 0

Dodge: 8 **Parry:** 9 **DR:** 5

Claw (14): 2d cutting, plus follow-up 1d ST (Resist HT). Reach C.

Traits: Acute Hearing 4; Acute Vision 4; Amphibious; Magery 3; Magic Resistance 8 (Improved); Mimicry; Night Vision 8; Social Stigma (Monster).

Skills: Brawling-14; Hidden Lore (Any one)-12; Stealth-13; Swimming-14.

Spells: Alter Visage-12; Breathe Water-12; Gift of Tongues-11; Hide Path-12; Invisibility-12; Simple Illusion-12; Sound-12.

Class: Faerie.

Combat Effectiveness Rating: 43 (OR 18 and PR 25)

Grell, Common

The grell is levitating creature with a body like a giant olive-colored exposed brain the size of a human and with a frontal beak, below which trails ten long pale olive-green tentacles. Grell are usually found underground and are particularly dangerous and vicious. The tentacles carry small spines that inject paralyzing venom into a victim. There are three types of Grell: Common, Philosopher, Patriarch

Below there are the stats for Grell, Common

ST:14 **HP:**17 **Speed:**6,25

DX:12 **Will:**8 **Move:**6

IQ:10 **Per:**10

HT:13 **FP:**13 **SM:**0

Dodge: **Parry:** **DR:**-

<Attack> (<Skill>):

Traits: Fit, 3D Spatial Sense, Constriction Attack, Doesn't Eat or Drink, Extra Arms (2 metri, 10 tentacles), Flight (Low Ceiling, 10 yrd), Penetrating Voice, Radar Sense, Sensitive Touch, Special Rapport (with the Philosopher, 5 points), Stretching (3 livels), Venom (Paralyzing, HT-2), Claws (Sharp), Horns (Beaks, Butting), Drain Emotion (4 livelli). Odious Personal Habits (feeding on the desperation), Albinism, Low Pain Threshold, Sadism, Dependency (Occasional, Illegal), Selfless (6), Will -2, Invertebrate, Appearance (Horrific).

Skills: Drain Emotion IQ +2

Class: Alien

Grom (Demon)

Grom has four arms and a bulldog-like face.

ST: 25 **HP:** 25 **Speed:** 7.00
DX: 15 **Will:** 15 **Move:** 7.0
IQ: 12 **Per:** 15
HT: 13 **FP:** 13 **SM:** 1
Dodge: 10 **Parry:** 12 (arm) **DR:** 5

claws (18): swing 5d+1 cutting

Traits: Combat Reflexes; Dark Vision; Doesn't Breathe, Eat, Drink, Sleep; Extra Arms; Extra Attacks 3; Immunity to Metabolic Hazards; Indomitable, Injury Tolerance (No Blood, Brain, Neck, Vitals); Unfazeable.

Skills: Brawling-18; Wrestling-18

Spells: Darkness-15

Class: Demon

Notes: Unwilling to negotiate.

Guardian Demon Abomination

This thing is said to be a Demon, but looks more like an Elder Thing! It is a slick-skinned iridescent green-purple horror with four bulging yellow eyes on the sides of its fish-like head, far-too-many six inch long fangs, and uncountable forking tentacles. A Guardian Demon Abomination is as big as a cart-horse... but infinitely more dangerous. It's not humanoid in the slightest, closer resembling a cross between an anglerfish and a few squid.

ST: 26 **HP:** 36 **Speed:** 7.25
DX: 15* **Will:** 14 **Move:** 7
IQ: 9 **Per:** 14
HT: 14 **FP:** 14 **SM:** 2
Dodge: 11 **Parry:** 13 **DR:** 6 (Tough Skin) + 5 (Elemental)

Horrible Bite (15): 2d+3 impaling. Reach 1. (note that effective skill already represents a SM 0 target)

Tentacle Slam (16): 2d+4 crushing, double knockback. Reach 2. (note that effective skill already represents a SM 0 target)

Tentacle Grab (20): Reach 2 (one handed grapple). (note that effective skill already represents a SM 0 target)

Tentacle Crush (ST vs ST or HT): Requires a Tentacle Grab. Does damage equal to margin of victory.

Abominable Horror (N/A): The Guardian Demon Abomination is so horrible that to look upon it triggers a Fright Check at -2.

Life Sucking Aura (-): This malefic aura automatically affects anyone the Guardian Demon Abomination touches or grapples, or anyone who touches it. The aura does 1d+1 fatigue (cold, cosmic) and heals the Guardian Demon Abomination for 3 HP every time it injures a living target; the aura *completely* bypasses any DR from non-Holy sources, but is affected normally by Holy spells and abilities.

Traits: 360° Degree Vision; Amphibious; Combat Reflexes; Constriction Attack; Danger Sense; Darkvision; Doesn't Breathe (Gills); Doesn't Sleep; Enhanced Tracking 1; Extra Arms (6; Long); Extra Attack 3; Extra Legs (15+); Fangs; High Pain Threshold; Horrific Appearance; Immune to Metabolic Hazards; Immune to Stunning; Injury Tolerance (Unliving); Long Arms (2); Magic Resistance 3 (Not vs Holy); Single Minded; Terror (3; Sight; Always On).

Skills: Brawling-18; Observation-16; Tracking-14; Wrestling-18.

Class: Demon.

Combat Effectiveness Rating: 134 (OR 68 and PR 66).

Notes: This is a very dangerous foe for a group of 250 point delvers. Possibly best dealt with by standing at a safe distance and pelting it with missile weapons, but it also has some relative vulnerability to Mental clerical spells and other kinds of divine intervention. The Guardian Demon Abomination has *Vitals* and *Brain* hit locations, but either location requires a successful Hidden Lore (Demons) check to target. Willing to negotiate anything unrelated to whatever it is guarding, but will quickly break its word if its task is threatened, or it sees a way to better secure its protectorate. Truly Evil.

Gun-Toting Suburbanite

This is a fairly average resident of an American suburban community who just happens to be armed (unarmed suburbanites don't really need combat stats). It is likely that he has never been in a real fight, but he practices with his favorite firearm regularly and is determined to protect his life and property against intruders... such as player characters going where they shouldn't.

ST: 10 HP: 10 Speed: 5

DX: 10 Will: 10 Move: 5

IQ: 10 Per: 10

HT: 10 FP: 10 SM: +0

Dodge: 8 Parry: DR: -

Punch (10): 1d-3 crushing

and pick *one* of:

Auto Pistol, .40 (11): 2d pi+; Acc 2; Range 150/1,900; RoF 3; Shots 15+1 (3); Bulk -2; Rcl 2

Auto Shotgun, 12G (11): 1d+1 pi-; Acc 3; Range 50/125; RoF 3x9; Shots 6+1(3i); Bulk -5; Rcl

Winchester M1894, .30-30 (11): 6d pi; Acc 5; Range 900/3700; RoF 2; Shots 5+1(2i); Bulk -5; Rcl 3

Traits: Intolerance (Intruders)

Skills: Area Knowledge-12

Class: Mundane

Notes: Roll 1d. On a 2, the Suburbanite is Overweight - reduce Move to 4. On a 1, the Suburbanite is Obese - reduce Move to 3. The Suburbanite is unlikely to fight to the death unless there is no other choice to defend himself or his family, and under heavy fire he is likely to retreat and call both the police and the security company protecting his house.

Hag

Hags are evil spell-casting monsters that look like hideous old women. While most people think of hags as living in deep in the woods or in dank, dismal marshes, in reality, they can live anywhere, although they prefer ugly, remote places that are on the outskirts of civilized areas. No matter where they live, though, their pure evil pollutes and corrupts the nature world. Plants and small animals either die (or in the case of the animals, leave) or mutate into horrible forms.

Hags have access to many spells naturally, and many take spell-casting professions as well. They frequently use Illusion Disguise to take the form of a lovely young maiden, making it easier for them to lure people, especially men (whom they hate with a passion and view only as breeding stock) to their doom. They hate women as well, just not as passionately.

The offspring of a hag and any humanoid save ogres and ogre magi is always a baby hag. The offspring of a hag and an ogre is either another hag (75% chance) or a particularly cruel ogre magi. The offspring of a hag and an ogre magi has a 50-50 chance of either. Their ogrish offspring are always female. Sometimes, if the hag mated with a human or elf, dwarf, or other such being, the baby will look like a member of the father's species. The hag will place those babies, cuckoo-like, in a place where they will be taken in and adopted by a member of that species. As they age, these girls prove to be unpleasant or even outright evil and typically unattractive. Upon reaching menopause, they transform into full-fledged hags.

ST: 20 **HP:** 30 **Speed:** 6.00

DX: 11 **Will:** 15 **Move:** 6

IQ: 15 **Per:** 15

HT: 13 **FP:** 13 **SM:** 0

Dodge: 9 **Parry:** n/a **DR:** 4*

Claw (13): 2d+1 impaling or cutting. Reach C.

Evil Eye: Their evil glare curses those unlucky enough to meet it. If the hag wins a Quick Contest of her skill (16) against the victim's Will, the victim suffers from Unluckiness for a number of minutes equal to the amount by which he lost the contest. Range 20. This attack is vision-based.

Hideousness: Hags are so ugly that, when they choose to, anyone who sees them in their natural

form or comes within 10 yards, regardless of whether or not he can see the hag, must make a Fright Check.

Weakening Touch (13): Their corrupting touch drains the life out of people, letting the hag leech 1 HP a second, and heal 1 HP of her own wounds for every 3 HP she steals. Reach C.

Traits: Bully (9); Callous; Damage Resistance 4 (Tough Skin); Energy Reserve 20; Extended Lifespan; Frightens Animals; High Pain Threshold; Intolerance (pretty much everyone); Lifebane; Loner (12); Magery 5; Mimicry; Odious Personal Habit (Eats sapient beings); Sadism (6); Selfish (9); Sharp Teeth; Talons; Temperature Tolerance 2.

Skills: Brawling-13; Herb Lore-15; Innate Attack (Gaze)-16; Naturalist-20; Pharmacy (Herbal)-15; Poisons-15; Stealth-16; Thaumatology-18.

Spells: Alter Voice-20; Beast Speech-20; Beast Summoning-20; Breathe Water-20; Charm-20; Communication-20; Complex Illusion-20; Detect Magic-20; Fear-20; Fog-20; Gloom-20; Illusion Disguise-20; Illusion Shell-20; Imitate Voice-20; Invisibility-20; Iron Arm-20; Mystic Mist-20; Perfect Illusion-20; Rider Within-20; Shape Darkness-20; Shape Light-20; Simple Illusion-20; Sleep-20; Sound-20; Voices-20; Zombie-20.

Class: Mundane (Humanoid).

Combat Effectiveness Rating: 93 (OR 58 and PR 35).

Notes: Truly evil. Willing to negotiate. In addition to the above spells, many hags become full-fledged wizards or sometimes even priests of evil gods (assuming they can find a god they don't hate). Young hags only have Magery 3; very old hags have Magery 6 or even higher. Mundane animals that live near hags for a long period of time either die or acquire the Corrupted Creature template. Hags sometimes take these corrupted creatures as allies. Hags often create herbal concoctions which they may sell to women, if those women are planning to do something awful with it. They don't charge money but demand favors or that the women do something equally awful to deserve the concoction. Some hags live in the water and have Doesn't Breathe (Gills), although they can still breathe air.

Hag, Sea

ST: 19 **HP:** 14 **Speed:** 5.50
DX: 11 **Will:** 11 **Move:** 5 (Water Move 6)
IQ: 10 **Per:** 11
HT: 11 **FP:** 11 **SM:** 0
Dodge: 8 **Parry:** 9 (Brawling) **DR:** 1

Claws (13): 2d-1 cut.

Horrific Appearance (Resisted by HT-1): Vision-based. Anyone seeing the hag for the first time must succeed the HT-1 check or has it's ST score reduced by 1d. Penalties last for one minute per point the victim fails his roll. People affected or that succeeded their roll cannot be affected again for 24 hours.

Evil Eye (Quick Contest 11 vs Will-1): Malediction 1; Secondary Heart Attack. Victim is Dazed (B428) for one day per margin of failure on the Quick Contest except that he can't recover before that even if struck. *Dispel Possession* and *Remove Curse* can end the effect. Can only be used 3 times per day.

Traits: Amphibious; Appearance (Horrific); Magic Resistance 2; Sharp Claws.
Skills: Brawling-13; Hidden Lore (select one)-11; Stealth-12; Swimming-15.
Class: Mundane.

Hammerclaw

ST: 19 **HP:** 19 **Speed:** 6.25
DX: 10 **Will:** 12 **Move:** 4 (Water Move 4)
IQ: 5 **Per:** 11
HT: 13 **FP:** 13 **SM:** +1
Dodge: 9 **Parry:** 9 (Wrestling) **DR:** 4

Pincer (13): 2d+1 cut.

Sonic Pulse (13): Can create a 6-yard-wide x 6-yard-long cone of sonic energy that deals 2d cr.

Paralysis (Resisted by HT-1): Follow-up to Sonic Pulse; Victim is stunned but can recover by rolling vs. HT+1 once per second but starting at HT-1.

Traits: Amphibious; Constriction Attack; Cutting Striker (Pincers); Doesn't Breathe (Gills); DR 5 (against sonic); Infravision.

Skills: Brawling-13; Camouflage-13 (14 in rocky areas); Innate Attack (Beam)-13; Jumping-13; Swimming-16; Wrestling-13.

Class: Dire Animal.

Hangman Tree

The hangman tree is so named for its rope-like appendages. These sinewy vines resemble nooses at their ends and when dropped down appear much as if they were hanging ropes. Hangman trees are deciduous and are found in temperate to subtropical climates.

ST: 37 **HP:** 145 **Speed:** 5.00
DX: 9 **Will:** 12 **Move:** 2
IQ: 8 **Per:** 12 **Weight:** 6,000 lbs.
HT: 11 **FP:** 11 **SM:** +3
Dodge: 8 **Parry:** 8 **DR:** 18

Hallucinatory Spores (Resist Will-2): Those who do not resist think the hangman tree is either a normal tree or, if this is obviously not so, a benign tree creature like an treant. Anyone so affected will refuse to attack the tree for a number of minutes equal to the amount by which he failed to resist. If someone affected is given clear information to the contrary (say, watching the tree eat one of his friends), he may resist again, at an additional -1 each time.

Swallow Whole (11): The tree can swallow someone whom it has grabbed with its vine.

Someone in the trunk takes 2d+2 crushing each second. To get out of the trunk, it takes dealing 20 HP to open a temporary (1 second, long enough for one victim to get out) hole in it, and

someone in the trunk cannot swing a weapon, only thrust.

Vine (11): 2d+2 crushing to the neck and starts a constriction attack. Reach C-3.

Traits: Acute Hearing 2; Blindness; Chameleon 8 (Limited, Woodlands); Constriction Attack; Dependency (Soil, water and sunlight, Monthly); Doesn't Breathe; Doesn't Sleep; Extra Attack 3; Fragile (Combustible); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous; No Blood; No Eyes; No Neck); Magic Resistance 5; No Fine Manipulators; Unfazeable; Vibration Sense (Ground).

Skills: Brawling-11; Camouflage-10 (18 in woodlands).

Class: Plant.

Combat Effectiveness Rating: 321 (OR 145 and PR 176).

Notes: DR is ablative to burning, corrosion, crushing, cutting, and huge piercing attacks to the same spot. DR is semi-ablative to multiple impaling, piercing, and large piercing attacks to the same spot. See pp. B47 and B559.

Harharha'raror, Demon Prince

A twisting, writhing sphere of staring eyestalks and drooling, lipless mouths that hovers in midair by no visible means and speaks with several voices slightly out of synch with each other. Though he commands cerebral magics and is often consulted on matters esoteric by the most potent necromancers, and also commands a respectable legion of various types of demons and a large, inhospitable tract of Hell, he is a fairly straightforward sort at heart(s) and his principle interest is devouring people alive (nearly-innocent people with one fatal flaw by preference, often after tricking them in some horrible bargain and/or with great pomp and ritual).

ST: 20/22* **HP:** 48 **Speed:** 7.50

DX: 12 **Will:** 22 **Move:** 7/14*

IQ: 16 **Per:** 19

HT: 18 **FP:** 20 **SM:** +2

Dodge: 10 **Parry:** 11 **DR:** 10

Sharp Teeth (16): 2d+1 Cutting

Regular-Speed Slam (16): 4d+2 Crushing

Traits: 360° Vision (Multiple Eyestalks + Lg Central Eye, -6 to hit), Appearance (Horrific), Bloodlust (12-), Bully (12-), Callous, Cannot Harm Innocents (Only prevents direct harm to truly good or holy folk), Double Jointed, Extra Mouth x5, Flight, Fragile (Unnatural), Gluttony (6-), Hard to Kill x3, Immune to Metabolic Hazards, Immunity to Mind-Affecting Magic, Indomitable, Invertebrate, Life Bane, Magery x3, Night Vision x5, No Fine Manipulators, Sadism (12-), Selfish (12-), Striking Strength +2, Trickster (12-), Unfazeable, Vulnerability x2 (Holy Weapons)

Skills: Acting IQ-1 [1]-15, Brawling DX+4 [12]-16, Fast-Talk IQ+1 [4]-17, Hidden Lore (Demon Lore) IQ-1 [1]-15, Innate Attack (Gaze) DX+4 [12]-16, Intimidation Will+3 [12]-25, Occultism IQ+3 [12]-19, Stealth DX [2]-12, Wrestling DX+2 [8]-14

Spells: Knowledge! IQ+2* [12]-18, Meta! IQ+2* [12]-18, Movement! IQ+2* [12]-18

Special Powers: Blood Caster x3, Hypnotic Eye (Unholy / 1 Eye Only), Stone Visage (Unholy / 1 Eye Only), Vampiric Aura (Unholy / 1 Eye Only)

Class: Demon

Notes: Costs 85 energy to summon. All too willing to negotiate. Truly Evil.

Harpy

Nasty avian women with very bad dispositions and a horrid stench. Their voices are annoying as well. Inspiration is taken from a couple of exes, classical mythology and D&D Monster Manual.

ST: 8 HP: 8 Speed: 6.50

DX: 13 Will: 11 Move: 13 (Air)

IQ: 5 Per: 12 Weight: 100 lbs.

HT: 13 FP: 13 SM:

Dodge: 9 Parry: n/a DR: 2

Bite (15): 1d-1 cutting; Reach C. Chance of infection.

Bow(15): 1d-1 cutting; Reach C, 1. Often poisoned, sleep or paralysis

Talons (15): 1d-1impaling; Reach C. Much greater chance of infection

Song of the Harpy (15): Cost: 1 FP: A group of harpies singing causes irritation, discord, confusion, and worse. The more harpies there are the worse the effects are. Concentration checks become harder, etc...

Stench (15): the breath of a harpy is so foul as to require as health check to avoid retching and falling to the ground vomiting.

Traits: Bad Temper (9); Flight (Winged); No Fine Manipulators; Semi-Upright; Temperature Tolerance 2; Wild Animal, Extra Attacks-2

Skills: Brawling-15; Tracking-13; Harpy Song -15, Short Bow -15. Alchemy -15, Poisons-15

Class: Hybrid.

Notes: Ground move is 6. Sneaky air attacks to steal food and water are a common tactic.

Harpies travel in packs of 2d. They are never alone.

Harpy (D&D)

ST: 10 **HP:** 10 **Speed:** 5.50

DX: 12 **Will:** 11 **Move:** 4 (Air Move 11)

IQ: 8 **Per:** 11

HT: 10 **FP:** 10 **SM:** 0

Dodge: 9 **Parry:** 10 (Light Club) **DR:** 0

Claws (15): 1d-2 cut

Light Club (14): sw 1d+1 cr or thr 1d-1 cr

Captivating Song (Resisted by Will-1): Hearing-based emanation in a 60-yard radius. Those who resist cannot be affected again by the same harpy's song for 24 hours. Those who fail walk toward the harpy, taking the most direct route available. If the path leads to a dangerous area (through flame, off a cliff, or the like) they get a second resistance roll. The victim cannot

undertake any other action than a Move but can defend normally. A victim within 1-yard from the harpy stands there and offers no resistance to the harpy's attacks. The effect lasts as long as the harpy sings and for 1 second thereafter. Other harpies are immune to this effect.

Traits: Enhanced Dodge; Flight (Winged); Infravision; Sharp Claws.

Skills: Brawling-15; Broadsword-14; Fast-Talk-10; Intimidation-12; Singing-11.

Class: Mundane.

Hell Clown

he Hell Clowns are initiates of Agarash Cult. They are some human turned into mad death-machines by their Dark Master. Their speed, dexterity and skill with the rapier and other fencing weapons are devastating. They confuse their enemies with witticism and acrobatic feats. They are so fast that they may attack twice with the same weapon without make a All-Out Attack

ST:11 HP:11 Speed:7

DX:16 Will:13 Move:7

IQ:11 Per:11

HT:10 FP:10 SM:0

Dodge:11 Parry: DR:-

With Weapon (18): 1d+2

With Weapon (18): 1d+2

Traits: 1 Extra Attack, Fearlessness, Daredevil, Double-Jointed, High Pain Threshold, Rapier Wit, Appearance (Ugly), Sadism, Bloodlust

Skills: Acrobatics 18, Rapier (or another fencing weapon) 18, Fast-talk 18

Class: Demon

Hell Hound

ST: 16 HP: 16 Speed: 6.0

DX: 12 Will: 12 Move: 9

IQ: 8 Per: 15

HT: 12 FP: 12 SM: 0

Dodge: 9 Parry: N/A DR: 5

Bite (15): 1d+1 cut + 1d burning

Breath (15): 2d burning 1 fatigue to use

Traits: Discriminatory smell (used while mist is up to locate prey); Combat Reflexes; Dark vision; Doesn't Breathe, Eat, Drink, Sleep; Extra Attacks 4; Extra Reach 2; Immunity to metabolic hazards; Indomitable; Injury Tolerance (No Blood, Brain, Neck, Vitals); Quadruped; Unfazeable.

Skills: Brawling-15; Breath Weapon-15; Tracking-15

Class: Demon

Hell Knight

These powerful, armored demons serve as the captains of Hell's legions. While not as intelligent as some of the greater demons, they are more than capable of holding off an entire band of experienced delvers on their own. With sufficient DR to stave off even the most powerful weapons and complete mastery of their blade, a party of Delvers should think twice before taking one on.

Hell Knights take to the front-lines, using their considerable defenses to hold off the Delvers while his other demons do the necessary work to take the players down. He's also very capable of killing off players.

ST: 19 **HP:** 30 **Speed:** 7.50

DX: 15 **Will:** 12 **Move:** 7

IQ: 10 **Per:** 10

HT: 15 **FP:** 16 **SM:** 0

Dodge: 11 **Parry:** 14 **DR:** 25

Claws (19): 2d+1 cutting. Reach C.

Hell-rune Dark-sword (21): 2d+5 impaling or 4d+3 cutting (Fine, Unbreakable, Cursed). Reach 1, 2.

Sharp Teeth (19): 2d+1 cutting. Reach C.

Traits: Appearance (Monstrous); Bloodlust (12); Callous; Cannot Harm Innocents (Only prevents direct harm to truly good or holy folk); Combat Reflexes; Flight (Winged; Air Move 20); Fragile (Unnatural); Immune to Metabolic Hazards; Immunity to Mind-Affecting Magic; Lifebane; Night Vision 5; Sadism (12); Sense of Duty (Demons); Striking ST +2 (ST 21); Vulnerability (Holy Weapons ×2).

Skills: Acting-9; Brawling-19, Fast-Talk-12; Hidden Lore (Demon Lore)-9; Intimidation-14; Stealth-15; Two-Handed Sword-21.

Class: Demon.

Combat Effectiveness Rating: 116 (OR 57 and PR 59).

Notes: 400 point Demon. Costs 40 energy to summon. Willing to Negotiate if not on a mission. The Hell-Rune Dark-sword is lootable (the dark armor is not): treat it as a fine, unbreakable Greatsword with a curse on it, determined by the GM. The curse often seems beneficial when it really isn't. Truly Evil.

Henchman Scout

ST: 12 **HP:** 12 **Speed:** 6.50

DX: 14 **Will:** 12 **Move:** 7

IQ: 12 **Per:** 14

HT: 12 FP: 12 SM: 0

Dodge: 11 Parry: 12 DR: 4 (Chain)

***Long Bow (18):** 1d6 imp Acc:3 Range:x15/x20 RoF:1

Broad sword (18): swing 1d6+3 cut, thrust 1d6+2 imp

Traits: Combat Reflexes; High Pain Threshold; Outdoorsman-2; Sense of Duty(King and [Roderick](#)).

Skills: Bow-18; Brawling-14; Broadsword-18; Camouflage-14 (With cloaks-18 in natural settings only); Fast-Draw (Arrow)-14; Observation-14; Stealth-13; Survival(Outdoors)-16; Tracking-16

Class: Human

Hill Giant

Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out.

Adults are about 10-1/2 feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.

Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves.

ST: 25 HP: 25 Speed: 5.25

DX: 9 Will: 10 Move: 7

IQ: 8 Per: 10 Weight: 1,100 lbs.

HT: 12 FP: 12 SM: +1

Dodge: 8 Parry: 9 DR: 3

Maul (13): 5d+5 crushing; Reach 1-3*.

Rock (11): 2d+2 crushing; Range -/30.

Traits: Acute Hearing 1; Acute Vision 3; Bad Temper (12); DR 2 (Tough Skin); Extended Lifespan 3; High Pain Threshold; Night Vision 3; Social Stigma (Savage); Stubbornness.

Skills: Parry Missile Weapons-11; Throwing-11; Two-Handed Axe/Mace-13.

Class: Mundane.

Combat Effectiveness Rating: 51 (OR 28 and PR 23).

Notes: Equipment includes a fur tunic (SM +1, \$56.25, 4.5 lbs.) and a fur loincloth (SM +1, \$22.50, 0.675 lbs.), giving the hill giant DR 3* on his torso and groin, and DR 2 (Tough Skin) everywhere else, and a maul (SM +1, \$280, 27 lbs.). He can use his Parry Missile Weapons skill to catch rocks thrown at him on a successful Parry.

Hill Giant (thalassogen's variant)

An obese, degenerate-looking giant.

ST: 25 **HP:** 25 **Speed:** 5.75
DX: 9 **Will:** 10 **Move:** 6
IQ: 8 **Per:** 12
HT: 14 **FP:** 14 **SM:** +2
Dodge: 8 **Parry:** 10U, Catch Rock 12 **DR:** 3*+2

Greatclub (14): 5d+3 crushing; Reach 1-2.

2 Punches (14): 2d+3 crushing; Reach C, 1.

Grab & Squeeze (14/11): 20/25 vs. ST or HT MoV crushing damage (torso x1/neck x1.5).

Grab & Takedown (14): 25 vs. ST, DX, or grappling skill.

Rock (13): 2d+4 crushing; Range 15; 125 lbs.

Rock (13): 2d+2 crushing; Range 20; 60 lbs.

Rock (13): 2d crushing; Range 30; 30 lbs.

Traits: High Pain Threshold; Night Vision 5.

Skills: Axe/Mace-14; Brawling-14; Climbing-15; DWA (Brawling)-14; Intimidation-16; Throwing-16; Wrestling-14.

Class: Mundane – CE Large humanoid (giant).

Notes: 10' tall, 1100 lbs. *Languages* Giant. *Environment* temperate hills. *Organization* solitary, gang (2–5), band (6–8), raiding party (9–12 plus 1d4 dire wolves), or tribe (13–30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th–6th level, 11–16 dire wolves, 1–4 ogres, and 13–20 orc slaves). *Treasure* standard; hide armor, greatclub (treat as oversized mace, \$75), other treasure.

Hobgoblin Breaker

These enormous, hulking hobgoblins stare in simplistic rage at all they see. Bred and fed from young ages on the blood of enemies and the fury of warfare, they have become mindless killing machines which fellow orcs can carefully point at their enemies and then prod forward, to kill and slay all that he sees. They may be simple, dangerously unbalanced, prone to killing entire swathes of their own comrades in a fit of rage, but they're some of the best the orcs have (and hey, what's a few goblins between friends?)

ST: 19 **HP:** 25 **Speed:** 5.50
DX: 11 **Will:** 12 **Move:** 5
IQ: 8 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
Dodge: 8 **Parry:** 10U (see notes) **DR:** 3*

Great Axe (15): 3d+5 cutting. Reach 1, 2*. Unbalanced. On a Power Blow, it does 6d+6 cutting.
Tusks (14): 2d-1 impaling. Reach C.

Traits: Appearance (Ugly); Bad Temper (6); Berserk (12); High Pain Threshold; Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage).

Skills: Brawling-14; Power Blow-16; Two-Handed Axe/Mace-15;

Class: Mundane (Goblin-Kin).

Combat Effectiveness Rating: 68 (OR 40 and PR 28)

Notes: Never parries with its axe. Often wears bits of scavenged chain, leather and plate for a total of +3 DR. Both axe and armor are Cheap. His great axe is unbalanced rather than unready due to his great strength. Unwilling to negotiate. Truly stupid.

Hodag

The Hodag is a legendary creature found in the North Woods of Wisconsin and Michigan. It is about seven feet long (just over 2m) and lizard-like, with a large head with horns growing from its temples; large fangs, green eyes and a row of spikes running down its spine to its powerful tail. Despite having a lizard-like body, the beast is covered with short, black hair. It's nostrils spout smoke and flame and the creature emits an odor like a "combination of buzzard meat and skunk perfume."

ST: 14 **HP:** 14 **Speed:** 4.0

DX: 11 **Will:** 12 **Move:** 4

IQ: 4 **Per:** 10

HT: 13 **FP:** 13 **SM:** 1

Dodge: Parry: **DR:** 3

Claw (Brawling): 1d cr.

Bite (Brawling): 1d cut

Tail Strike (Brawling): 1d cr

Traits: Sharp Teeth; Blunt Claws; Quadruped; Wild Animal; Damage Resistance 3; Striker (tail; clumsy); Fur; Affliction: Irritant (Bad Smell); Innate Attack: Burning (1d, Close range only, limited use 2x per day)

Skills: Brawling-13;

Class: Animal

Notes: Characters getting close to a Hodag suffer -1 to combat skills due to their eyes watering from it's bad smell and must roll vs. HT-1 to avoid nausea. The description of the Hodag does not specifically say that it can 'express' it's bad smell the way that a skunk can. If so, any character hit by the stink attack must roll vs. HT-2 to avoid retching and will smell like Hodag until he can find a way to wash it off. I hear tomato juice works for that.

The Hodag's Burning Attack represents the guts of flame and smoke said to come from its nostrils. It is mostly an intimidation display, but can do damage if you're close enough. But if you're that close, it will probably just bite you.

The Hodag can be scaled up or down to the GM's tastes. The classic Rhinelander Hodag is said to be seven feet long, but I'm partial to smaller ones the size of a Rotweiler which can be house-trained. Once they get bigger than seven feet, they start resembling dragons, except ornerier and stupider.

Holg Bloodaxe

A half-orc wearing chainmail, a big mace and the unholy symbol of Asmodeus.

ST: 14 **HP:** 16 **Speed:** 6.0

DX: 10 **Will:** 14 **Move:** 6

IQ: 12 **Per:** 12

HT: 12 **FP:** 14 **SM:** 0

Dodge: 9 **Parry:** 10 **DR:** 4/2*

Dwarven Mace +1 (15): 2d+4 crushing.

Traits: Acute Hearing 1; Appearance (Unattractive); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage); Weapon Bond (Mace +1).

Skills: Axe/Mace-13.

Class: Mundane.

Notes: He wears a mail hauberk and carries a Dwarven Mace +1 (Accuracy, Puissance; \$10250).

Howler

A howler looks like a scrawny dog about 8 feet long with scales and quills. It comes from the outer planes and has a scary howl.

ST: 21 **HP:** 21 **Speed:** 6.00

DX: 13 **Will:** 12 **Move:** 10

IQ: 8 **Per:** 13 **Weight:** 2,000 lbs.

HT: 10 **FP:** 10 **SM:** +1 (3 hexes)

Dodge: 10 **Parry:** n/a **DR:** 3

Bite (15): 2d+1 cutting. Reach C.

Howl (Resist Will+1): Lose 1 Will after an hour of hearing a howler howl for those who do not resist. This attack is hearing-based.

Quills: 2d piercing. This harms anyone who touches or is touched by the howler in close combat.

Traits: Acute Hearing 4; Acute Vision 4; Combat Reflexes; Doesn't Eat or Drink; Doesn't Sleep; Night Vision 5; Quadruped; Wild Animal.

Skills: Brawling-15; Climbing-15; Observation-15; Stealth-15.

Class: Elder Thing.

Combat Effectiveness Rating: 49 (OR 28 and PR 21).

Notes: Surprisingly intelligent, it can understand the tongue of demons.

Hsaing (Snakeman)

ST: 15 **HP:** 16 **Speed:** 6.00

DX: 12 **Will:** 12 **Move:** 6

IQ: 14 **Per:** 12

HT: 12 **FP:** 12 **SM:** +1

Dodge: 9 **Parry:** 10 (unarmed) **DR:** 2

Bite (14): 1d+1 cutting +2d poison (HT-6)

Claw (16): 1d+1 cutting

Traits: Claws(Sharp); Constriction Attack; Amphibious; Combat Reflexes; Peripheral vision; Pressure Support; Terrain Adaptation (Swamp)

Skills: Brawling-16; Swimming-18; Wrestling-18

Class: Mundane.

Human, Typical

These folks are typically non-combatants, and thus do not need full stat blocks for each one. Exceptions to attributes noted in Traits. Like anyone else, these are only the common stats; exceptions abound.

ST: 10 **HP:** 10 **Speed:** 5.00

DX: 10 **Will:** 10 **Move:** 5

IQ: 10 **Per:** 10

HT: 10 **FP:** 10 **SM:** 0

Dodge: 8 **Parry:** n/a **DR:** 0

Class: Mundane.

Combat Effectiveness Rating: 1 (OR 0 and PR 0).

Notes: Speaks Mannish only and is illiterate.

Beggar

Traits: Status -2; Wealth (Dead Broke).

Skills: Area Knowledge (Town)-10; Panhandling-11; Urban Survival-9.

Caravan Leader

Traits: IQ 11; Will 11; Per 11.

Skills: Area Knowledge (Caravan Route)-12; Area Knowledge (Other)-12; Leadership-10; Packing-10; Riding (Horse)-10; Survival (Plains)-11; Weather Sense-11.

Notes: Might be literate, and might know more tongues.

Hedge Wizard

Traits: Either IQ 11 and Magery 1 or IQ 12 and Magery 0.

Notes: These are the wizards as detailed in “Magic as Infrastructure” in GURPS Fantasy, p. 102. Smaller communities will usually have Gardeners. If a determination of capabilities is needed, roll 1d8 and pick:

1d8 Hedge Wizard

- 1 Entertainer
- 2 Firefighter
- 3 Food Tester
- 4 Gardener
- 5 Ghostfinder
- 6 Illuminator
- 7 Messenger
- 8 Witness to Truth of Testimony

Merchant

Traits: IQ 11; Will 11; Per 11.

Skills: Accounting-11; Administration-11; Area Knowledge (Area)-11; Merchant-12; Fast-Talk-10; Savoir-Faire (High Society)-11.

Messenger

Traits: HT 11; FP 11; Basic Speed 5.25; Duty (Employer, 9 or less).

Skills: Area Knowledge (Any)-11; Hiking-13.

Minstrel

Traits: Musical Ability 1; Status -1.

Skills: Musical Instrument (Any)-12; Performance-10; Public Speaking-10; Singing-13.

Notes: Speaks Mannish and maybe other tongues, and may be able to read. Carries a musical instrument of varying size, kind and quality.

Peasant

Traits: Status -1; Wealth (Struggling).
Skills: Area Knowledge (Village)-11; Farming-12.

Pilgrim

Traits: Disciplines of Faith (any) or Fanaticism (Religion); Status -1; Wealth (Struggling).
Skills: Hiking-11; Navigation (Land)-10; Panhandling-11; Survival (Plains)-10; Theology (any)-8.

Priest

Traits: IQ 11; Will 11; Per 11; Clerical Investment; Disciplines of Faith (any).
Skills: Area Knowledge (Village)-11; Religious Ritual (any)-12; Theology (any)-11.

Scholar

Traits: IQ 11; Will 11; Per 11.
Skills: Research-11; Theology (Comparative)-10; one of Alchemy-11, Astrology-12, Biology (Botany)-12, Chemistry-12, Expert Skill (Any)-12, Mathematics-12, Naturalist-12, Pharmacy (Herbal)-12, Physiology (Any)-11 or Zoology-12; one of those same skills at one less; a third of those same skills at two less; a fourth of those same skills at three less.

Tinker

Traits: Status -1; Wealth (Struggling).
Skills: Area Knowledge (Area)-11; Leatherworking-11; Merchant-11; Sewing-11; Smith (Iron)-12.

Hunter

ST: 10 **HP:** 10 **Speed:** 5.25
DX: 11 **Will:** 10 **Move:** 5
IQ: 10 **Per:** 11
HT: 10 **FP:** 10 **SM:** 0
Dodge: 8 **Parry:** 8 **DR:** 1*

Small Knife (10): 1d-2 cutting or impaling. Reach C, 1.
Spear (11): 1d impaling. Reach 1*. Used two-handed, 1d+1 impaling. Reach 1, 2*. Thrown, 1d+1 impaling. Acc 2, Range 10/15, RoF 1, Shots T(1).

Skills: Area Knowledge (Area)-10; Knife-11; Spear-11; Stealth-11; Survival (Any)-10; Thrown Weapon (Spear)-11; Tracking-12.
Class: Mundane.

Combat Effectiveness Rating: 14 (OR 13 and PR 1).

Notes: Speaks Mannish only and is illiterate. Notable equipment includes:

- *Cloth Armor*, \$150, 12 lbs.
- *Large Knife*, \$30, 0.5 lb.
- *Spear*, \$40, 4 lbs.

Hydra

ST: 25 **HP:** 40 **Speed:** 5.5

DX: 10 **Will:** 12 **Move:** 6

IQ: 5 **Per:** 12

HT: 12 **FP:** 12 **SM:** +2

Dodge: 9 **Parry:** N/A **DR:** 4

Bite(15): 2d+2 cutting (x7)

Tail(12): 2d+2 crushing

Traits: Combat Reflexes, Extra Attacks 6; Extra Heads 6; Night vision 5; Peripheral Vision; Quadraped; Wild Animal

Skills: Brawling-15; Stealth-12; Swimming-15.

Class: Hybrid

Illithid

Illithids have a basic humanoid body, but their head is octopus-like. They have four tentacles around a lamprey-like mouth, and require the brains of sentient creatures as part of their diet. An illithid who snares a living creature in all four of its tentacles can extract and devour its living brain. Their eyes are pale white, and they can see perfectly well in both darkness and light. Their sense of hearing is slightly poorer than a human's; they have difficulty distinguishing between several sounds mixed together. Their skin is purplish blue to gray-green and covered in mucus, and is very sensitive to sunlight. Sunlight does actually harm them and they loathe it with incredible ferocity.

One of the most feared powers is the dreaded Mind Blast, where the illithid emits a cone-shaped psionic shockwave with its mind in order to incapacitate any creature for a short amount of time. Illithids also have other psionic powers, generally telepathic in nature, although their exact effects have varied over editions. Other powers include a defensive psionic shield and powers of psionic domination for controlling the minds of others.

