

The Hex Scouts Guide to
CRYPTOZOOLOGY



A SUPPLEMENT FOR WITCH-GIRLS ADVENTURES™



The Hex Scouts Guide to CRYPTOZOOLOGY

A supplement for Witch Girls Adventures



Words By
Malcolm Harris

Art
Tom Krohnz ,Malcolm Harris and Abby Soto

Layout:
Anny Soto

Editor
Abby Soto

Scouting Consultant
Angela Vu

Channel M
510 E. Woodin
Dallas TX, 75216
Channelm.us



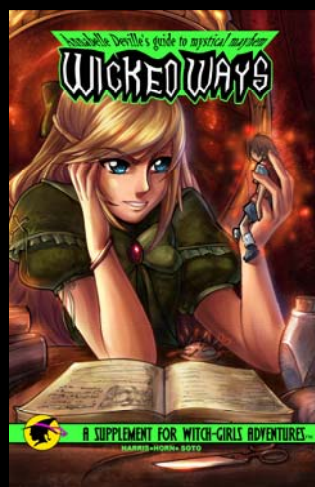
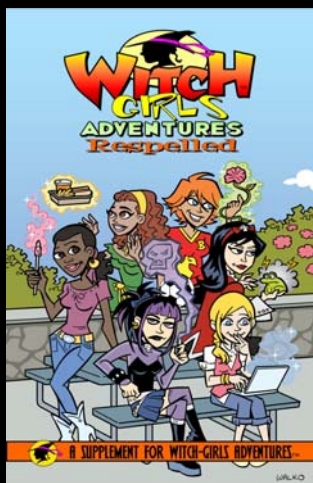
©2013 CHANNEL M and Malcolm Harris All rights reserved



TABLE OF CONTENTS

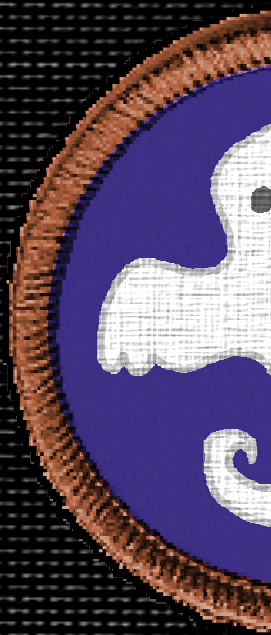
Chapter	Pages
1. Hex Scouts	3-8
2. Rules	9-26
3. Cryptids	27-88
4. Normal Animals.	89-91

This book is requires the Witch girls Adventures Rulebook and References
Witch Girls : Respelled and Witch Girls Wicked Ways



Compatiable with the following Channel M Worlds:





The Hex Scouts Guide to CRYPTOZOOLOGY

Chapter 1-Hex Scouts



Welcome to the wonderful world of Hex-Scouts. The Hex scouts are a non-partisan social organization designed to give young witches ages 6-18 organized social, magical and co-operative fun in a structured and safe environment. From Lily pad, to Moon star, to full Hex scout and even the exalted Sorceress Scout our organization can help shape a young witch in to becoming a productive member of magical and mundane society.

Hex Scout Motto: **Magic is life. Life is magic**

Hex Scout History

Though Hex Scouting is based off the ancient Witch-tradition of meeting circles that would gather under a full moon to talk magic, trade spells and celebrate the joy of being a witch, the Modern Hex Scouts begun in Germany in 1850. These "Hexxan Pfadfinder" started out as a organization of young witches brought together by Astrid Stein to learn the magic of working together and to foster a sense of equality among all witches no matter their social situation or lineage.

The members of the first Hexxan Pfadfinder would take what they had learn throughout Europe and into the Americas after reaching adult hood. By 1890 there was estimated to be almost two dozen groups world wide, existing without knowledge of the other. In 1891 after two American Coven's discovered each other while camping it was decided that the following year they would seek out other Covens and have a meeting in Germany to celebrate their common origin.

Once gathered the various covens most going by different names decided as a group to officially petition the Witches World council for an organizational charter. The Council passed the order unanimously a few months later and the organization officially became the Hex Scouts.

Modern Hex Scouts

Currently there are just over a hundred Hex Scout Coven's world wide. These Covens are grouped into 21 Circles. They largest are;

Moon Meadows (India)
Wall Watcher (China)
Kirin Stone (Japan)
Black Forest Star (Eastern Europe)
The Atlantis Concert (Western Europe)
Northern bend (Southern United States)
Southern bend (Northern United States)

The Hex Scouts Guide to CRYPTOZOOLOGY

Chapter 1 - Hex Scouts

Moonlight Flame (Mexico, central America, northern South America)
Ancient Pride (Central Africa)

The modern Hex scouts have worked towards keeping a commonality in structure, scout rewards, dress and schedule. The UHS (United Hex Scouts) also promotes among its Covens and circles working with not only each other but similar mortal organizations.

Despite witches being generally above and outside the mundane world the UHS feels part of a witch growing up is learning to work with mortals and learning about them. At mortal meetings (Called jamborees) Hex Scouts are encouraged not to use magic unless in self defense or in defense of another.

Organization

Your Hex Scout will be a member of a *Coven*. Most Covens have three or more members, meets twice a month in a Coven meeting, and have one outing a month, called a *Conclave*. During Coven meetings, Conclave outings, and other gatherings, girls learn new things and have fun.

Each Coven meeting and Coven activity is led by a *Coven mother*, usually a parent or teacher of one of the Hex Scouts. Sometimes the Coven Mother is assisted by a Coven-keeper. A Coven Keeper can be a parent, relative, or friend who is at least 18 years old and not necessary a witch. Coven Keepers takes a turn working with the Coven mother to plan and lead a Coven meeting and/or activity.

Your Hex Scout group is also a member of a Circle. Most Circles are made up of several Covens that gather monthly at a Circle *meeting*. Circle meetings usually follow a suggested theme and are a time for girls to be recognized for their accomplishments during the month, to perform skits, spells and songs they have learned in Coven meetings, and to have fun with the entire group.

Circles are lead by are led by a Hexmistress and Circle *committee*. Like the Coven mothers, the Hexmistress and assistants are volunteer mothers/teachers and are usually family members of girls in the Circle. The Circle committee makes plans for Circle meetings and activities and takes care of the "business" items that are necessary for a Circle to operate smoothly.

Most Circle committees consist of family members and members of the Circles' *chartered organization*. The chartered organization is the community organization that is granted a charter by the United Hex Scouts of the Witches World Council to use the Coven program. This chartered organization might be a school, service club, magical community, or other group interested in youth.

Meetings

For organizers and potential Coven mothers, Coven Keepers and Hex Scout Parents here are the basic here is some information on planning and running your Coven meetings.

When Do Hex Scouts Meet?

To experience the fun, excitement, and other benefits of Hex Scouting, you and your Hex Scout will do the following things each month:

- Go to two one-hour Coven meetings at the host adult partner's home or other location.
- Mothers will try to hold the meetings at a time that is convenient for all adult partners and is appropriate for girls of Hex Scout age. Some Covens meet at a school, a home, or the location of their chartered organization. But meetings can be held almost anywhere-in a basement, recreation room, backyard, or park - as long as the meeting location is safe for the girls.
- Take a field trip, or Gathering, with the entire Coven. The gathering is a planned field trip to a place that is interesting to girls. It may be associated with the monthly theme
- Attend the Hex Scout Coven meeting.

Activities

With a focus on fun and positive use of magic and exploration of the magical and mundane world the Hex Scout's activities are numerous with the following being the most common:

Arts and crafts: Hex scouts create both magical and mundane arts and crafts to exercise their imagination and creativity.

The Hex Scouts Guide to CRYPTOZOOLOGY

Chapter 1-Hex Scouts

Athleticism: Pushing yourself magically is only part of what makes a Hexscout what she is. Being physically fit should be the goal every Hex-Scout.

Cryptid search and rescue: Many so called monsters find themselves in trouble or in places where their lives are in danger. If the creature isn't too dangerous Hex Scouts will rescue the Cryptid and return it to a safe preserve or a magical habitat.

Dimensional Excursions: There are dozens of pocket dimensions, and realms connected to the Earth as well as infinite alternate earths. Hex Scouts depending on their skill explore those places and even help map and them.

Flying Rodeos: Hex Scouts competed on broom carpet and flying steed amongst a coven and other covens in various races, in flight feats and acrobatics under the watchful eye of expert fliers.

Magical Safety: Safe use of magic is a big part of Hex Scouts. Witches are taught not only how to use spells properly but how to use them to help others. Young Witches are also taught how to defend themselves if need be from hostile forces.