Illithids are hermaphroditic creatures who each spawn a mass of larvae twice in their life. The larvae resemble miniature illithid heads or four-tentacled tadpoles. Larvae are left to develop in the pool of the Elder Brain. The ones that survive after 10 years are inserted into the brain of a sapient creature. Hosts are determined in a very specific manner. Hosts generally are humanoid creatures that are between 5 feet 4 inches and 6 feet 2 inches. The most desirable of races for hosts are Human, Drow, Elves, Githzerai, Githyanki, Grimlock, Gnoll, Goblinoid, and Orc. Upon being implanted, the larva then grows and consumes the host's brain, absorbing the host's physical form entirely and becoming sapient itself, a mature (but still young) Illithid. This

process is called ceremorphosis. Illithids often experiment with non-humanoid hosts, but ceremorphosis involving other creatures usually fails, killing both host and larva. Occasionally, ceremorphosis can partially fail. Sometimes the larva does not contain enough chemicals to complete the mutation, sometimes there is psionic interference. Whatever the reason, it has happened that ceremorphosis has ended after the internal restructuring, resulting in a human body with an illithid's brain, personality and digestive tract. These unfortunates must still consume brains, typically by cutting open heads (as they lack the requisite tentacles). These beings are often used as spies, where they easily blend in with their respective host types. The illithid society also maintains a long-standing taboo related to deviations to or failures of the ceremorphosis process and hunt and destroy such exceptions. Every so often, a mind flayer community is attacked (often by vengeful githyanki and githzerai) and its inhabitants must flee. This leaves the larvae unattended. Bereft of exterior nourishment, they begin to consume one another. The survivor will eventually leave the pool in search of food (i.e., brains). This unmorphed larvae is known as a Neothelid. If the neothelid consumes an intelligent creature it will awaken to sapience and psionic abilities and grow to immense size, while retaining its memories of savage survival.

ST:9 HP:10 Speed:5,25

DX:11 Will:15 Move:5

IQ:15 Per:15

HT:10 FP:10 SM:0

Dodge:8 Parry:- DR:-

<Attack> (<Skill>):

Traits: Hermaphromorph, High Technology +1, Lightning Calculator, Eidetic Memory (1 level), Singe-Minded, Teeth (Tentacles, Fangs) Night Vision 10, Doesn't Breathe (Gills), Nictating Membrane (5 levels), Racial Memory, Affliction (Area Effect, 2 yards, +50%, Disadvantage: Deafness, +20%, Emanation, -20%, Hearing-Based, +50%, 20 punti), Magery + 3, Mind Shield (10 Levels), Mental Blow (6 levels), Steal Energy (6 levels). Odious Racial Habit (eats brains of sentient creatures), Reputation (brain-eater, -20 points), Low Pain Threshold, Skinny, Cowardice, Greed, Intolerance (against the other creatures), Jealousy, Megalomania, Paranoia, Sadism, Appearance (Hideous), Weakness (sunlight, 1d of damage per 5 minutes).

Skills: Mind Blow 18, Steal Energy 18; Innate Attack (Beam) 18

Class: Alien

Notes: Currently, the illithids are in a period of intense study and experimentation, gathering knowledge of all sorts that will enable them to eventually reconquer the universe and hold it for good. They frequently meddle in the politics of other races through subtle psychic manipulation of key figures, not to cause chaos but so as to better understand the dynamics of civilization. They regularly probe the minds of surface dwellers so as to gather intelligence and learn about new advances in magic and technology. They also do a good deal of research themselves, mainly focused on developing new psychic powers.

Illithids regularly conduct raids on all sentient settlements to acquire new thralls, because their existing stock of sentient thralls do not breed fast enough to satisfy their food and labor needs. Typically, a group of mind flayers will teleport to the settlement and swiftly incapacitate them

with their psychic powers. The captives will then be marched all the way to the illithids' underground settlement by specially trained and conditioned thralls. Great care is taken to cover their tracks.

An illithid city is ruled by a creature called an Elder Brain which lives in a pool of cerebral fluid in the city's center. When an illithid dies its brain is extracted and taken to the pool. Illithids believe that when they die their personality is incorporated into the Elder Brain, but this is not the case. When the brain of an illithid is added to the Elder Brain, the memories, thoughts and experiences are consumed and added to the sum of the whole, but all else is lost. This fact is a closely guarded secret of the Elder Brains, since all illithid aspire to a form of immortality through this merging process. An extremely ancient Elder Brain is called a God-Brain because its psionic powers are almost limitless.

Since the Elder Brain contains the essence of every illithid that died in its community, it functions in part as a vast library of knowledge that a mind flayer can call upon with a simple telepathic call. The Elder Brain in turn can communicate telepathically with anyone in its community, issuing orders and ensuring everyone conforms.

Illithids generally frown upon magic, preferring their natural psionic ability. Psionic potential is an integral part of the illithid identity, and the Elder Brain cannot absorb the magical powers of an illithid mage when it dies. They tolerate a limited study of wizardry, if only to better understand the powers employed by their enemies. However, an illithid who goes too far and neglects his psionic development in favor of wizardry risks becoming an outcast. Denied the possibility of ever merging with the Elder Brain, such outcasts often seek their own immortality through undeath, becoming alhoons.

Illithids typically communicate through psychic means. They project thoughts and feelings to each other in a way non-illithids can scarcely comprehend. When they do feel the need to write, they do so in "qualith." Instead of typical alphabet-based writing, illithids write in qualith by making marks consisting of four broken lines. They use each tentacle to feel the breaks in the lines, making it basically similar to braille. However, qualith is extremely complex, as each line modifies the preceding lines through explaining abstract concepts associated with the above words in ways no human can understand; only by understanding all four lines simultaneously can the meaning be understood properly.

Traditionally illithids revere a perverse deity named Ilsensine. They have a second deity named Maanzecorian, who is later killed by Tenebrous (Orcus) in the Planescape adventure module Dead Gods. Although Ilsensine is the illithid patron deity, few mind flayers actively worship him, thinking themselves the most powerful creatures in the universe.

Illithids seek to rebuild their former empire wherein all other species were their slaves, so they view any sentient creature as worthy only of being their slaves or their food. They are pragmatic, however, and will trade with other races, such as dark elves and gray dwarves, who are too strong to be conquered. They also trade with the Neogi in order to obtain slaves.

Their archenemies are the githyanki and the githzerai, descendants of the rebellious slaves who destroyed their empire millennia ago. Hunting and slaying illithids whenever they can is an integral part of their cultures.

Illithids fear the undead because these creatures, even the sentient ones, are immune to telepathic detection and manipulation, and have no brains to consume. Confronting such mindless creatures can even be traumatizing to some of them.

Illithids are one of the only races respected by the aboleths. This is because the aboleths

remember the origin of almost every other race, through their hereditary memory. However, illithids, as far the aboleths can remember, just appeared without preamble, which scares them.

-Alhoon: Alhoons (also called illithiliches) are illithids that have grown powerful enough in magic to become lichs. Alhoons are generally pariahs in illithid society because they go against most illithids' eventual goal; to merge with the Elder Brain, both physically and psionically. Alhoons, on the other hand, are more concerned with their own personal survival. When discovered near illithid communities Alhoons are mercilessly hunted down.

-Ulitharid: Ulitharids are created from tadpoles much like standard illithids; fewer than 0.1% become ulitharids, and it is impossible to determine whether a tadpole will become an ulitharid until ceremorphosis is complete. Superior in nearly all ways to a regular mind flayer, ulitharids possess two extra tentacles, which are twice as long as the others, and an extreme arrogance, even by the standards of their own kind. Only the elder brain holds more sway within an illithid community.

-Vampiric illithids: The origins of these unique undead mind flayers are unclear. All that is known of these creatures is that they cannot create spawn, need both fresh blood and fresh brains to survive, are more feral than typical illithids, and are barely intelligent. One possible origin is given in the Ravenloft adventure Thoughts of Darkness, in which a vampiress collaborates with the illithids in using the Apparatus to create the first vampiric illithid, a being never conceived of before.[18] Whether they spread from the demiplane of dread or not is another matter, what can be said is that these creatures are hated and feared by typical illithids.

Imp

These tiny, black, winged monstrosities with over-sized ears, lashing tails and sharp-toothed grins, spill free of hell whenever they get the chance to wreak havoc on the local area by stealing chickens, pulling on hair and generally making a mess of things. While wildly inept, they can be dangerous if there's enough of them, or they have the right training.

This represents the generic imp. They can certainly be improved upon by adding a template. Imps tend to be Stalkers, Tricksters or very minor casters. They tend to resemble their larger cousins, only less viciously cruel and more curious, impulsive and mischief-prone.

ST: 7 **HP:** 5 **Speed:** 6.00

DX: 12 **Will:** 10 **Move:** 6

IQ: 10 **Per:** 10

HT: 12 **FP:** 12 **SM:** -4

Dodge: 9 **Parry:** NA **DR:** 0

Claws (14): 1d-3 cutting. Reach C.

Sharp Teeth (13): 1d-4 cutting. Reach C.

Traits: Appearance (Monstrous); Bloodlust (12); Bully (12); Callous; Cannot Harm Innocents (Prevents direct harm of the truly good and holy folks only); Curious (12); Flight (Small Winged; Air Move 12); Fragile (Unnatural); Immune to Metabolic Hazards; Immunity to Mind-Affecting Magic; Impulsive (12); Magery 0; Night Vision 5; Selfish (12); Striking ST +1 (ST 8);

Trickster (12).

Skills: Brawling-14; Escape-11; Fast Talk-10; Stealth-13.

Class: Demon.

Combat Effectiveness Rating 13 (OR 12 and PR 1).

Notes: Can be summoned in large batches (10 to 20 at a time) for 20 energy points, if, uh, they're what the caster wants. With a template, 20 energy points will summon about 4 imps. Willing to negotiate while its buddies get into your stuff and steal half of it! Truly evil. And mischevious.

Insect Zombie

ST: 11 **HP:** 15 **Speed:** 5.00

DX: 10 **Will:** 10 **Move:** 5

IQ: 8 **Per:** 10 **Weight:** 120 lbs.

HT: 10 **FP:** n/a **SM:** 0

Dodge: 8 **Parry:** 8 **DR:** 0

Bite or Punch (10): 1d-2 crushing; Reach C.

Traits: Appearance (Monstrous; Universal); Automaton; Bad Smell; Cannot Learn; Dependency (Mana; common, constantly); Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Immunity (All mind control); Indomitable; Injury Tolerance (No Blood, Unliving); No Sense of Smell/Taste; Reprogrammable; Sexless; Single-Minded; Social Stigma (Dead); Temperature Tolerance 10; Unaging; Unfazeable; Unhealing (Total); Wealth (Dead Broke).

Features: Affected by Control Zombie, Pentagram, and Turn Zombie; No mental skills; Will become a Skeleton.

Skills: Brawling-10.

Class: Undead.

Combat Effectiveness Rating: 4 (OR 1 and PR 3).

Notes: Falls apart as soon as it takes damage, deals damage with its natural weapons, or Parries. Once this happens, it turns into an insect swarm; treat as bees. Anyone wounded by these insects make a HT roll to avoid infection with some disease or other. Sewer rot (-1 on all attribute and skill rolls until stopped with Cure Disease) is typical.

Iron Golem

A big iron man, but it likely doesn't know any Black Sabbath songs. Adapted from the iron golem in *GURPS Magic (2e)*, p. 116.

ST: 30 **HP:** 30 **Speed:** 6.75

DX: 12 **Will:** 8 **Move:** 7

IQ: 8 **Per:** 8

HT: 15 **FP:** n/a **SM:** +2 (2 hexes)

Dodge: 9 **Parry:** 10 **DR:** 9

Iron Fist (14): 3d+1 crushing. Reach C, 1.

Weapon (15): Huge (SM +2) maul (5d+15 crushing) or greatsword (5d+10 cutting). Reach 1-4.

Traits: Automaton; Cannot Learn; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous, No Blood); Pressure Support 3; Reprogrammable; Unfazeable; Unhealing (Total); Vacuum Support.

Skills: Brawling-14; Two-Handed Axe/Mace-15 or Two-Handed Sword-15.

Class: Construct.

Combat Effectiveness Rating: 91 (OR 48 and PR 43).

Notes: They could wear armor, but nobody thinks to put it on one, since it's already made of iron.

Irongrim

Irongrim are humanoid, iron-bodied earth elementals who mine iron and other metals in order to construct weird, abstract sculptures of twisting spires and lattices. While they are always black in color, they vary greatly in personal appearance, crafting their own features to suit their whim. They often copy forms they have seen, whether those of statues or living members of the humanoid races. However, their hands and feet are always sharpened into claws.

Irongrim can become aggressive if they are disturbed in their work or if they want metal. Conversely, they themselves may be hunted by others for the metal they collect.

Irongrim communicate telepathically with one another. They do not speak and cannot send telepathic thoughts to members of other species. However, they are particularly vulnerable to psychic attack and should suffer a -5 on any appropriate resistance rolls.

ST: 15 HP: 24 Speed: 4

DX: 9 Will: 14 Move: 4

IQ: 11 Per: 9

HT: 12 FP: 24 SM: 0

Dodge: 4 Parry: 8 DR: 12

Claw (13): 1d+1 cut (Armor Divisor 2)

Traits: Doesn't Breathe, Eat/Drink or Sleep, High Pain Threshold, Immunity to Metabolic Hazards, Injury Tolerance (Homogeneous).

Skills: Climbing - 12, Sculpture - 16.

Class: Elemental

Judoon

Judoon are galactic police, brutal in their precise application of the law and highly logical in their battle tactics, but not very intelligent. In fact, whilst their behaviour is (on the surface) that of a

military police force, they are little more than "interplanetary thugs". They have no jurisdiction on Earth and no authority to deal with human crime, so when a fugitive alien hid out in an Earth hospital they transported the building to the Moon. The Judoon carry energy weapons which can incinerate humans. In the hospital the Squad Leader is the only one seen to remove his helmet. They are basically humanoid in form, have heads that look like that of a rhinoceros, have only four fingers on each hand (including thumbs), and wear black, bulky armour with heavy boots. The Judoon have a "great big lung reserve". They have yellow blood.

ST:15 HP:20 Speed:5,5

DX:10 Will:12 Move:5

IQ:10 Per:10

HT:13 FP:15 SM:0

Dodge: Parry: DR:4/10 (skull)

With Weapons (16):see Weapon Description

Traits: High Pain Threshold, Legal Enforcement Power, Legal Immunity, Callous

Skills: Beam Weapon 16, Interrogation 16, Intimidation 16, Melee Weapon (Any 16

Class: Alien

Kalidah

A fearsome hybrid, a [kalidah](#) has the body of a bear, the head of a tiger, and claws that can rend even lions.

ST: 21 HP: 21 Speed: 6.50

DX: 13 Will: 11 Move: 8

IQ: 4 Per: 12 Weight: 1,200 lbs.

HT: 13 FP: 13 SM: +1 (2 hexes)

Dodge: 10 Parry: 11 DR: 2*

Bite (15): 2d+1 cutting. Reach C.

Claws (15): 2d+3 cutting. Reach C, 1.

Traits: Acute Hearing 6; Arm ST +4 (ST 25); Bad Temper (9); Catfall; Combat Reflexes; Compulsive Behavior (Pouncing on small things that move suddenly) (12); Colorblindness; Discriminatory Smell; Ham-Fisted 2; Penetrating Voice; Semi-Upright; Sleepy (1/2 time); Temperature Tolerance 2 (0° to 81°); Ultrahearing; Wild Animal.

Skills: Brawling-15; Climbing-13; Stealth-13; Swimming-13.

Class: Hybrid.

Combat Effectiveness Rating: 47 (OR 25 and PR 22).

Notes: Its fur gives the kalidah a +2 to Camouflage and Stealth when posed still and unclad against dense vegetation.

Killer Frog

This frog stands partially erect and has dark green skin fading to light on its underbelly.

ST: 12 **HP:** 12 **Speed:** 6.00
DX: 11 **Will:** 9 **Move:** 4
IQ: 3 **Per:** 9 **Weight:** 10 lbs.
HT: 13 **FP:** 13 **SM:** -2
Dodge: 10 **Parry:** 10 **DR:** 1

Bite (13): 1d-1 cutting. Reach C.

Claws (13): 1d-1 cutting. Reach C.

Traits: Chummy; Combat Reflexes; Discriminatory Smell; Night Vision 3; No Fine Manipulators; Penetrating Voice; Semi-Upright; Super Jump 1 (3-yard jump); Wild Animal.

Skills: Brawling-13; Jumping-13; Stealth-12.

Class: Dire Animal.

Combat Effectiveness Rating: 19 (OR 8 and PR 11).

King's Guard

ST: 15 **HP:** 15 **Speed:** 6.00
DX: 12 **Will:** 11 **Move:** 6
IQ: 10 **Per:** 13
HT: 12 **FP:** 12 **SM:** 0
Dodge: 9 **Parry:** 10 **DR:** 6 (Plate)

Broad sword (15): swing 2d+2 cut, thrust 1d6+3 imp

Traits: Combat Reflexes; High Pain Threshold; Outdoorsman-2; Sense of Duty (King).

Skills: Brawling-15; Broadsword-15; Intimidation-15, Tactics-14; Wrestling-15.

Class: Mundane

Kobold

ST: 8 **HP:** 8 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 5
IQ: 10 **Per:** 12
HT: 10 **FP:** 10 **SM:** -2
Dodge: 8 **Parry:** 9 **DR:** 2

Light Crossbow (14): 1d impaling.

Halfspears (12): 1d-2 impaling.

Traits: Cowardice; Disturbing Voice; Infravision; Sharp Claws; Sharp Teeth; Social Stigma (Savage).

Skills: Crossbow-14; Spear-12; Stealth-14.

Class: Mundane.

Notes: They each carry a halfspear (as javelin), a light crossbow (in-between of crossbow and pistol crossbow), 5 crossbow bolts, leather armor and 1d cp (\$1 ea.)

Krenshar

The krenshar is a strange, catlike carnivore with extremely flexible skin on its head. A typical krenshar measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.

Krenshar can pull the skin back from their faces, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes.

ST: 11 **HP:** 11 **Speed:** 5.50
DX: 12 **Will:** 11 **Move:** 7
IQ: 6 **Per:** 11 **Weight:** 175 lbs.
HT: 10 **FP:** 10 **SM:** 0
Dodge: 9 **Parry:** n/a **DR:** 1

Bite (13): 1d-2 cutting. Reach C.

Claws (13): 1d-2 cutting. Reach C.

Traits: Acute Hearing 1; Discriminatory Smell; Night Vision 8; Penetrating Voice; Quadruped; Terror 1; Wild Animal.

Skills: Brawling-13; Intimidation-11; Jumping-14; Stealth-13; Tracking-12.

Class: Dire Animal.

Combat Effectiveness Rating: 18 (OR 13 and PR 5).

Labyrinth Lurker

This is the classical Minotaur who goes deranged one day, neglects his hygiene, and takes up residence in a cavern network, deserted mine, sewer system, or other set of twisty tunnels, all alike, and starts hunting adventurers.

Their reflexes honed by hunting such dangerous prey, these are the Minotaur serial killers humans write horrified legends about.

ST: 20 **HP:** 20 **Speed:** 6.00
DX: 13 **Will:** 9 **Move:** 6
IQ: 9 **Per:** 13
HT: 13 **FP:** 13 **SM:** 0

Dodge: 9 Parry: 10 DR: 4*

Great Axe (16): 3d+5 cutting. Reach 1, 2*.

Impaling Horns (16): 2d+3 impaling. Reach C, 1.

Traits: Absolute Direction; Acute Hearing; Bad Smell; Bad Temper (12 or less); Berserk (12 or less); Bully (12 or less); Combat Reflexes; Night Vision 3; Peripheral Vision.

Skills: Brawling-16; Stealth-15; Tactics-11; Traps-12; Two-Handed Axe/Mace-16.

Special Powers: Power Blow-23 (1 FP; Instant-use at skill 13. Doubles ST to 40 for one blow: 4d+9 impaling for Horns, 6d+4 cutting for Axe.

Class: Mundane (Minotaur)

Combat Effectiveness Rating: 51 (OR 33 and PR 18).

Notes: Killer, Power Killer, Greater Power Killer, Stalker, Cunning Stalker. Labyrinth Lurkers are strong enough to swing their massive axes every round without penalty. Don't worry about parrying - Berserk makes that a bit pointless. Generally unwilling to negotiate - prefers ambushes to conversation. Generally wears leather armor (heroes may loot). DR 9 on skull.

Land Lamprey

This creature is a 3-foot long blackish-green eel with a large downward facing mouth lined with sharpened teeth. Land lampreys can be found in all but the hottest and the coldest environments. They prefer the dark and dampness of the subterranean world and so are most often encountered there.

ST: 8 HP: 16 Speed: 5.75

DX: 12 Will: 10 Move: 8

IQ: 1 Per: 11

HT: 11 FP: 11 SM: -3

Dodge: 9 Parry: n/a DR: 1

Bite (13): 1d-4 cutting, but once attached, it takes a Quick Contest of ST to pull it off. The land lamprey gets a +8 to this roll, and pulling it off causes 1d-4 cutting all over again. Once attached, it drains 1d-3 HT each turn until it has drained 4 HT, at which point it detaches itself and slithers away. Reach C.

Traits: Acute Hearing 1; Night Vision 8; Vermiform; Wild Animal.

Skills: Brawling-13; Stealth-13.

Class: Dire Animal.

Combat Effectiveness Rating: 23 (OR 12 and PR 11).

Leprechaun

ST: 6 HP: 8 Speed: 7

DX: 12 Will: 12 Move: 7

IQ: 10 Per: 15

HT: 10 FP: 10 SM: -4

Dodge: 10 Parry: 10 DR: 4

Weapons (15): Sling 1d-2 + Magical death charge 3d on a failed HT roll.

Knife (15): 1d-2/1d-3

Traits: Bad Temper; Dependency (Mana, very common); Invisible (can carry objects, light; switchable); Magery 0; Reduced Consumption 2; Ridiculous Luck; Sense of Duty (Nature); Shapeshift (Various small forest creatures)

Skills: NA

Spells (15): Leprechaun #1 Rain of Nuts, Walk through wood, Shield; #2 Armor, Return Missile, Blink #3 Fear, Fascinate, Perfect Illusion #4 Create Food, Steelwraith, Stench #5 Dispell Magic, Arboreal Immurement, Thunderclap

Class: Faerie

Notes: If there are more the GM can make more spells. Each leprechaun has 3 spells.

Leprechaun Pranksters

These pint-sized, angry, green-wearing pranksters love to stick it to those snooty, arrogant humans. They'll climb up onto tables, waving their shillelaghs angrily while shouting insults in their thick brogue to anyone that will listen. As soon their opponents round on them, they race away, clutching at their hats, relying on their Ridiculous Luck while they and their comrades cast Charms on their foes, completely hampering their ability to fight.

When they can be asked to join forces with other Faerie kin, they lend their magical strength, while relying on strength in numbers to keep their own alive against dangerous delvers.

ST: 6 HP: 4 Speed: 5.50

DX: 12 Will: 13 Move: 5

IQ: 12 Per: 12

HT: 10 FP: 10 SM: -4

Dodge: 8 Parry: 9 DR: 0

Shillelagh (13): 1d-2 crushing or 1d-3 crushing. Reach C.

Traits: Bad Temper (12); Dependency (Mana, Constantly); Magery 1; Ridiculous Luck; Sense of Duty (Nature); Trickster (12).

Skills: Broadsword-13; 3 Spells at-11.

Class: Faerie.

Combat Effectiveness Rating: 1 (OR 4 and PR -12).

Notes: Can be reasoned with (if drunk), otherwise, really pissed off and only going to negotiate with you in an effort to get your guard down. Leprechaun Charms mean all the little bastards have three spells. A list of favorites include: Beast Summoning (not control, just summoning) Clumsiness, Fumble, Explosive Fireball, Perfect Illusion, Flash, Invisibility, Animate Object,

Curse, Drunkenness, Forgetfulness, Winged Knife, Blink, Tangle Growth, Animate Plants, Plant Form Other, Shapeshift Others. For the interest of expediency, assume all Leprechaun fodder have the same three spells. Remember, one fodder only has enough fatigue to cast one spell once. Often drunk.***

Leucrotta

The leucrotta is an ugly mix of a stag, lion and badger, having the lion's body, badger's head and stag's legs. It is about seven feet tall and nine feet long, with cloven hooves, a leonine tail, and bony ridges for teeth. Most of the body is a pale beige, but its color darkens from grey to black towards the head. It has an overpowering stench. Its temperament is as ugly as its appearance.

ST: 19 **HP:** 19 **Speed:** 6.00
DX: 11 **Will:** 12 **Move:** 10
IQ: 10 **Per:** 12 **Weight:** 800 lbs.
HT: 12 **FP:** 12 **SM:** +1
Dodge: 9 **Parry:** n/a **DR:** 4

Bite (13): 2d+3 cutting. Reach C.

Hooves (13): 2d+3 crushing. Reach C.

Lure (10 vs. Will): Lets the leucrotta implant a suggestion by winning the Quick Contest; effectively, this is the Mind Control advantage. The victim acts upon the suggestion as if it were his idea. There is no limit to the number of victims the leucrotta can have under his control, but each successive victim after the first gives the leucrotta a -1 on the Quick Contest. The victim is -2 to resist if the leucrotta uses his name in the suggestion. The leucrotta needs to be speak to do this, and the victim must hear him.

Traits: Immunity to Disease; Immunity to Poison; Night Vision 8; Quadruped; Striking ST 2 (ST 21); Striking ST 4 (Bite, ST 25).

Skills: Brawling-13; Climbing-13; Fast-Talk-12; Stealth-13.

Class: Demon.

Combat Effectiveness Rating: 58 (OR 34 and PR 24).

Notes: Truly evil, but willing to negotiate.

Lich

Powerful necromancers who work with death on a daily basis know well the limits of mortality and often fear death. Those who do sometimes seek inhuman immortality in the form of a lich. Once they have transformed themselves, their form now skeletal and thin with eyes that burn with magical power and voices that crackle and grate, their ambition and fear of death does not abate. Instead, their unleashed minds almost always go mad with magical power, making liches some of the most terrifying of necromancers.

The Lich listed here is derived from GURPS Magic, and he has no templates at all, making him unsuitable for use without additional tinkering. Generally, a lich will be a caster with

necromancy, as well as a few more colleges of spells, and generally sit at the front of a powerful army of the dead.

ST: 9 **HP:** 12 **Speed:** 7.00
DX: 12 **Will:** 10 **Move:** 7
IQ: 10 **Per:** 10
HT: 12 **FP:** 15 **SM:** 0
Dodge: 10 **Parry:** N/A **DR:** 2*

Rending Finger Bones (12): 1d-3 crushing. Reach C.

Traits: Appearance (Monstrous); Dependency (Mana, Constantly); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Brittle, Unnatural (Mitigated by monthly potion)); High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (No Blood, Brain, Eyes, Vitals, Unliving); No Sense of Smell/Taste; Skinny; Temperature Tolerance 10; Unfazeable; Vulnerability (Crushing Attacks ×2).

Skills: +1 to Thanatology.

Class: Undead.

Combat Effectiveness Rating: 11 (OR 9 and PR 2).

Notes: Can and often do negotiate. Always much higher in intelligence and know spells; this is a template to add to a mighty caster. Can be affected by Pentagrams and turned by True Faith.

Skull has a total of 2 DR. Truly Evil

Lizardman

ST: 14 **HP:** 14 **Speed:** 5.75
DX: 12 **Will:** 12 **Move:** 7
IQ: 9 **Per:** 12
HT: 11 **FP:** 11 **SM:** 0
Dodge: 9 **Parry:** 11 **DR:** 4(2 points are from shell armor)

Sword(16): 1d+1 thrust, 2d+1 swing

Spear(16): 1d+3 thrust

Tail (12): 2d crush

Claw (14): 1d-1 cut

Traits: Claws(Sharp); Combat Reflexes; Nictitating Membrane; Peripheral Vision; Striker(Tail, clumsy); Teeth (Sharp); Temperature Tolerance 3; Terrain Adaptation (Swamp).

Skills: Brawling-14; Shadow-14; Spear-16; Stealth-14; Sword-16.

Class: Lizardman

Lizardman Chief

ST: 20 **HP:** 20 **Speed:** 6.75
DX: 15 **Will:** 14 **Move:** 7

IQ: 10 **Per:** 14

HT: 12 **FP:** 12 **SM:** 0

Dodge: 10 **Parry:** 13 **DR:** 7(5 points due to shell armor)

Sword (20): 2d thrust, 3d+3 swing (Leader has 1 extra attack)

Tail (16): 3d crush

Claw (18): 1d+1 cut

Traits: Claws(Sharp);Combat Reflexes; Extra Attack 1; Nictitating Membrane; Peripheral Vision; Striker(Tail, clumsy); Teeth (Sharp); Temperature Tolerance 3; Terrain Adaptation (Swamp).

Skills: Brawling-18; Shadow-16; Spear-16; Stealth-16; Sword-20.

Class: Lizardman

Lizardman Leader

ST: 18 **HP:** 18 **Speed:** 6.00

DX: 1212 **Will:** 14 **Move:** 7

IQ: 11 **Per:** 14

HT: 12 **FP:** 12 **SM:** 0

Dodge: 9 **Parry:** 12 **DR:** 6(4 points due to shell armor)

Sword (18): 1d+3 thrust, 3d+1 swing (Leader has 1 extra attack)

Tail (14): 3d crush

Claw (16): 1d+1 cut

Traits: Claws(Sharp);Combat Reflexes; Extra Attack 1; Nictitating Membrane; Peripheral Vision; Striker(Tail, clumsy); Teeth (Sharp); Temperature Tolerance 3; Terrain Adaptation (Swamp).

Skills: Brawling-16; Shadow-16; Spear-18; Stealth-16; Sword-18.

Class: Lizardman

Lord Carrion

Hundreds of years ago, a royal wizard struggled to defend his nation against the onslaught of a powerful empire. As he struggled to defeat his enemies and preserve his people from the terrible rage of the empire's cruel paladins, he grew to hate the church that had caused his misery and reached for magics best left forgotten and forged a dark pact with a Reaper, a master of the dead. His sacrifice came too late, however, and his kingdom fell. Alone, he struggled to master these secrets of death, hoping one day to bring back his dead kingdom, only to find himself running short on time, so naturally, he sought and gained immortality. Now his goals and desires have twisted. Now he wishes to resurrect those that fell in this forgotten war in a necromantic parody of the home he once loved.

Lord Carrion is a gaunt figure, shrouded in his regal black and silver cloak and cowl. He moves with the grace of a pretender-king and when he waves his skeletal hands, the dead lift their hands

in silent adulation. Only holy clerics and paladins frighten him now, and in time, even they too shall turn to dust, and then they will belong to him.

ST: 9 **HP:** 12 **Speed:** 7.00

DX: 12 **Will:** 13 **Move:** 7

IQ: 13 **Per:** 13

HT: 12 **FP:** 35 **SM:** 0

Dodge: 10 **Parry:** 10 **DR:** 2

Acid Jet (18): 1d-1 corrosive per FP up to 3 FP, plus knockback. Cannot be parried or blocked. May blind its foe if it strikes the face (p. B428). Range 5/10.

Doom (Resist HT-3 or Will-3): If the target loses a Quick Contest of Lord Carrion's Will (13) vs. the lower of the target's Will-3 and HT-3, he suffers a heart attack. Usable 3/day.

Rending Finger Bones (15): 1d-3 crushing. Reach C.

Traits: Appearance (Monstrous); Dependency (Mana, Constantly); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dread (Holy Symbols); Fragile (Brittle, Unnatural (Mitigated by monthly potion)); High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (No Blood, Brain, Eyes, Vitals, Unliving); Magery 3; Megalomania; No Sense of Smell/Taste; Skinny; Temperature Tolerance 10; Unfazeable; Vulnerability (Crushing Attacks, ×2).

Special Powers: Doom.

Skills: Brawling-15; Innate Attack (Jet)-18; Occultism-16.

Spells: Meta Spells!-15; Necromantic Spells!-16; Protection Spells-15; Water Spells!-15.

Class: Undead.

Combat Effectiveness Rating: 95 (OR 82 and PR 13).

Notes: Willing to negotiate, but not with clerics or paladins. Is frightened by the sight of holy symbols, even cheap ones. Can be affected by pentagrams and True Faith. Skull has a total of 2 DR. Truly Evil

Lúndos, Wererat Soldier

Lúndos comes from a long line of [wererats](#), and have long known the undercity. He is in his middle age, his short salt-and-pepper hair having more salt than pepper of his small eyes, and wears a grey scarf around his neck. He has long given himself to the study of war, and even briefly considered the priesthood of war god Punšástör. He does not wish to bring attention to his folk, and takes care to keep his work away from other wererats. In general, he keeps his word, and stays true to whoever employs him, unless he can be swayed with more money. He keeps a canteen with him at all times, and will sometimes drink water even in battle.

ST: 18 **HP:** 18 **Speed:** 7.00

DX: 15 **Will:** 10 **Move:** 5

IQ: 10 **Per:** 10 **SM:** 0

HT: 13 **FP:** 13 **DR:** 4/2* (vs. cr)

Dodge: 10 **Parry:** 13 **Block:** 12

Crossbow (18): 1d+6 impaling. Range 360/450; Acc 4.

Halberd (15): 3d+5 cutting or 3d+4 impaling or 1d+5 impaling. Reach 1-3*.

Large Knife (15): 1d impaling or 3d-2 cutting. Reach C, 1.

Punch (17): 1d+3 crushing. Reach C.

Fine Balanced Broadsword (17): 3d+2 cutting or 1d+4 impaling. Reach 1.

Traits: Alternate Form (Rat); Code of Honor (Soldier's); Combat Reflexes; Greed (12); High Pain Threshold; Night Vision 8; Reduced Consumption 2 (Cast-Iron Stomach); Resistant to Metabolic Hazards (+8); Sense of Duty (Church of Punšástōr).

Skills: Acrobatics-13; Brawling-18; Broadsword-18; Climbing-15; Crossbow-17; Escape-14; Fast-Draw (Sword)-16; Knife-15; Polearm-18; Scrounging-11; Shield-17; Stealth-17; Urban Survival-11; Wrestling-15.

Class: Mundane.

Combat Effectiveness Rating: 61 (OR 35 and PR 26).

Notes: Notable gear includes:

- Crossbow, \$150, 6 lbs.
- Halberd, \$150, 12 lbs.
- Large Knife, \$40, 1 lbs.
- Mail Armor (covering all locations except the face), \$645, 58 lbs.
- Medium Shield (DB 2), \$60, 15 lbs.
- Fine Balanced Broadsword, \$5,375, 3 lbs. It has a light inlay of a cloak on the blade and short tassels on its hilt. These give a+1 to Reactions.

Lurker Above

The lurker above is a sort of huge, flying, man-eating manta ray. Its coloration blends in with rocky areas. Its favored hunting method is to climb up to the ceiling of a dungeon room and flatten itself there to wait for prey.

ST: 28 **HP:** 28 **Speed:** 6.00

DX: 11 **Will:** 10 **Move:** 0

IQ: 4 **Per:** 14

HT: 13 **FP:** 13 **SM:** +3

Dodge: 10 **Parry:** 9 **DR:** 2*

Constriction Attack (ST vs ST/HT) Grapple at 13.

Bite (11) 3d-2 crushing. Reach C.

Wing Buffet (11) 3d-2 crushing. Reach C-2

Traits: Bestial; Chameleon 5; Combat Reflexes; Constriction Attack; Damage Resistance 2 (Tough Skin); Damage Resistance 2 (Tough Skin, only vs crushing); Discriminatory Smell; Flight (Air Move 6); Hidebound; Injury Tolerance (No Blood, No Brain, No Vitals); Loner (6 or less); Mute; No Fine Manipulators; No Legs (Aerial); Night Vision 5 (Visually impaired by day, take -1 for each step away from comfortable zone).

Skills: Blind Fighting-14; Climbing-12; Stealth-11; Sumo Wrestling-13 (+2 ST bonus).

Class: Mundane.

Combat Effectiveness Rating: 43 (OR 15 and PR 28).

Maksilīē, Evil Cultist

Maksilīē is a loyal priestess of Ažbrātōr, having run away from wealth to join a cult of death. She looks to be about 40, with dark skin, wild auburn hair and wide green eyes that complement her wild black gown. She has given her life to the cult, and has been underground for most of the last two decades. However, some of her activities were discovered by the authorities, making her flee, and upsetting her superiors in the cult. Thus, she now wants to summon a demon army to destroy the town to prove her worthiness. Maksilīē is imperious to everyone around her other than superiors. She will make wild prophesies with almost every statement.

ST: 10 **HP:** 10 **Speed:** 5.00

DX: 11 **Will:** 14 **Move:** 3

IQ: 14 **Per:** 14

HT: 12 **FP:** 12 **SM:** 0

Dodge: 6 **Parry:** 13 **DR:** 4/2* vs. cr

Scythe (13): 1d+2 cutting or 1d impaling; Reach 1.

Traits: Ally (Divine Servitor; 12 or less; Summonable) ×2; Bad Temper (12); Callous; Disciplines of Faith (Mysticism); Mind Shield 5; Power Investiture 4 (Unholy); Social Stigma (Excommunicated).

Skills: Diagnosis-12; Exorcism-14; First Aid-14; Hidden Lore (Demons)-15; Hidden Lore (Undead)-13; Interrogation-13; Intimidation-15; Observation-12; Occultism-15; Poisons-14; Religious Ritual (Ažbrātōr)-14; Stealth-10; Theology (Ažbrātōr)-14; Two-Handed Axe/Mace-14.

Class: Mundane.

Spells: Death Cleric (Ažbrātōr) Spells!-18. This includes: Armor-18; Awaken-17; Bravery-18; Command-17; Compel Truth-17; Control Zombie-16; Dark Vision-18; Death Vision-18; Deathtouch-16; Dispel Magic-14; Might-18; Shield-18; Terror-18.

Combat Effectiveness Rating: 45 (OR 25 and PR 20).

Notes: Both her Divine Servitors are Horrific and Unholy, with Evil (doubled) and Disease.

Notable gear includes:

- *Unholy Symbol*, \$50, 1 lb.
- *Scythe*, \$120, 10 lbs.
- *Garlic* ×2, \$10, 0.5 lbs.
- *Unholy Water* ×2, \$15, 2 lbs.
- *Mail Armor (covering all locations except the face)*, \$645, 58 lbs.
- *Oozing Doom* (Contact agent soaks through armor in DR seconds; 2d injury (1d on successful HT roll)), \$100, 1 lb.
- *Monster Drool* ×5, (roll vs. HT or take 2 points of injury), \$200, 5 lb.
- *Bronze belt buckle with a 1/2 carat beryl gem in the middle*, this has a regenerating power reserve 3 and lets it's owner cast Steal Vitality-15; \$30,320, 0.2 lbs. Maksilīē uses this to drain the life from her sacrifice victims.

Malagor

This giant bird is thought to be extinct all over the planet, but a small population survives in the Tonnolian Marshes. It can be ridden but its speed drops significantly if carrying more than one passenger. Has the angry temper of a bird of prey.

ST: 36 **HP:** 36 **Speed:** 7
DX: 14 **Will:** 10 **Move:** 7 (14 flying)
IQ: 5 **Per:** 10
HT: 14 **FP:** 14 **SM:** +3
Dodge: 11 **Parry:** - **DR:** -

Bite (14): 4d cutting.
Claw (14): 4d cutting.