Mundane Exploration: Hex Scouts do their best to promote unity between the magical and mundane. Part of that goal is promoting and teaching safe interaction between witches and various mundane cultures by spending day and weekend trips immersed in mundane culture.

Search and Rescue: Helping those lost in the magical and mundane world is something Hex Scouts take seriously. Hex Scouts help not only search parties but support those search parties with food, drink and morale boosting.



The Hex Scouts Guide to CRYPTOZOLOGY

Chapter 1 - Hex Scouts

Hex Scouts in your Game

Hex Scouts are the perfect way to bring star characters together when they are not part of the same school or a school based game.

The adventurous nature of the organization fits Stars looking for a game full of exploration and combat while the connection to the magical and mundane world makes it equally perfect for those seeking drama and intrigue.

The Hex Scout Coven mother also makes a great proxy for the director as she can direct star-characters in various directions and assign adventures in game.

Starting a Hex Scout game includes knowing the following:

Allies: The Hex Scouts are on good terms with the CTF (Cryptozology Task force), WHAM (Witches helping against malice) and most other benevolent witch organizations.

Enemies: The Cult of Echidna and Highbinders consider Hex Scouts to be mortal lovers and anti- witch superiority and anti-echidna. Both organizations have been known to send spies into the organization on every level.

Meetings: Hex Scouts must meet at least twice a month but most meet weekly.

Membership

The Hex scouts is primary a witch organization but will accept without questions otherkin, mortals and even some monsters as members as long as they are of age and follow the group rules.

Initiation

The group has no initiation but members do rise in rank due to age and skill.

Being a Hexscout

Stars playing Hexscout should keep in mind being one is more than just saying you are one. Hexscout are expected to behave, at least in public a certain way.

For a Hexscout being kind, courteous and helpful are a way of life or at least should be and should extend to everyone magical or mundane.



Characters should also respect nature and do their best to not pollute, conserve water and keep the natural and supernatural world as pristine as possible. Its because of this that many Hex scouts dedicate themselves to helping out Cryptid that are being pushed out of their natural habitats.

Hex Scouts (and Coven Mothers and Keepers) who break rules are punished by having ranks removed, extra duties and if they continue to break rules expulsion and banning for months, years or even life.

Banning is a punishment of last result and is only done to those who are truly and irredeemably malicious.

Perks

Being a Hexscout means having access to organized nature based and social skill training. Hex scouts start the game with bonuses based on that training.

Hex Scout Perks include:

Hex Scout Uniform: This magical uniform provides +1 bonuses to resist intense heat and cold, Changes to Standard uniform, Casual uniform and dress uniform for 1 Zap point and is resistant to dirt wear and tear.

Skill Bonus: All Hex Scouts gain 1 Free rank of Athletics, Mundane Etiquette, Survival, Cryptozology.

The Hex Scouts Guide to CRYPTOZOOLOGY

Chapter 1-Hex Scouts

Hex Scout Ranks and Voodollars

The Hex Scouts should achieve and age through ranks. As a Hex scout gets older they will be expected to perform certain task to prove they are ready to go to the next level with the exception of Lily Pads who can reach the rank of Moon-Star by just aging into it.

To show this Directors should allow players the option of performing those tasks and granting the increased perks as an award or just allowing them to purchase the higher ranks with voodollars.

Hex Scout Ranks

Lily-pad (age 6-10) : The youngest of the Hex Scouts wear green and yellow as they start their journey

Voodollar cost: none

Task to next level: Turn 11

Perks: none

Moon-Star (ages 11-13): Moon Stars are beginning level Hex scouts and wear the orange and black of the organization. Most Star Characters start as Moon-Stars.

Voodollar cost: None

Tasks to next level: 4 badges

Perks: Basic Perks

Hex Scout (ages 12 up): Hex Scouts have proven themselves and are now full members of the organization. Ready to follow orders and do their duties the Hex scouts all bout helping out and improving herself.

Voodollar cost: 15

Tasks to next level: 12 badges

Perks: Basic Perks plus +1 to any Attribute.

Sorceress scout(ages 16 up): The Hex Scout elite must be sixteen years old have 10 badges and shown great leadership skills, done community service and be a proven woodswoman.

Voodollar cost: 15

Tasks to next level: 30 badges

Perks: Basic Perks plus another +1 to any Attribute.

And +1 casting and Survival.

Hex Scout Badges

There are many Hex Scout badges each one representing a complete task that shows a particular skill or set of skills.