Traits: Fly (winged)

Skills:

Class: Mundane

Malfunctioning Repair Drone

This is a conversion of the Malfunctioning Repair Drone from the Fires of Creation adventure, in the Iron Gods campaign.

ST: 12 **HP:** 12 **Speed:** 5.5
DX: 10 **Will:** 10 **Move:** 5
IQ: 10 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
Dodge: 8 **Parry:** 9 **DR:**

<Attack> (<Skill>):

Traits:

Automaton; Cannot Learn; Dark Vision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous, No Blood); Pressure Support 3; Reprogrammable; Unfazeable; Unhealing (Total); Vacuum Support

Skills:

Brawling-12

Class: Construct

Manticore

Manticores look like large, powerfully-built tigers with red fur, a very human-like face, brilliant blue eyes, and a pair of huge bat-wings. Their teeth are incredibly sharp, and their long, whippy tail is tipped with a bundle of loosely-attached spikes, which they can throw with high accuracy. They are cunning and deeply evil.

ST: 19 **HP:** 19 **Speed:** 5.75
DX: 12 **Will:** 11 **Move:** 5
IQ: 7 **Per:** 12 **Weight:** 1,000 lbs.
HT: 11 **FP:** 11 **SM:** +1 (3 hexes)
Dodge: 9 **Parry:** n/a **DR:** 1

Claw or Bite (14): 2d-2 cutting. Reach C for bite; Reach C, 1 for claws.

Spikes (16): 2d+1 large piercing. Acc 3, Range 2/20.

Traits: Bestial (Quirk); Callous; Combat Reflexes; Disturbing Voice; High Pain Threshold; Night Vision 9; Quadruped; Sadism (12); Sharp Claws; Sharp Teeth; Temperature Tolerance 1.

Skills: Brawling-14; Innate Attack (Projectile)-16; Survival (Jungles, Mountains, Swampland)-12; Tracking-14.

Class: Mundane.

Combat Effectiveness Rating: 40 (OR 23 and PR 17).

Notes: Manticores sometimes ally themselves with more powerful evil beings; if a lot of manticores are in an area, it's likely there's a more powerful being there controlling them.

Manticore (D&D)

ST: 20 **HP:** 20 **Speed:** 6.50
DX: 12 **Will:** 11 **Move:** 6 (Air Move 8)
IQ: 8 **Per:** 11
HT: 14 **FP:** 14 **SM:** +1
Dodge: 9 **Parry:** 10 (Brawling) **DR:** 3

Bite (15): 2d cut.

Claws (15): 2d cut.

Spikes (16): 1/2 15, Max 30, Acc 2, RoF 6, Shots 6(1)*, Recoil 1. 2d-2 imp. *The manticore can only launch a maximum of 24 spikes in any 24-hour period.

Traits: Acute Vision 2; Discriminatory Smell; Flight (Winged; Handling Penalty -3); Infravision; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth.

Skills: Brawling-15; Innate Attack (Projectile)-16; Survival (select one)-10.

Class:

Combat Effectiveness Rating:

Notes: Hybrid.

Marrow Mouth

One of the most clever, feared, and deadly Red Caps known, Marrow Mouth's tall, pointy hat stands straight up, stiffened by being soaked and re-soaked in decades of blood. Though he is as solitary as his kin, he is more likely to interact with his prey because he enjoys spinning a good yarn and frightening people before he kills them.

ST: 9/10 **HP:** 21 **Speed:** 10.0

DX: 20 **Will:** 18 **Move:** 12

IQ: 13 **Per:** 18

HT: 12 **FP:** 12 **SM:** -5

Dodge: 16 **Parry:** 21 **DR:** 2*/6

Eagle Claws (30): 1d-2 Cutting

Iron Stompin' Boots (28): 1d Crushing

Traits: Accelerated Time Rate (Maximum Duration 10 seconds -75%), Appearance (Ugly), Bully (12-), Claws (Sharp), Combat Reflexes, Compulsive Lying (12-), Dependency (Mana, Constantly), Enhanced Dodge +2, Enhanced Parry +2 (Unarmed), Extra Attack (Multi-Strike), Indomitable, Loner (6-, -4), Magery 0, Night Vision 3, Striking ST +1, Sure-Footed (Tangled Growth), Unfazeable, Vulnerability (Pure Iron X2)

Skills: Brawling DX+10 [36]-30, Climbing DX+1 [4]-21, Intimidation Will+2 [8]-20, Stealth DX+2 [8]-22, Tactics IQ+2 [12]-16, Traps IQ+2 [8]-16, Wrestling DX+2 [8]-22

Class: Faerie

Notes: Unwilling to negotiate, but may pretend to be to give himself the opportunity to make blood-curdling threats. The Stompin' Boots are lootable (if you happen to be SM -5) sollerets that provide DR 4 to the feet and convert kicking damage to iron damage if it matters. All other DR is Tough Skin.

Medusa

A snake haired, snake bodied sorceress who turns her victims into stone.

ST:12 **HP:**16 **Speed:**5.75

DX:14 **Will:**16 **Move:**7

IQ:16 **Per:**16

HT:9 **FP:**16 **SM:**+1

Dodge:9 **Parry:**15 **DR:**5

Spear : 18, Thrusting, 1d-1 impaling, Swing 1d+2 cutting

Spear: 18 Thrown, 1d-1 impaling

Staff, 18 1d+2 crushing

**** Traits:** *Loner, Apperance (Ugly), Bad Temper, Odd Diet, Cold Blooded, gaze attack (petrification), tough skin, infravision, enhanced move, enhanced dodge, poison sting, extra hp, mistaken identity ***

Skills: *All at 18, Cloak, enchantment, innate attack, telepathy, ESP, inertial armor, staff, Magery-5, Tharmaturgy-5, purify earth, shape earth, animation, summon elemental, golem, body-of-stone, flesh-to-stone, stone-to-flesh, alter terrain, seek earth, shape earth, earth to stone, flight, levitation, ignite fire, create fire, fire jet, sound, silence, thunderclap, purify air, no-smell, light, colors, seek water, purify water, create water, counterspell, dispel magic, magelock, identify plant, heal plant, plant growth, false track ***

Class: *Aberration, magical creature, mythological monster*

Notes: *You might find a friend in the statuary if you have the ability to stone to flesh. She keeps these statues around to amuse herself, and to ward off possible visitors. ***

Merfolk (Faolyn's)

Merfolk have the torso, head, and arms of a Human and the lower body of a fish. They are quite attractive, although they have several fishy aspects that negate any appearance modifiers: their noses are just small bumps (they breathe via gills), their skin is lightly scaled and fish-colored, and their fingers and ears are webbed. They have small, shark-like teeth. Their hair is thick and dreadlock-y. Merfolk live in large undersea kingdoms, but are often curious about life above the waves.

ST: 12 **HP:** 12 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** 0
IQ: 10 **Per:** 10 **Water Move:** 12
HT: 12 **FP:** 12 **SM:** 0
Dodge: 9 **Parry:** 10 **DR:** 1

Spear (14): 1d+1 impaling. Reach 1*. +1 to damage and Reach used two-handed.

Knife (14): 1d cutting or 1d-1 impaling. Reach C.

Traits: Acute Smell 2; Amphibious; Curious (15); Doesn't Breathe (Gills); Dependency (Water; Hourly); Nictitating Membrane 1; Night Vision 5; No Legs (Aquatic); Pressure Support 1; Scanning Sense (Sonar); Sharp Teeth; Slippery 1; Speak Underwater; Temperature Tolerance 1 (Cold).

Skills: Aquabatics-13; Knife-14; Spear-14; Search-12; Survival (Saltwater)-10; Swimming-12.

Class: Mundane (Humanoid).

Combat Effectiveness Rating: 26 (OR 23 and PR 3).

Notes: Some merfolk kingdoms are actually quite evil, but most aren't, and a few are as dedicated to the preservation of life and nature as Elves are. Many are Knights, Scouts, Clerics of their own merfolk gods, and Wizards.

Mimic

Mimics are metamorphic beings without a true shape of their own; instead, they adopt the form of things one might find in the area, such as chests, beds, and so on, and when people come to investigate, it forms a pseudopod and attacks. No matter what form it takes, it always feels like rough hide, making it relatively easy to tell the difference between it and a real object by *touch*. Few people get close enough to touch without getting attacked, though. They are limited to turning into objects that take up between 100-160 cu. feet.

ST: 16 **HP:** 16 **Speed:** 6.50

DX: 11 **Will:** 11 **Move:** 2

IQ: 10 **Per:** 10

HT: 12 **FP:** 12 **SM:** +1

Dodge: 9 **Parry:** 10 **DR:** 3

Slam (14): 1d crushing. Reach C, 1.

Stickiness: Mimic hides are sticky. Anyone who touches a mimic, regardless of its form, is stuck to it, as if it had Binding 18. This includes weapons that hit the mimic. The stickiness is Switchable, so it doesn't get stuck when attacking someone (although it often chooses not to, so that its opponents can't get away while it clobbers them).

Traits: Cannot Speak; Combat Reflexes; Extra Arms (up to four); High Pain Threshold; Low Empathy; Morph (Cosmetic, Flawed, Mass Conservation, Unliving Only); Short Lifespan.

Skills: Brawling-14; Disguise-20; Survival (Dungeons)-10.

Class: Mundane.

Combat Effectiveness Rating: 41 (OR 24 and PR 17).

Notes: Unwilling to negotiate. Some mimics are *huge* (SM +5 to +8; ST 60-120) and are capable of turning into really big things, like houses. Mimics that can turn into houses will wait until people are inside before crushing them.

Mind Chewer

The Mind Chewer looks something like a bald and elongated human head, frozen in an eternal snarl. It hovers telekinetically from four to eight feet above the ground, flapping with a mantle of soft flesh for extra lift. A stupidly malicious creature, the Mind Chewer attacks psionically, forcing its victim to re-experience negative feelings from their past. The attack succeeds automatically on any chosen sentient creature within 5 yards. The victim must successfully roll under their Will, or lose 1d Fatigue. A Mind Chewer may or may not choose to eat those it defeats.

The Mind Chewer's chief advantage in battle is its extraordinary precognitive dodge. The Mind Chewer cannot dodge an opponent who is psionically shielded.

ST: 2

HP: 5

Speed: 7

DX: 8 **Will: 9** **Move: 7**
IQ: 6 **Per: 14**
HT: 9 **FP: 10** **SM: -2**
Dodge: 14 (special) Parry: N/A DR: 0

Memory Twist (Automatic): Special.

Traits:

Skills:

Class: Mundane

Mong Guard

The Mong Guards are all short, swart natives of the Weeping Waste. They wear red-lacquered wooden armor and bear stout desert bows. They speak only their native Mong and will not be bribed.

ST: 15 **HP: 15** **Speed: 6.0**
DX: 12 **Will: 12** **Move: 6**
IQ: 10 **Per: 12**
HT: 12 **FP: 12** **SM: 0**
Dodge: 10 Parry: 12 DR: 4

Katana (16): thrust 1d+2 imp, swing 2d+2 cut

Bow (16): thrust 1d+2 imp x15/x20

Traits: Combat Reflexes; High Pain Threshold.

Skills: Bow-16; Brawling-16; Katana-16; Observation-15.

Class: Human

Notes: Will follow orders from the [Mong Shaman](#) or [Thravose](#) only.

Mong Shaman

ST: 12 **HP: 12** **Speed: 6.00**
DX: 12 **Will: 16** **Move: 6**
IQ: 14 **Per: 15**
HT: 12 **FP: 22** **SM: 0**
Dodge: 9 Parry: 12 DR: 4

Mace(16): 1d+5 crushing

Traits: Magery 3

Skills: Mace-16

Spells: Body of Air-18; Air Jet-18; Windstorm-18; Summon Air Elemental-18; Control Air

Elemental; Stone Missile-18; Rain of Stones-18; Summon Earth Elemental-18; Create Earth Elemental-18.

Class: Human

Notes: Will follow orders from [Thravose](#) only.

Monstrous Centipede

A big centipede. The one here is man-sized; rules for scaling are below.

ST: 9 **HP:** 9 **Speed:** 5.50

DX: 12 **Will:** 10 **Move:** 6

IQ: 1 **Per:** 12

HT: 10 **FP:** 10 **SM:** 0

Dodge: 8 **Parry:** n/a **DR:** 2

Bite (12): 1d-3 crushing plus 1d-4 DX poison. Reach C.

Traits: Chameleon 2; Clinging; Night Vision 5; Vermiform (effectively; it has many little legs); Wild Animal.

Class: Giant Animal.

Combat Effectiveness Rating: 7 (OR 6 and PR 1).

For bigger or smaller centipedes, scale ST, HP, DR and poison damage with the percentage change in linear dimension in SM. For smaller centipedes, also do the square root of this for Move; do not scale Move upwards with increased SM, however. Refigure bite damage after calculating the new ST.

Monstrous Scorpion

Generic giant insect enemy for any desert map. Loosely based off various monsters from other table top games including D&D, Pathfinder and the like but not exclusively lifted from any one setting. The tail's stats were copied from Gurps Biotech's section on grafted tails.

ST: 11 **HP:** 12 **Speed:** 5.5

DX: 12 **Will:** 10 **Move:** 5

IQ: 1 **Per:** 10

HT: 10 **FP:** 10 **SM:** +1

Dodge: 8 **Parry:** 9 (Pincers) **DR:** 2 (hardened)

Sting (14): 1d Imp. damage + Toxic attack (2d cyclic, 1 hour, 5 cycles, resistible at HT-3, follow up: scorpion tail, blood agent) For the generic scorpion this roll takes -3 to hit as the tail has the "clumsy" striker modifier

Pincer Strike (12): 1d cutting damage, can catch weapons in the claw to parry.

Traits: *Extra Legs (8 legs total, can't kick), Clinging, Vibration Sense, Wild Animal, Scorpion tail (Impaling Striker, can't parry, long, clumsy at -3 to hit) Injury Tolerance (no neck), Scorpion Pincers (Two short, cutting strikers), no fine manipulators, horizontal, cold blooded (65 degree threshold)*

Skills: Camouflage DX +2 (14), Jumping DX +0 (12)

Class: Giant animal

Notes: takes up two hexes, 2 meters long and less than a meter tall

Assassin Scorpion: -2 ST (this also effects damage of strikers as well as HP), +1 basic move (this also effects doge), poison from the tail inflicts a flat +1d-3 of toxic damage 2 seconds after a successful sting, also the tail no longer has the "clumsy" striker modifier attached to it and therefor takes no penalty to hit with.

Morb, Warrior

The Warriors are the shock-troop of the Morbs. They have green skin and are taller than a human (10 inches more). They weight 60 lbs. more than a human of the same height. They are reptile-like creatures, but they have an appearance more human than the Worker-soldiers

ST:13 HP:15 Speed:6

DX:11 Will:9 Move:6

IQ:11 Per:11

HT:13 FP:13 SM:0

Dodge:10 Parry: DR:-

With Weapons (16):see Ultra-Tech

Traits: Combat Reflexes, High Pain Threshold, Magic Resistance (3 levels), Military Rank (variable), Mindlink (1.000.000.000 to 9.999.999.999 individui), Perpheral Vision, Rapid Healing, Resistant to Acceleration, Extra Hit Points 2, Hard to Subdue (2 levels), Fearlessness (2 levels), Doesn't Sleep, Reduced Consumption 2 (Cast Iron Stomach), Damage resistance (3 levels), Claws (Talons), Fit. Odious Racial Habit (Slavers), Berserk 12, Bloodlust 12, Bully 12, Fanaticism (to the Only One), Intolerance (against all the other races), Megalomania, Sadism 12, Appearance: Hideous, Sterile, Obsession (serving the Only One), Cold-Blooded, Selfless 6, Will -2, Short Lifespan (2 levels).

Skills:

Class: Alien

Morb, Worker-Soldier

he Morb Worker-Soldier are the unskilled manpower and the cannon-fodder of the Morb society. They are quite loyal, tough minions of their master, the Only One. They have green skin and are taller than a human (8 inches more). They weight 40 lbs. more than a human of the same height. They are reptile-like creatures.

ST:11 HP:13 Speed:5,25

DX:9 Will:7 Move:5

IQ:9 Per:9

HT:12 FP:13 SM:0

Dodge: Parry: DR:-

with weapons (13): see below

Traits: High Pain Threshold, Immunity to Sickness, Magic Resistance (3 livelli), Night Vision (4 livelli, 4 punti), Rapid Healing (5 punti); Extra Hit Points (2 livelli), Hard to Subdue (2 livelli), Early Maturation, Mindlink (da 1.000.000.000 a 9.999.999.999 individuals), Claws (Talons), Teeth (Sharp). Odious Racial Habit (ruthless enslavers, -15 points), Bad Sight (- 10 punti), Absent-Mindedness, Bad Temper 12, Bully 12, Fanaticism (to the Only One), Impulsiveness 12, Intolerance (against the other races), Appearance: Hideous, Sterile, Cannot Learn, Obsession (The Only One), Cold-Blooded, Selfless 6, Will -2, Short Lifespan (2 livelli).

Skills:*Beam Weapons, Brawling, Knife, Sword*

Class:*Alien*

Mountain Bear

The mountain bear is essentially a giant bear. It resembles a grizzly bear, except that it is about three times as large, more heavily built and has grey rather than brown fur. Like it's smaller relatives, it is an opportunistic omnivore but prefers meat, which it generally acquires by stealing the kills of smaller predators, although it will kill it's own prey if it finds something slow enough to catch.

ST: 50 HP: 50 Speed: 5.00

DX: 10 Will: 12 Move: 5

IQ: 5 Per: 12

HT: 12 FP: 8 SM: +3

Dodge: 8 Parry: 9 DR: 4

Claw (12): 5d+11 crushing.

Bite (12): 5d+6 cutting.

Traits: Berserk (12); Discriminatory Smell; Enhanced Move 1 (Ground Move 10); Gluttony (12); Quadruped; Wild Animal.

Skills: Brawling-12; Tracking-12.

Class: Giant Animal.

Mummy

The carefully preserved dead offer a necromancer a smarter, tougher soldier for his legions of dead, and are thus highly valued. Ancient mummies wear wrappings decorated in hieroglyphs and smell of the desert that contains their tombs, while newer mummies are covered in tight leather straps, the stitchings of surgery and the stink of formaldehyde. Both still carry their flesh on their bones, dried by the passage of time, and their sunken black eyes still glisten with intellect chained to the will of its master.

These mummies represent generic mummies raised with necromancy. They could benefit from the application of a template, but they cannot learn skills, so they need some reason or excuse to do so, either from the meddling of the necromancer, or a cunning escape from under his control, or even rising on their own.

ST: 11 **HP:** 15 **Speed:** 5.00

DX: 10 **Will:** 10 **Move:** 5

IQ: 10 **Per:** 10

HT: 10 **FP:** 10 **SM:** 0

Dodge: 8 **Parry:** 8 **DR:** 0

Fist (10): 1d-2 crushing. Reach C.

Traits: Appearance (Monstrous); Automaton (Reprogrammable); Cannot Learn; Dependency (Mana; Constantly); Disturbing Voice; Doesn't Breathe; Doesn't Sleep; Doesn't Eat or Drink; Fragile (Unnatural, Combustible); High Pain Threshold; Immunity to Metabolic Hazards; Immunity (All Mind Control); Indomitable; Injury Tolerance (No Brains, No Blood, No Vitals, Unliving); Single-Minded; Unfazeable; Unhealing (Total).

Skills: May not have mental skills. N/A.

Class: Undead.

Combat Effectiveness Rating: 6 (OR 1 and PR 5).

Notes: Mummies are smarter than the other undead, but they still lack volition and refuse to negotiate, only carrying out the will of their master. They are not affected by mind-control magic or social skills, but they are affected by necromancy and pentagrams. Truly Evil.

Night Wyvern

A nocturnal, dark-colored, dragon-like creature.

ST: 22 **HP:** 22 **Speed:** 6.50

DX: 12 **Will:** 12 **Move:** 4

IQ: 8 **Per:** 16

HT: 14 **FP:** 14 **SM:** +2

Dodge: 9 **Parry:** 10 (unarmed) **DR:** 3

Sting (16): 2d+4 impaling; follow-up: poison, HT or 2d FP.

Bite (15): 2d+1 cutting.

2 Wings (15): 2d crushing.

2 Talons (15): 2d+2 cutting or impaling.

Traits: Darkvision; Discriminatory Smell; Enhanced Move 0.5 (Air; top air speed 12); Extra Attack 2; Flight (Winged; air move 8); Immunity to paralysis and sleep effects; Light Sensitivity 3.

Skills: Brawling-15; DWA (Brawling)-15; Stealth-16.

Class: Mundane – N Large dragon.

Notes: 16' long, 2000 lbs. *Languages* Draconic. *Environment* temperate or warm hills.

Organization solitary, pair, or flight (3–6).

Nightmare

Nightmares are demonic horses, sometimes used as mounts by Unholy Warriors and Human-sized demons. They look like majestic black warhorses with flaming hooves, mane, and tail, and razor-sharp teeth. Their mane and tail are hot to the touch, and their hooves can set things on fire. They exhale foul, choking smoke.

ST: 22 **HP:** 30 **Speed:** 5.00

DX: 9 **Will:** 13 **Move:** 7

IQ: 10 **Per:** 13

HT: 11 **FP:** 11 **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 4*

Flaming Hooves (14): 2d+3 crushing plus 1d burning. Reach C, 1.

Smoke Breath (12; Resist HT-2): The nightmare can exhale a cloud of smoke 4 yards wide. Anyone in the area who fails a HT-2 check will suffer from Coughing.

Traits: Bloodlust (9); Bully (9); Callous; Combat Reflexes; Dark Vision (Color); Disturbing Voice; Dread (Holy Symbols); Flight (Air Move 16); Insubstantiality (Costs 2 FP; Can Carry Objects, Heavy Encumbrance); Jumper (to and from Hell; Reliable 4; Costs 2 FP; Can Carry Objects, Heavy Encumbrance); Lifting ST +10 (ST 32); Peripheral Vision; Quadruped; Wild or Domestic Animal; Vulnerability (Damage from Truly Good beings, ×2).

Skills: Brawling-14; Innate Attack (Breath)-12; Intimidation-14; Mount-14.

Class: Demon.

Combat Effectiveness Rating: 78 (OR 33 and PR 45).

Notes: Truly evil. Unwilling to negotiate unless ordered to by their master. Flaming hooves, tail, and mane.

Nightmare beast

A nightmare beast is a creature from Athas. With a disposition as bad as its reputation, it's no wonder that a nightmare beast spreads terror wherever it goes.

A nightmare beast stands at least 20 feet tall on its four legs. Each of its digits is tipped with a 3-foot-long claw. Its jaws are filled with 1-foot-long teeth and flanked by curved tusks the size of cavalry lances. A nightmare beast's thick, tough hide is typically dark gray with dark blue, purple, or brown splotches in between patches of bony material. Its red eyes, each the size of a man's head, glow in the dark. The nightmare beast prefers to lair in a remote cave. It spends most of its time in search of food, and it tends to hunt in one area until the food supply is exhausted. At that point, it usually hibernates for up to one year, then awakens again in a ravenous state. This monster has no interest in treasure, nor does it often bring any prey back to its lair, unless the kill is so large that it cannot be consumed all at once. A nightmare beast often inadvertently eats treasures along with their owners, so occasionally items of value turn up in the creature's lair at a later time. Nightmare beasts speak Abyssal.

ST: 40 HP: 56 Speed: 7.5

DX: 13 Will: 13 Move: 12; Jump 16

IQ: 12 Per: 16

HT: 17 FP: 17 SM: +5

Dodge: 11 Parry: n/a DR: 9

Bite or Claw (20): 4d+1 impaling.

Horns (18): 5d impaling.

Trample : As a standard action during its turn a nightmare beast can trample opponents at least one

size category smaller than itself by making a running jump from up to 35 feet away.

This attack deals 4d6+13 points of crushing damage. A trampled opponent can attempt (R-DX-2) for half damage.

Frightful Presence (R-Will-2): The nightmare beast's sheer size and power can be completely terrifying. The nightmare beast can use Terror 3 (Presence; Switchable) at will to instill fear in those around them.

Few monsters aside from dragons are as dangerous as a nightmare beast. The creature attacks anything that looks

like food with its teeth, tusks, and claws, dealing massive amounts of damage. And in spite of all that damage potential, its most dangerous weapons are its spell-like abilities.

Nightmares (Su): Perhaps the nightmare beast's most powerful weapon is the one from which its name is derived.

Every intelligent creature that falls asleep within 10 miles of a nightmare beast must succeed at a (R-Will-2)

suffer from horrid, vivid nightmares of being stalked and killed by monsters, demons, cruel enemies, or whatever else

it fears. The effect is otherwise the same as that of a nightmare spell (R-Will-2) except that a dispel evil spell cast on a victim does not stun the nightmare beast. A

remove curse or a successful dispel magic negates the effect. Once a creature has either been affected by this ability or

made a successful save, it cannot be affected by that nightmare beast's nightmare power again for 24 hours.

Traits: Acute Taste and Smell 4; Acute Vision 4; Bad Grip 2; Bestial (Quirk); Combat Reflexes; Discriminatory Smell; Discriminatory Taste; Fangs; Fit ; Greed (12); Ham-Fisted 2; High Pain Threshold; Horizontal; Loner (9); Magic Resistance 2 (Improved); Magery 3; Nictitating Membrane 6; Night Vision 5; Reduced Consumption 3; Rapid Healing; Resistant to Metabolic Hazards +8; Sanitized Metabolism; Short Arms; Striker (Horns; Impaling; Clumsy); Talons; Telescopic Vision 4; Temperature Tolerance 5; Unaging; Universal Digestion, Very Tough Hide, Extra Attack

Skills: Area Knowledge (Local)-15; Brawling-20; Trample -15, Intimidation-17; Observation-15; Search-17; Survival (Any)-16; Tracking-16; Wrestling-18, lightning- 16, cloudkill-15,dimension door(1,000 ft. range)-14, disintegrate-13, dispel magic- 14, fireball- 14, heat metal-18, incendiary cloud- 12, lightning bolt-14,wall of fire -14, jump -14

Energy Reserve: 15.

Class: Aberration, Defiler, Psionic.

Nobleman

ST: 11 **HP:** 11 **Speed:** 5.25

DX: 11 **Will:** 10 **Move:** 2

IQ: 10 **Per:** 10 **SM:** 0

HT: 10 **FP:** 10 **DR:** 4/2* (vs. crushing)

Dodge: 5 **Parry:** 9 **Block:** 9

Broadsword (12): 1d+2 cutting or 1d-1 crushing. Reach C.

Traits: Duty (Liege lord, 9 or less); Status 2; Wealth (Wealthy).

Skills: Administration-10; Broadsword-11; Riding (Horse)-12; Shield-12.

Class: Mundane.

Combat Effectiveness Rating: 12 (OR 7 and PR 5).

Notes: Speaks Mannish; might be literate. Notable equipment includes:

- Broadsword \$500, 3 lbs.
- Mail Armor \$645, 58 lbs.
- Medium Shield (DB 2) \$60, 15 lbs.
- Cavalry Horse \$4,000.

Ochre Jelly

An ochre jelly can grow to a diameter of about 15 feet and a thickness of about 6 inches, but can compress its body to fit into cracks as small as 1 inch wide.

ST: 15 **HP:** 15 **Speed:** 4.75

DX: 5 **Will:** 0 **Move:** 2

IQ: 0 **Per:** 5 **Weight:** 5,600 lbs.

HT: 14 **FP:** 14 **SM:** +2

Dodge: 7 Parry: n/a DR: 0

Pseudopod (7): 1d+1 crushing plus 1d corrosive. Reach C, 1, 2. This also a grapple, so the constriction attack starts the next round.

Traits: Amphibious; Clinging; Constriction Attack; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse; Infiltration, Can ooze under barriers and through tiny holes); Invertebrate; No Legs (Slithers); No Manipulators; Vibration Sense (Air).

Skills: Brawling-7; Climbing-8.

Class: Slime.

Combat Effectiveness Rating: 42 (OR 11 and PR 31).

Notes: Nonsentient – can't communicate or negotiate. Unaffected by Animal or Plant spells that don't specifically target slimes. A dead slime can be used (or sold) as one dose of Oozing Doom.

Ogre Brute

Not all Ogres are “civilized” enough to be delvers. In fact, most aren't. The Ogre Brute represents the typical Ogre found in many dungeons and caves, snacking upon the bones of human children, covered in furs and stolen clothes, staring at heroes with fat, drooling lips and empty, vacant gazes, before bellowing and striking with their massive clubs.

These ogres are meat-shields, pure and simple. They charge, they attack, they throw their considerable weight around, and they smash heroes in a single swat, if their clumsy blows strike home. Smarter dungeon monsters tempt them into service with promises of nice food and, uh, pretty ogres?

Other ogres might include... oh, who am I kidding, this is pretty much all ogres out there.

ST: 24 HP: 40 Speed: 5.50

DX: 10 Will: 9 Move: 6

IQ: 7 Per: 7

HT: 12 FP: 12 SM: +1

Dodge: 8 Parry: 9 DR: 4

Fist (13): 2d+2 crushing. Reach C, 1.

Maul (14): 5d+3 crushing. Unbalanced Parry. Reach 1-3*.

Traits: Appearance (Hideous); Bestial; Fearlessness 3; Gluttony (6); High Pain Threshold; Magic Resistance 2; Night Vision 5; Striking ST 1 (ST 25).

Skills: Brawling-13; Two-Handed Axe/Mace-14; Wrestling-11.

Class: Mundane (Ogre).

Combat Effectiveness Rating: 67 (OR 27 and PR 40).

Notes: Willing to negotiate, but only on their level (Food, women, territory, simplistic praise), easily tricked. Maul is “unbalanced” rather than “Unready” due to strength. Truly evil.

Ogre Mage

A 10-foot tall, blue-skinned magical ogre.

ST: 20 **HP:** 20 **Speed:** 5.25
DX: 10 **Will:** 12 **Move:** 6 (base 7)
IQ: 12 **Per:** 12 **Weight:** 700 lbs.
HT: 11 **FP:** 11 **SM:** +1
Dodge: 7 (base 8) **Parry:** 8 **DR:** 6/4* (vs. cr)

Cone of Cold (12): 5-yard-wide × 10-yard-long cone of frost does 5d burning with no incendiary effect. This is “freezer burn,” not flame, so cold resistance works but fire resistance is useless. Usable 1/day.

Greatsword (11): 3d+6 cutting or 2d+2 crushing. Reach 1, 2.

Longbow (11): 2d+2 impaling. Acc 3, Range 300/400.

Punch (12): 2d crushing. Reach C, 1.

Sleep (Resisted by HT): Affects all those in a 2 yard radius; roll a Quick Contest of Will vs. each foe's HT, with the ogre mage's Will taking a -1/yard range penalty. If his target loses, it suffers from sleep (p. B428) for a number of minutes equal to the margin of failure in the Quick Contest. Usable 1/day.

Traits: Appearance (Hideous); DR 2 (Tough Skin); Fearlessness 3; Flight (Air Move 7); High Pain Threshold; Insubstantiality (Limited Use, 1/day; Magical); Invisibility (Costs Fatigue, 5 FP; Dissipates upon attack; Magical); Magic Resistance 5 (Improved); Mind Control (Limited Use, 1/day; Magical); Morph (Any humanoid between SM -1 and SM +1; Magical); Night Vision 5; Obscure (Vision) 5 (Area Effect, 4 yards; Cost Fatigue, 4 FP; Magical); Regeneration (Very Fast, 1 HP/second; Not vs. burning or corrosion; Magical); Regrowth (Reattachment Only; Magical); Social Stigma (Monster).

Skills: Bow-11; Brawling-12; Innate Attack (Projectile)-12; Thaumatology-12; Two-Handed Sword-11.

Class: Mundane.

Combat Effectiveness Rating: 100 (OR 46 and PR 54).

Notes: Only the torso has DR 6/4* due to the Mail Shirt (SM +1; \$400, 32 lbs.); other body parts have DR 2 (Tough Skin). It also carries a greatsword (SM+1; \$1,200, 10.5 lbs.) and a longbow (SM+1; \$300, 4.5 lbs.).

Ōkanrôyos

A creature from the nether regions that have metallic skin and eye-stalks for hair.

ST: 13 **HP:** 13 **Speed:** 6.50
DX: 14 **Will:** 8 **Move:** 6
IQ: 11 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0

Dodge: 9 Parry: 11 DR: 8

Shortsword (16): 2d-1 cutting or 1d impaling; Reach 1.

Traits: 360° Vision (Easy to Hit); Ally (Spectral Bug Swarm, 12 or less; Minion; Summonable); Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Infravision; Injury Tolerance (No Blood, No Vitals); Magic Resistance 6; Unfazeable.

Skills: Shortsword-16; Stealth-15.

Class: Elder Thing.

Combat Effectiveness Rating: 55 (OR 17 and PR 38).

Notes: Far too alien to negotiate. Their shortswords are unremarkable.

Ooze, Gray

ST: 12 HP: 12 Speed: 4.00

DX: 5 Will: 5 Move: 2

IQ: 0 Per: 10

HT: 15 FP: 15 SM: +1

Dodge: 7 Parry: N/A DR: 0

Slam (6): 1d-2 cr + follow-up 1d cor.

Traits: Amphibious; Blindness; Chameleon 4; Constriction Attack; DR 20 (against cold/fire); Infravision; Doesn't Sleep; Immunity (All mind control); Immunity to Metabolic Hazards; Injury Tolerance (Homogenous); Invertebrate; No Legs (Slithers); No Manipulators; Vibration Sense (Universal).

Skills: Brawling-6; Stealth-10 (14 if perfectly still).

Class: Slime.

Combat Effectiveness Rating:

Notes: Anyone or anything (other than stone) touching the gray ooze's body receives 1d cor damage. Foes grappled or constricted by the grey ooze receives 1d cor damage per second until he breaks free.

Orc Hunter

Not every orc is a death-dealing warmachine at the front of the army. Some have more cunning and grace. These are grim orcs with black eyes and grimy skin that vanish into the shadows to stalk their prey. These orcs, sometimes called black Orcs, tend to creep out other orcs, which is fine by them, as they don't prefer the company of their kin. Just corpses. Steaming, hot, freshly killed corpses.

ST: 12 HP: 14 Speed: 6.25

DX: 14 Will: 10 Move: 6

IQ: 9 Per: 13

HT: 11 FP: 11 SM: 0
Dodge: 10 Parry: 12U DR: 0

Punch (17): 1d-1 crushing. Reach C.

Throwing Axe (18 melee, 16 ranged): 1d+4 cutting. Acc 2, Range 14/21, RoF 1(1).

Traits: Appearance (Ugly); Bully (12); Bloodlust (12); Combat Reflexes; Infravision; Loner (6); Rapid Healing; Resistant to Metabolic Hazards (+3); Silence 2; Social Stigma (Savage).

Skills: Axe/Mace-18; Brawling-17; Stealth-17; Thrown Weapon (Axe/Mace)-16.

Class: Mundane (Goblin-Kin).

Combat Effectiveness Rating: 36 (OR 23 and PR 13).

Notes: The throwing axe can be used in melee too, but it can't parry and attack in the same turn ("Unbalanced"). Generally unwilling to negotiate (and you shouldn't see him coming in any case). Like to ride dire wolves.

Orc Warrior v2

ST: 14 HP: 30 Speed: 6.75
DX: 11 Will: 12 Move: 6
IQ: 9 Per: 10 SM: 0
HT: 12 FP: 12 DR: 4*
Dodge: 10 Parry: 11U Block: 10

Axe (15): 2d+2 cutting. Reach 1. Unbalanced.

Traits: Acute Hearing 2; Appearance (Ugly); Bully (12); Combat Reflexes; Easy to Read; High Pain Threshold; Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Sense of Duty (Orcs); Social Stigma (Savage).

Skills: Axe/Mace-15; Brawling-15; Shield-13.

Class: Mundane (Orc).

Combat Effectiveness Rating: 61 (OR 21 and PR 40).

Notes: 2 points of DR comes from tough hide, remainder comes from cheap leather. Medium shield (DB 2), cheap axe and leather armor all lootable.

Orc Warrior

These are the orcs people expect to see in battle: ruthless, furious, tough and deadly, raging across the battlefield swinging a huge axe and carving his way through soldier and civilian alike until he grows bored and carts away his prize in loot and women. These hulking warriors take up the front line in goblin hoards, smacking the heads of unruly goblins and urging the hobgoblins forward.

Many Orc Warriors are weaker fodder. This represents a skilled orc warrior.

ST: 13 HP: 20 Speed: 6.75
DX: 11 Will: 12 Move: 6

IQ: 9 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
Dodge: 10 **Parry:** 11U **DR:** 2*

Punch (15): 1d crushing. Reach C.
Great Axe (15): 2d+2 cutting. Reach 1, 2. Unbalanced.

Traits: Appearance (Ugly); Bad Temper (12); Bully (12); Combat Reflexes; Extra Attack (Multi-Strike); Infravision; High Pain Threshold; Rapid Healing; Resistant to Metabolic Hazards (+3); Sense of Duty (Orcs); Social Stigma (Savage).

Skills: Brawling-15; Two-Handed Axe/Mace-15.

Class: Mundane (Goblin-Kin).

Combat Effectiveness Rating: 52 (OR 26 and PR 26).

Notes: The warrior's huge axe can only attack once before it needs to ready, so spend the orc's main action readying his axe, and his extra attack swinging with it, meaning he gets an attack every turn. Don't worry about parrying with it: that's why he has Dodge, High Pain Threshold and 20 HP. Generally unwilling to negotiate. Generally wears leather armor (heroes may loot). Great Axe is cheap.

Owlbear

Owlbears are exactly what their name implies: a hybrid of owl and grizzly bear. Like regular bears, they can rise up and walk for short distances on their hind legs.

ST: 19 **HP:** 19 **Speed:** 6.00
DX: 12 **Will:** 12 **Move:** 7
IQ: 4 **Per:** 10
HT: 13 **FP:** 13 **SM:** +1
Dodge: 9 **Parry:** n/a **DR:** 2

Bite (13): 2d-2 large piercing. Reach C.

Claw (13): 2d-2 cutting. Reach C, 1.

Traits: Bad Temper (9); Combat Reflexes; High Pain Threshold; Night Vision 6; No Fine Manipulators; Semi-Upright; Temperature Tolerance 2; Wild Animal.

Skills: Brawling-12; Climbing-11; Survival (Woodlands)-10; Wrestling-12.

Class: Hybrid.

Combat Effectiveness Rating: 36 (OR 15 and PR 21).

Notes: There are a few subspecies of owlbear, mostly identical to regular owlbears except in a few ways:

- **Polar Owlbears** have ST 20, DR 3, SM +1, a Swimming Move of 3, and Temperature Tolerance 4 (Cold). Bite 2d-2 large impaling; Claw 1d-2 cutting.
- **Flying Owlbears** have Flight (Winged) and Flying Move 10.

Owl-Lion

The owl-lion (a monster from the Glorantha setting) is a smaller cousin of the griffin. Instead of being the cross of an eagle and a lion, the owl-lion is naturally a cross between an owl and lion. They are sneaky but slow fliers.

ST: 14 **HP:** 14 **Speed:** 6.00

DX: 14 **Will:** 11 **Move:** 6

IQ: 5 **Per:** 12

HT: 10 **FP:** 10 **SM:** 0

Dodge: 9 **Parry:** **DR:** 1

Bite (14): 1d-1 pi+; Reach C.

Claw (14): 1d-1 cut; Reach C.

Traits: Acute Hearing 3; Flight (Air Move 12; Winged); Quadruped; Night Vision 6; Sharp Beak; Sharp Claws; Wild Animal

Skills: Aerobatics-12; Flight-12; Stealth-15

Class: Hybrid

Pit Fiend, lesser

These fiery demons have flaming skulls and stunningly magnificent wings. They strike with all the fury of hell, disregarding their own safety as they explode their enemies in devastating flames.

Pit Fiends frenzy in battle, trying to land one of their burning blows as quickly as possible, and then finish their enemies with their claws.

ST: 18 **HP:** 25 **Speed:** 6.75

DX: 13 **Will:** 10 **Move:** 6

IQ: 10 **Per:** 10

HT: 14 **FP:** 14 **SM:** 0

Dodge: 9 **Parry:** 13 **DR:** 5

Claws (21): 2d-1 cutting, follow-up 3d burning. For the next three seconds, the victim takes 2d burning each second. Burning damage is usable 3/day. Reach C.

Teeth (21): 2d-1 cutting. Reach C.

Traits: Appearance (Monstrous); Berserk; Bloodlust (12); Bully (12); Callous; Cannot Harm Innocents (Only prevents direct harm to truly good or holy folk); Flight (Winged, Air Move 17); Fragile (Unnatural); Immune to Metabolic Hazards; Immunity to Mind-Affecting Magic; Night Vision 5; Sadism (12), Selfish (12); Striking ST +2 (ST 20).

Special Powers: Burning Touch (Unholy)

Skills: Acting-9; Brawling-21; Broadsword-13; Fast-Talk-12; Hidden Lore (Demon Lore)-9; Intimidation-12; Stealth-13.

Class: Demon.

Combat Effectiveness Rating: 82 (OR 51 and PR 31)

Notes: Generic 300 point Demon. Costs 30 energy to summon. Willing to negotiate before battle, after it has engaged, it's a lost cause. Truly Evil.

Pixie Soldiers (Fodder)

Swarms of brightly colored pixies wearing gaudy uniforms occasionally accompany Faerie Royalty or engage in raids against human settlements. The minute squads arrange for perfect ambushes, intent showering their foes with miniature (poisoned) arrows, when their impulsiveness ruin their plans as they suddenly rush forward, eager to engage the enemy before his comrades do, crying out in shrill, hummingbird voices about how they are a better shot than a rival pixie, before getting splattered by the heroes.

ST: 5 **HP:** 1 **Speed:** 6.25

DX: 15 **Will:** 10 **Move:** 6

IQ: 10 **Per:** 11

HT: 10 **FP:** 10 **SM:** -6

Dodge: 10 **Parry:** N/A **DR:** 0

Pixie Shot (15): 1d-4 impaling. Acc 1, Range 50/75, RoF 1(2).

Traits: Appearance (Attractive +1); Dependency (Mana, Constantly); Enhanced Dodge 1; Flight (Winged; Air Move 12); Impulsiveness; Magery 0; Night Vision 3; Sense of Duty (Nature);

Skills: Bow-15; Stealth-17.

Class: Faerie.

Combat Effectiveness Rating: 1 (OR 16 and PR -19).

Notes: Willing to negotiate, especially if they receive praise from the heroes. Always have access to venom of some kind.

Poison Elf Assassin

ST: 12 **HP:** 18 **Speed:** 7.5

DX: 18 **Will:** 15 **Move:** 8

IQ: 13 **Per:** 18

HT: 12 **FP:** **SM:** 0

Dodge: 11 **Parry:** 14 **DR:** 5

Swords (22): 1d-1thrust, 1d+2 swing +4d6 poison (Resist HT-6)

Traits: Dark Vision; Double Jointed; Magery 0; Resistance (Poison); Silence 2; Teeth (Sharp); Toxic Attack 4d (Cosmic, Lingering special effect, +100%; Costs Fatigue, 1 FP, -5%; Melee Attack, Reach C, -30%; Resistible, HT-30%); Unnatural Feature (Serpent-like Eyes).

Skills: Shadow-20; Stealth-20; Sword-22

Class: Faerie

Poison Elf Guard

ST: 12 **HP:** 10 **Speed:** 6.00

DX: 12 **Will:** 12 **Move:** 6

IQ: 10 **Per:** 12

HT: 10 **FP:** 10 **SM:** 0

Dodge: 9 **Parry/Block:** 11/11 **DR:** 5

Swords(16): 1d-1thrust, 1d+2 swing +1d6 poison (Resist HT-6)

Crossbow(16): +1d6 poison (Resist HT-6)

Traits: Dark Vision; Magery 0; Resistance (Poison); Silence 2; Teeth (Sharp); Toxic Attack 1d (Cosmic, Lingering special effect, +100%; Costs Fatigue, 1 FP, -5%; Melee Attack, Reach C, -30%; Resistible, HT-30%); Unnatural Feature (Serpent-like Eyes).

Skills: Crossbow-16; Shadowing-16; Shield-16; Sword-16; Stealth-16

Class: Faerie

Notes: The poison elves will use their toxic power to poison their swords and crossbow bolts. They wear swamp dragon armor and have a shield.

Poison Elf Leader

ST: 15 **HP:** 18 **Speed:** 6.75

DX: 15 **Will:** 12 **Move:** 7

IQ: 12 **Per:** 12

HT: 12 **FP:** 18 **SM:** 0

Dodge: 10 **Parry/Block:** 12/12 **DR:** 7

Sword (18): +2d poison (Resist HT-6)

Crossbow (18): +2d poison (Resist HT-6)

Traits: Dark Vision; Magery 0; Resistance (Poison); Silence 2; Teeth (Sharp); Toxic Attack 2d (Cosmic, Lingering special effect, +100%; Costs Fatigue, 1 FP, -5%; Melee Attack, Reach C, -30%; Resistible, HT-30%); Unnatural Feature (Serpent-like Eyes).

Skills: Crossbow-18; Shadowing-16; Shield-16; Sword-18; Stealth-16.

Spells: Darkness-15; Blackout-15; Fog-15; charm-15

Pooka

A trickster among tricksters, the Pooka have the size and speed of a typical saddle horse in their natural forms but can take on the shape of any animal they see (including humans). They are stereotypically known for luring travelers to their doom by offering a ride across a river and then transforming into a small fish in the middle, but are smart and versatile enough to change up the routine when the situation warrants it and often serve as the elite spies of the Forest Queens.

ST: 21 **HP:** 21 **Speed:** 5.25

DX: 10 **Will:** 12 **Move:** 8

IQ: 12 **Per:** 17

HT: 11 **FP:** 11 **SM:** +1

Dodge: 9 **Parry:** 9 **DR:** 0

Hooved Kick (11): 2d Crushing

Horse Bite (11): 2d-5 Crushing

Traits: Combat Reflexes, Dependency (Mana, Constantly), Enhanced Move X1 (Running), Hooves, Horizontal, No Fine Manipulators, Peripheral Vision, Sense of Duty (Nature), Surefooted (Slippery), Trickster (12-), Weak Bite

Skills: Brawling DX+1 [2]-11, Fast Talk IQ+2 [8]-14, Swimming HT+2 [4]-13

Special Powers: Mimic

Class: Faerie

Notes: Prefers to negotiate, but rarely does so in good faith.

Pumpkin Sprite

*Pumpkin, pumpkin, smite his pate;
Soon to set a wedding date!"*

Regarded by humans as a creature of halfling folklore, like Father Yule or the Easter Ferret, the **Pumpkin Sprite** is the friend of single maidens and the bane of bachelors. She appears as an elderly halfling matron, approximately 24 inches in height, with delicate butterfly wings and antennae which she can make invisible at will. Her true nature is a matter of debate among scholars; she is considered a servitor of the Goddess of the Hearth by most halflings, but it seems evident that she is a type of faerie. She is always referred to as *the* Pumpkin Sprite; whether there are many or only one is not known; but only one ever appears at one time. What is known for sure is that the Pumpkin Sprite devotes her existence to promoting the course of True Love.

If the Pumpkin Sprite encounters someone pining with unrequited love, or having trouble with her relationship, or just plain lonely, the Sprite may decide to help the individual; usually with an overly-elaborate scheme involving a secret elopement, a catalepsy-inducing potion, and six white mice. Whether or not the person actually *wants* help is irrelevant.

The Pumpkin Sprite usually appears where there is a pumpkin patch nearby full of ripe pumpkins, regardless of season or whether or not pumpkins are native outside of North America. One of these pumpkins is her special **Pumpkin of Holding** (see below)

ST: 6 **HP:** 6 **Speed:** 6.75
DX: 14 **Will:** 13 **Move:** 6 ground/13 air
IQ: 11 **Per:** 12
HT: 13 **FP:** 13 **SM:** -3
Dodge: Parry: **DR:** 0

Thrown Pumpkin (-14): (various Afflictions)

Traits: Affliction 4 (Incapacitation; Sleep); Flight (Small Wings); Higher Purpose (Aid Lovers); Magery 4; Pumpkin of Holding; Social Regard 2 (among halflings); Unfazeable; Unkillable 1; Warp; Charitable; Delusion: Everybody Should Get Married!; OPH: Meddler

Skills: Herb Lore -11; Professional Skill: Matchmaker -14; Psychology -11; Savoir-Faire -12; Sex Appeal (Theoretical only) -14; Thrown Weapon: Pumpkin -14

Class: Faerie

Notes: *Affliction:* The closest thing the Sprite has to a real attack is to chuck magical pumpkins at people. The pumpkins do little if any physical damage, but carry magic spells. The exact nature of the spell can vary, but "sleep" is a typical one.

Magery: If conventional opinion is correct and the Sprite really is a divine servant of a Goddess, then this should be Power Investiture; but since the Goddess in question is unlikely to intervene in the Sprite's activities, it doesn't make much difference.

Pumpkin of Holding: The Pumpkin Sprite has a magical pumpkin shell in which she keeps a wide selection of romantic paraphernalia, including (but not limited to) perfume, boxes of chocolates, sexy lingerie, glass slippers, acne remedies and love potions. These items can be treated as Gizmos.

Pyroimp Special Forces / Saboteur

Stealthy, crafty, and mad as a bedbug, the garden variety Pyroimp has a tendency to find its way into the worst possible place before it unleashes its explosive fire attack. If they could be taught combat engineering and made to be more reliable they would be truly devastating.

ST: 7/8 **HP:** 5 **Speed:** 6.50
DX: 14 **Will:** 10 **Move:** 6/12*
IQ: 10 **Per:** 11
HT: 12 **FP:** 12 **SM:** -4
Dodge: 9 **Parry:** 11 **DR:** 0

Sharp Teeth & Claws (16): 1d-3 Cutting

Fire Blast (16): 5d Burn Exp, Acc 3, Rng 10 / 100, RoF 1

Traits: Appearance (Monstrous), Bloodlust (12-), Bully (12-), Callous, Cannot Harm Innocents (Prevents Direct harm of the truly good and holy folks only), Curious, Easy to Kill x5, Flight (Small Winged), Fragile (Unnatural), Immune to Metabolic Hazards, Immunity to Mind-Affecting Magic, Impulsive (12-), Magery x0, Night Vision x8, Selfish (12-), Striking ST +1, Trickster (12-)

Skills: Brawl DX+2 [4]-16, Escape DX-1 [2]-13, Fast Talk IQ [2]-10, Innate Attack (Jet) DX+2 [4]-16, Stealth DX+3 [12]-17

Special Powers: Fire Blast (Unholy)

Class: Demon

Notes: Two can be summoned for 20 points. Willing to negotiate. Truly evil.

Qilin

These noble creatures are distantly related to unicorns. Their very large, deer-like bodies are covered in fine golden, turquoise, jade, or copper scales that gleam even in low light. Their mane, tail, and feathering around their ankles and down the back of their calves is of a deeper gold, and they have violet eyes and rose-tinged hooves and horn. Unlike unicorns, their horn is curved and sometimes branched. They roam the skies looking for good deeds to reward and evildoers to punish—they are mostly peaceful creatures, though, and only start fights with the most evil of beings. It's unknown whether they are natural creatures or creations of the gods. Qilin sometimes make lairs high on mountain plateaus; their homes are luxurious inside. For the most part, though, they simply ride on the wind.

ST: 25 **HP:** 25 **Speed:** 7.00

DX: 14 **Will:** 12 **Move:** 14

IQ: 11 **Per:** 13

HT: 13 **FP:** 13 **SM:** +1

Dodge: 11 **Parry:** n/a **DR:** 8

Bite (16): 2d-2 crushing. Reach C.

Fiery Breath (15): 2d burning in a cone, 10 yards long by 5 yards wide. Takes Recharge, 5 seconds. Costs 2 FP.

Hooves (16): 2d+4 crushing. Reach C, 1.

Horn (18): 3d+3 impaling. Reach 1; Straight ahead only. Its horn is considered to be a magical weapon and as such does more damage than would be expected (although it stops working if it's removed from the qilin).

Traits: Acute Detect 4; Acute Hearing 4; Acute Vision 4; Combat Reflexes; Detect (Thinking Minds; Vague); Energy Reserve 20; Flight (Air Move 56); Empathy; High Pain Threshold; Honesty (12); Insubstantiality (Switchable); Night Vision 6; Peripheral Vision; Quadruped; Resistant to Disease (+8); Scales; Sense of Duty (Good entities); Striking ST 5 (Horn; ST 30); Striker (Horn, Impaling); Telescopic Vision 2; Telesend (Universal; Reliable 5); Voice; Weak Bite.

Skills: Aerobatics-14; Brawling-16; Detect Lies-18; Diplomacy-16; Flight-13; Hidden Lore (Spirit Lore)-15; Hidden Lore (Sacred Places)-15; History-18; Innate Attack (Breath)-15;

Observation-17; Psychology-16; Singing-15; Survival (Mountains)-13; Thaumatology-18; Theology (Varies).

Spells (at 20): Bravery-20; Clouds-20; Create Food-20; Create Servant-20; Create Spring-20; Create Water-20; Detect Magic-20; Exclude Evil*-20; Essential Food-20; Essential Water-20; Fool's Banquet-20; Hail-20; Illusion Disguise-20; Illusion Shell-20; Independence-20; Lightning-20; Perfect Illusion-20; Plane Shift-20; Plane Shift Other-20; Predict Weather-20; Purify Food-20; Purify Water-20; Rain-20; Regeneration-20; Repel Evil*-20; Season-20; Sense Evil*-20; Sense Good*-20; Storm-20; Sunlight-20; Sunbolt-20; Suspend Magic-20; Walk On Water-20; Water to Wine-20; Wind-20.

Class: Servitor of Good.

Combat Effectiveness Rating: 144 (OR 88 and PR 56).

Notes: Truly good. Spells marked with an asterisk are from *GURPS Thaumatology*

Quixolb the Gnome Witch

Quixolb is obviously insane. He has a disheveled and menacing demeanor. His goatee is dyed blue, and he has an ashen complexion. He is most often seen riding a huge toad. Quixolb delights in stealing away babes and small children.

ST: 6 **HP:** 6 **Speed:** 5.5

DX: 10 **Will:** 14 **Move:** 5

IQ: 13 **Per:** 13

HT: 12 **FP:** 18 **SM:** -2

Dodge: 8 **Parry:** 8 **DR:** 1

Spells: Analyze Magic | Blur | Choke | Continual Light | Detect Magic | Gloom | Identify Spell | Itch | Light | Nauseate |

No-smell | Odor | Perfume | Purify Air | Spasm | Strike Blind | Strike Dumb

Traits: Magery 1 | Extended Lifespan (x2) | Fearlessness | Indomitable | Appearance (Ugly) |

Callous | Delusion (thinks humans are

bent on destroying the forest) | Megalomania | Reputation (the gnome witch is reputed to be evil and mad) -2 (all the time) | Sadism |

bowlegged | dislikes humans

Skills: awareness 14 | camouflage 14 | climbing 12 | detect lies 15 | escape 12 | intimidation 15 | riding (giant toad) 12

Class:

Notes: appearance -2 | Quixolb will not fight hand to hand. He prefers to run away and live to fight another day. He prefers to let his brutes lead the charge, and he will hide and cast spells that incapacitate foes. He will neither forgive nor forget any slight.

Ranger

ST: 11 **HP:** 11 **Speed:** 5.75

DX: 12 **Will:** 10 **Move:** 5

IQ: 10 **Per:** 11

HT: 11 FP: 11 SM: 0
Dodge: 8 Parry: 8 DR: 1*

Large Knife (11): 1d-1 cutting or impaling. Reach C, 1.

Regular Bow (11): 1d impaling. Acc 2, Range 165/220, RoF 1, Shots 1(2).

Traits: Duty (Crown; 9 or less); Legal Enforcement Powers (King's Man).

Skills: Area Knowledge (Area)-12; Bow-12; Knife-12; Naturalist-9; Professional Skill (Law Enforcement)-11; Survival (Woodlands)-11; Tracking-11.

Class: Mundane.

Combat Effectiveness Rating: 15 (OR 12 or PR 3).

Notes: Speaks Mannish only and is illiterate. Notable equipment includes:

- *Arrows* ×20, \$40, 2 lbs.
- *Cloth Armor*, \$150, 12 lbs.
- *Hip Quiver (Holds 20 arrows)*, \$15, 1 lb.
- *Large Knife*, \$30, 0.5 lb.
- *Regular Bow*, \$40, 4 lbs.

Remorhaz

Possibly related to the ankheg, the remorhaz are huge, arctic-dwelling centipede-like insects. They sport both toothed mouths and sharp mandibles. They are pale blue-white, but pulse red with the heat its body produces. Some large arctic-dwelling beings train, entice, or magically control these creatures to guard their lairs.

ST: 32 HP: 32 Speed: 5.50
DX: 10 Will: 8 Move: 5
IQ: 2 Per: 11
HT: 12 FP: 12 SM: +3
Dodge: 8 Parry: n/a DR: 3

Bite (14): 3d impaling. Reach C.

Heat Aura: Enraged remorhaz (i.e., when it's Berserk) generate heat of such high temperature that anyone who touches them takes 3d burning damage (No Incendiary). Items that touch the remorhaz, including striking weapons, take this damage as well unless protected from heat.

Swallow Whole: If the remorhaz can successfully grapple someone it has bitten, it can swallow that person whole (Binding 32; Engulfing; 1d corrosion damage per second). It can only swallow creatures of SM 0 or smaller.

Traits: Acute Hearing 1; Acute Vibration Sense 4; Berserk (12); Extra Legs (6); High Pain Threshold; Horizontal; Loner (6); Short Legs; Temperature Tolerance 5 (Cold); Tunneling (Tunneling Move 3); Vibration Sense; Wild Animal.

Skills: Brawling-14; Survival (Arctic)-11; Wrestling-14.

Class: Dire Animal.

Combat Effectiveness Rating: 197 (OR 170 and PR 27).

Notes: Remorhaz never associate with each other unless they're mating—if there are several in the area, they might all attack a person at once, but they wouldn't work together.

River Queen

Also called Forest Queens (or Kings), the mind-numbingly beautiful nymph nobility don't bother to fight. They do have swords, but really, they have people for these things. The princes and princesses of the rivers, lakes and forests move elegantly, trailing a long gown or cloak grown out of leaves and flowers, or woven together with strands of river water, with their long hair cascading behind them. When they face delvers, they don't draw their weapon or go on the offensive, they just ask the delvers to leap off cliffs or come join them beneath the lake. That's all.

River Queens often lead other Faeries into battle (by asking them, of course). They personally detest violence, probably because they're so bad at it.

ST: 10 **HP:** 10 **Speed:** 5.25

DX: 10 **Will:** 13 **Move:** 5

IQ: 13 **Per:** 13

HT: 11 **FP:** 11 **SM:** 0

Dodge: 8 **Parry:** 8F **DR:** 0

Faerie Rapier (10): 1d-1 impaling. Reach 1, 2.

Traits: Appearance (Transcendant, Universal +5); Awe (-1 to Awe Resistance); Charisma 5; Dependency (Mana, Constantly); Impulsive (12); Overconfident; Sense of Duty (Nature).

Special Powers: Hypnotic Voice (Magical).

Skills: Diplomacy-14; Rapier-10; Sex Appeal-17.

Class: Faerie.

Combat Effectiveness Rating: 7 (OR 13 and PR -6).

Notes: Prefer negotiation, because they're at their most dangerous when they can talk. If the heroes aren't interested, they'll use Awe to slow them down long enough to start talking.

Roc

This enormous bird has a huge, twenty-foot wingspan, able to carry away a human without much trouble. Some fly with winged elves or reside on mountains with Hill Elves, serving as their mounts. They prefer to use their flight to their advantage in battle, gliding high and then pouncing on their foes with a dive. Use Aerobatics when dodging.

ST: 23 **HP:** 25 **Speed:** 7.00

DX: 14 **Will:** 11 **Move:** 3

IQ: 6 **Per:** 14
HT: 12 **FP:** 12 **SM:** +2
Dodge: 10 **Parry:** NA **DR:** 3

Bite (16): 2d+1 large piercing. Reach C.
Claws (16): 2d+1 cutting. Reach C, 1.

Traits: Acute Vision 4; Enhanced Move (Air) 1 (Air Move 30); Flight (Winged; Air Move 15); Foot Manipulators; Ham-Fisted -2.

Skills: Aerobatics-13; Brawling-16; Flight-13.

Class: Giant Animal.

Combat Effectiveness Rating: 69 (OR 44 and PR 25).

Notes: Animalistic. Willing to negotiate if someone in the party can deal with or handle animals. Makes a fantastic mount. See also the Rukh (GURPS Fantasy)

Rodent Of Unusual Size With Frickin' Lasers

It looks like a big ugly rat with glowing red eyes. Folks think this is a legend, something drunks claim killed their buddies after a few rounds of ale, when everyone knows it's because his buddy fell into the river and floated out to the sea ... right?

ST: 8 **HP:** 8 **Speed:** 6.50
DX: 14 **Will:** 11 **Move:** 5
IQ: 4 **Per:** 10 **Weight:** 50 lbs.
HT: 12 **FP:** 12 **SM:** -1
Dodge: 9 **Parry:** n/a **DR:** 2

Bite (14): 1d-4 cutting. Reach C.

Spit (14): 2d+1 burning. Acc 3, Range 10/100. Costs 1 FP each use.

Traits: Colorblindness; Infravision; Magic Resistance 2; Reduced Consumption 2 (Cast-Iron Stomach); Semi-Upright; Wild Animal.

Skills: Innate Attack (Gaze)-14; Jumping-12.

Class: Dire Animal.

Combat Effectiveness Rating: 19 (OR 14 and PR 5).

Notes: Anyone wounded by the bite of a Rodent Of Unusual Size With Frickin' Lasers must make a HT roll to avoid infection with some disease or other. Sewer rot (-1 on all attribute and skill rolls until stopped with Cure Disease) is typical.

Roderick

ST: 18 **HP:** 22 **Speed:** 7.00
DX: 15 **Will:** 15 **Move:** 7
IQ: 12 **Per:** 15

HT: 13 FP: 13 SM: 0

Dodge: 10 Parry: 15 DR: DR:5

Long Bow (20): 2d-2 imp Acc:3 Range:x15/x20 RoF:1

Broadsword: (20) Swing 3d+1 cut, thrust 1d+3 impaling.

Traits: Combat Reflexes; Code of Honor (Pirate); Danger Sense; Heroic Archer; High Pain Threshold; Outdoorsman 2

Skills: Bow-20; Brawling-17; Broadsword-20; Camouflage-16 (With cloaks-20 in natural settings only); Fast-Draw (Arrow)-14; Observation-14; Survival(Outdoors)-18; Stealth-15; Tracking-18

Class: Human

Notes: He was given 2 magic arrows to help defeat an elven leader who is known to possess great magical powers. If the arrows are examined, they appear to have black stone heads on an orichalcum shaft. The arrows have the spell False Aura (20) and this makes them seem to be anti-magical like meteoric metal. If this spell is removed then the aura will be of extreme evil and this will be impossible to remove this enchantment by mortal beings.

Roderick will never reveal these weapons to the PCs because he thinks they have great powers. He will not use the weapons on any other being than the elven leader because he was instructed not to. He has no idea that the arrows have an evil power however.

Roper

Ropers look something like thick columns of stone, but when they show their circular maw, single eye, and six sticky tendrils, it's clear that they're monsters. They're far more intelligent than one would think by looking at them, and very evil. They're usually found in small groups.

ST: 17 HP: 17 Speed: 6.50

DX: 12 Will: 15 Move: 2

IQ: 12 Per: 14

HT: 14 FP: 14 SM: +1

Dodge: 9 Parry: 10 DR: 5

Tendrils (14): Ropers can fire up to two tendrils 20 yards away and grab on to a person, and drag her back to the Roper to devour. In addition, the tendrils sap strength. Anyone who fails an HT-2 roll loses 1d FP, and must make an HT check each round that he's held by the roper. (Binding 25; Sticky; Only damaged by cutting, burning, and corrosion.)

Traits: Callous; Cannot Kick; Chameleon 5 (Extended, Infravision); Dark Vision; Disturbing Voice; DR 10 (Cold); DR 30 (Electricity); Extra Attack 1; Magic Resistance 10; Restricted Vision (No Peripheral Vision); Sadism (12); Sharp Teeth; Short Legs; Vulnerability (Fire, ×2).

Skills: Brawling-14; Disguise-15; Innate Attack (Projectile)-14; Observation-14; Survival (Dungeons)-14; Wrestling-14.

Class: Mundane.

Combat Effectiveness Rating: 85 (OR 41 and PR 44).

Notes: Despite their rocky appearance, they aren't made of stone, and Earth magic has no affect when cast on them. They are willing to pretend that they're rocky, though, to keep spellcasters from being totally effective. Willing to negotiate.

Rust Monster

A four-legged land-lobster with fins on its tail and two long, prehensile antennae next to its mouth; its slightest touch is enough to turn any metal into dust, which the creature uses as food.

ST: 9 **HP:** 9 **Speed:** 5.75

DX: 13 **Will:** 10 **Move:** 5

IQ: 3 **Per:** 12

HT: 10 **FP:** 10 **SM:** 0

Dodge: 12 **Parry:** n/a **DR:** 0

Bite (13): 1d-3 cutting. Reach C.

Antennae Touch (13): 1d-3 crushing. Reach C.

Rusting Touch (aura): Any touch does 6d corrosive damage, only to metal.

Traits: Bestial; Cannot Speak; Detect (Metal); Enhanced Dodge 4; Extra Legs (4 Legs); Gluttony (12); Hidebound; Horizontal; Infravision; Social Stigma (Monster); Teeth (Sharp Teeth); Wealth (Dead Broke).

Skills: Climbing-13.

Class: Mundane.

Combat Effectiveness Rating: 51 (OR 44 and PR 7).

Scorched Earth the Magnificent, Terrifically Lethal Red Dragon

The premier duelist of the dragon world, Scorched Earth lives only for glorious combat with the greatest heroes, villains, and monsters, striking his enemies down with uncanny speed and surgical precision. Obsessed with honing and testing his might, he will always roar out his challenge and attack the greatest adversary available, even when it is clearly in his best tactical interest to mop up the fodder first. Amoral, not evil, despite his brutal aggression, he strongly prefers to let his defeated foes live when possible so that the tale of his fearsome prowess might further spread. He dislikes but respects Chevalier, the only living dragon who has defeated him in a fair fight.

ST: 42 **HP:** 54 **Speed:** 8.25

DX: 16 **Will:** 14 **Move:** 8/32

IQ: 11 **Per:** 14

HT: 13 **FP:** 13 **SM:** +4

Dodge: 12 Parry: 18 DR: 12*

Long Talons (29): 4d+6 cutting, 4d+6 impaling, Reach C-4

Fangs (29): 4d+1 Impaling, Reach C-3

Tail (29): 4d+2 Crushing, Reach C-5 (Equivalent to 8 lb weapon)

Fire Breath (19): 5d Burning, Cone: 1/D 10, Max 20, width 5, 6 uses per day.

Traits: Bad Grip 3, Combat Reflexes, Discriminatory Smell, Eidetic Memory, Enhanced Move (Flight), Extra Attacks (x2 - 1 Normal, 1 w/ Multi-Strike), Extra Legs (4), Gluttony (12), Greed (12), Hard to Kill +5, Horizontal, Magery X2, Miserliness (12), Night Vision X8, Obsession (Glorious Battle), Winged Flight

Skills: Brawling DX+13 [48]-29, Innate Attack (Breath) DX+3 [8]-19

Spells: Fire! IQ+1* [12]-12

Class: Mundane (Dragon)

Notes: Will always try to frighten off or negotiate with anybody who doesn't seem like they would be a challenge, but will always pick a fight with anybody who does. 2 points of Tough Skin DR under 10 for scales. 3 attacks/round without using Rapid Strikes.

Scorpion, Large Monstrous

ST: 19 HP: 19 Speed: 5.50

DX: 10 Will: 10 Move: 8

IQ: 2 Per: 10

HT: 12 FP: 12 SM: +1

Dodge: 8 Parry: N/A DR: 3

Pincer (12): 2d+1 cut.

Sting (11): 2d-1 pi+.

Poison (Resisted by HT): Follow-up to sting; Damage: 1d-2 tox; Cycles: 1 minute/1 cycle; Symptoms: A victim who loses 1/3 HP from the poison suffers -4 DX.

Traits: Constriction Attack; Cutting Striker (Pincers); Striker (Sting); Immunity (All mind control); Infravision; Vibration Sense.

Skills: Brawling-12; Camouflage-10; Wrestling-12.

Class: Giant Animal.

Scythe Tree

This many-branched and twisted tree has few leaves on it. In the middle of its trunk is a long, deep scar. Its roots are twisted and dark, blackened as if by fire.

The branches of a scythe tree look like wicked, curving scythes (this is from where the tree gets its name). The scar on the trunk is the tree's mouth (it looks as a scar when shut).

ST: 37 HP: 145 Speed: 5.00

DX: 9 **Will:** 12 **Move:** 3
IQ: 11 **Per:** 12 **Weight:** 3,500 lbs.
HT: 11 **FP:** 11 **SM:** +3
Dodge: 8 **Parry:** 9 **DR:** 18

Scythe-branch (12): 6d+8 cutting. Reach C-3.

Traits: Blindness; Constriction Attack; Dependency (Soil, water and sunlight, Monthly); Doesn't Breathe; Doesn't Sleep; Extra Attack 3; Fragile (Combustible); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogeneous; No Blood; No Eyes; No Neck); No Fine Manipulators; Unfazeable; Wild Animal; Vibration Sense (Ground); Vulnerability (Fire, ×2).

Skills: Brawling-12.

Class: Plant.

Combat Effectiveness Rating: 217 (OR 60 and PR 157).

Notes: DR is ablative to burning, corrosion, crushing, cutting, and huge piercing attacks to the same spot. DR is semi-ablative to multiple impaling, piercing, and large piercing attacks to the same spot. See pp. B47 and B559.

Sea Cat

Sea cats look like a cross between a tiger and a walrus or porpoise. It has a streamlined body with both flippers and the forepaws and head of a great cat, with webbed ears and webbing between its claws. They have tough, greenish hide and a mane of fur down their spines. Sea cats are very territorial, and fight any other predator that encroaches.

ST: 19 **HP:** 19 **Speed:** 6.00
DX: 14 **Will:** 12 **Water Move:** 10
IQ: 4 **Per:** 13 **Weight:** 800 lbs.
HT: 12 **FP:** 12 **SM:** +1
Dodge: 9 **Parry:** n/a **DR:** 2

Claw or Bite (14): 2d-2 cutting. Reach C with bite; Reach C, 1 with claws.

Traits: Chummy; Discriminatory Smell; Doesn't Breathe (Oxygen Storage, ×10); Horizontal; Night Vision 7; No Fine Manipulators; No Legs (Semi-Aquatic); Pressure Support 1; Wild Animal.

Skills: Aquabatics-12; Brawling-14; Survival (Saltwater)-13; Swimming-14.

Class: Hybrid.

Combat Effectiveness Rating: 35 (OR 18 and PR 17).

Notes: Ground Move 1. Typically found in small prides of up to 12 or so, with a rather egalitarian social structure (i.e., not like a lion's pride), and they use pack tactics when fighting, making them even more vicious.

Sensitive Statue of Cotillac

This creature is a simple marble statue... or just about. When a creature come close the Statue (within a radius of 5 yards) it has to make a roll of HT-3 or it loses a sense per turn (vision, hearing, taste, smell, touch). When the Statue steal the the last sense, the touch, it comes to life and attacks the inert victim with the mighty punches. If the Statue dies, the victim regains the lost senses

ST:30 HP:40 Speed:5,75
DX:10 Will:- Move:5
IQ:- Per:see above
HT:13 FP:- SM:1
Dodge:8 Parry: DR:10

Punch (15):3d

Traits: Machine Meta-Trait, Power of Sensorial Absorption (see above)

Skills: Brawling 15

Class: Automaton

Shadow

Shadows are undead creatures made of sentient darkness. They look like normal, but slightly dark, silhouettes of slightly demonic Humans. They usually stick to the walls, but are capable of moving away from them. They loathe all life and strike indiscriminately. Their touch chills to the bone and drains the life out of people.

ST: 0 HP: 15 Speed: 6.00
DX: 14 Will: 10 Move: 6
IQ: 7 Per: 14
HT: 10 FP: n/a SM: 0
Dodge: 9 Parry: n/a DR: 0

Draining Touch (14): 1d-3 ST damage (minimum 1 point). Anyone reduced to 0 ST becomes a shadow under its creator's control. Reach C.

Traits: Callous; Cannot Speak; Dark Vision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dread (Holy Items); Fragile (Unnatural); Frightens Animals; Hidebound; Immunity to Metabolic Hazards; Immunity to Mind Control; Incurious (12 or less); Intolerance (Living Beings, Total); Shadow Form (3D Movement; Always On; Touch); Sadism (6); Walk on Air.
Skills: Brawling-14; Shadowing-25; Stealth-25.

Class: Undead.

Combat Effectiveness Rating: 24 (OR 5 and PR 19).

Notes: Truly Evil. Unwilling to negotiate. They are affected by True Faith.

Shambling Mound

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants.

A shambler's brain and sensory organs are located in its upper body.

A shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect.

ST: 21 **HP:** 21 **Speed:** 5.25

DX: 10 **Will:** 11 **Move:** 2

IQ: 8 **Per:** 10 **Weight:** 3,800 lbs.

HT: 11 **FP:** 11 **SM:** +1

Dodge: 8 **Parry:** 9 **DR:** 5

Garbage Appendage (13): 2d+2 crushing, and it counts as a grappling attack. If it succeeds, it starts its Constriction Attack its next round. Reach C, 1.

Traits: Acute Hearing 4; Amphibious; Chameleon 3 (Limited, Swamp); Constriction Attack; Damage Resistance 30 (Limited, Electricity); Damage Resistance 5 (Limited, Heat/Fire); Detect (Light); Doesn't Breathe; Infravision; Injury Tolerance (Homogenous; No Blood); Loner (6); No Legs (Sessile); No Fine Manipulators; No Legs (Slithers); Wild Animal.

Skills: Brawling-13; Camouflage-9 (12 in swamp if moving, 15 if perfectly still); Stealth-12.

Class: Plant.

Combat Effectiveness Rating: 79 (OR 11 and PR 68).

Notes: Electrical attacks that do not get through DR instead grant 1d-3 temporary HP, which fade at the rate of 1 HP an hour.

Shocker Lizard

A large lizard crackling with electric energy.

ST: 9 **HP:** 11 **Speed:** 7.0

DX: 13 **Will:** 11 **Move:** 7

IQ: 5 **Per:** 11

HT: 11 **FP:** 11 **SM:** -2

Dodge: 10 **Parry:** n/a **DR:** 2

Electric Shock (15): 1d burning.

Bite (15): 1d-3 cutting.

Traits: Infravision; Sharp Teeth.

Skills: Brawling-15; Climbing-17; Innate Attack-15; Jumping-13; Stealth-15.

Class: Animal (Dire).

Notes: Electric Shock range is 2 yards; metal armor only provides DR 1 against this attack.

Siren

Sirens often lure sailors and travelers to their death. The haunting song of the siren leads many an unwary seaman to his death on crashing shoals, rough seas or dangerous traps.

ST:10 HP:11 Speed:5.25

DX:11 Will:15 Move:5

IQ:15 Per:11

HT:11 FP:15 SM:

Dodge:8 Parry:10 DR:

Knife -15:1d-2thr, 1d sw

Sirens Song -18, Resist by Will-4, or fall under spell of suggestion, 1 FP and a single siren

Dance of the Siren -19, Resist by Will -5 or Reverse Loyalties spell, 2 FP and two sirens

Macabre Dance of the Fey -20, Resist by Will -6 or Domination spell, 3 FP and three fey

Traits: Appearance-2, Dependency (Mana, Constantly), Charisma-2, Musical Ability, Penetrating Voice, Psi Static, Teeth, Very Fit, Bestial, Jealousy, Lunacy, Magery-1, Psicraft-1, Compulsive Behavior (Luring men to their death!)

Skills: Dancing-17, Poetry-17, Artist-15, Acting-15, Disguise-15, Detect Lies-15, Diplomacy-15, Flight-15, Group Performance-17, Holdout-15, Knife-15, Makeup-15, Musical Instrument-18, Performance-17, Sex Appeal-18, Stage Combat-15, Suggest-17

Class: Fey, Mythological

Skeleton

Mindless, animated undead.

ST: 10 HP: 10 Speed: 6.5

DX: 12 Will: 8 Move: 6

IQ: 8 Per: 8

HT: 10 FP: n/a SM: 0

Dodge: 9 Parry: 10 (unarmed) DR: 2

Punch/Bite (14): 1d-2 crushing.

Traits: Appearance (Monstrous; Universal); Automaton; Cannot Float; Cannot Learn; Darkvision; Dependency (Mana; common, constantly); Doesn't Breathe; Doesn't Eat or Drink;

Doesn't Sleep; Fragile (Brittle) (crippled limbs or extremities break off); Fragile (Unnatural) (automatically fails roll to stay alive at -HP); High Pain Threshold (never suffers shock penalties); Immunity (All mind control); Immunity to Metabolic Hazards; Indomitable (can't be influenced); Injury Tolerance (No Blood, No Brain, No Eyes, No Vitals, Unliving) (imp, pi++, ×1; pi+, ×0.5; pi, ×0.33; pi-, ×0.2); Mute; No Sense of Smell/Taste; Reprogrammable; Sexless; Single-Minded; Skinny; Social Stigma (Dead); Temperature Tolerance 10; Unaging; Unfazeable (can't be frightened or intimidated); Unhealing (Total); Vacuum Support; Vulnerability (Crushing Attacks; ×2); Wealth (Dead Broke).

Skills: Brawling-14.

Class: Undead.

Notes: Affected by Control Zombie, Pentagram, and Turn Zombie; No mental skills; Skull has only 2 total DR.

Skeleton (Generic Fodder)

With clattering teeth and rattling joints, these undead warriors stagger towards their foes wearing the discarded arms and armor of fallen warriors. Time has picked their bones clean and silenced their voices, leaving nothing but dust, ash and bone. They know only have the will of their master driving them forward.

These skeletons represent the generic skeletons raised by necromantic magic. They would benefit from a template mainly to gain access to skills, but being unable to learn, they need some alternate method to improve their capability, such as necromantic meddling.

ST: 9 **HP:** 9 **Speed:** 6.50

DX: 12 **Will:** 8 **Move:** 6

IQ: 8 **Per:** 8

HT: 10 **FP:** 10 **SM:** 0

Dodge: 9 **Parry:** 9 **DR:** 2

Rending Finger-bones (12): 1d-3 crushing. Reach C.

Traits: Appearance (Monstrous); Automaton (Reprogrammable); Cannot Learn; Dependency (Mana; Constantly); Doesn't Breathe; Doesn't Sleep; Doesn't Eat or Drink; Fragile (Brittle, Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Immunity (All Mind Control); Indomitable; Injury Tolerance (No Blood, Brain, Eyes, Vitals, Unliving); Mute; No Sense of Smell/Taste; Skinny; Single-Minded; Temperature Tolerance 10; Unfazeable; Unhealing (Total); Vulnerability (Crushing Attacks, ×2).

Skills: May not have mental skills. N/A.

Class: Undead.

Combat Effectiveness Rating: 1 (OR 3 and PR -14).

Notes: Skeletons don't negotiate. They can't even speak. They focus only on their master's task, and nothing else. They are immune to magical mind control and social skills, but not to necromancy or pentagrams. Their Skull only has a DR of 2, and they cannot float. Truly Evil.

Skull Spider

This tiny creature appears to be a humanoid skull with eight spidery legs. Skull spiders are tarantula-like creatures that reside in the skulls of their victims. The two front legs of a skull spider contain poisoned barbs that they use to sting their victims. The weak and fleshy body of a skull spider is about the size of a grapefruit and is easily damaged.

ST: 6 **HP:** 6 **Speed:** 6.50
DX: 15 **Will:** 10 **Move:** 4
IQ: 1 **Per:** 10
HT: 11 **FP:** 11 **SM:** -5
Dodge: 8 **Parry:** n/a **DR:** 2

Sting (15): 1d-5 piercing plus follow-up poison 1d-3 HT (Resist HT+2). A minute later, the victim must resist again or take another point of HT damage. If the victim fails both resistance rolls, every ten minutes thereafter, the victim needs to resist again or take yet another point of HT damage; this continues until the victim is healed or dies. Reach C.

Traits: Clinging; Extra Legs (Six legs, with the first two counting as arms); Injury Tolerance (No Neck); Night Vision 9; No Fine Manipulators; Peripheral Vision; Semi-Upright; Vibration Sense; Wild Animal.

Skills: Climbing-16.

Class: Animal.

Combat Effectiveness Rating: 6 (OR 6 and PR 0).

Notes: Led by a king and queen, who use a subdued victim's skull to host their larvae. Over a few weeks, the larvae will eat the victim's brain, then, when the corpse deteriorates, it leaves to join the colony, taking the skull with it.

Skum

Fishy humanoids who are slaves to the aboleth.

ST: 18 **HP:** 18 **Speed:** 5.75
DX: 12 **Will:** 10 **Move:** 5
IQ: 10 **Per:** 12
HT: 11 **FP:** 11 **SM:** 0
Dodge: 8 **Parry:** 9 **DR:** 2

Claw (12): 1d+1 cutting. Reach C

Rake (10): 1d+2 cutting. Reach C, 1. When fighting in the water, they like to grapple with their arms and bite, and rake with their back legs.

Bite (12): 1d+1 cutting. Reach C.

Traits: Amphibious; Appearance (Ugly); Bad Temper (12); Dark Vision; Doesn't Breathe (Lungs and Gills); Sharp Claws; Sharp Teeth; Social Stigma (Monster).

Skills: Observation-11, Stealth-11, Swimming-13.

Class: Mundane.

Combat Effectiveness Rating: 21 (OR 9 and PR 12).

Slime Golem

A golem made of slime and a dead monstrous spider carcass.

ST: 25 **HP:** 25 **Speed:** 5.75

DX: 9 **Will:** 0 **Move:** 9

IQ: 0 **Per:** 12

HT: 16 **FP:** n/a **SM:** +2

Dodge: 8 **Parry:** n/a **DR:** 4

Spitball (11): 3d toxic. Acc 3, Range -/20.

Traits: 360° Vision; Amphibious; Automaton; Cannot Learn; Dependency (Rare, Slime Bath; Hourly); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Extra Legs (Eight Legs; Long; Can walk over SM 0 or smaller adventurers without needing to evade); High Pain Threshold; Horizontal; Immunity to Metabolic Hazards; Indomitable; Infravision; Injury Tolerance (Diffuse); Invertebrate; No Fine Manipulators; Super Jump 1; Unfazeable; Unhealing (Partial, Only in slime bath).

Class: Construct.

Combat Effectiveness Rating: 43 (OR 20 and PR 23).

Notes: Nonsentient – can't communicate or negotiate. Unaffected by Animal or Plant spells that don't specifically target slimes.

Snapping Turtle

ST: 35 **HP:** 35 **Speed:** 5.50

DX: 10 **Will:** 13 **Move:** 2(on land)/7(in water)

IQ: 13 **Per:** 15

HT: 12 **FP:** 12 **SM:** +3

Dodge: 9 **Parry:** N/A **DR:** 4(on head and legs)/12(on shell)

Bite(18): 4d-2 cutting damage (the head of the snapping turtle can strike extremely fast)

Claw(12): 4d-2 cutting (uses this attack when PCs are on the side of the turtle)

Traits: Combat Reflexes; Mind Control-14 (Mana based); Night Vision 5; Quadruped, Dire Animal.

Skills: Brawling-15; Stealth-18(in water only);Swimming-15.

Class: Dire Animal

Snow Serpent

Snow Serpents are strange, massive and deadly snakes found in the frigid Northlands. Northlanders value them for their deadly venom and sturdy leathers.

ST: 17 **HP:** 17 **Speed:** 5.75
DX: 12 **Will:** 10 **Move:** 4
IQ: 4 **Per:** 10
HT: 11 **FP:** 11 **SM:** +1
Dodge: 9 **Parry:** N/A **DR:** 2

Bite (13): 1d+2 impaling. Requires a HT-4 roll to avoid taking 3d toxic once a day over the next 4 days. Reach C.

Traits: Constriction Attack; Vermiform; Wild Animal.

Skills: Brawling-13; Stealth-12; Wrestling-13.

Class: Dire Animal.

Combat Effectiveness Rating: 27 (OR 15 and PR 12).

Notes: Animalistic. Willing to negotiate if someone in the party can deal with or handle animals. Successful bite counts as a “hand” for grapple. Hide can be harvested for high quality leather that is resistant to the cold.

Soldier

ST: 11 **HP:** 11 **Speed:** 5.50
DX: 11 **Will:** 10 **Move:** 4
IQ: 10 **Per:** 10 **SM:** 0
HT: 11 **FP:** 11 **DR:** 1*
Dodge: 7 **Parry:** 9 **Block:** 9

Large Knife (11): 1d-1 cutting or impaling. Reach C, 1.

Spear (12): 1d+1 impaling. Reach 1*. Used two-handed, 1d+2 impaling. Reach 1, 2*. Thrown, 1d+2 impaling at skill 13. Acc 2, Range 11/16, RoF 1, Shots T(1).

Traits: Duty (Army, 9 or less); Fit.

Skills: Brawling-13; First Aid-10; Hiking-12; Knife-11; Running-11; Shield-11; Soldier-11; Spear-12; Stealth-11; Survival (Plains)-9; Tactics-8; Thrown Weapon (Spear)-13.

Class: Mundane.

Combat Effectiveness Rating: 23 (OR 16 and PR 7).

Notes: Speaks Mannish and is illiterate. Notable equipment includes:

- *Cloth Armor*, \$150, 12 lbs.
- *Large Knife*, \$12, 0.5 lb.
- *Medium Shield (DB 2)*, \$60, 15 lbs.

- *Spear*, \$16, 4 lbs.

Spectre

An incorporeal undead that looks like a ghost of a human.

ST: 12 **HP:** 12 **Speed:** 6.25
DX: 13 **Will:** 12 **Move:** 6
IQ: 11 **Per:** 12 **Weight:** none
HT: 12 **FP:** n/a **SM:** 0
Dodge: 8 **Parry:** 8 **DR:** 0

Chilling Touch (15): 1d-2 crushing plus follow-up 1d fatigue freezing. Reach C.

Traits: Appearance (Ugly); Callous; Dark Vision; Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Flight (Air Move 12); Frightens Animals; Hidebound; Immunity to Metabolic Hazards; Incurious (9); Indomitable; Insubstantiality (Always On); Pressure Support 3; Social Stigma (Dead); Unaging; Unhealing (Total); Weakness (Sunlight; 1d/minute); Wealth (Dead Broke).

Skills: Brawling-15; Stealth-13.

Class: Spirit (Extradimensional).

Combat Effectiveness Rating: 22 (OR 20 and PR 2).

Notes: Chilling Touch does not work in sunlight.

Sphinx, Gynosphinx

Note: This creature was originally published in the 3E Monster Manual.

ST: 19 **HP:** 19 **Speed:** 6.00
DX: 11 **Will:** 15 **Move:** 6 (Air Move 9)
IQ: 14 **Per:** 15
HT: 11 **FP:** 11 **SM:** +2
Dodge: 9 **Parry:** 10 (prefers resorting to dodge against armed attacks) **DR:** 5 (Tough Skin)

Claws (14): 2d cut.

Traits: Flight (Winged; Handling Penalty -1); Infravision; Magery 3 (Racially innate spells only); Night Vision 5; Quadruped; Sharp Claws.

Skills: Acting-14; Brawling-14; Diplomacy-14; Disguise/TL3-13; Fast-Talk-17; Intimidation-17.

Spells: Ancient History-16; Detect Magic-16; Dispel Magic-16; Gift of Letters-15; Gift of Tongues-15; Invisible Wizard Eye-16; Invisible Wizard Ear-16; Remove Curse-16; See Invisible-16; Seeker-16.

Class: Hybrid.

Combat Effectiveness Rating:

Notes: Once per week, the Gynosphinx, by performing a 10 minutes ritual, can inscribe a magical rune that is triggered whenever a creature does one or more of the following, as she selects: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 20-yard from a rune can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune).

Once the rune is inscribed, the triggering conditions cannot be changed. In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a rune to render it inoperative triggers it if the symbol reacts to touch. She can't use a rune offensively; for instance, a touch-triggered rune remains untriggered if an item bearing it is used to touch a creature. Likewise, a rune cannot be placed on a weapon and set to activate when the weapon strikes a foe.

She can also set special triggering limitations of her own. These can be as simple or elaborate as she desires. Special conditions for triggering a rune can be based on a creature's name, identity, or other observable actions or qualities. When scribing a rune, she can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

She also can attune any number of creatures to the rune, but doing this can extend the ritual time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the ritual time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a rune cannot trigger it and is immune to its effects, even if within its radius when triggered. She is automatically considered attuned to her own runes, and thus always ignore the effects and cannot inadvertently trigger them.

A rune can be removed by a successful *Dispel Magic* spell. Destruction of the surface where a symbol of death is inscribed destroys the symbol but also triggers it.

She can cast each version of these runes once per week and the rune lasts a maximum of one week.

Here are the available rune types:

Rune of Death: Roll vs HT-2 or suffer a Heart Attack.

Rune of Fear: Fright Check at -3.

Rune of Insanity: Roll vs Will-3 or suffer the Hallucinating condition for minutes equal to the margin of failure.

Rune of Pain: Roll vs HT-3 or suffer the Agony condition for minutes equal to the margin of failure.

Rune of Persuasion: Roll vs Will-3 or suffer the effects of a Loyalty spell (M136) as if casted by the Gynosphinx.

Rune of Sleep: Roll vs Will-4 or suffer the Sleep condition for minutes equal to the margin of

failure.

Rune of Stunning: Roll vs Will-3 or suffer the Paralysis condition for minutes equal to the margin of failure.

Spider Eater

A spider eater is about 10 feet long and 4 feet high, and has a wingspan of about 20 feet.

A spider eater attacks with its venomous sting and powerful mandibles. Its usual tactic is to deliver a sting, then back off, hovering out of reach until the venom takes effect.

ST: 21 **HP:** 21 **Speed:** 6.00
DX: 11 **Will:** 11 **Move:** 6
IQ: 4 **Per:** 12 **Weight:** 4,000 lbs.
HT: 13 **FP:** 13 **SM:** +2
Dodge: 9 **Parry:** 9 **DR:** 2

Bite (13): 2d+1 crushing. Reach C.

Stinger (13): 2d+1 impaling plus poison, resisted by HT-1. The poison causes paralysis for 2 weeks for every point by which the victim missed his roll. Reach C, 1.

Traits: Acute Hearing 4; Acute Vision 4; Amphibious; Doesn't Breathe (Oxygen Absorption); Double-Jointed; Flight (Air Speed 12; Winged); High Pain Threshold; Injury Tolerance (No Vitals); Loner (12); No Fine Manipulators; Semi-Upright; Wild Animal.

Skills: Brawling-13; Escape-19.

Class: Dire Animal.

Combat Effectiveness Rating: 80 (OR 58 and PR 22).

Notes: Female spider eaters lay their eggs in paralyzed victims. These hatch in about six weeks, killing the victim.

Spirit Naga

Spirit nagas look like serpents with a black body with bright swaths of crimson banding. The head is vaguely human in shape with stringy, black hair. A forked tongue flicks out of a fanged maw. The stench of carrion hangs heavy in the air around them.

ST: 18 **HP:** 18 **Speed:** 6.50
DX: 13 **Will:** 13 **Move:** 7
IQ: 11 **Per:** 14 **Weight:** 400 lbs.
HT: 12 **FP:** 12 **SM:** +1
Dodge: 9 **Parry:** n/a **DR:** 3

Bite (15): 1d+3 impaling plus follow-up poison (Resist HT) 1d HT. Reach C.

Explosive Fireball (12): 1d burning per 2 FP spent (up to 6) for up to 3 seconds. Acc 1, Range 25/50.

Gaze (15): The target resists with Will (+2 if in combat against the naga) or regards the naga as if he had a Very Good reaction to the naga. Resist again if the naga starts combat against him.

Traits: Acute Hearing 4; Acute Vision 4; Magery 3; Night Vision 5; Vermiform.

Skills: Brawling-15; Innate Attack (Gaze)-15.

Spells: Apportation-12; Blur-12; Boost Dexterity-12; Bravery-12; Clumsiness-12; Continual Light-12; Create Water-12; Daze-12; Detect Magic-12; Exploding Fireball-12; Fear-12; Fireball-12; Gloom-12; Grace-12; Hide-12; Ice Sphere-12; Invisibility-12; Itch-12; Lend Energy-12; Lend Vitality-12; Light-12; Loyalty-12; Minor Healing-12; Purify Water-12; Seek Water-12; Sense Emotion-12; Sense Foes-12; Shape Light-12; Shape Water-12; Shield-12; Spasm-12; Terror-12.

Class: Demon.

Combat Effectiveness Rating: 47 (OR 29 and PR 18)

Notes: Truly evil. Unwilling to negotiate.

Squonk

The Squonk are sentient cyborg. Quite amoral, they are the ability of shapeshifting at will. They can reproduce the voice of their victims. Their face is featureless and their body is out of liquid metal. They are quite greedy, and they will slay anybody for money. They can translate little objects from another dimension!!

ST: 12 **HP:** 13 **Speed:** 5,5

DX: 11 **Will:** 14 **Move:** 5

IQ: 11 **Per:** 15

HT: 11 **FP:** 11 **SM:** 0

Dodge: 8 **Parry:** 12 **DR:** 30, flexible

Special (Special):

Traits: Perception (4 livelli), Will (3 livelli), Alternate Identity (4 identities), Extra Hit Points (2 livelli), Fearlessness, Single-Minded, Very Fit, Resistant to Psionics (+8), Snatcher, Damage Resistance (30 livelli), Constriction Attack, Doesn't Breathe (Oxygen Absorption), Doesn't Eat or Drink, Doesn't Sleep, Early Maturation, Hermaphromorph, Immunity to Poison, Injury Tolerance (Diffuse, 100), Pressure Support (3), Immunity to Metabolic Hazard, Slippery (5), Regrowth, Regeneration (Fast), Stretching (3 livelli), Claws (Long Talons), Innate Attack (4 dadi, Impaling), Spines (impaling), Morph, Innate Attack (3 livelli). Reputation (ruthless killers, -4), Callous, Greed (12), Overconfidence (12), Dependency (Sunlight, Common, Daily, -15 punti).

Skills:

Class: automaton/

Stegocentipede

This creature resembles a gigantic centipede covered with chitinous plates of hardened bone that run along its back in double rows. Its rear portion ends in a long, scorpion-like stinger.

A stegocentipede raises its spine-plates during combat, and moves rapidly back and forth while attacking.

ST: 29 **HP:** 29 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 7
IQ: 1 **Per:** 10
HT: 12 **FP:** 12 **SM:** +3 (6 hexes)
Dodge: 9 **Parry:** n/a **DR:** 4

Bite (12): 3d-1 piercing plus follow-up 1d-2 DX (Resist HT-1). Reach C-2.

Spines: Anyone standing in the hexes in front of the stegocentipede must Dodge on the stegocentipede's turn or take 2d-1 crushing.

Tail (12): 3d-1 piercing plus follow-up 1d-2 DX (Resist HT-1). Reach C-2.

Traits: Acute Vision 2; Doesn't Breathe (Oxygen Absorption); High Pain Threshold; Injury Tolerance (No Vitals); Loner (12); Night Vision 5; Vermiform (Its legs cannot fight); Wild Animal.

Skills: Climbing-13.

Class: Dire Animal.

Combat Effectiveness Rating: 49 (OR 19 and PR 30).

Stone Giant

ST: 27 **HP:** 27 **Speed:** 5.75
DX: 12 **Will:** 12 **Move:** 7
IQ: 10 **Per:** 11 **Weight:** 1,500 lbs.
HT: 12 **FP:** 12 **SM:** +2 (2 hexes)
Dodge: 8 **Parry:** 11 **DR:** 5 (see notes)

Maul (15): 5d+14 crushing. Reach 1-4*.

Rock (15): 3d+5 crushing. Range -/30.

Traits: Acute Vision 3; Bad Temper (12); Chameleon 2 (Limited, Only to match rocks); Combat Reflexes; DR 4 (Tough Skin); Extended Lifespan 5; High Pain Threshold; Night Vision 5; Social Stigma (Savage); Stubbornness.

Skills: Parry Missile Weapons-13; Stealth-7 (in rocky land, becomes 11 if moving or 15 if stationary); Throwing-15; Two-Handed Axe/Mace-15.

Class: Mundane.

Combat Effectiveness Rating: 71 (OR 40 and PR 31).

Notes: Equipment includes a fur tunic (SM +2, \$156.25, 12.5 lbs.) and a fur loincloth (SM +2, \$62.50, 1.875 lbs.), giving the stone giant DR 5* on his torso and groin, and DR 4 (Tough Skin) everywhere else, and a maul (SM +2, \$280, 27 lbs.). He can use his Parry Missile Weapons skill to catch rocks thrown at him on a successful Parry. Stone giants speak Giant and sometimes other tongues, mostly Common or Dwarvish.

Stone Spider

Big spider with human arms that throws rocks.

ST: 31 **HP:** 31 **Speed:** 5.25
DX: 11 **Will:** 13 **Move:** 12
IQ: 1 **Per:** 13
HT: 11 **FP:** 11 **SM:** +2 (7 hexes)
Dodge: 8 **Parry:** 9 **DR:** 9

Bite (13): 3d+3 impaling. Reach C.
Thrown Rock (13): 3d-2 crushing. Range 115.

Traits: 360-degree Vision; Extra Legs (Eight Legs); High Pain Threshold; Horizontal; Night Vision 8; Wild Animal.

Skills: Brawling-13; Stealth-11; Throwing-13.

Class: Dire Animal.

Combat Effectiveness Rating: 74 (OR 37 and PR 37)

Notes: It can throw rocks to fight from a distance, but is too stupid to really use weapons. Too stupid to negotiate.

Stone Toy Soldier

This stone toy soldier has a blunt broadsword built into its right arm and, somewhat anachronistically, a smoke-blaster built into the left. It's a bit run down, having seen better days.

ST: 6 **HP:** 6 **Speed:** 6.50
DX: 12 **Will:** 16 **Move:** 2
IQ: 1 **Per:** 8
HT: 11 **FP:** n/a **SM:** -6
Dodge: 9 **Parry:** 9 **DR:** 4

Steam Blast (12): 2d+1 burning. Acc 3, Range 5/10.

Broadsword (12): 1d+1 crushing. Reach C. This is a stone part of its arm, not a real broadsword, so it only hits for crushing damage.

Traits: Acute Taste and Smell 2 (Smell Only); Acute Vision 3; Automaton; Cannot Learn; Dark Vision; Dependency (Mana; Constantly); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous, No Blood); Reprogrammable; Striking ST 6 (ST 12); Unfazeable; Unhealing (Total).

Class: Construct.

Combat Effectiveness Rating: 19 (OR 11 and PR 8).

Notes: Not smart enough to negotiate.

Stunjelly

Stunjellies are oozes that pretend to be parts of the dungeon wall, and thus are of a gray hue. It is at least 10 square feet in area, and a 2-1/2 to 5 feet deep. It smells of vinegar.

ST: 12 **HP:** 12 **Speed:** 6.00

DX: 10 **Will:** 5 **Move:** 2

IQ: 0 **Per:** 5

HT: 14 **FP:** n/a **SM:** +2

Dodge: 9 **Parry:** n/a **DR:** 2

Slam (10): 1d-3 crushing plus 1d-2 corrosion plus paralysis; Reach C. The corrosion damage does not harm metal or stone. A target of the stunjelly's attack must roll against HT-1 or suffer from paralysis for 3 seconds per point by which the roll missed. The next turn, whether or not it has paralyzed its target, the stunjelly will try to engulf its target, doing its Constriction Attack to the target; it automatically engulfs those which it has paralyzed. Those it has grappled are engulfed in the stunjelly, and it keeps doing both its Constriction Attack and its corrosion damage each second to them. If the stunjelly has engulfed someone, attacks that hit the stunjelly deal half their damage to the stunjelly and half to the trapped victim.

Traits: Amphibious; Chameleon 5 (Limited, imitating a wall); Constriction Attack (Follow-Up, Slam); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse); Invertebrate; No Legs (Slithers); No Manipulators; Vibration Sense (Air).

Class: Slime.

Combat Effectiveness Rating: 63 (OR 32 and PR 31).

Notes: Nonsentient – can't communicate or negotiate. Unaffected by Animal or Plant spells that don't specifically target slimes. It takes a Perception-2 check to see that a stunjelly is not the wall of the dungeon.

Succubus

The haunting, legendary sex demon that tempts men to their doom. This is a Demonic Luscious Trickster, and she'll attempt to use her wiles and her charms to defeat the heroes first (and note her considerable social skills). If that fails, she can certainly fall back on her demon traits for combat skills. She makes a decent boss level monster too, against beginning players

ST: 17 **HP:** 25 **Speed:** 6.50

DX: 12 **Will:** 12 **Move:** 6

IQ: 12 **Per:** 15

HT: 14 **FP:** 14 **SM:** 0

Dodge: 9 **Parry:** 10 **DR:** 5

Bite (14): 2d-1 cutting. Reach C.

Claws (14): 2d-1 cutting. Reach C.

Thrusting Broadsword (13): 3d+3 cutting or 2d impaling. Reach 1.

Traits: Appearance (Beautiful, Universal); Awe; Bloodlust (12); Bully (12); Callous; Cannot Harm Innocents (Only prevents direct harm to truly good or holy folk); Flight (Winged; Air Move 17); Fragile (Unnatural); Immune to Metabolic Hazards; Immunity to Mind-Affecting Magic; Lecherousness (12); Night Vision 5; Sadism (12); Selfish (12); Striking ST +2 (ST 19).

Skills: Acting-11, Brawling-14, Broadsword-13, Fast-Talk-14, Hidden Lore (Demon Lore)-11, Intimidation-17, Sex Appeal-20, Stealth-12.

Class: Demon.

Combat Effectiveness Rating: 75 (OR 45 or PR 30).

Notes: 300 point Demon. Costs 30 energy to summon. Will attempt to use Awe and Sex Appeal in negotiations. Truly Evil.

Swamp Giant

ST: 25 **HP:** 25 **Speed:** 5.25

DX: 9 **Will:** 10 **Move:** 7

IQ: 8 **Per:** 10 **Weight:** 1,100 lbs.

HT: 12 **FP:** 12 **SM:** +1

Dodge: 8 **Parry:** 9 **DR:** 3* (see notes)

Maul (13): 5d+5 crushing. Reach 1-3*.

Rock (11): 2d+2 crushing. Range -/30.

Traits: Acute Hearing 1; Acute Vision 3; Bad Temper (12); Breath-Holding 1; Chameleon 2 (Swampland Only); DR 2 (Tough Skin); Extended Lifespan 3; High Pain Threshold; Night Vision 5; Social Stigma (Savage); Stubbornness; Terrain Adaption (Swamp).

Skills: Parry Missile Weapons-11; Swimming-14; Throwing-11; Two-Handed Axe/Mace-13.

Class: Mundane.

Combat Effectiveness Rating: 52 (OR 29 and PR 23).

Notes: Equipment includes a fur tunic (SM +1, \$56.25, 4.5 lbs.) and a fur loincloth (SM +1, \$22.50, 0.675 lbs.), giving the swamp giant DR 3* on his torso and groin, and DR 2 (Tough Skin) everywhere else, and a maul (SM +1, \$280, 27 lbs.). He can use his Parry Missile Weapons skill to catch rocks thrown at him on a successful Parry.

Swamp Troll

Though they have the same shape and overall features as their rocky cousins, swamp trolls are smooth and rubbery rather than rocky. Though less durable than rock trolls, they recover from wounds quickly and can only be harmed permanently by flames and acids.

ST: 25 **HP:** 25 **Speed:** 5.75
DX: 10 **Will:** 9 **Move:** 5
IQ: 7 **Per:** 7
HT: 13 **FP:** 13 **SM:** 1
Dodge: 9 **Parry:** 9 **DR:** 3 (vs. crushing only)

Club (12): 5d+1
Punch (12): 2d+2

Traits: Night Vision +3, Regeneration (1 HP/second, not vs. fire or acid), Regrowth, Berserk (12 or less).

Skills: Brawling-12, Broadsword-12, Swimming-14

Class: Mundane (Troll)

Sycorax

The Sycorax appear to be skinless humanoids wearing mantles of bone, usually keeping their features concealed under helmets. They are proficient in the use of weapons like swords and whips, the latter which can deliver an energy discharge that disintegrates the flesh of its target. Their language is called Sycoraxic. The Sycorax also appear to have technology that is either disguised or treated as magic.

They also appear to have a martial society, with traditions of honourable combat, yet they have no qualms about killing prisoners.

The Sycorax facial structure was inspired by the skull of a horse.

the Sycorax originated on an asteroid in the distant JX82 system, known as the Fire Trap. They were uplifted when a spaceship crashed on their asteroid and the Sycorax Leader enslaved the survivors, forcing the aliens to teach them about their technology. The asteroid was then retrofitted into the first of many spaceships, which the Sycorax then used to raid other planets, becoming feared interstellar scavengers.

ST:12 **HP:**14 **Speed:**6,5
DX:11 **Will:**12 **Move:**6
IQ:11 **Per:**12
HT:11 **FP:**13 **SM:**0
Dodge:10 **Parry:**12 **DR:**4 (in the skull)

With Sword (17):2d+1

With Whip (17):4d

Traits: Combat Reflexes, Low Pain Threshold

Skills: Tracking 16, Broadsword 17, Brawling 16, Whip, 17

Class: Alien

Sylvaine

Deep in the wildest of forests where the faerie folk frolic and the sun casts golden, dappled shadows upon the forest floor, there lurks a great and powerful beast. Her scales glimmer with the brightest of greens and blues and just a hint of soft violet. Magnificent, fetching eyes reflect dozens of fascinating colors in their jeweled depths, and her huge, colorful wings spiral with pastel patterns. Her slim body moves gracefully, flowing through the trees as she treads lightly on her claws, her faerie and shoulder dragon entourage clearing the way for her queenly passage.

Sylvaine, like many dragons, has a hoard, but she collects less based on a base lust for gold (though she does enjoy the weight of it in her claws) and more for an indelible fascination for beauty. She collects everything that catches her fancy. While she can be reasoned with (and, indeed, enjoys a good conversation), she doesn't really consider mortals worth listening to... unless they too are beautiful, in which case she often snatches them up and flies them away. When she isn't collecting works of art or fascinating people, she's gathering occult secrets or writing illuminated grimoires.

Sylvaine is understanding and gentle, if somewhat greedy, and very well-learned. Those who think she cannot be roused into a rage, however, will find themselves facing her implacable occult might, her reality twisting magics and swiftly learning that her claws are as deadly as that of any dragon! She tends to save her greatest rage for Chevalier, though, whom she feels is as pompous as he is beautiful.

ST: 39 **HP:** 39 **Speed:** 6.00

DX: 12 **Will:** 17 **Move:** 6

IQ: 13 **Per:** 16

HT: 12 **FP:** 14 **SM:** +4

Dodge: 9 **Parry:** 10 **DR:** 10

Fangs (14): 4d impaling. Reach C-3.

Fire Breath (12): 5d burning in a 5-yard cone, 6/day. Acc 3, Range 10/20.

Long Talons (14): 4d+5 cutting or 4d+5 impaling. Reach C-4.

Tail (14): 4d+1 crushing. Reach C-5. Equivalent to 8-lb. weapon.

Traits: Appearance (Beautiful, Universal +3); Awe; Bad Grip 3; Discriminatory Smell; Eidetic Memory; Empathy; Extra Attack 1; Extra Legs 4; Flight (Winged; Air Move 24); Gluttony (12); Greed (12); Horizontal; Miserliness (12); Obsession (Gathering beautiful things) (12); Hard to Kill 5; Magery 2; Night Vision 8.

Special Powers: Wild Caster, Reality Shift.

Skills: Brawling-14; Diplomacy-15; Occultism-14.

Spells: Illusion Spells! IQ+1* [12]-14.

Class: Mundane (Dragon).

Combat Effectiveness Rating: 115 (OR 64 and PR 51).

Notes: Sylvaine is a good example of a non-physical dragon, using her beauty, her sophistication and her occult prowess to secure victory. While she isn't the sort of malevolent monster that heroes normally face, she certainly has a conflict of interests with delvers, whom often want to acquire beautiful and powerful objects from the same dungeon she might be plundering. And her treasure trove certainly holds all sorts of wonders... Willing to negotiate.

Tarkus

Born from a volcanic eruption hundreds of years ago, Tarkus is an armadillo-tank that fights the flying Iconoclast, the lizard-like Mass, and at last the Manticore, that defeats it with a crit to the eye with its barb. Defeated forever? Who knows?

ST: 32 **HP:** 32 **Speed:** 5.25
DX: 9 **Will:** 12 **Move:** 4
IQ: 8 **Per:** 12 **Weight:** 4,000 lbs.
HT: 12 **FP:** n/a **SM:** +2
Dodge: 9 **Parry:** n/a **DR:** 15 (see notes)

Cannon (13): 5d(0.5) huge piercing, follow-up 1d [1d] crushing explosive. Range 360/2,300; Acc 5; Bulk -7; Rcl 2; RoF 1.

Traits: Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Horizontal; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood); No Arms; No Legs (Tracked); No Manipulators; Unfazeable.

Skills: Innate Attack (Projectile)-13.

Class: Construct.

Combat Effectiveness Rating: 117 (OR 72 and PR 45)

Notes: Eyes are unarmored. DR 15 (front)/7 (sides and rear)/5 (underbody).

Tembo

This creature was originally published in Dark Sun Boxed Set.

This creature resembles a large hairless canine. Its four-foot long body is covered in loose folds of light brown, scaly hide. All four legs end in razor sharp claws, and large canines protrude from its upper jaw.

The tembo is a savage predator that will eat anything but it prefers the children of sentient races. Tembo base themselves in a lair or den and hunt in pack throughout the surrounding wilderness. They have also been known to inhabit the ruins that lie beneath many of the large cities of the Tablelands.

In addition to their physical speed and strength, tembo also boast psionic powers and the ability to drain the life energy of their victims. Few are those souls that can brave and endure a den of tembo.

Each tembo pack has its own tactics. Some prefer to wait until a group camps for the night and then sneak in to drag one victim away at a time. Other packs prefer hit and run tactics, slowly wearing their prey down until they can no longer resist. Still others enjoy direct attacks, attempting to overrun their enemies.

ST: 9 HP: 9 Speed: 5.75
DX: 11 Will: 10 Move: 10
IQ: 12 Per: 12
HT: 12 FP: 12 SM: 0
Dodge: 8 Parry: - DR: 3

Slam (13): 1d-1 crushing if the tembo moved at his maximum speed, and the target also causes damage to the tembo (1d-1 for 6-9 HP, 1d for 10-14 HP, 2d for 15-14 HP, etc.). If the tembo rolls as much damage as the target or more (before DR), the target must roll versus DX or fall down. It falls down automatically if the tembo rolls twice the damage or more.

Bite (13): 1d-3 cutting

Claws X 4 (13): 1d-3 cutting

Traits: Discriminatory Smell; Domestic Animal; Intolerance (Intruders); Quadruped; Sharp Teeth, Sharp Claws (4), Tough Hide, Psi-2, Innate Attack (energy drain), Extra attacks (4)
Skills: Brawling-12; Intimidate-11; Tracking-13, Camouflage-13, Inflict Pain-13, 360 vision -13, concussion -11, immovability-13, ectoplasmic form-13, death field-10, hide-13, observation-13, jump (2)-13

Strategy and Tactics

from dark sun terrors of athas (needs to be converted still)

Energy Drain (Su): Living creatures hit by the tembo's bite attack 2d damage. Resist by Will-4

Evasion (Ex): If a tembo makes a dodge against an attack that normally deals half damage on a successful save, he instead takes no damage.

Improved Grab (Ex): To use this ability, a tembo must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a tembo charges, it can make a full attack, including two rake attacks.

Tembo Lore

Some degree of knowledge (nature) can be useful to learn more about tembo.

Success. This is a tembo, an evil and cunning magical beast distantly related to rasclinn. This reveals all magical beast traits and psionic subtype.

By Half. Tembo are fearless fighters, either alone or in packs, equipped with several death related attacks.

Critical Success. The greatest danger of a tembo comes from its horrid mouth. A tembo can sap vital life energy from its opponent every time it successfully hits with its powerful jaws.

Treasure

Tembo have little appreciation for money, however they do sometimes collect gems, weapons and psionic items from their victims.

Class: Animal

Notes: Based on the Bad Dog from this site. Will use an All-Out Attack (Strong) for +2 on an initial Slam (increasing its chances that it will knock its opponent down), and more All-Out Attacks if its opponent has fallen prone. If it fails and it realizes that it can't knock the opponent down easily, it will stand back and use its Intimidate skill. It will attempt a further Slam if its opponent runs away. If more than one tembo is around, they will use pack tactics and go after anyone showing weakness (such as a turned back).

Tempter Imps

Known as "the bricklayers of hell," Tempter Imps flutter invisibly among the regular folk every day, whispering dirty secrets and slander and sewing poisonous dissent. They are excellent "people demons" with a great intuitive feel for human emotions, but care just as little for human suffering as any of the other creatures of the Pit.

ST: 7/8 **HP:** 5 **Speed:** 6

DX: 12 **Will:** 12 **Move:** 6/12*

IQ: 12 **Per:** 12

HT: 12 **FP:** 12 **SM:** -4

Dodge: 9 **Parry:** 10 **DR:** 0

Sharp Teeth & Claws (14): 1d-3 Cutting

Traits: Appearance (Monstrous), Bloodlust (12-), Bully (12-), Callous, Cannot Harm Innocents (Prevents Direct harm of the truly good and holy folks only), Curious, Empathy, Flight (Small Winged), Fragile (Unnatural), Immune to Metabolic Hazards, Immunity to Mind-Affecting Magic, Impulsive (12-), Magery x0, Night Vision x5, Selfish (12-), Striking ST +1, Trickster (6-)

Skills: Brawl DX+2 [4]-14, Detect Lies Per-3* [0]-9, Escape DX-1 [2]-11, Fast Talk IQ+3 [12]-15, Fortune-Telling IQ-2* [0]-10, Psychology (Any) IQ-3* [0]-9, Stealth DX+1 [4]-13

Special Powers: Invisibility (Unholy)

Class: Demon

Notes: Two can be summoned for 20 points. All too willing to negotiate. Truly evil.

Tenebrous

The mention of Tenebrous's name stills even the tongues of dragons. If Chevalier is their lord and protector, then Tenebrous is their devil, their terrifying assassin. Jet black scales seem to swallow the light around him as he moves with a sleek, serpentine grace, long fangs flashing as he speaks, forked tongue dancing and, pale, maggot-white eyes with long, snake-like slits watching unblinkingly.

Tenebrous is cruel and lethal. He silently whispers to cultists everywhere, promising them power, wealth and knowledge if they follow him, and he's built quite a band of Dragon-Blooded thieves and quietly works to make inroads in human criminal organizations. Tenebrous wants wealth, food, and to listen to the screams of his victims.

Tenebrous's sins have shorn him of the draconic protection against death. He lacks the impossible durability of even his lesser kin, so he uses dirty tactics to win. His eyes miss nothing, not even in the deepest of darkness, and his sinuous grace ensures that his blows strike home accurately. When he screams his unearthly scream that makes the very soul tremble, shifting shadows fall wherever he calls them, often around himself, shrouding everything in complete darkness. Within this shadow, he makes no sound, not even the softest slither, as the massive, reptilian assassin stalks his prey, occasionally letting the shadows fall away so his victim gets one last look into his terrifying, white eyes before dying.

ST: 40 **HP:** 40 **Speed:** 7.00
DX: 15 **Will:** 15 **Move:** 7
IQ: 12 **Per:** 22
HT: 12 **FP:** 12 **SM:** +4
Dodge: 10 **Parry:** 12 **DR:** 10

Fangs (19): 4d impaling. Reach C-3.

Fire Breath (18): 5d burning in a 5-yard cone, 6/day. Acc 3, Range 10/20.

Long Talons (19): 4d+5 cutting or 4d+5 impaling. Reach C-4.

Tail (19): 4d+1 crushing. Reach C-5. Equivalent to 8-lb. weapon.

Traits: Appearance (Attractive, Impressive, Universal); Bad Grip 3; Dark Vision; Discriminatory Smell; Eidetic Memory; Extra Attack 1; Extra Legs 4; Flight (Winged; Air Move 26); Gluttony (12); Greed (12); Horizontal; Magery 1; Miserliness (12); Sadism (12); Silence 6; Terror (-2 to Fright Check).

Special Powers: Swallowing Void.

Skills: Brawling-19; Fast-Talk-14; Innate Attack (Breath)-18; Intimidation-17; Stealth-18 (24 if moving, 30 is motionless).

Class: Mundane (Dragon).

Combat Effectiveness Rating: 126 (OR 75 and PR 51).

Notes: Tenebrous is willing to, and very capable of, negotiating, but he may use the time to learn of the delvers' weaknesses and set up an ambush. Truly Evil.

Tentamort

his creature has a small spherical body of gray flesh. Two long tentacles protrude from the upper half of the sphere while eight smaller tentacles hang from the bottom of its spherical body. One tentacle ends in a squid-like appendage while the other ends in a needlelike barb.

ST: 15 **HP:** 15 **Speed:** 6.00
DX: 11 **Will:** 10 **Move:** 1
IQ: 1 **Per:** 10
HT: 11 **FP:** 11 **SM:** 0
Dodge: 9 **Parry:** n/a **DR:** 4

Tentacle (12): 1d crushing. Reach C, 1. This automatically starts a grapple, and starts a Constriction Attack the next turn. After grappling its foe with its rightmost tentacle, it uses its leftmost tentacle (requires an attack, and the foe can Parry but not Dodge or Block; if he is left-handed, he may Block but not Parry or Dodge) to insert a needle-like projection into its foe's torso. After a second, it starts to deal damage: 1 HT each second; this lingers until one second after the needle is removed. The tentamort is liquefying the victim's organs, and to heal this needs powerful magic!

Traits: Blindness; Clinging; Constriction Attack; Detect (Heat); Vibration Sense (Air); Wild Animal.

Skills: Brawling-12; Climbing-12; Stealth-12.

Class: Elder Thing?

Combat Effectiveness Rating: 31 (OR 19 and PR 12).

Terror Cat

A man-sized black cat with long fangs and an evil gleam in its eye.

ST: 18 **HP:** 18 **Speed:** 6.50
DX: 14 **Will:** 16 **Move:** 12
IQ: 5 **Per:** 16 **Weight:** 300 lbs.
HT: 12 **FP:** 12 **SM:** 0
Dodge: 10 **Parry:** n/a **DR:** 4

Bite (16): 1d+2 impaling. Reach C.

Claws (16): 1d+2 cutting. Reach C.

Howl: Fright Check at -2.

Traits: Acute Hearing 3; Colorblindness; Combat Reflexes; Penetrating Voice; Quadruped; Wild Animal.

Skills: Brawling-16; Stealth-16; Survival (Woodlands)-18.

Class: Dire Animal.

Combat Effectiveness Rating: 60 (OR 35 and PR 25).

The Autumn Queen

Known as the Harvest Queen, the Lady of Lengthening Shadows, and many other names (but never what her mother called her before her coronation), the Autumn Queen is both eye-bleedingly beautiful and bone-chillingly terrible to behold. The death of all natural things is her domain, but also the ripening of the life-giving fruits and grains. Plants and living creatures wither and die at her approach, feeding her vitality with their own. Her goals are inscrutable to outsiders, but grand in scope, and her faerie minions and mortal pawns are many and deadly.

ST: 11 **HP:** 15 **Speed:** 5.75

DX: 10 **Will:** 24 **Move:** 5

IQ: 18 **Per:** 16

HT: 13 **FP:** 25 **SM:** +0

Dodge: 8 **Parry:** 10 **DR:** 0

The Sickle of Autumn (14): 1d+4(5) Cutting

Traits: Appearance (Transcendant, Universal +5), Awe (-1 to Awe Resistance), Charisma +5, Dependency (Mana, Constantly), Impulsive (12-), Indomitable, Lifebane, Overconfidence (12-), Power Investiture x3 (Druid), Sense of Duty (Nature), Terror (-2 to Fright Checks), Unfazeable, Vulnerability (Iron x4)

Special Powers: Hypnotic Voice (Magical), Epic Immortality (Achilles' Heel: Iron), Vampiric Aura (Magical), Wild Talent X9 (Magic Spells Only -20%)

Skills: Axe/Mace DX+4 [16]-14, Diplomacy IQ+1 [8]-19, Intimidation Will+1 [4]-25, Leadership IQ+1 [4]-19, Occultism IQ+7 [28]-25, Sex Appeal HT+6* [4]-19, Tactics IQ-1 [2]-17, Traps IQ [2]-18, Wrestling DX+1 [4]-11

Spells: Nature! IQ+5* [48]-23

Class: Faerie

Notes: Prefers negotiation, but not to the extent that one might expect from her sisters when she has her muscle with her. Her sickle is a lootable Very Fine Ornate Silver weapon enchanted with Penetrating Weapon (Armor Divisor 5).

The Bride in Black

The Bride in Black defies the typical notions of a Wraith, with flawless pale skin, blood-stained lips, hauntingly beautiful eyes and long, silken white hair. She wears baroque, black plate mail that conforms perfectly to her form, as though forged for her. The small slip of a girl wields a massive sword as long as she is as though it weighed as much as a feather.

According to legend, she was a prized princess of a now forgotten kingdom who was kidnapped before her wedding and locked into the ruby-adorned choker that now rests on her neck, forcing her to become a wraith in the necromancer's service. Now she serves as his chief lieutenant,

commanding his forces in his stead, leading the forces from the front, carving through her foes with breathtaking ease. Sometimes, in battle, tears leak down her unemotional face.

Nobody remembers her real name.

ST: 15 **HP:** 20 **Speed:** 6.25
DX: 12 **Will:** 13 **Move:** 6
IQ: 10 **Per:** 10
HT: 15 **FP:** 15 **SM:** 0
Dodge: 10 **Parry:** 15 **DR:** 10*

Great Sword (22): 1d+6 impaling, 2d+8 cutting (Ornate, Fine). Reach 1, 2*.

Traits: Appearance (Beautiful +2/+4); Bloodlust (12); Callous; Combat Reflexes; Dependency (Wraith Item, Constantly); Disturbing Voice; Doesn't Breathe; Immunity to Metabolic Hazards; Injury Tolerance (No Blood, Brains, Vitals, Unliving); Magery 1; Night Vision 9; Supernatural Durability (Can be killed by spells, magic weapons); Temperature Tolerance 10; Terror; Unfazeable; Unhealing (Can heal with Steal HT); Weapon Master (Two-Handed Sword).

Skills: Intimidation-14; Two Handed Sword-22.

Spells: Deathtouch-15; Ethereal Body-15; Steal Health-15.

Class: Undead.

Combat Effectiveness Rating: 102 (OR 49 and PR 53).

Notes: Never negotiates (unless it's dramatically interesting). Might not be Truly Evil, but registers as such. In case you missed it in the big block of text: Weapon Master and Terror.

The Brood

The Brood are a race of insect-like, parasitic, extraterrestrial beings. The Brood possess wings, fanged teeth and a stinging tail. They have a hive mentality and mindlessly follow a queen. To reproduce, they must infect other races with their eggs.

Despite their resemblance to insects, the Brood have endoskeletons as well as exoskeletons. Also unlike insects, they have fanged jaws instead of mandibles. Their skulls are triangular and flat, with a birthmark (such as the battle axe which is most common in broodlings but are different for each Brood) between their large eyes. Their two front legs are actually long tentacles they can use to manipulate objects.

Due to their natural body armor and teeth, the Brood are very dangerous in combat. In addition, they have stingers that can deliver either paralyzing or killing poison.

The parasitic Brood have the ability to impregnate a host (of any lifeform) with an egg, making them somewhat similar to Aliens from the Fox franchise. When the embryo is grown, the host becomes a Brood, and is effectively dead.

They use a hive mind to pass memory to their hosts, which also passes an individual's knowledge, given to a broodling, to the hive and back to the queen, meaning newborn brood know what any member of a race knows. Until the embryo gains the host's body the embryo can only gain temporary control of the host, often without the host noticing as the host is unaware when it loses control.

If the host possesses any genetic powers, the resultant Brood will inherit them. What happens to the persona of the host once the Brood is "born" is not clear; it appears that it is extinguished, but in some cases if the will is enough, it survives and coexists with the Brood's.

Some Brood can switch back-and-forth between their host's form and their true one, even changing into a hybrid form if they wish.

The Brood are sadistic creatures that enjoy the suffering they intentionally cause others, especially the terror their infection causes their hosts. They have been compared to "demons".[1]

The Brood have a civilization based on the typical communal insect societies, such as those of the bees and ants. The Queens are the absolute rulers, while the "sleazoids" do all the work; despite their evil, they never rebel against their Queens, perhaps due to the latter's telepathic abilities. It must be noted, however, that the Queens have no allegiance to each other. They also have developed, or stolen, advanced technology.

Their true planet of origin is unknown. They arrived in the Shi'ar galaxy long ago, and began infesting many worlds, becoming deadly enemies to the Sh'iar. In this galaxy they found certain large space-dwelling creatures that they decided to use as living starships. These include the whale-like Acanti, and the shark-like Starsharks. The Brood use a virus that effectively lobotomizes the creatures, then they use bionics to control them. The Brood hollow out part of the creatures (by eating them) and use the space created to live in, like termites eating a tree. This eventually kills the living ships, requiring them to capture new ones.

One of the Acanti they captured was of unusual size (its rib cage alone was the size of a mountain range.) They used it as their main base, and, when it died and crashed onto a planet, used it as their main city. The corpse was so large, it took centuries just to rot halfway. However, predators from the planet they landed on infested the area of the dead Acanti's brain, so the Brood avoided it.

ST: 15 **HP:** 20 **Speed:** 8,5

DX: 15 **Will:** 14 **Move:** see below

IQ: 11 **Per:** 11

HT: 13 **FP:** 16 **SM:** -

Dodge: 9 **Parry:** 12 **DR:** 6

With Weapons and Clawws: Damage of the Weapon/ 1d+1

Traits: Ambidexterity, Combat Reflexes, High Pain Threshold, Night Vision (5 livelli), Peripheral Vision, Rapid Healing, Will (+3 livelli), Fatigue (+3), Hit points (+5), Fit (5 punti), Hard to Kill (2 livelli), 3D Spatial Sense, Damage resistance (6), Dominance, Early Maturation, Enhanced Move (Flight, 3 livelli), Extra Legs (4 legs), Strikers (1 hex, Long Talons, Impaling), Teeth (Fangs, 2 punti), Affliction (Venom, Paralyzing, Blood Agent, Reach C,1, 4 livelli), Innate Attack, (Venom, Corrosive, 5 livelli, when harmed), Flight (Small Wing), Appearance (Horrific), Odious Personal Habits (eats other sentients), Reputation (-4), Berserk, Bully, Bloodlust, Code of Honor (respect brave enemies, -5 points), Fanaticism (to the race, -15 points), Intolerance (to all the other races, -10 points), Megalomania, Sadism.

Skills: Brawling-16, Beam Weapons-18, Flight

Class: Alien

Notes: Truly Evil

* Broodlings - brown, nearly the size of a human, and have transparent wings. Broodlings have flexible abdomens that they need to coil most of the time. They have an image on their forehead crest, though no meaning is known from symbol to symbol. These are nicknamed "sleazoids" by Kitty Pryde. Most infected hosts become Broodlings. Broodlings are only created by infecting another host with an embryo.

* Firstborn - "pure" Brood, they are born directly from hatched eggs and subservient to their mother, the Empress, only. They are green, black, and red in color, and are roughly the size of a human, but smaller than a queen.

* Brood Queens - Looking like the Broodlings but slightly larger than humans the Queens are much rarer and infect hosts for the Brood Hive. Queens fulfill the mental command of an Empress, a unique alien who houses the hive mind. Queens can communicate with their spawn by telepathy, even across interstellar distances.

* Empress - The Empress, who houses the Brood's hive mind, is green with minor black and red colors. There is only one Empress at a time, and she is massive.

The High Priestess of Harharha'raror

Brilliant in command on the battlefield, deadly in personal combat, sexy in strategically-placed bits of human leather, the "High Priestess" of Harharha'raror is actually more the General of his army, but nobody really argues with her about silly things like titles and job descriptions. She will defend herself with her masterful swordswomanship and her beguiling awe ability if cornered, but is too smart for tank tactics, doesn't wear anything with enough coverage to qualify as armor, and is rarely without a wall of heavily-armored demon knights to screen her from getting her dainty little hands dirty. She has a real name of her own, but it has been forgotten by all but her Prince - her title is enough to summon her by.

ST: 19/21* **HP:** 31 **Speed:** 8.25

DX: 14 **Will:** 17 **Move:** 8/21*

IQ: 15 **Per:** 20

HT: 15 **FP:** 15 **SM:** +0

Dodge: 14* **Parry:** 20* **DR:** 5

Claws (16): 2d+1 Cutting

Sharp Teeth (16): 2d+1 Cutting

Regular-Speed Spiked Shield Rush (16): 3d+1 Crushing

Spiked Shield Bash (16): 2d+2 Crushing

Very Fine Ornate Thrusting Broadsword (24): 2d+4 Impaling, 4d+2 Cutting

Traits: Appearance (Beautiful, Universal), Awe, Bloodlust (12-), Bully (12-), Callous, Cannot Harm Innocents (Only prevents direct harm to truly good or holy folk), Combat Reflexes, Enhanced Parry +2 (Broadsword), Extra Attack x1 (Multi-Strike), Flight (Winged, +5 movement), Fragile (Unnatural), Immune to Metabolic Hazards, Immunity to Mind-Affecting Magic, Lecherousness (12-), Night Vision x5, Sadism (12-), Selfish (12-), Striking Strength +2, Vulnerability x2 (Holy Weapons)

Skills: Acting IQ-1 [1]-14, Brawling DX+2 [4]-16, Broadsword DX+10 [40]-24, Fast-Talk IQ+1

[4]-16, Hidden Lore (Demon Lore) IQ-1 [1]-14, Intimidation Will+1 [4]-18, Leadership IQ+1 [4]-16, Sex Appeal HT+6* [8]-21, Shield DX+2 [4]-16, Stealth DX [2]-14, Tactics IQ+2 [12]-17, Traps IQ+2 [8]-17

Class: Demon

Notes: Costs 60 energy to summon. Will attempt to use Awe and Sex Appeal in negotiations. Truly Evil

The Prince in Azure

The king and prophet of the Dark Ones, the Prince of Azure has walked among the Elder Things and returned, his true heritage finally realized. He lives among his people now, an elder god barely constrained in the flesh of a mortal, which writhes beneath his handsome, dark, dark blue skin. He wears snow-white robes, matching his pallid hair, and carries a sacrificial dagger. His hunger for death and the madness of the stars are in his black eyes, and his very approach weighs down those around him with fear.

The Prince in Azure is a classic example of how an Epic Boss can be created from a non-epic template. Simply piling heavy, powerful templates on a simple Dark One is sufficient to create an imposing villain to face.

ST: 11 **HP:** 11 **Speed:** 5.25

DX: 11 **Will:** 15 **Move:** 5

IQ: 12 **Per:** 12

HT: 10 **FP:** 10 **SM:** 0

Dodge: 9 **Parry:** 11 **DR:** 0

Sacrificial Knife (14): 1d-2 impaling. Reach C.

Flaying Touch (15): 3d impaling, plus side-effect (Terrible Pain), 3/day. Reach C.

Traits: Appearance (Attractive +1); Bloodlust (6); Combat Reflexes; Elder Gift 2; High Manual Dexterity 2; Impulsiveness (12); Magery 1; Night Vision 1; Overconfidence; Resistant to Metabolic Hazards (+3); Terror (-1 to Fright Check).

Special Powers: Dark Reincarnation; Flaying Touch (Unholy); Path Breaking.

Skills: Brawling-15; Fast-Talk-14; Intimidation-16; Knife-14.

Class: Elder Thing.

Combat Effectiveness Rating: 58 (OR 45 and PR 13).

Notes: The Prince in Azure will use Path Breaking to divide a party up, and then stalk them down one by one while the delvers struggle to figure out how to help their comrades. Note that his Bloodlust has a resistance score of 6, rather than 12. The Prince in Azure isn't terribly tough, but he doesn't want to be. Once he's been killed or knocked unconscious, he instantly changes into an Elder God. He uses the Elder God base template, but keeps his skills (his mental skills increase by 1 and his physical skills increase by 3), Flaying Touch and Path Breaking, and increases ST to 25, DR to 1 and SM to 4. He fully regenerates. Willing to negotiate (very skilled at it too). Truly Evil.

The Sand Prince

Once upon a time, a handsome prince fell in love with a fine princess, until raiders slew his beloved. Destitute, he ordered himself to be buried at her side, laying in her corpse's embrace as the sands of time poured over them. One day, a necromancer came and brought the Sand Prince's mummified remains to life. Eventually, the Sand Prince's soul reawoke within the shuffling remains of his corpse, and he threw off the control of the minor necromancer and murdered him. He returned to his tomb only to find his beloved gone. Infuriated, the once regal Sand Prince gathered together a cruel and eclectic army of bandits, ghosts and black-skinned lizardmen as he rampages across the desert, seeking the fate of his princess.

The Sand Prince is tall and thin, his sunken, leathery skin visible between his tattered bandages. He wears ragged regalia atop his leather robes, and his dark eyes gleam beneath his mop of dirty black hair.

The Sand Prince is an example of what might happen if you modify the mummy template some. He has discarded Automaton and Cannot Learn and rapidly expanded his own skills and capabilities. Now he's a sufficiently tough threat to challenge an entire party of delvers.

ST: 11 **HP:** 15 **Speed:** 6.00
DX: 12 **Will:** 13 **Move:** 6
IQ: 13 **Per:** 13
HT: 10 **FP:** 10 **SM:** 0
Dodge: 10 **Parry:** 12 **DR:** 2

Fists (16): 1d crushing. Reach C.

Corrupting Touch (16): 4d toxic, plus follow up 2d toxic after 10 minutes. Costs 3 FP. Reach C.

Flashing Scimitar (16): 2d+2 cutting. Reach 1. The blade is Fine.

Traits: Appearance (Monstrous); Bad Temper (12); Combat Reflexes; Dependency (Mana, Constantly); Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; DR 30 (Cutting); Fragile (Unnatural, Combustible); High Pain Threshold; Immunity to Metabolic Hazards; Immunity (All Mind Control); Indomitable; Injury Tolerance (No Brains, No Blood, No Vitals, Unliving); Lifebane; Single-Minded; Unfazeable; Unhealing (Total).

Skills: Brawling-16; Broadsword-16; Intimidation-21; Leadership-15; Tactics-13; Traps-14.

Class: Undead.

Combat Effectiveness Rating: ? (OR 20 and PR 41).

Notes: Willing to negotiate. Not affected by mind magic or social skills, but willing to listen to reason, provided he isn't angry. Affected by necromancy and pentagrams. He wears an amulet that grants him DR 30 (Cutting), but in the hands of a delver, it only supplies the benefit of a Turn Blade enchantment. Not truly evil, but registers as such to spells that detect evil. His tattered rags and wraps are enchanted to give him DR 2. These wrappings are highly susceptible to fire. The wraps are not lootable.

The Star-Voice

The Star-Voice is but an appendage of the great Void Beast, Ha-Agifatha, worshiped by mad cults in the deserts of the south. When summoned to this world, the Star Voice resembles a floating, obscene mouth surrounded by flailing tendrils and floating eyes that sparkle with starlight. It has violet and blue skin. When it speaks, those who hear it go mad ... and then they begin to understand his words. He enacts with the will of Ha-Agifatha upon the world, hoping one day to let the hands and feet of the great Void Beast roam the world, looking for something succulent to snack on.

ST: 23 **HP:** 65 **Speed:** 6.50

DX: 13 **Will:** 15 **Move:** 5

IQ: 13 **Per:** 13

HT: 13 **FP:** 13 **SM:** +4

Dodge: 9 **Parry:** 10 **DR:** 5

Tentacle (15): 2d+1 crushing. Reach C-5

Fleshy Maw (15): 2d crushing. Reach C.

Traits: 360° Vision (Multiple Eye Stalks, -6 to hit); Appearance (Horrific, Universal); Callous; Compartmentalized Mind; Confusion (-3 to Confusion Check); Constriction Attack; Disturbing Voice; Doesn't Breathe; Doesn't Sleep; Double Jointed, Extra Arms (Eight Arms, Flexible, Long); Extra Attacks 3; Fragile (Unnatural); High Pain Threshold; Indomitable; Injury Tolerance (Homogeneous); Invertebrate; Magery 0; Regeneration (Regular, 1 HP/hour; Requires unholy ground); Sense of Duty (Cultists of Ha-Agifatha); Unfazeable; Universal Digestion.

Special Powers: Madness (Requires speech).

Skills: Brawling-15, Wrestling-15.

Class: Elder Thing.

Combat Effectiveness Rating: 195 (OR 97 and PR 98)

Notes: The Star-Voice is the same as the Elder God, except that it may use its voice to inflict insanity on all who hear it, and it may grow silent and draw upon Ha-Agifatha's strength to regenerate its body (healing 60 HP a turn). It may not speak when it is devouring someone. Truly Evil. The Star-Voice can be summoned for 80 energy points.

The Winter Queen

Grand Mistress of all things icy, from wind to hearts, the Winter Queen is unique among her sisters in that she has predicted inevitable mutual annihilation among the four and embraced a strategy of preemptive but subtle hostilities that she has dubbed "The Cold War" to ensure her own eventual victory. She has far more spies and agents-provocateur than warriors defending her domain, but then the starkly beautiful natural vistas of her domain require little in the way of defense. She notably has the weakest personal magical reserves and physical durability out of all the Seasonal Queens, so she prefers to operate through intermediaries and rarely appears in person. She is a superhuman genius trapster and tactician, however, more patient and subtle than

the vast bulk of faeriekind, and her Subterranean Ice Labyrinth is one of the truly epic dungeons of the multiverse.

ST: 11 **HP:** 15 **Speed:** 6.0
DX: 11 **Will:** 25 **Move:** 8
IQ: 19 **Per:** 19
HT: 13 **FP:** 15 **SM:** +0
Dodge: 10 **Parry:** 14* **DR:** 0

The Staff of Winter (16): 1d+5 Crushing Or 1d+3 Crushing w/ +2 Icy Weapon Follow-Up and Reach 1,2

Icy Touch (Via Staff) (16): Above + 2d Fatigue w/ Hazard: Freezing, Side-Effect: Paralysis, and Reach 1,2 (3/Day)

Icy Touch (Via Hand) (16): 2d Fatigue w/ Hazard: Freezing, Side-Effect: Paralysis, and Reach C (3/Day)

Traits: Appearance (Transcendant, Universal +5), Awe (-1 to Awe Resistance), Charisma +5, Combat Reflexes, Dependency (Mana, Constantly), DR x4 (Vs Cold/Ice Only), Indomitable, Injury Tolerance x1/4 (Vs Cold/Ice Only), Megalomania, Paranoia, Power Investiture x3 (Druid), Sense of Duty (Nature), Surefooted (Slippery), Unfazeable, Vulnerability (Fire x2, Iron x2)

Special Powers: Hypnotic Voice (Magical), Epic Immortality (Achilles' Heel: Iron), Icy Touch (Magical), Wild Talent x6 (Magic Spells Only -20%)

Skills: Climbing DX+1 [4]-12, Diplomacy IQ+1 [8]-20, Leadership IQ+1 [4]-20, Occultism IQ+5 [20]-24, Sex Appeal HT+6* [4]-19, Staff DX+4 [16]-15, Tactics IQ+2 [12]-21, Traps IQ+2 [8]-21, Wrestling DX+1 [4]-12

Spells: Nature! IQ+4* [36]-23

Class: Faerie

Notes: Prefers negotiation, but not always in good faith. Carries the Staff of Winter, w/ Fine Balance and Puissance +2, Loyal Weapon, Staff, Shatterproof, and Icy Weapon on it. It looks like ice, weighs as much as wood, is as hard as steel, and is lootable, but it will melt instantly and permanently if it is ever taken out of freezing temperature conditions.

Thork

The Thork is a 9' tall, long legged swamp bird with copper feathers and the ability to use boiling water as a breath weapon.

ST: 16 **HP:** 16 **Speed:** 5.50
DX: 12 **Will:** 10 **Move:** 3
IQ: 4 **Per:** 10 **Weight:** 300 lbs.
HT: 10 **FP:** 11 **SM:** +1
Dodge: 10 **Parry:** n/a **DR:** 3

Bite (13): 1d large piercing. Reach C.

Boiling Spit (13): 2d+1 burning. Acc 3, Range 5/15. The attack spreads in a cone that is 3 yards wide at max range.

Horn (13): 1d+3 impaling. Reach 1. It charges with its horn as a lance; damage from a charge is 3d+3 impaling.

Traits: Acute Vision 2; Amphibious; Bad Grip 3; Foot Manipulators (Two Arms); Terrain Adaption (Swampland); Wild Animal; Unnatural Feature (Wisps of steam rising from its beak).

Skills: Brawling-13; Innate Attack (Breath)-13; Swimming-12.

Class: Elemental.

Combat Effectiveness Rating: 41 (OR 28 and PR 13).

Notes: The bird cannot fly, as its wings make up 200 lbs. of copper.

Thoul

A combination of a hobgoblin, ghoul and troll, a thoul looks like a hobgoblin.

ST: 14 **HP:** 17 **Speed:** 5.50

DX: 11 **Will:** 10 **Move:** 4

IQ: 8 **Per:** 10 **SM:** 0

HT: 11 **FP:** 11 **DR:** 2

Dodge: 7 **Parry:** 9 **Block:** 9

Claws (13): 1d cutting. Reach C. Victim must resist HT or be paralyzed for minutes equal to threefold the margin of failure. After that, he is stunned until he makes an HT roll.

Fangs (13): 1d cutting. Reach C. Victim must resist HT or be paralyzed for minutes equal to threefold the margin of failure. After that, he is stunned until he makes an HT roll.

Regular Bow (13): 1d+1 impaling. Acc 2, Range 180/240, RoF 1, Shots 1(2). Bodkin arrows do 1d+1(2) piercing instead.

Weapon (13): Either 2d+2 cutting (axe) or 2d cutting or 1d+1 impaling (shortsword). Reach 1.

Traits: Appearance (Ugly); Bad Temper (12); Infravision; Regeneration (Very Fast, 1 HP/second); Resistant to Metabolic Hazards (+3); Social Stigma (Savage).

Skills: Bow-13; Brawling-13; Shield-12; Stealth-11; either Axe/Mace-13 or Shortsword-13.

Class: Mundane.

Combat Effectiveness Rating: 50 (OR 16 and PR 34).

Notes: Notable equipment includes:

- Axe, \$50, 4 lbs., or Cheap Shortsword, \$160, 2 lbs.
- Light Medium Shield (DB 2), \$45, 7 lbs.
- Medium Leather Armor (covering all locations except the face), \$300, 36 lbs.
- Regular Bow, \$100, 2 lbs.
- \$1d in copper farthings.

Thravose

ST: 8 **HP:** 12 **Speed:** 6.00

DX: 9 **Will:** 16 **Move:** 6

IQ: 15 **Per:** 18

HT: 10 **FP:** 10 **SM:** 0

Dodge: 8 **Parry:** 12 **DR:** 0

Falchion(15): 1d-2 swing cut + 3d burning from three bound fire elementals

Short sword (15): 1d-3 thrust imp, 1d-2 swing cut

Thrown Dagger (16): 1d-3 thrust imp

Traits: Callous; Charisma 3; Fat; Loner; Obsession (Magic Items)

Skills: Connoisseur-18; Falcion-15; Detect Lies-16; Jeweler-17; Merchant-18; Persuade-18; Hidden Lore (Magic Items)-18; Research-18; Short sword-15; Throw (knife)-16

Languages: High Melnibonean-12; Common-20; Mong-15

Class: humanoid

Notes: Thravose normally carries only three flashy-looking throwing daggers when inside his home. A falchion hangs behind his chair, within reach if needed. This falchion is enchanted- it has three fire elementals bound into it thus enabling it to flame and do an extra 3d damage. Thravose normally carries no money on his person whatsoever. However, his silken robes, if not torn or bloodied, would be worth around \$400. His jewelry is worth \$2000.

Titan Spider

Some old caverns give rise to some very large, very strange creatures. The Titan Spider is one particularly noteworthy monstrosity, vastly larger than any mundane spider, growing to nine feet across and astonishingly intelligent for a beast. Titan spiders often lay careful traps for their larger prey, and if that prey just happens to be delvers... fortunately, these glistening, black-carapaced monsters are frightened of light, and will flee from a powerful light spell.

ST: 15 **HP:** 20 **Speed:** 6.50

DX: 14 **Will:** 10 **Move:** 6

IQ: 8 **Per:** 12

HT: 12 **FP:** 12 **SM:** +1

Dodge: 9 **Parry:** 11 **DR:** 2

Fangs (17): 1d impaling. Reach C.

Silk (16): ST 5 binding. Range 5/10. It's a jet, and has no range or speed penalties.

Traits: Ambidexterity; Bestial; Binding 5 (Engulfing; Jet); Clinging; Dread (Light); Extra Legs (8 legs, cannot kick); Night Vision 3; No Physical Attack (Arms); Semi-Upright; Super Climbing 3.

Skills: Brawling-17; Innate Attack (Projectile)-16; Stealth-18.

Class: Giant Animal.

Combat Effectiveness Rating: 36 (OR 21 and PR 15).

Notes: Willing to give up one batch of food for another. Surprisingly cunning.

Torture Demon

This demon is a strange metal sphere that floats over sacrificial victims. It then determines what might be the most painful attack upon an individual. When PCs enter the room, the demon will float towards them and evaluate if they are intruders, which is most likely the case. It attacks by opening small holes on its spherical body and sending out blades, hooks or other pain inflicting devices which are held upon thin chains. The DR on these chains is 2 and if they take 6 points of damage then the chain will be broken reducing the number of attacks the demon has.

ST: 10 **HP:** 15 **Speed:** 6.0

DX: 12 **Will:** 12 **Move:** 10

IQ: 12 **Per:** 15

HT: 12 **FP:** 12 **SM:** 0

Dodge: 9 **Parry:** nil **DR:** 15

Scalpel Blade (25): 1d + (Pain effect HT roll or same as Pain Spell)(will aim for eyes or vital organs)

Sharp Hook (25): 1d + extra 1d if ripped out improperly (will aim for eyes or vital organs)

Freezing Tip of tentacle (15): 2d freezing damage

Burning tip of tentacle (15): 2d burning damage

Acid tentacle (15): 2d acid damage

Traits: Combat Reflexes; Dark vision; Doesn't Breath, Eat, Drink, Sleep; Extra Attacks 4;Extra Reach 2; Flight; Immunity to metabolic hazards; Indomitable; Injury Tolerance (No Blood, Brain, Neck, Vitals); unfazable.

Skills: -

Class: Demon

Tough Frogman Soldier

ST: 13 **HP:** 13 **Speed:** 5.75

DX: 12 **Will:** 10 **Move:** 5

IQ: 8 **Per:** 10 **SM:** -1

HT: 11 **FP:** 11 **DR:** 1

Dodge: 8 **Parry:** 10U **Block:** 10

Punch (14): 1d-1 crushing. Reach C.

Cheap Khopesh (14): 2d-1 cutting or hook 1d-2 cutting. Reach C.

Regular Bow (14): 1d impaling. Acc 2, Range 195/260, Shots 1(2), Bulk -7.

Traits: Acute Hearing 2; Acute Vision 4; Amphibious; Disturbing Voice; Doesn't Breathe (Oxygen Storage, ×100); Nictitating Membrane 1; Night Vision 3; Peripheral Vision; Slippery 5; Social Stigma (Monster); Super Jump 1; Terrain Adaption (Swamp).

Skills: Axe/Mace-14; Bow-14; Brawling-14; Hook (Axe/Mace)-14; Riding (Slorn)-12; Shield-14; Stealth-12.

Class: Mundane.

Combat Effectiveness Rating 25 (OR 16 and PR 9).

Notes: When under the leadership of a [sergeant](#), the [frogman](#) soldiers will divide into groups of those who swing with the khopesh, those who hook weapons or shields with the khopesh, and those who shoot with bows. Some might ride slorn instead. Notable equipment, which is sized for a small (SM -1) character, includes:

- *Cheap Khopesh*, \$270, 2 lbs.
- *Leather Armor (DR 1; covering all locations except the face)*, \$340, 9.75 lbs.
- *Medium Shield (DB 2)*, \$60, 10 lbs.
- *Regular Bow*, \$100, 1.33 lbs.

Toxic Assassin Imp

These pint-sized fanatics take joy only in killing, smearing their fangs and claws with deadly venoms to quietly bring low the enemies of the demon lords with weak but precise and deceptive attacks.

ST: 9/11 **HP:** 7 **Speed:** 6.50

DX: 14 **Will:** 10 **Move:** 6/12*

IQ: 10 **Per:** 12

HT: 12 **FP:** 12 **SM:** -4

Dodge: 9 **Parry:** 14 **DR:** 0

Sharp Teeth & Claws (22): 1d-1 Cutting

Traits: Appearance (Monstrous), Bloodlust (6-), Bully (12-), Callous, Cannot Harm Innocents (Prevents Direct harm of the truly good and holy folks only), Curious, Flight (Small Winged), Fragile (Unnatural), Immune to Metabolic Hazards, Immunity to Mind-Affecting Magic, Impulsive (12-), Magery x0, Night Vision x5, Selfish (12-), Silence x2, Striking ST +2, Trickster (12-)

Skills: Brawl DX+8 [28]-22, Escape DX-1 [2]-13, Fast Talk IQ [2]-10, Poison IQ-1 [2]-9, Stealth DX+2 [8]-16

Class: Demon

Notes: Two can be summoned for 20 points. Willing to negotiate while its buddies flank you. Truly evil.

Trapdoor Alligator

The **Trapdoor Alligator** is an unusual type of alligator which has adapted to non-aquatic environments. Despite not having fine manipulators, it somehow manages to build trapdoors in various locations similar to a trapdoor spider (hence its name) which are virtually indistinguishable from their surroundings - up to and including office buildings! When it senses nearby prey, it will emerge quickly from its lair, snatch a victim with its jaw, and then pull it back to its lair to devour it, closing the trapdoor.

They are not much larger than humans, but their enormous strength allows them to compensate for this.

Note: The Trapdoor Alligator was invented by R. K. Millholland for the webcomic [Something Positive](#). More on it can be found [here](#).

ST: 20 **HP:** 20 **Speed:** 6.00
DX: 12 **Will:** 11 **Move:** 7
IQ: 4 **Per:** 12
HT: 12 **FP:** 12 **SM:** 0
Dodge: 9 **Parry:** N/A **DR:** 3

Bite (16): 2d-2 cutting. Reach C.

Grapple (16): Used with its jaw, but doesn't do initial damage.

Traits: No Fine Manipulators; Quadruped; Wild Animal.

Skills: Camouflage-16; Traps-25.

Class: Animal.

Combat Effectiveness Rating: 32 (OR 17 and PR 15).

Notes: Tactics and Trivial Pursuit answers include:

- Their usual tactic is to first use the Evaluate maneuver to figure out how to best attack an unaware victim. After this, it tries to grapple the face of the victim (for -5 to hit). If successful, it tries to pin with its ST of 20. After this, it will drag the victim to its lair to devour it, causing the trapdoor to close again.
- They are able to build near-invisible trapdoors without fine manipulators, which is at -10 ("impossible") to skill.
- They seem to lack the "Cold-Blooded" trait of other reptiles, as they are able to function near the Canadian border in late fall without any problems.

Treant

ST: 37 **HP:** 145 **Speed:** 5.00
DX: 9 **Will:** 14 **Move:** 5
IQ: 11 **Per:** 13 **Weight:** 3,500 lbs.
HT: 11 **FP:** 11 **SM:** +3

Dodge: 8 Parry: 9 DR: 18 (see notes)

Branch (11): 6d+8 crushing. Reach C-3.

Traits: Acute Hearing 2; Acute Vision 2; Allies (Two trees, 15 or less; Summonable); Chameleon 8 (Limited, Woodlands only); Dependency (Soil, water and sunlight, Monthly); Doesn't Breathe; Doesn't Sleep; Extra Attack 3; Fragile (Combustible); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Damage Reduction 2 (Limited, Cutting attacks only); Homogeneous; No Blood; No Eyes; No Neck); Night Vision 3; No Fine Manipulators; Unfazeable; Vibration Sense (Ground); Vulnerability (Fire, ×2).

Skills: Brawling-11; Detect Lies-13; Naturalist-11; Survival (Woodlands)-14.

Class: Plant.

Combat Effectiveness Rating: 210 (OR 40 and PR 170).

Notes: DR is ablative to burning, corrosion, crushing, cutting, and huge piercing attacks to the same spot. DR is semi-ablative to multiple impaling, piercing, and large piercing attacks to the same spot. See pp. B47 and B559. Its summoning ability works on any two trees it could touch within 60 yards. They fight as treants until the treant itself either leaves the range or is incapacitated.

Tree Being

These tree beings have eyes, noses and mouths on their trunk and can use up to 4 branches as arms. They are over 20 feet tall and will shamble towards the PCs with roots that serve as legs. If the PCs prevent the acorns from hitting the ground then they will not sprout.

ST: 30 HP: 30 Speed: 6.00

DX: 12 Will: 12 Move: 5

IQ: 10 Per: 12

HT: 12 FP: 18 SM: +2

Dodge: 9 Parry: 11 DR: 5

Weapon(15): Four Claws (3d+3 crushing)

Bite(15): 3d crushing

Traits: Doesn't Breathe; Doesn't Sleep; Extra Attack 3; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogeneous, No Blood); Regeneration (Very Fast, 1 HT per second; only when "roots" are touching the ground; fire damage does not regenerate); Unfazeable.

Skills: Brawling-15

Class: Plant

Notes: Bite counts as a grapple on opponents of SM0 or smaller. Plant Spells affect Tree Beings normally.

Trillian (Undead Elf)

"...In the center of the courtyard is a crystalline casket and inside is a young elf maiden of unsurpassed beauty. She is wearing a white dress, her skin is lightly tanned and her hair a warm brown. But on second look, the PCs notice that an arrow is stuck in her eye socket. It seems as if it wasn't removed for some reason. This is Trillian and she has been in the casket for some time yet, there is no sign of decomposition. There is a beautiful jeweled necklace in the casket worth \$100,000 in diamonds. If the PCs try to open the casket, they will notice that Trillian will quickly begin to putrefy, turning into a hideous skeleton while her flesh dissolved into a black goo.

The entire courtyard will turn completely dark and Trillian will then rise from the casket and attack the PCs. The curse of the arrow has transformed her into a disgusting mindless undead creature..."

ST: 20 HP: 20 Speed: 6.0
DX: 13 Will: 15 Move: 7
IQ: 12 Per: 15
HT: 13 FP: 0 SM: 0
Dodge: 9 Parry: 10 DR: 2

Claws (18): 2d thrust, 3d+3 swing + 1d6 damage (permeates armor)

Traits: Appearance (Monstrous); Dark Vision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Extra Attacks 1; Injury Tolerance (Homogeneous); Innate Attack (Adds 1d6 damage of toxic material when Trillian strikes an opponent, permeates armor)

Skills: -

Class: undead

Notes: If Trillian is defeated and the PCs want to get the diamond necklace, they must use Handling Toxic Materials to clean the diamonds. The diamonds will radiate evil but will otherwise be normal.

Troll

Gangly, primitive giants with thick green hide, big noses, big claws, big teeth, and a big appetite. Trolls are renowned for their regenerative prowess and general stubborn refusal to die.

ST: 23 HP: 25 Speed: 5.50
DX: 12 Will: 11 Move: 6
IQ: 8 Per: 11*
HT: 16 FP: 16 SM: +1
Dodge: 11 Parry: 12 (Brawling) DR: 5* (Tough Skin)

* +4 for Smell rolls from Discriminatory Smell

Claw (15): 2d+2 cutting or impaling. Reach C-2

Bite (15): 2d+2 cutting. Reach C, 1

Grab Arm or Leg (14): Reach C-2; requires two hands. If successful, the victim is grappled; the Troll usually immediately follows up with a Wrench Limb using its Extra Attack.

Wrench Limb (26): Only on a victim grabbed by an arm or leg with two hands. Roll a quick contest - Troll's effective skill of 26 vs the *higher* of the victims ST or HT. The victim gets a +4 if the troll is wrenching his leg. If the troll wins, the troll inflicts 4d+1 crushing damage as it tries to rip the victims limb right off! Rigid DR protects normally; flexible armor (including natural DR with Flexible or Tough Skin) is of no help!

Attack skill levels have been "normalized" to assuming a SM 0 victim. Add victim SM to Claw and Bite, and subtract victim SM to Grab and Wrench Limb).

Regeneration: Trolls regenerate 2 HP every second and regrow crippled or severed limbs incredibly quickly. They can even reattach severed limbs nearly instantly unless the stump is cauterized. Trolls cannot regenerate fire or acid damage, and can only be killed with fire or acid, or by being very thoroughly reduced to mush.

Traits: Appearance (Hideous); Callous; Combat Reflexes; Dark Vision; Discriminatory Smell; Extra Attack 1 (Wrestling only); High Pain Threshold; Long Arms; Odious Racial Habit (Eats Sentients); On The Edge; Power Grappling; Regeneration (Very Fast; Bane: Acid or Fire); Regrowth (Bane: Acid or Fire); Social Stigma (Monster); Unkillable 1 (Achilles' Heel: Acid or Fire).

Skills: Brawling-16; Stealth-12; Survival (Mountains or Underground)-11; Tracking-12*; Wrestling-14.

Techniques: Wrench Arm-25; Wrench Leg-25.

Class: Mundane (giant).

Combat Effectiveness Rating: 92 (OR 26 and PR 66).

Notes: Trolls tend strongly towards Gluttony and Low Empathy. A troll may also act Bad Tempered due to pure cluelessness about how much they hurt other people when they lash out. Most trolls are unphased by fire, but some of those who survive their first encounter with it develop notable Phobias.

Scraggs are aquatic trolls. If you have a troll under your bridge, it's probably a Scragg.

Traits: Add Amphibious; Doesn't Breathe (Gills; can't breathe air); Reduce land Move to 3, Swimming move becomes 6. Add Accessibility: Only when immersed in water to Regeneration and Regrowth.

Troll Creeper

Unlike many of the large, beastly monsters of the world, trolls are slim, graceful and crafty. Their glittering eyes and ferocious grins haunt the nightmares of many travelers more than the loud roars of orcs or the moan of zombies. Trolls believe in subtly, ruthlessness and having fun when killing. With their brightly colored hair and ugly, strange wrinkles, they are the clowns of the monster world, and they don't mind.

Trolls tend to be broadly flexible as monsters, and creepers embrace this notion, having honed his regenerative prowess, practiced his stealth and increased his lethality, allowing him to flit from the role of Brute, Killer and Stalker with ease.

ST: 11 **HP:** 16 **Speed:** 6.00
DX: 14 **Will:** 10 **Move:** 6
IQ: 10 **Per:** 13
HT: 11 **FP:** 11 **SM:** 0
Dodge: 10 **Parry:** 11 **DR:** 0

Sharp Teeth (17): 1d-1 cutting. Reach C.

Spear (16): 1d+1 impaling. +1 to damage when thrown or used two-handed. Reach 1, 2*. Acc 2, Range 11/16, RoF T(1).

Traits: Appearance (Ugly); Bad Temper (12); Bloodlust (12); Combat Reflexes; Discriminatory Smell; Regeneration (1 HP/hour; Not vs. Fire or Acid); Resistant to Metabolic Hazards (+3); Universal Digestion; Vulnerability (Fire, ×2).

Skills: Brawling-17; Spear-16; Stealth-16; Thrown Weapon (Spear)-16.

Class: Mundane (Troll).

Combat Effectiveness Rating: 33 (OR 22 and PR 11).

Notes: Night Adapted Vision -5. Might be willing to negotiate, if it's clear he can't win.

Troll Witch

Peculiar among their race, Troll Witches are surprisingly attractive. They lack the wrinkles and lop-sided features that plague many trolls, though they retain the long, wildly colorful hair, the sharp teeth and the long limbs. Their beauty haunts both trolls and delvers alike, though Troll Witches seem more fascinated with attractive delvers than hideous trolls.

Troll Witches continue the trollish tradition of flexibility and cunning in battle. She employs a variety of curses meant to befuddle and confuse the minds of travellers so they slip a little closer to her and her kin... for supper.

ST: 8 **HP:** 9 **Speed:** 6.50
DX: 11 **Will:** 13 **Move:** 6
IQ: 13 **Per:** 15
HT: 11 **FP:** 13 **SM:** 0
Dodge: 9 **Parry:** 8 **DR:** 0

Sharp Teeth (12): 1d-4 cutting. Reach C.

Long Knife (13): 1d-3 impaling. Reach C, 1.

Traits: Appearance (Attractive); Awe; Bad Temper (12); Discriminatory Smell; Empathy; Lecherousness (12); Magery 1; Resistant to Metabolic Hazards (+3); Universal Digestion;

Vulnerability (Fire ×2).

Skills: Brawling-12; Knife-13, Occultism-14, Sex Appeal-14, Mind Control Spells!-13.

Class: Mundane (Troll).

Combat Effectiveness Rating: 27 (OR 28 and PR -1).

Notes: Night Adapted Vision -5. Willing to negotiate, especially with boys, but it might be a trick.

Tuskodile

A tuskodile is a big crocodile with tusks for teeth.

ST: 35 **HP:** 35 **Speed:** 6.50

DX: 13 **Will:** 10 **Move:** 3

IQ: 3 **Per:** 10 **Weight:** 6,000 lbs.

HT: 13 **FP:** 13 **SM:** +3 (7 hexes)

Dodge: 9 **Parry:** n/a **DR:** 6

Bite (13): 4d+2 impaling. Reach C.

Tail (13): 4d+4 crushing. Reach C-2. Rear hexes only.

Traits: Acute Hearing 2; Acute Taste and Smell 3; Amphibious; Born Biter; Cold-Blooded (50°); Colorblindness; Doesn't Breathe (Oxygen Storage, ×100); Increased Water Move 6 (Water Move 8); Nictitating Membrane 1; Night Vision 5; Peripheral Vision; Quadruped; Sleepy (1/2 time); Subsonic Speech; Wild Animal.

Skills: Brawling-15; Stealth-13; Survival (Swampland)-10.

Class: Dire Animal.

Combat Effectiveness Rating: 75 (OR 40 and PR 35).

Notes: DR 1 on the underside.

Tyrannosaur Skeleton

Sometimes the evil necromancer gets lucky, and lays his dirty fingers on a good cache of bones. And sometimes he gets really lucky and manages to raise an undead fiend from the fossilized remains from the apex predator of a bygone era. And really reaaaaaly lucky ones may survive the raising of an Undead Tyrannosaurus Rex!

ST: 33 **HP:** 33 **Speed:** 8

DX: 15 **Will:** 12 **Move:** 7

IQ: 2 **Per:** 14

HT: 14 **FP:** 14 **SM:** +5

Dodge: 12 **Parry:** - **DR:** 4

4d+1 imp (bite)
4d+1 cut (claws)
4d+2 cr (tail)

Traits: Skeleton; Injury Tolerance (Unliving); Fragile (Brittle, Unnatural); Vulnerability (Crushing Attacks, x2); Striker (Tail, Long: SM+1 , Arc: Behind).

Skills: Brawling 15; Running 14.

Class: Undead

Combat Effectiveness Rating:

Notes: Can bite and chew creatures of SM 0- inflicting 4d+1 perf per turn automatically, contest of strength to escape. Can pin prey under his feet, doing 4d+1 cut damage once. Contest of strength to pin.

Vausun

The vausun are hideous salamander-men with a muck brown coloration and similarly colored eyes. Their mouths are filled with needle sharp teeth and their hands have long webbed claws.

ST: 15 **HP:** 16 **Speed:** 6.00
DX: 12 **Will:** 12 **Move:** 6/10 swimming
IQ: 10 **Per:** 12
HT: 12 **FP:** 12 **SM:** +1
Dodge: 9 **Parry:** 10 (unarmed) **DR:** 2

Bite (16): 1d+1 cutting

Claw (16): 1d+1 cutting

Traits: Claws(Sharp); Amphibious; Combat Reflexes; Doesn't Breath (Gills); Nictitating Membrane; Peripheral vision; Pressure Support; Teeth (Sharp) Terrain Adaptation (Swamp)

Skills: Brawling-16; Stealth-16 (18 in swamp water); Swimming-18; Wrestling-18

Class: Lizardman

Village Guard

ST: 11 **HP:** 11 **Speed:** 5.50
DX: 11 **Will:** 10 **Move:** 4
IQ: 10 **Per:** 10 **SM:** 0
HT: 11 **FP:** 11 **DR:** 2
Dodge: 7 **Parry:** 9 **Block:** 9

Spear (13): 1d+1 impaling. Reach 1 or Range 18/24. +1 to damage and reach if thrown or used two-handed.

Traits: Duty (Village, 9 or less); Legal Enforcement Powers (Town Watch); Sense of Duty (Village).

Skills: Area Knowledge (Village)-11; Armoury (Melee Weapons)-9; Brawling-11; Farming-11; Knife-11; Shield-12; Spear-13; Wrestling-10.

Class: Mundane.

Combat Effectiveness Rating: 17 (OR 11 and PR 6).

Notes: Speaks Mannish and is illiterate. Notable equipment includes:

- *Leather Armor (covering all locations except the face), \$340, 19.5 lbs.*
- *Spear, \$40, 4 lbs.*
- *Small Shield (DB 1), \$40, 8 lbs.*

Vlasta

ST: 6 **HP:** 5 **Speed:** 10

DX: 18 **Will:** 10 **Move:** 10

IQ: 5 **Per:** 10 18 to 24" tall and 20 lbs

HT: 9 **FP:** 11 **SM:** -1

Dodge: 14 **Parry:** **DR:** 1

Claw(19): 1d6-3 cutting, Reach C.

Bite(19): 1d6-3 piercing, Reach C.

Traits: Claws(sharp claws); Combat Reflexes; Enhanced Dodge; Teeth (sharp beak)

Skills: Brawling 19; Jumping 20.

Class:

Notes: Despite its small size, the Vlasta is a feared predator. It is bipedal, and looks like a small, vicious raptor with a beak. It can leap great distances, and, when it attacks, usually jumps for the face and pecks at the eyes. For this reason they are often called the "Eaters of Eyes". They move so quickly that they are difficult to strike, and travel in packs of 2 to 12. Fortunately they are delicate, and a well placed blow kills them quickly.

Volt

A 3-foot-diameter grey sphere with big black eyes, two short horns above them, a mouth with many needle-like teeth, and a 3-foot-long tail trailing behind the head.

ST: 10 **HP:** 10 **Speed:** 6.00

DX: 13 **Will:** 11 **Move:** 6 (Air)

IQ: 4 **Per:** 11

HT: 11 **FP:** 11 **SM:** -1

Dodge: 9 **Parry:** n/a **DR:** 1

Bite (13): 1d-3 cutting + follow-up Blood Drain (see below). Reach C.

Blood Drain (13): 1d-2 HT drain on those whom the volt has bitten and onto whom held. It will let go after draining 7 HT, then find another target.

Tail Slap (13): 1d-1 burning surge, with no incendiary effect. Reach C, 1.

Traits: Chummy; DR 30 (Limited, Electricity); Injury Tolerance (No Brain, No Neck, No Vitals); Vibration Sense (Air); Night Vision 5; No Manipulators; Wild Animal.

Skills: Brawling-13; Wrestling-14.

Class: Mundane.

Combat Effectiveness Rating: 39 (OR 7 and PR 32).

Water Elemental

Undines resembles either humanoid globs of water, or carefully shaped liquid children (often feminine). The can be hard to see, as they are transparent, and they can reshape themselves quickly to flow through small spaces.

ST: 7 **HP:** 7 **Speed:** 4.00

DX: 8 **Will:** 7 **Move:** 4

IQ: 7 **Per:** 7

HT: 8 **FP:** 8 **SM:** -1

Dodge: 7 **Parry:** N/A **DR:** 0

Water Slam (8): 1d-4 crushing. Reach C.

Traits: Amphibious; Chameleon 1; Doesn't Breathe; Doesn't Sleep; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse); Invertebrate; Slippery 5; Vulnerability (Dehydration, ×2).

Class: Elemental.

Combat Effectiveness Rating: 10 (OR -6 and PR 16).

Notes: Default Elemental. Can be summoned for 4 energy points. Willing to negotiate.

Waterspout Hydra

This monster looks like a horrible scaly cross between a giant shark, a giant seal, and a nest of sea serpents.

ST: 25 **HP:** 35 **Speed:** 6

DX: 10 **Will:** 13 **Move:** 1

IQ: 6 **Per:** 11 **Water Move:** 7

HT: 12 **FP:** 12 **SM:** 2

Dodge: 10 (see notes) **Parry:** 10 **DR:** 6

Tail Slap (10): 2d+6 crushing. Reach C-5.

Waterspout (15): 4d+7 crushing. No wounding or knockback. Range -/20, once per head per day.

Bite (12): 2d+3 impaling and automatically grabs if it hits. This attack counts as a grapple, taking half penalties for hit location and reversing the usual penalty for relative SM to a bonus (as usual). Treat a one-head bite as a one-handed Grapple, although the Hydra may apply more heads to the situation as if they were hands (does not increase damage, does increase hit bonuses). See also *Swallow*. Reach C-5.

Swallow: If a Delver with SM 0 or less does not break free from a biting Grab before the Hydra's next turn, the Hydra swallows the delver as an Attack action (no defense). The Delver is now considered pinned (pB370) and the Hydra's mouth is now available for a new bite.

Each turn thereafter the Hydra makes a ST vs. best of Delver's ST/HT attack as a free action, and deals crushing damage equal to the margin of success to the Delver (counts as a Large Area Injury). Swallowed Delvers who must breathe are subject to Drowning in stomach acid, and should probably hold their breath. Waterspout Hydra stomach acid is not strong enough to do significant damage over the course of combat, but there are rumours of Hydras with weaker bites and more reactive bile. Escape from the Hydra's gullet can be achieved by Breaking Free. The Hydra can have swallowed at one time one SM 0 delver, two SM -1 delvers, 3 SM -2 delvers, and so on. GM's problem to figure out combinations.

Regeneration: The hydra focuses and unleashes enormous healing potential, its flesh knitting before the eyes of the Delver. It gains 10 seconds of Extreme Regeneration (requires 1 turn of concentration, 3 uses per day). During this time the hydra heals 35 HP/second and Regrowth is fully active.

Traits: 360° Vision; Discriminatory Smell; Doesn't Breathe (Gills); Enhanced Move 1 (Water Move 14); Extra Attack 4; Extra Head 4; Ichthyoid; Nictitating Membrane 6; Night Vision 8; Regrowth; Wild Animal.

Skills: Brawling-12; Innate Attack (Breath)-15.

Class: Extremely Dire Animal (unclear what type originally!).

Combat Effectiveness Rating: 76 (OR 36 and PR 40).

Notes: Maneater. Well, almost-everything-eater. Not able to negotiate, but highly subject to distraction with food. Considers dead/unconscious/pinned/helpless delvers to be food. Dodge 13 vs. head or neck attacks.

Commentary:

Does not grow two heads for each severed, does REGROW heads, see Regeneration power above.

Originally a Dragon, but along with applying lenses I've messed around with it.

Tough, stubborn, great Reach and can use the Waterspouts to try to isolate one delver for munching on, and it lives in an awkward environment (water) that it can reach out to grab delvers with, dishes out the physical damage and regenerates, and as a man-eating Dire Animal delvers take -10 to Animal Handling rolls, if a delver can figure out what specialty is needed!

If there's no Animal Control college penalty vs Dire Animals, this is one of it's distinct weaknesses - even if there is a penalty it's probably a useful tactic. It's also pretty stupid, and noncombative delvers can get by it just by throwing it food (lots of food - a few deer at a time!) and running/swimming past while it's distracted.

Wererat Guard

Simple soldiers, remarkable only that they are [wererats](#).

ST: 12 **HP:** 12 **Speed:** 6.00

DX: 11 **Will:** 10 **Move:** 4

IQ: 10 **Per:** 10 **SM:** 0

HT: 11 **FP:** 11 **DR:** 2*

Dodge: 8 **Parry:** 9 **Block:** 9

Shortsword (13): 1d+2 cutting or 1d-1 impaling. Reach 1.

Knife (11): 1d cutting or 1d-1 impaling. Reach C, 1.

Crossbow (12): 1d+3 impaling. Range 240/300.

Traits: Alternate Form (Rat); Night Vision 8; Reduced Consumption 2 (Cast-Iron Stomach); Resistant to Metabolic Hazards (+8).

Skills: Brawling-12; Crossbow-12; Knife-11; Shield-12; Shortsword-13; Wrestling-10.

Class: Mundane.

Combat Effectiveness Rating: 30 (OR 18 and PR 12).

Notes: Each guard carries 2d copper farthings and 1d silver pennies. Notable gear includes:

- *Crossbow*, \$150, 6 lbs.
- *Large Knife*, \$40, 1 lbs.
- *Leather Armor (covering all locations except the face)*, \$340, 19.5 lbs.
- *Medium Shield (DB 2)*, \$60, 15 lbs.
- *Cheap Shortsword*, \$160, 2 lbs.

White Pudding

A big sheet of pudding that looks like a snowdrift.

ST: 52 **HP:** 52 **Speed:** 4.00

DX: 5 **Will:** 5 **Move:** 3

IQ: 0 **Per:** 5 **Weight:** 18,000 lbs.

HT: 11 **FP:** 11 **SM:** +3

Dodge: 7 **Parry:** n/a **DR:** 0

Slam (5): 2d crushing plus 2d corrosive; Reach C-3. A white pudding automatically starts its Constriction Attack on the next turn after it hits with a slam. Typically, a white pudding will lie

in wait and make a Telegraphic All-Out Attack (Determined) to give it +8 to attack, and treat this as a grapple, giving its Size Modifier as a bonus, not a penalty!

Poison Aura: 2d corrosive. This harms anyone who *touches* or *is touched by* the white pudding in close combat, as well as any other organic materials that touch it, including wooden, cloth and leathern armor and weapons.

Traits: Amphibious; Chameleon 5 (Limited, imitating snow); Clinging; Constriction Attack (Follow-Up, Slam); Discriminatory Smell; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse; Independent Body Parts; Infiltration); Invertebrate; Night Vision 5; No Legs (Slithers); No Manipulators; Vibration Sense (Air).

Class: Slime.

Combat Effectiveness Rating: 83 (OR 14 and PR 69).

Notes: Nonsentient – can't communicate or negotiate. Unaffected by Animal or Plant spells that don't specifically target slimes. It takes a Perception-2 check to see that a white pudding is not a snowdrift. Cutting and impaling weapons do no damage to a white pudding, but instead split it into two identical puddings, each with half the original's current hit points (round down). A pudding with 2 HP or less cannot be further split and dies if reduced to -2 HP.

Will-o'-Wisp

A will-o'-wisp is a ball of light that darts around swamps and harasses travelers. The ball itself is spongy, if you can hit it.

ST: 1 **HP:** 1 **Speed:** 8.00
DX: 19 **Will:** 13 **Move:** 8 (Air)
IQ: 12 **Per:** 14 **Weight:** 3 lbs.
HT: 11 **FP:** 11 **SM:** -5
Dodge: 12 **Parry:** n/a **DR:** 0

Shock (19): 1d burning, with no incendiary effect + roll vs. HT at -1 per 2 points of penetrating damage or stunned (roll vs. HT at same penalty every turn to recover); Reach C.

Traits: 360° Vision; Combat Reflexes; Dark Vision (Color Vision); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Flight; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Invisibility (Switchable; Substantial Only); Magic Resistance 10; Mute (Substantial Only); No Legs (Aerial); No Manipulators; Silence 5; Unaging; Unfazeable.

Skills: Aerobatics-19; Flight-20; Stealth-18 (23 vs. Hearing if moving, 28 if motionless).

Class: Faerie.

Combat Effectiveness Rating: 54 (OR 17 and PR 37).

Notes: Gives off light equivalent to a torch.

Winter Wolf

This is an 8-foot-long evil white wolf.

ST: 18 **HP:** 18 **Speed:** 6.00
DX: 11 **Will:** 11 **Move:** 8
IQ: 9 **Per:** 12 **Weight:** 450 lbs.
HT: 11 **FP:** 11 **SM:** +1
Dodge: 10 **Parry:** 11 **DR:** 2

Bite (13): 1d+2 cutting plus 1d-2 burning with no incendiary effect. Victims must roll vs. HT at -1 per 2 points of penetrating damage or be paralyzed (roll vs. HT at same penalty every turn to recover). This is “freezer burn,” not flame, so cold resistance works but fire resistance is useless. Reach C.

Claws (13): 1d+3 crushing. Reach C, 1.

Cold Breath (13): 2-yard-wide by 10-yard-long cone of cold does 2d+1 burning with no incendiary effect. Victims must roll vs. HT at -1 per 2 points of penetrating damage or be paralyzed (roll vs. HT at same penalty every turn to recover). This is “freezer burn,” not flame, so cold resistance works but fire resistance is useless; 2d seconds recharge time.

Traits: Acute Hearing 2; Acute Taste and Smell 2; Chameleon 2 (Limited, areas of snow and ice only); Chummy; Colorblindness; Combat Reflexes; Discriminatory Smell (Emotion Sense); DR 30 (Limited, Cold/Ice only); Dull; Fur; Gluttony (12); Night Vision 5; Penetrating Voice; Quadruped; Silence 1; Sleepy (1/2 time); Temperature Tolerance 1; Ultrahearing; Vulnerability (Fire, ×2); Wild Animal.

Skills: Brawling-13; Camouflage-9; Innate Attack (Breath)-13; Running-11; Stealth-11 (12 vs. Hearing if moving, 13 if motionless; 13 vs. Vision in areas of snow and ice if moving, 15 if motionless); Tracking-12.

Class: Dire Animal.

Combat Effectiveness Rating: 76 (OR 43 and PR 33).

Witherweed

Witherweeds resemble large patches of dry grass and weeds and are most often found in areas where their natural makeup allows them to blend in with their surroundings. A subterranean version of this monster exists and makes its lair in desolate caves and caverns. Hidden among the creature’s body are many long, sinewy strands that it uses to trap its foes.

ST: 16 **HP:** 16 **Speed:** 5.25
DX: 10 **Will:** 11 **Move:** 0
IQ: 1 **Per:** 11
HT: 11 **FP:** 11 **SM:** +2
Dodge: 8 **Parry:** n/a **DR:** 2

Fronk (11): 1d cutting plus follow-up 1d-3 DX (Resist HT+1). Reach C, 1.

Death Smoke (Resist HT): If the witherweed takes even one point of damage, it releases a cloud of smoke in a 7-yard radius around it. Anyone in it must resist or take 1d-2 HT damage. A

minute later, those same victims must resist again or take another 1d HT damage. The cloud lasts 30 seconds, but a strong wind can blow it away in one.

Traits: Blindness; Camouflage 5; Detect (Light); Doesn't Breathe; Extra Attack 1 (Frond); Infravision; Injury Tolerance (Homogenous; No Blood); No Legs (Sessile); No Manipulators; Vibration Sense (Air); Vulnerability (Fire, ×2); Wild Animal.

Skills: Brawling-11.

Class: Plant.

Combat Effectiveness Rating: 29 (OR 18 and PR 11).

Wolf-Spider

A Wolf-Spider is a large monstrous spider with the head of a wolf. Its eyes are multifaceted like a spider's, and its fangs are complimented by a set of spider-like mandibles. Wolf-spiders are very territorial creatures and hunt their prey, kill it, and drag it back to their web lair. Wolf-spiders speak Common and Goblin.

ST: 15 **HP:** 15 **Speed:** 6.00

DX: 13 **Will:** 10 **Move:** 7

IQ: 9 **Per:** 11

HT: 10 **FP:** 10 **SM:** +1

Dodge: 10 **Parry:** n/a **DR:** 2

Bite (15): 1d+1 cutting plus follow-up poison 1d ST (Resist HT); Reach C.

Traits: Acute Hearing 1; Acute Vision 3; Binding 14 (Limited Use, 8/day; Sticky); Clinging; Combat Reflexes; Discriminatory Smell; Extra Legs (Six legs; front two count as arms); Injury Tolerance (No Neck); Night Vision 9; No Fine Manipulators; Peripheral Vision; Semi-Upright; Vibration Sense; Wild Animal.

Skills: Brawling-15; Climbing-14; Jumping-14; Stealth-14; Tracking-10.

Class: Hybrid.

Combat Effectiveness Rating: 41 (OR 28 and PR 13).

Notes: Speaks whatever tongues the men and goblins of the area speak.

Wolves of Calla

he Wolves of Calla are the Shock Troopers of the Crimson King. They are cyborg with a wolf mask, green cloack, grey clothes. Ther ride on grey cyborg-horses. The wolves have awesome weapons: force sword, flamers, explosive spheres and use them with awesome ability.

ST: 16 **HP:** 20 **Speed:** 6,25

DX: 13 **Will:** - **Move:** 6

IQ: 10 **Per:** 20

HT: 12 **FP:** - **SM:** 1

Dodge: 10 **Parry:** see below **DR:** 10

as per weapons (skill 16 to 20):

Traits: Machine Template, Combat Reflexes

Skills: with above weapons, 16 to 20

Class: Automaton

Worg

A typical worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. They have a wolf-like appearance.

Mated pairs or packs work together to bring down large game, while lone worgs usually chase down creatures smaller than themselves. Both often use hit-and-run tactics to exhaust their quarry. A pack usually circles a larger opponent: Each wolf attacks in turn, biting and retreating, until the creature is exhausted, at which point the pack moves in for the kill. If they get impatient or heavily outnumber the opponent, worgs attempt to pin it.

ST: 17 **HP:** 17 **Speed:** 6.00

DX: 12 **Will:** 11 **Move:** 6

IQ: 8 **Per:** 14 **Weight:** 300 lbs.

HT: 12 **FP:** 12 **SM:** +1

Dodge: 9 **Parry:** n/a **DR:** 2

Bite (14): 1d+2 cutting; Reach C.

Traits: Acute Hearing 1; Acute Vision 1; Bad Temper (12); Chummy; Colorblindness; Discriminatory Smell; Night Vision 8; Quadruped; Supernatural Feature (Glowing red eyes); Temperature Tolerance 1 (3° to 70°).

Skills: Brawling-14; Stealth-13; Tracking-15.

Class: Mundane.

Combat Effectiveness Rating: 29 (OR 15 and PR 14).

Notes: Worgs speak their own tongue, and sometimes know others that goblins speak. Some goblins train them for riding; these will have Mount-12.

Wraith

ST: 0 **HP:** 22 **Speed:** 6.00

DX: 13 **Will:** 10 **Move:** 9

IQ: 12 **Per:** 15

HT: 10 **FP:** N/A **SM:** 0

Dodge: 9 **Parry:** N/A **DR:** 0

Constitution drain (15): Living creatures who are hit by this attack loses 1d HT (resisted by HT-2). The attack also deals 1d-1 crushing damage and for each successful attack on a living creature the wraith heals 3 HP. Reach C (Affects Substantial).

Create Spawn: Humanoids killed by a wraith have their spirits torn from their bodies and transformed into new wraiths 4d seconds after being killed. These new wraiths follow the commands of the wraith that spawned them.

Traits: Dark Vision; Dependency (Mana); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dread (sunlight); Fragile (Unnatural); Frightens Animals; Immunity to Metabolic Hazards; Immunity to Mind Control; Intolerance (Living Beings, Total); Insubstantial(Affect Substantial, Always On); Unaging.

Skills: Brawling-15; Intimidation-11; Stealth-12.

Class: Undead.

Wraith (Generic Epic Worthy)

The greatest weapon in the arsenal of a Necromancer, the wraith is a mortal enchanted with a magic item, a ring or a crown or an amulet, that turns him into one of the undead. These unkillable champions of the dead serve as the necromancer's knights, assassins and lieutenants. Their eyes burn a dull blue or red, and their voices hiss and rattle inside the armor that eternally encases them. Even outside of armor, wraith looks haunting and terrifying, more ghost than man, with spirit infused with undying flesh. It's an immortality, after a sort.

This represents a generic wraith created with Necromancy. But seriously, these guys are bad enough as it is, coming equipped with Supernatural Durability right out of the box. A template is only useful to add skills. Anything more than that, and Wraiths begin to move into solid Epic Boss territory.

ST: 15 **HP:** 20 **Speed:** 6.25

DX: 10 **Will:** 10 **Move:** 6

IQ: 10 **Per:** 10

HT: 15 **FP:** 15 **SM:** 0

Dodge: 9 **Parry:** N/A **DR:** 4

Clutching Fingers (10): 1d crushing. Reach C.

Traits: Appearance (Horrific); Bloodlust (12); Callous (12); Dependency (Wraith Item, Constantly); Disturbing Voice; Doesn't Breathe; Immunity to Metabolic Hazards; Injury Tolerance (No Blood, Brains, Vitals, Unliving); Magery 1; Night Vision 9; Supernatural Durability (Can be killed by spells, magic weapons); Temperature Tolerance 10; Unfazeable; Unhealing (Can heal with Steal HT).

Spells: Deathtouch-15; Ethereal Body-15; Steal Health-15.

Class: Undead.

Combat Effectiveness Rating: 44 (OR 11 and PR 33).

Notes: Generic, Epic, Worthy. Crazy. They don't negotiate. Ever. Truly Evil. It would benefit from some skills and a weapon, however.

Your Average Run-Of-The-Mill Frost Giant

A brutal but not stupid humanoid, often encountered in the employ of the Winter Queen or living in elevated arctic environments.

ST: 25 **HP:** 37 **Speed:** 5.0
DX: 11 **Will:** 10 **Move:** 7
IQ: 10 **Per:** 10
HT: 11 **FP:** 11 **SM:** +2
Dodge: 9 **Parry:** 9 **DR:** 6 or 11*

Punch (11): 2d+1 Crushing w/ Reach 1
Punch w/ Power Blow (11): 5d+1 Crushing w/ Reach 1
Slam (11): 3d-1 Crushing

Traits: Combat Reflexes, DR x4 (Vs Cold/Ice Only), Injury Tolerance x1/4 (Vs Cold/Ice Only), Surefooted (Slippery), Vulnerability (Fire/Heat x2)

Skills: Climbing DX+1 [4]-12, Power Blow Will+4 [20]-14

Class: Mundane (Giant)

Notes: Usually wears lootable SM +2 Heavy Plate armor or at the very least heavy furs for 7 regular DR or 2 flexible DR over his 4 Tough Skin DR. Probably has a basic occupational template for skills.

Yowkhi

Yowkhi are human-sized bipedal rodents, with long black or brown hair, short snouts filled with large teeth, and sharp bone claws on each hand. The Yowkhi are of human levels of intelligence and left to themselves, tend *not* to be aggressive. *However*, once a Yowkhi has lost its temper, it will probably resort to violence. This prevents the Yowkhi from living among civilized people - they are simply too violent when angry.

Yowkhi usually live as bands of forest or dungeon hunter-gatherers. Their preferred prey are forest animals such as boar, deer or rabbits, though if they get hungry enough, they may hunt humans or monsters. They do not write, but have a rich oral tradition, and Barbarians, Druids and Shaman who manage to communicate may find that they have much in common.

While the average Yowkhi IQ is slightly less than the average human IQ, Yowki intelligence and ability varies as much human intelligence and ability. Many Yowki are *smarter* than the average human and some develop class abilities as Barbarians, Druids or Shaman. While most Yowkhi speak only Yowkhi, Druids and Shaman may know Elvish, Orcish or Fae tongues.

Yowkhi who are not desperate for food can be downright friendly to strangers, which potentially makes them more dangerous. Yowkhi have been known to invite adventurers to eat with the tribe, only to then lose their tempers and kill them.

Yowkhi can attack with both of their claws *and* their bite in one turn at no penalty. Additionally, once a minute, a Yowkhi can produce a war-howl, causing every non-Yowkhi in ST yards to make a Will roll or miss their next action. Reducing a Yowkhi to negative Hit Points makes it *very* angry. Any Yowkhi fighting while at negative Hit Points does +2 damage.

ST:12 HP:15 Speed:6
DX:12 Will:15 Move:7
IQ:9 Per:14
HT:12 FP:15 SM:1
Dodge:8 Parry:12 DR:1

Bite (13):1d cut
2 x Claws (13):1d-1 cut

Traits:High Pain Threshold, Infravision
Skills:Brawling-13, Climbing-16, Tracking-15
Class:Mundane

Zombie

Mindless, animated undead with rotting flesh on its bones.

ST: 12 HP: 16 Speed: 5.0
DX: 10 Will: 10 Move: 5
IQ: 8 Per: 8
HT: 10 FP: n/a SM: 0
Dodge: 8 Parry: 9 (unarmed) DR: 0

Punch/Bite (12): 1d-1 crushing.

Traits: Appearance (Monstrous; Universal); Automaton; Bad Smell; Cannot Learn; Darkvision; Dependency (Mana; common, constantly); Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural) (automatically fails roll to stay alive at -HP); High Pain Threshold (never suffers shock penalties); Immunity (All mind control); Immunity to Metabolic Hazards; Indomitable (can't be influenced); Injury Tolerance (No Blood, Unliving) (imp, pi++, ×1; pi+, ×0.5; pi, ×0.33; pi-, ×0.2); No Sense of Smell/Taste; Reprogrammable; Sexless; Single-Minded; Social Stigma (Dead); Temperature Tolerance 10; Unaging; Unfazeable (can't be frightened or intimidated); Unhealing (Total); Wealth (Dead Broke).

Skills: Brawling-12.

Class: Undead.

Notes: Affected by Control Zombie, Pentagram, and Turn Zombie; No mental skills; Will become a Skeleton.

Zombie (Generic Fodder)

The rotting stench and flaccid corpses of the recently dead send a shiver up the spines of the best of us. To see them up, gases issuing up their throats in hollow groans while their head lolls back, jaw agape, hands lifted to grapple their prey, is enough to make anyone collapse in terror. These zombies represent generic zombies, recently raised from the dead. They would benefit from a template mainly to gain skills, though you'll have to explain how they learned them, as zombies cannot learn. The most likely explanation is that the necromancer “enhanced” them in some way.

ST: 11 **HP:** 15 **Speed:** 5.00
DX: 10 **Will:** 8 **Move:** 5
IQ: 8 **Per:** 8
HT: 10 **FP:** 10 **SM:** 0
Dodge: 8 **Parry:** N/A **DR:** 0

Clutching Hands (10): 1d-2 crushing. Reach C.

Traits: Appearance (Monstrous); Automaton (Reprogrammable); Bad Smell; Cannot Learn; Dependency (Mana, Constantly); Disturbing Voice; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Immunity (All mind control); Indomitable; Injury Tolerance (No Blood, Unliving); No Sense of Smell/Taste; Single-Minded; Temperature Tolerance 10; Unfazeable; Unhealing (Total).

Skills: No Mental Skills Allowed.

Class: Undead.

Combat Effectiveness Rating: 15 (OR 1 and PR 14).

Notes: Do not negotiate. Only fixate on their master's goal. Unaffected by Mental Magic or social skills, but affected by Necromancy and Pentagrams. Will eventually rot into a skeleton. Truly Evil.

List of Racial Templates

Aasimar

62 points.

Secondary Characteristic Modifiers: Per +1 [5]; Will +1 [5].

Advantages: Appearance (Attractive) [4], Charisma 1 [5], Damage Resistance 3 (vs. acid, cold, and electricity, -40%) [9], Dark Vision[25], Magery 0 [5].

Racial Spells: Sunlight (H) IQ+0 [4].

Aquatic Elf

61 points.

Attribute Modifiers: DX +1 [20]; IQ -1 [-20].

Secondary Characteristic Modifiers: Per +3 [15].

Advantages: Amphibious [15], Doesn't Breathe (Gills, -50%) [10], Extended Lifespan 3 [6], Less Sleep 4 [8], Magery 0 [5], Night Vision 9 [9], Resistant (Immunity to supernatural "sleep" effects) [5], Resistant (+3 versus supernatural charm effects) [2].

Perks: Trance instead of sleep [1].

Disadvantages: Dependency (Submersion in Water, Very Common, Daily) [-15].

Azer

128 points.

Attribute Modifiers: ST+3 [30]; DX+1 [20]; IQ+1[20]; HT+1[10].

Secondary Characteristic Modifiers: Dark Vision [25], Damage Resistance 3 [15], Damage Resistance 5 (Fire, -20%) [20], Innate Attack 1d-1 burning (Aura, +80%) [8].

Advantages: Dark Vision [25], Damage Resistance 3 [15], Damage Resistance 5 (Fire, -20%) [20], Innate Attack 1d-1 burning (Aura, +80%) [8].

Disadvantages: Vulnerability cold x2 [-40].

Bugbear

108 points.

Attribute Modifiers: ST+3 [30]; DX+1 [20]; HT+1 [10].

Advantages: Dark Vision [25], Damage Resistance 1 (Tough Skin, -40%) [3], Discriminatory Smell [15], Silence 1 [5].

Centaur

170 points.

Attribute Modifiers: ST+8 [72]; DX+2 [40]; IQ-1 [-20]. HT+2 [10];

Advantages: Claws(hooves) [3], Damage Resistance 2 (Tough Skin, -40%) [6], Dark Vision [25], Extra legs (4 legs) [5], Enhanced Move 1 [20], Lifting ST+3 [9].

Features: SM +1.

Deep Dwarf

51 points.

Attribute Modifiers: HT +1 [10].

Secondary Characteristic Modifiers: Basic Move -1 [-5].

Advantages: Dark Vision [25]; Extended Lifespan 2 [4], Resistant (Magic, +3 to resistance rolls) [10], Resistant (Poison, +3 to HT) [5].

Perks: Can intuitively know the depth underground [1], Huge Weapons (SM) [1], Resistant To Knockback 2 (+2 to ST for knockback purposes only) [2].

Quirks: Vulnerability to Bright Lights (-3 to all HT rolls to resist the effects of sudden bright lights) [-1].

Features: SM -1, Upper body and feet armor and clothing fit SM 0 humanoids and vice versa.

Deep Halfling

40 points.

Attribute Modifiers: ST -2 [20]; DX +1 [20].

Secondary Characteristic Modifiers: Basic Move -1 [-5].

Advantages: Acute Hearing +2 [4], Dark Vision [25], Luck (Defensive -20%) [12], Extended Lifespan 1 [2], Fearlessness +1 [2].

Perks: Can intuitively know the depth underground [1].

Features: SM -2.

Derro

53 points.

Attribute Modifiers: DX+1[20]; HT+1 [10].

Advantages: Dark Vision [25], Striking ST 3 (Only on surprise attack, -60%) [6], Magery 0 [5], Magic Resistance 2 (Improved, +50%) [6].

Disadvantages: Delusion (I am sane!) [-5], Weakness (1d fatigue per 30 minutes in sunlight) [-3], at least 15 points in mental disadvantages such as Delusions, Megalomania, Sadism, and so forth [-15].

Racial Spells: Darkness (H) IQ-2 [1], Daze (H) IQ-2 [1], Sound (H) IQ-2 [1], Thunderclap (H) IQ-2 [1].

Features: The madness of the derro cannot be cured, either temporarily or permanently.

Djinni

500 points

Attribute Modifiers: ST+10 [100]; DX+4 [80]; IQ+1 [+20]; HT+4 [40].

Secondary Characteristic Modifiers: Per+3 [15].

Advantages: Alternate Form (Outward form of another creature of the same point value or less) [15]; Damage Resistance 3 [15]; Doesn't Breathe (Only while using Insubstantiality, -10%) [18]; Doesn't Eat or Drink (Only while using Insubstantiality, -10%) [9]; Flight (Lighter Than Air, -10%; Only while using Insubstantiality, -10%) [32]; Injury Tolerance (Damage Reduction 2; Accessibility, Only while using Insubstantiality, -10%; Limited, heat/fire, -40%); [25]

Insubstantiality (Can Carry Objects, Medium, +20%) [96]; Magery 2 [25]; Night Vision 9 [9]; Teeth (Sharp) [1].

Drow

87 points.

Attribute Modifiers: DX +1[20]; HT -1 [-10].

Secondary Characteristic Modifiers: Per +2 [10], HP -1 [-2].

Advantages: Dark Vision [25], Extended Lifespan 3 [6], Less Sleep 4 [8], Magery 0 [5], Magic Resist 3 [6], Resistant (Immunity to supernatural “sleep” effects) [5], Resistant (+3 versus supernatural charm effects) [2].

Perks: Trance instead of sleep [1].

Disadvantages:

Quirks: Vulnerability to Bright Lights (-3 to all HT rolls to resist the effects of sudden bright lights) [-1]

Racial Spells: Darkness (H) IQ -2[1], Simple Illusion (H) IQ-2 [1].

Duergar

89 points.

Attribute Modifiers: HT +1 [10].

Secondary Characteristic Modifiers: Basic Move -1 [-5], Per +1 [5].

Advantages: Dark Vision [25]; Extended Lifespan 2 [4], Magery 0 [5], Resistant (Magic, +3 to resistance rolls) [10], Resistant (Paralysis, Immunity) [5], Resistant (Poison, Immunity) [15], Silence [5].

Perks: Can intuitively know the depth underground [1], Huge Weapons (SM) [1], Resistant To Knockback 2 (+2 to ST for knockback purposes only) [2].

Disadvantages:

Quirks: Racial Spells work on Self only [-1], Vulnerability to Bright Lights (-3 to all HT rolls to resist the effects of sudden bright lights) [-1].

Racial Skill Bonuses:

Racial Spells: Enlarge (H) IQ [4], Invisibility (H) IQ [4].

Features: SM -1, Upper body and feet armor and clothing fit SM 0 humanoids and vice versa.

Dwarf (Dark Sun)

60 points.

Attribute Modifiers: ST +1 [10]; HT +2 [20].

Secondary Characteristic Modifiers: FP +1 [3]; HP +1 [2]; Will +1 [5].

Advantages: Extended Lifespan 2 [4]; Higher Purpose [5]; Infravision [10]; Magic Resistance 3 [6].

Disadvantages: Stubbornness [-5].

Features: If the dwarf is killed while having failed his Higher Purpose, he will return as an undead banshee haunting his unfinished works.

The Higher Purpose of a dwarf is referred to as his focus. This is a longer task that requires at least one week to complete, and the dwarf may choose a new one after finishing it.

The Magic Resistance of dwarves works explicitly against wizardly magic only (defiling or preserving). Alchemical potions/fruits work normally.

Dwarf (D&D)

49 points.

Attribute Modifiers: HT +1 [10].

Secondary Characteristic Modifiers: Basic Move -1 [-5].

Advantages: Dark Vision [25]; Extended Lifespan 2 [4], Magic Resist 3 [6], Resistant (Poison, +3 to HT) [5].

Perks: Can intuitively know the depth underground [1], Huge Weapons (SM) [1], Resistant To Knockback 2 (+2 to ST for knockback purposes only) [2]

Features: SM -1, Upper body and feet armor and clothing fit SM 0 humanoids and vice versa.

Elf (Dark Sun)

62 points.

Attribute Modifiers: DX +2 [40]; IQ +1 [20].

Secondary Characteristic Modifiers: Basic Move +1 [5]; HP -1 [-2].

Advantages: Enhanced Move (Ground, only affects long-distance travel -40%) 0.5 [6]; Extended Lifespan 1 [2]; Infravision [10]; Silence 1 [5]; Temperature Tolerance 3 [3].

Disadvantages: Claustrophobia (15) [-7]; Elven Code of Honor [-5]; Impulsiveness (12) [-10]; Reputation -1 (as untrustworthy cheaters, all the time) [-5].

Due to their Temperature Tolerance, the "comfort zone" of elves ranges from (35-HT) °F to (95+2xHT) °F.

Elven Code of Honor (-5 points): Live for the moment; don't get tied down to a place and reject all confinement; protect and respect your tribe members (and the rare others whom you consider your friends); outsiders are potential enemies who might swindle, cheat, or harm you and thus can be swindled and lied to in return.

Elf (D&D)

48 points.

Attribute Modifiers: DX +1 [20]; HT -1 [-10].

Secondary Characteristic Modifiers: Per +2 [10], HP -1 [-2].

Advantages: Extended Lifespan 3 [6], Less Sleep 4 [8], Magery 0 [5], Night Vision 3 [3],

Resistant (Immunity to supernatural "sleep" effects) [5], Resistant (+3 versus supernatural charm effects) [2].

Perks: Trance instead of sleep [1].

Fiendish Creature

Fiendish Creature Lens (33 points)

Traits: Damage Resistance 5 (Limited: Cold and Fire, -30%) [18]; Dark Vision [25]; Magic Resistance 3 [6], Smite Good (Burning Attack 1d; Follow-Up: All Attacks, +50%; Low Signature, +10%; Accessibility ("Good" creatures only), -20%; Limited Use: 1/day, -40%; Missing Damage Effect: Non-Incendiary, -10%; Moral, -20%) [4]. _Evil Disadvantages [-15]; Appearance (Unattractive; Universal, +25%) [-5].

Class: Demon.

Notes: Fiendish animals have a malign cunning that belies their bestial appearance; racial IQ of Fiendish Animals should usually be raised to 6, and optionally some of the Wild Animal mental disadvantages can be bought off. Will and Perception should be left at the same level as the base creature. As the point cost of this adjustment varies wildly, it is not included in the lens.

All Fiendish creatures are wicked, and should take at least -15 points of "evil" disadvantages: Bloodlust, Callous, Compulsive Murderer, Odious Personal/Racial Habit: Eats Sophonts, Sadism, Selfish, and so forth, but Weakness and Vulnerability to Holy items, Revulsion of holy substances, and various other "supernatural" disadvantages are also appropriate. -15 points of disadvantages have been factored into the lens cost; characters may take as many further "evil" traits as the GM lets them get away with.

Many Fiendish creatures qualify for Social Stigma: Monster, but as this trait may already be present on the base creature, and is not strictly mandatory, it is not included in the lens.

Flesh Golem

25 points.

Attribute Modifiers: ST +8 [80]; DX +2 [20]; IQ -2 [-40]; HT +4 [40].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Unliving) [20]; Single-Minded [5]; Unaging [15]; Unfazeable [15]; Vacuum Support [5].

Disadvantages: Automaton [-85]; Cannot Learn [-30]; Disturbing Voice [-10]; No Sense of Smell/Taste [-5]; Reprogrammable [-10]; Social Stigma (Valuable Property) [-10]; Unhealing (Total) [-30]; Unnatural [-50]; Wealth (Dead Broke) [-25].

Features: Neither has nor spends Fatigue Points.

Skills: 10 points of skills appropriate to the golem's intended function [10].

Forest Gnome

25 points.

Attribute Modifiers: ST -1 [-10]; HT +1 [10].

Secondary Characteristic Modifiers: Basic Move -1 [-5].

Advantages: Acute Hearing +2 [4], Extended Lifespan 2 [4], Magery 0 [5], Night Vision 3 [3], Resistant (Illusions, +3) [5], Silence 1 [5].

Racial Spells: Beast Soother (H) IQ-2 [1], Simple Illusion (H) IQ-2 [1], Walk Through Plants (H) IQ-2 [1].

Features: SM -2.

Frogman

45 points.

Attribute Modifiers: ST -2 [-20]; DX +1 [20]; IQ -2 [-40]; HT +1 [10].

Secondary Characteristic Modifiers: Will +2 [10]; Per +2 [10]; SM -1.

Advantages: Acute Hearing 2 [4]; Acute Vision 4 [8]; Amphibious [10]; Doesn't Breathe (Oxygen Storage, x100, -30%) [14]; Nictitating Membrane 1 [1]; Night Vision 3 [3]; Peripheral Vision [15]; Slippery 5 [10]; Super Jump 1 [10]; Terrain Adaption (Swamp) [5].

Disadvantages: Disturbing Voice [-10]; Social Stigma (Monster) [-15].

Frogmen are led by a shaman; there is only one at a time for a tribe. Frogmen reproduce by coughing up an egg and spitting it down the throat of a giant frog. In 1d days, the frog will explode and a spawn of frogmen will come out. The shaman, however, must put his eggs into a sentient humanoid. When the humanoid's chest explodes and the baby frogman shaman comes out, the baby will devour both the dead humanoid and the shaman, absorbing the knowledge of both.

Frost Man

100 points.

Attribute Modifiers: DX +1 [20]; HT +1 [10].

Secondary Characteristic Modifiers: Per +1 [5].

Advantages: Burning Attack 3d (Cold, not Fire, +0%; Cone, 5 yards, +100%; Damage Limitation, No Incendiary Effect, -10%; Limited Use, 3/day, -20%; Reduced Range, 10 yards, -30%) [21]; Damage Resistance 1 [5]; Damage Resistance 25 (Limited, Cold only, -20%) [100]; Night Vision 5 [5]; Temperature Control 1 (Always On, -10%; Area Effect, 8 yards, +150%; Cold, -50%; Emanation, -20%) [9]

Disadvantages: Bad Temper (12) [-10]; Bloodlust (15) [-5]; Loner (6) [-10]; One Eye (Not for cold blast, -35%) [-10]; Vulnerability (Fire x2) [-40].

They typically fight with morningstars. They keep all their belongings in sacks that they carry with them at all times.

Gargoyle

179 points.

Attribute Modifiers: ST +4 [40]; DX +2 [20]; IQ -2 [40]; HT +2 [20].

Secondary Characteristic Modifiers: Basic Move +1 [5], Damage Resistance 8 [40], HP +6 [8], Per +4 [20].

Advantages: Claws (Sharp Claws) [5], Dark Vision [25], Flight (Winged, -25%) [30], Teeth (Sharp Teeth) [1].

Perks: Can appear as a statue when motionless [1].

Racial Skill Bonuses: Camouflage +2 [4].

Githyanki

70 points.

Attribute Modifiers: DX +1 [20]; HT+1 [10].

Advantages: Dark Vision [25], Resistant (Magic, +3 to resistance rolls) [10], Telekinesis Talent 1 [5], Teleportation Talent 1 [5].

Disadvantages: Intolerance (Githzerai, Mind Flayer) [-5].

Githzerai

95 points.

Attribute Modifiers: DX +3 [60]; IQ -1 [-20].

Secondary Characteristic Modifiers: Per +1 [5], Will+1 [5].

Advantages: Dark Vision [25], Resistant (Magic, +3 to resistance rolls) [10], Telekinesis Talent 1 [5], Telepathy Talent 1 [5], Teleportation Talent 1 [5].

Disadvantages: Intolerance (Githyanki, Mind Flayer) [-5].

Gnoll

49 points.

Attribute Modifiers: ST +3 [30]; IQ -1 [-20]; HT +1 [10].

Advantages: Dark Vision [25], Damage Resistance 1 (Tough Skin, -40%) [3].

Perks: Fur [1].

Gnome (D&D)

18 points.

Attribute Modifiers: ST -1 [-10]; HT +1 [10].

Secondary Characteristic Modifiers: Basic Move -1 [-5].

Advantages: Acute Hearing +2 [4], Extended Lifespan 2 [4], Magery 0 [5], Night Vision 3 [3], Resistant (Illusions, +3) [5].

Innate Spells: Beast Soother (H) IQ-2 [1], Simple Illusion (H) IQ-2 [1].

Features: SM -2.

Goblin

Attribute Modifiers: ST -1 [-10]; DX +1 [+20].

Secondary Characteristic Modifiers:

Advantages: Dark Vision [25], Silence 1 [5].

Features: SM -1.

Gray Elf

55 points.

Attribute Modifiers: ST -1 [-10]; DX +1 [20]; IQ +1 [20]; HT -1 [-10].

Secondary Characteristic Modifiers: Per +1 [5].

Advantages: Extended Lifespan 3 [6], Less Sleep 4 [8], Magery 0 [5], Night Vision 3 [3], Resistant (Immunity to supernatural “sleep” effects) [5], Resistant (+3 versus supernatural charm effects) [2].

Perks: Trance instead of sleep [1].

Grimlock

61 points.

Attribute Modifiers: ST +4 [40]; DX +1 [20]; HT +1 [10].

Advantages: Damage Resistance 2 (Tough Skin, -40%) [6], Discriminatory Smell [15], Scanning Sense (Sonar) [20].

Disadvantages: Blindness [-50].

Half-Dragon

Half-Dragon Lens (175 points)

Primary Attribute Modifiers: ST +8 [80]; IQ +1 [20]; HT +1 [10]

Secondary Attribute Modifiers: Hit Points +2 [4]; Basic Speed -0.25 [-5]

Traits: Charisma 1 [5]; Damage Resistance 4 [20]; Dark Vision [25]; Immune (Occasional; Sleep and Paralysis) [10]; Sharp Claws [5]; Sharp Teeth [1].

Class: Mundane Hybrid (dragon)

Notes: Half-dragons should take further traits based on the parent dragon type - typically this is a package of an elemental breath weapon and elemental resilience. See Variants, below, for examples.

Acid (cone) (86 points)

Traits: Cone of Acid (Corrosion Attack 1d; Cone 30yd, +150%; Increased Range 1/D only x10,

+15%; Limited Use 1/day, -40%; Reduced Range 1/3, -15%) [21]; Damage Resistance 5 (Acid, -40%) [15]; Injury Tolerance (Damage Reduction 1/3; Acid, -40%) [45]; Sealed [5].

Acid (Cloud) (87 points)

Traits: Cloud of Acid (Corrosion Attack 1d; Area Effect 8yd, +100%; Drifting, +20%; Increased Range 1/D only x10, +15%; Limited Use 1/day, -40%; Persistent, +40%; Reduced Range 1/3, -15%) [22]; Damage Resistance 5 (Acid, -40%) [15]; Injury Tolerance (Damage Reduction 1/3; Acid, -40%) [45]; Sealed [5].

Cold (cone) (85 points)

Traits: Line of Fire (Burning Attack 2d; Cone 30yd, +150%; Increased Range 1/D only x10, +15%; Limited Use 1/day, -40%; Missing Damage Effect: Non-Incendiary, -10%; Reduced Range 1/3, -15%) [20]; Damage Resistance 5 (Cold, -40%) [15]; Injury Tolerance (Damage Reduction 1/3; Cold, -40%) [45]; Temperature Tolerance 5 (Cold) [5].

Electricity (Line) (87 points)

Traits: Line of Electricity (Burning Attack 2d; Cone 1yd, +60%; Damage Modifier: Arcing Surge, +100%; Increased Range 1/D only x10, +15%; Limited Use 1/day, -40%) [22]; Damage Resistance 5 (Electricity, -40%) [15]; Immunity (Electrical stunning) [5]; Injury Tolerance (Damage Reduction 1/3; Electricity, -40%) [45].

Fire (Cone) (86 points)

Traits: Cone of Fire (Burning Attack 2d; Cone 30yd, +150%; Increased Range 1/D only x10, +15%; Limited Use 1/day, -40%; Reduced Range 1/3, -15%) [21]; Damage Resistance 5 (Heat/Fire, -40%) [15]; Injury Tolerance (Damage Reduction 1/3; Heat/Fire, -40%) [45]; Temperature Tolerance 5 (Heat) [5].

Fire (Line) (86 points)

Traits: Line of Fire (Burning Attack 3d; Cone 1yd, +60%; Increased Range 1/D only x10, +15%; Limited Use 1/day, -40%) [21]; Damage Resistance 5 (Heat/Fire, -40%) [15]; Injury Tolerance (Damage Reduction 1/3; Heat/Fire, -40%) [45]; Temperature Tolerance 5 (Heat) [5].

A half-dragon may buy extra levels of their breath weapon with earned character points, up to a maximum of three times base damage. A half-dragon may also advance their elemental damage resistance up to DR 6-10 (Limited).

Half-Elf (Dark Sun)

30 points.

Attribute Modifiers: DX +1 [20].

Advantages: Infravision [10].

Half-Elf (D&D)

17 points.

Secondary Characteristic Modifiers: Per +1 [5].

Advantages: Extended Lifespan 1 [2], Night Vision 3 [3], Resistant (Immunity to supernatural "sleep" effects) [5], Resistant (+3 versus supernatural charm effects)[2].

Half-Elf (Dragonlance)

42 points.

Secondary Characteristic Modifiers: Per +1 [5].

Advantages: Dark Vision [25], Extended Lifespan 1 [2], Night Vision 3 [3], Resistant (Immunity to supernatural "sleep" effects) [5], Resistant (+3 versus supernatural charm effects)[2].

Often conflicted. Often the group diplomat.

Half-Fiend

Half-Fiend Lens (265 points)

Primary Attribute Modifiers: ST +4 [40]; DX +2 [40]; IQ +2 [40]; HT +1 [10]

Secondary Attribute Modifiers: Basic Speed +0.25 [5]

Traits: Charisma +1 [5]; Damage Resistance 1 [5]; Damage Resistance (+5; Acid, Cold, Electricity, and Fire; -25%) [19]; Damage Resistance (+5; Acid, Cold, Electricity, Fire, and Magic; -5%) [24]; Darkness (Obscure 5; Vision; Area Effect 4 yd, 50%; Extended Duration x10, +40%; Limited Use 3/day, -20%; Moral, -20%) [15]; Dark Vision [25]; Flight (Winged, -25%) [30]; Magic Resistance +3 [6]; Sharp Claws [5]; Sharp Teeth [1]; Smite Good (Burning Attack 1d; Accessibility: "Good" creatures only, -20%; Follow-Up: All, +50%; Limited use 1/day, -40%; Low Signature, +10%; Missing Damage Effect: Non-Incendiary, -10%; Moral, -20%) [4].
_Evil Traits [-15]; Supernatural Features (Bat Wings, Claws, Fangs) [-10].

Class: Demon

Notes: Truly Evil.

All Half-Fiend creatures are wicked, and should take at least -15 points of "evil" disadvantages: Bloodlust, Callous, Compulsive Murderer, Odious Personal/Racial Habit: Eats Sophonts, Sadism, Selfish, and so forth, but Weakness and Vulnerability to Holy items, Revulsion of holy substances, and various other "supernatural" disadvantages are also appropriate. -15 points of disadvantages have been factored into the lens cost; characters may take as many further "evil" traits as the GM lets them get away with.

Many Fiendish creatures qualify for Social Stigma: Monster, but as this trait may already be present on the base creature, and is not strictly mandatory, it is not included in the lens.

Half-Giant

55 points.

Attribute Modifiers: ST +10 (SM +1, -10%) [90]; IQ -2 [-40]; HT +1 [10].

Advantages: Damage Resistance 2 (Tough Skin, -40%) [6].

Disadvantages: Chummy [-5].

Features: Size Modifier +1.

While the original boxed sets would justify Size Modifier +2, I decided to tone it down a little and split the middle with the half-giants/goliaths from Dark Sun 4E to make them more playable in confined spaces. Besides, making them even bigger and stronger would probably be overkill with a gritty rule system like GURPS, and a world like Athas where decent armor is very scarce...

Halfling (Dark Sun)

19 points.

Attribute Modifiers: ST -2 [-20]; DX +2 [40].

Secondary Characteristic Modifiers: Basic Move -1 [-5]; Per +2 [10].

Advantages: Magic Resistance 2 [4]; Silence 1 [5].

Disadvantages: Odious Racial Habit (eats other sapients) [-15].

Features: Size Modifier -1.

The Magic Resistance of halflings works explicitly against wizardly magic only (defiling or preserving). Alchemical potions/fruits work normally.

Halflings start with Cultural Familiarity (Halflings) instead of Cultural Familiarity (Tablelands).

Halfling (D&D)

20 points.

Attribute Modifiers: ST -2 [20]; DX +1 [20].

Secondary Characteristic Modifiers: Basic Move -1 [-5].

Advantages: Acute Hearing +2 [4], Luck (Defensive -20%) [12], Extended Lifespan 1 [2], Fearlessness +1 [2], Silence 1 [5].

Features: SM -2.

Half-Orc (D&D)

10 points.

Attribute Modifiers: ST +1 [10]; IQ -1 [-20].

Advantages: Dark Vision [25].

Disadvantages: Social Stigma (Second-Class Citizen) [-5].

Hill Giant

129 points.

Attribute Modifiers: ST +14 (SM +1, -10%) [126]; DX -1 [-20]; IQ -2 [-20]; HT +2 [20].

Secondary Characteristic Modifiers: Basic Move +1 [5].

Advantages: Damage Resistance 5 (Tough Skin, -40%) [15], Night Vision 3 [3].

Features: SM +1

Hobgoblin

60 points.

Attribute Modifiers: DX +1 [20]; HT+1 [10].

Advantages: Dark Vision [25], Silence 1 [5].

Jungle Elf

Jungle elves live in the woods of hot climes, often in the trees. They are renowned for their agility and their nasty dispositions.

20 points.

Attribute Modifiers: ST -1 [-10]; DX +1 [20].

Advantages: Appearance (Attractive) [4], Forest Guardian 1 [5], Magery 0 [5], Perfect Balance [15].

Perks: Elven Gear [1].

Disadvantages: Callous [-5], Sense of Duty (Nature) [-15]

Features: Green-brown hair.

Jungle Troll

<74> points.

Attribute Modifiers: ST +6 [54]; DX +1 [20]; IQ -1 [-20]; HT +2 [20].

Secondary Characteristic Modifiers: HP +4 [8]; Perception +1 [5]; SM +1.

Advantages: Acute Smell +2 [4]; Breath-Holding 1, [2]; Extended Lifespan 1, [2]; Hard to Kill 2, [4]; Jungle Dweller 1, [10]; Night Vision 2, [2]; Parabolic Hearing 1, [4]; Regeneration (Slow), [10]; Regrowth, [5]*; Teeth (Fangs), [2].

Disadvantages: Appearance: Ugly [-8]; Hamfisted -1, [-5]; Hidebound [-10]; Low Tech Level -3 [-15]; Odious Racial Habit (Eats People), [-15]; Social Stigma (Ignorant), [-5].

Quirks: Arrogant (My tribe is better than *your* tribe!); Scrappy [-1].

Features: Births litters of 2-4; Early Maturation (10yrs); Estrus; Females are larger than males; Terrible posture.

Common Traits

Bad Temper; Bloodlust; Discriminatory Smell; High Pain Threshold, Illiteracy, Innumerate; Jungle Dweller 2-4; Long Arms; Overconfident; Regeneration (Regular), and various superstitious Delusions, Compulsive Behaviours, or Phobias.

New Talent: Jungle Dweller

This talent adds to Blowgun, Camouflage (Optional Specialty: Jungles), Climbing, Fast-Draw (Dart), Herbalist, Naturalist (Optional Specialty: Jungles), Poisons, Stealth, Survival (Jungle), Swimming. "Reaction Bonus:" Those surviving in a jungle environment. 10 points/level

Note that while the unspecialized versions of Camouflage, Naturalist, and Survival default to the specialized versions, you do "not" count the bonus from Jungle Dweller when figuring this default.

Regrowth House-ruled Price

Regrowth cost 40 points by Rules As Written, but has been noted as overpriced by both line editors. Adjust overall template price depending on what price you charge for it.

Tech Level

Price for the Low Tech Level disadvantage assumes a TL3 game. Adjust accordingly.

Kagonesti Elf (Dragonlance)

66 points.

Attribute Modifiers: DX +1 [20]; IQ -1 [-20].

Secondary Characteristic Modifiers: Per +3 [15].

Advantages: Dark Vision [25], Extended Lifespan 3 [6], Immunity (Supernatural "sleep" effects) [5], Night Vision 3 [3], Resistant (Supernatural charm effects) +3 [2], Outdoorsman 1 [10].

Optional Disadvantages: Impulsiveness, Stubbornness, suspicious. Any Good disadvantage.

Skills related to the following are common: woodland hunting, bowmaking, fletching, leather, jewelry, singing, wooden pipes and whistles, drums, lute, dancing. And Spear, Shortsword, Bow.

Only very few of them learn arcane magic. Divine magic is more common, but still rare.

Kender (Dragonlance)

3 points.

Attribute Modifiers: ST -2 [-20]; DX +1 [+20].

Secondary Characteristic Modifiers: Will -1 [-5], Per +2 [10], Basic Movement -0.25 [-5]

Advantages: High Manual Dexterity 2 [10], Immunity (Fear) [15], Luck [15], Taunt [5]

Disadvantages: Curious (12) [-5], Handling (12) [-15], Short Attention Span (12) [-10], Social Stigma (Nuisance) [-10]

Quirks: In awe of magic, likes gadgets

Features: SM -1

Optional Disadvantages: spontaneous, wanderlust

Skills related to the following are common among kender: music, story telling, kender weapons, many of the criminal skills

Taunt (5 points): With a successful Fast-Talk based Influence roll, the target has a Bad Reaction towards you. In a potential combat situation, the target attacks you despite the odds. If the fight is already in progress, the target will leave whomever he is attacking now to attack you instead.

Handling (-15 points):* A variant of Kleptomania. You do not steal stuff, you handle interesting stuff and forget to return it. You may not sell what you pick up, but you will return it to its rightful owner, as you are only keeping it safe for them. If the rightful owner doesn't reclaim it, you may keep it, trade it, or in the rare case that you do not have enough space for interesting stuff, discard it.

Kobold

Kobolds are reptile men half the height of men. Small, weak, and pathetic, they live a meager life, often as the slaves of larger, stronger races. They do make good miners, and they have the uncanny skill of surviving.

Calculate height and weight normally for ST before applying the racial ST modifier, then halve height and quarter weight. A kobold has SM -2, regardless of height, and is subject to Tiny Tools. However, he is big enough to wield human weapons at -2 skill, and can buy off this penalty with a special perk, which is not part of the racial template:

Giant Weapons: You're familiar enough with the clumsy weapons of big folk (SM 0) that you can ignore some or all of the -2 to use them. Giant Weapons 1 [1] eliminates -1; Giant Weapons 2 [2] removes the full -2.

0 points.

Attribute Modifiers: ST -4 [-40]; DX +1 [20]; IQ -1 [-20]; HT +2 [20].

Secondary Characteristic Modifiers: SM -2; Per +2 [10]; Basic Speed +0.25 [5]; Basic Move -2 [-10].

Advantages: Claws (Sharp) [5]; Damage Resistance 1 (Tough Skin, -40%) [3]; Nictitating Membrane 1 [1]; Peripheral Vision [15]; Teeth (Sharp) [1]; Wily Little Bugger 2* [10].

Disadvantages: Cowardice (12) [-10]; Social Stigma (Savage) [-10].

Features: Born Biter†

* Wily Little Bugger: You know how to survive under the toughest circumstances, especially underground. This Talent aids Prospecting, Scrounging, Survival (Underground), and Traps. Only kobolds can have it, and may buy up to two more levels at character creation. Reaction bonus: Miners and survivalists. 5 points/level.

† Born Biter: You have an elongated jaw optimized for trapping prey. You can opt to hold on after you bite; thus, the bite doubles as a grapple. On later turns, you can worry, which counts as an attack but always hits – simply roll biting damage! If your victim's SM is three or more

greater than yours, you can only do this to an extremity (hand, foot, etc.), and the grapple is considered one-handed. If his SM is only one or two larger, you can target anything, and the grapple is treated as two-handed. The same is true if his SM is equal to or smaller than yours, but you can also attempt to pin him while standing! The catch is that foes get +3 to target your protruding snout, allowing them to attack your face (not skull) at only -2.

Kobold (D&D)

22 points.

Attribute Modifiers: ST -3 [-30]; DX +1 [20].

Advantages: Damage Resistance 1 (Tough Skin, -40%) [3], Dark Vision [25], Kobold Talent 1 (Camouflage, Engineer (Mining), Observation, Stealth, Traps) [5].

Quirks: Light Sensitivity (-1 to Per- and DX-based rolls in bright sunlight) [-1].

Features: SM -2.

Kuo-toa

143 points.

Attribute Modifiers: ST +2 [20]; IQ +1 [20]; HT+1 [10].

Secondary Characteristic Modifiers: Basic Move -1 [-5].

Advantages: Acute Sense (Vision) 5 [10], Amphibious [10], Damage Resistance 3 (Tough Skin, -40%) [9], Doesn't Breathe (Gills, -50%) [10], Hyperspectral Vision (Works versus ethereal and invisible targets, +20%; Doesn't work against moving targets, -20%) [25], Enhanced Move (Water) 1 [20], Flexibility (Double-Jointed) [15].

Quirks: Vulnerability to Bright Lights (-3 to all HT rolls to resist the effects of sudden bright lights) [-1].

Lizardfolk

45 points.

Attribute Modifiers: ST+2 [20]; IQ -1 [-20]; HT+1 [10].

Secondary Characteristic Modifiers: Per +1 [5].

Advantages: Amphibious [10], Breath Holding 2 [4], Claws (Sharp Claws) [5], Damage Resistance 2 [10], Teeth (Sharp Teeth) [1].

Minotaur

161 points.

Attribute Modifiers: ST+8 [80]; IQ -2 [-40]; HT +2 [20].

Secondary Characteristic Modifiers: Per +4 [20].

Advantages: Absolute Direction [5], Claws (hooves) [3], Damage Resistance 3 (Tough Skin, -

40%) [9], Danger Sense [15], Dark Vision [25], Discriminatory Smell [15], Striker (Horns, impaling) [8].

Perks: Fur [1].

Features: SM +1.

Mole-Man

Subterranean race of slouched, beady eyed mole people, a common race for any setting involving the exploration or discovery of an underground caverns, tunnels, sewers and the like. This is for a hybrid, or possible d-evolution of human and mole, not from any particular setting.

<24> points.

Attribute Modifiers: IQ -1 [-20]; HT -1 [-10].

Secondary Characteristic Modifiers:

Advantages:

Claws (Talons) [+8]

Discriminatory Smell [+15]

Vibration Sense [+10]

Tunneling (Base tunneling move of 3) [+45]

Darkvision [+25]

Perks:

Fur [+1]

Disadvantages:

Bad Sight (Nearsighted) [-25]

Dread (Bright lights, 1 yard) [-10]

Semi-Upright [-5]

Ham-fisted (-6 penalty) [-10]

Quirks:

Bowlegged [-1]

Distinctive features (Mole's Nose) [-1]

Racial Skill Bonuses:

Mining (Engineer) +1 [+2]

Features:

Mole like humanoid with slouched posture, beady eyes and large arms with shovel like claws.

Mul

44 points.

Attribute Modifiers: ST +2 [20]; IQ -1 [-20]; HT +1 [10].

Secondary Characteristic Modifiers: FP +3 [6].

Advantages: Less Sleep 2 [4]; Lifting ST 3 [9]; Very Fit [15].

Features: Sterile.

Ogre

Attribute Modifiers: ST+10 [100]; DX -1 [-20]; IQ -2 [-40]; HT+2 [20].

Secondary Characteristic Modifiers: Basic Move +1 [5].

Advantages: Dark Vision [25], Damage Resistance 2 (Tough Skin, -40%) [6].

Disadvantages: Odious Racial Habit (strong body odour and filthy grooming habits) [-10].

Quirks: Light Sensitivity (-1 to Per- and DX-based rolls in bright sunlight) [-1].

Racial Skill Bonuses:

Features: SM +1.

Orc

45 points.

Attribute Modifiers: ST+4 [40]; IQ-1[-20].

Advantages: Dark Vision [25].

Phaethon

166 points.

This race is created with multiplicative modifiers. Using the standard modifiers, it will be +197 points in cost.

Attribute Modifiers: ST -2 [-20].

Secondary Characteristic Modifiers: Will +1 [5], Per +1 [5]

Advantages: Burning Attack (Aura, +80%; Accessibility, Only while Flame On, -10%; Melee Attack, Reach C, -30%) 1 [6], Flight (Accessibility, Only while Flame On, -10%; Winged, -25%) [26], Injury Tolerance (Diffuse; Wings Only, -20%) [80], Insubstantiality (Affect Substantial, +100%; Can Carry Objects, Heavy, +100%; Partial Change, +100%; Reflexive, +40%; Unconscious Only, -20%; Uncontrollable, -10%; Limited: Heat/Fire, -40%) [106], Night Vision 3 [3], Striker (Wings; Crushing; Long +1, +100%; Accessibility, Only while Flame On, -10%; Weak, -50%) 2 [8]

Disadvantages: Vulnerability (Cold) x2 [-20]

Qualinesti Elf (Dragonlance)

76 points.

Attribute Modifiers: DX +1 [20]; HT -1 [-10].

Secondary Characteristic Modifiers: Per +2 [10].

Advantages: Dark Vision [25], Extended Lifespan 3 [6], Immunity (Supernatural “sleep” effects) [5], Night Vision 3 [3], Resistant (Supernatural charm effects) +3 [2], Smooth Operator 1 [15].

Optional Disadvantages: Sense of Duty (Nature)

Optional Quirk level or higher: Intolerance, Stubbornness, arrogant,

They are known for skills related to sculpting, painting, music, architecture, building, swordsmithing, harmoniously cultivating nature. And Broadsword, Rapier, and Bow.

They respect White Robed wizards, shun Red Robes, and banish Black Robes.

Silvanesti Elf (Dragonlance)

83 points.

Attribute Modifiers: DX +1 [20]; IQ +1 [20]; HT -1 [-10].

Secondary Characteristic Modifiers: Per +2 [10].

Advantages: Dark Vision [25], Extended Lifespan 3 [6], Immunity (Supernatural “sleep” effects) [5], Magery 1 [15], Night Vision 3 [3], Resistant (Supernatural charm effects) +3 [2].

Disadvantages: Intolerance (Species) [-10],

Quirks: Proud, Fashion Conscious, Quick to anger

Optional Disadvantages: Any Good disadvantage.

They are known for skills related to metalworking, sculpture, engraving, jewelry, poetry, singing, bow making, swordsmithing. And Broadsword, Rapier, Bow.

Individuals marred by visible scars or disabilities are sometimes driven to breach the taboo against suicide.

They accept White Robed wizards of their own kind, shun Red Robes, and banish Black Robes.

Strix

Strix are females who often are wizards or mages who acquired vampiric abilities as part of a pact with some power usually (but not exclusively) an evil one. At the GM's discretion the level of magery given in the pact can take the total magery level of the character ABOVE the normal maximum the campaign has. They're supposed to be used as villains and this is an edge for them.

Strix Template - -17 points

Attribute Modifiers: ST-8 [-80]; DX+4 [80]; IQ-7 [-140]; HT+1 [10].

Secondary Characteristic Modifiers: HP+1 [2], Per+2 [10].

Advantages: Accute Vision +2 [4]; Alternate Form (Human) 15; Sharp Beak [5]; Sharp Claws [5]; Enhanced Move 1/2 (Air) (1) [10]; Flight (Winged) [30]; HP +1 [2]; Vampiric Bite [30].

Human Form - 44 points

Advantages: Alternate Form Strix Raven [30]; Magery 1 Pact (-10% Further the cause of the Darkness) [14].

Tallfellow Halfling

21 points.

Attribute Modifiers: ST -2 [20]; DX +1 [20].

Secondary Characteristic Modifiers: Basic Move -1 [-5], Per +2 [10].

Advantages: Luck (Defensive -20%) [12], Extended Lifespan 1 [2], Fearlessness +1 [2].

Features: SM -2.

Thri-kreen

91 points.

Attribute Modifiers: DX +2 [40]; IQ -1 [-20].

Secondary Characteristic Modifiers: Basic Move +1 [5]; Basic Speed +0.5 [10]; Per +2 [10].

Advantages: Affliction 1 (Paralytic Venom: HT; Follow-Up, Teeth or Striker, +0%; Paralysis, +150%) [25]; Damage Resistance 4 (can't wear armor, -40%) [12]; Doesn't Sleep [20]; Extra Arms 2 [10]; Fangs [2]; Sharp Claws [5]; Super Jump 2 [20]; Vibration Sense (air) [10].

Disadvantages: Low TL -2 [-10]; Odious Racial Habit (eats other sapients) [-15]; Short Lifespan 1 [-10]; Sense of Duty (Clutch) [-5]; Vow (only own what they can carry, no concept of money) [-15].

Quirks: Consider elves delicious; see everything in terms of "the Hunt"; test those they interact with to see if they are "worthy".

Features: Cannot jump backwards; cannot learn arcane magic.

The Fangs represent mandibles.

After being bitten, the victim must make a HT roll. Failure means he's paralyzed for one minute times his margin of failure.

Thri-kreen may buy up to three levels of Extra Attack for their arms, even in non-cinematic games.

The racial memory can be used to justify knowledge of skills at a very early age, which means that most thri-kreen should probably know skills typical for desert nomads and hunters. This is distinct from the Racial Memory *advantage*, which is very common among thri-kreen but not universal (since it represents especially vivid ancestral knowledge as opposed to skills).

Tiefling

83 points.

Attribute Modifiers: DX +1 [20]; IQ +1 [20].

Advantages: Damage Resistance 3 (vs. acid, cold, and electricity, -40%) [9], Dark Vision [25], Magery 0 [5].

Racial Spells: Darkness (H) IQ+0 [4].

Note: Due to their varied heritage, tieflings may take up to 10 points in minor physical changes such as Strikers in the forms of Tails or horns, or claws and sharp teeth; Reduced Consumption with Cast Iron Stomach, and so forth. Likewise they can also take up to 10 points in physical

disadvantages such as Unnatural Features, Unusual Biochemistry, and more. These should be considered racial disadvantages and not count against the campaign disadvantage limit.

Wererat

These are humans who can turn themselves into rats at will. No one quite knows how they came to do this, as it doesn't seem to be contagious.

60 points.

Advantages: Alternate Form (Rat) [35]; Night Vision 8 [8]; Reduced Consumption 2 (Cast-Iron Stomach, -50%) [2]; Resistant to Metabolic Hazards (+8) [15].

Features: Use the Rat template on p. 24 of *GURPS Dungeon Fantasy 5: Allies*, but note the cost of Alternate Form is reduced as he has some of those traits in human form, as well as skills.

In human form, they will often have rat-like features like a small nose, a pointed chin and salt-and-pepper hair.

Wild Elf

45 points.

Attribute Modifiers: DX +1 [20]; IQ -1 [-20].

Secondary Characteristic Modifiers: Per +3 [15].

Advantages: Extended Lifespan 3 [6], Less Sleep 4 [8], Magery 0 [5], Night Vision 3 [3], Resistant (Immunity to supernatural “sleep” effects) [5], Resistant (+3 versus supernatural charm effects) [2].

Perks: Trance instead of sleep [1].

Disadvantages:

Wood Elf

42 points.

Attribute Modifiers: ST +1 [10]; DX +1 [20]; IQ -1 [-20]; HT -1 [-10].

Secondary Characteristic Modifiers: Per +3 [15], HP -1 [-2].

Advantages: Extended Lifespan 3 [6], Less Sleep 4 [8], Magery 0 [5], Night Vision 3 [3], Resistant (Immunity to supernatural “sleep” effects) [5], Resistant (+3 versus supernatural charm effects) [2].

Perks: Trance instead of sleep [1].