Directors should feel free to create their own badges and use the ones provided here for inspiration.



Brewer: The character has shown expertise in potion making (created 25+ potions in game)



Crypto: The character knows its monsters well (Has encountered 24 types of monsters)



Elemental: Has mastered Elemental magic and cast powerful spells for each element.



Fellowship: The character has shown the ability and need to bring people of the magical and mundane world together



Hex Scout: This is given upon archiving the rank of Hex Scout.



Ghoster: The character has communicated with multiple ghosts, summoned a ghost and helped a Ghost pass on to their after-life.



Mermaid: Has traveled to a total of 12 oceans (including earth and other realms)



Moonstar: Has achieved the rank of Moon Star



Magasister: The character has show skill in multiple types of magic (rank 3 in at least 4 magic types)



Mystic: The character has shown skill in various mystical studies (Rank 6 in 5 magic skills)

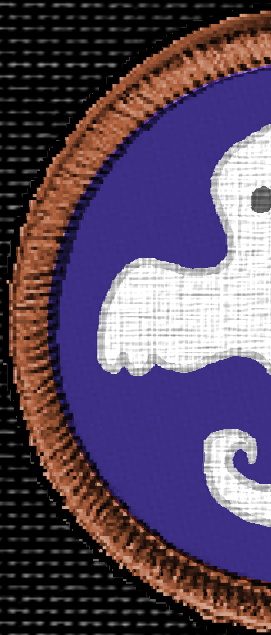


Traveler: The Character has explored a total of one dozen pocket dimensions, realms or alternate earths.



Trent: The character can recognize magical tree and plant creatures





The Hex Scouts Guide to CRYPTOZOOLOGY

Chapter 2-Rules



The world of Witch Girls isn't just about casting spells, it's about adventure and experiences those adventures in a fantastic world populated by fantastic beings.

Across the magical and mundane world are many monsters and witches and others that find, protect and even fight them for a variety of reasons.

Presented here are rules for witches who not only deal with fantastic creatures but with the wild areas present across multiple lands, worlds and realms.

While most of the rules here are useable by most cliques, this book can easily be considered as a supplement focusing on rustics as nature and elemental skills, magic and abilities are a big part of its text.

Rules expansions

Our rules are always evolving and those you find here supersede the previous ones in Witch Girls Adventures and Witch Girls: Respelled.

Directors should of course feel free to use whatever rules, cliques and excreta they like and throw out the rest.

Spending magic ranks

In this and upcoming supplements we will be allowing Stars during character creation to purchase other abilities with Magic Ranks.

In this supplement totem and other abilities can be purchased with magic ranks.

Those abilities purchased with magic ranks, ranks can be increased as if they were magic type ranks with voodollars.

New Cliques

The new Cliques are presented here take advantage of many of the Rustic Witch ideas and takes them to a new level by expanding upon them.

This doesn't negate the new Rustic from Witch Girls Respelled but rather allows Stars and Directors to create more specialized witches.

Directors should allow Stars to recreate their characters using the new Cliques if they wish.

The Next Scouts Guide to
CRYPTOZOOLOGY

Chapter 2-Rules

Equinox



Many witches have familiars, but very few of them have one as close to them as the Equinox is to her horse.

The Equinox is born with an affinity for riding and training horses and will always choose one as a familiar.

The Equinox's Horse is also something special and is considered royalty among its kind. Together the witch and the horses makes a great team with a bond that can last several life times.

Magic Attribute: D8

Other Attributes: D4, D6, D6, D6, D8

Education: Mundane 15, Magic 15

Magic Ranks: 10

Standard Bonuses:

Superior training: character gains 2 free ranks of training , +1 to rolls when training horses of any type and can uses a Hard Training roll as an action to give an animal +1 to a roll.

Thoroughbred: The Equinox starts the game with a Pet (Any horse type including unicorns and night-mares). The Horses is the best of it's bloodline with +1 Body, Mind and Magic. The creature is also a familiar and both the witch and her pet are +1 to rolls to find each other and to help each other.

Witch Basics: The character starts the game with a Free rank of Casting and Mysticism

Fletch

The Fletch is a woodsy witch who has learned the secret of bow-channeling. This ancient art believed to have been created by Mab or her granddaughter Aretemis uses a special wooden bow that acts as the witches wand and imbues arrows shot from the bow with spells and magic.

Fletches often use their skills to protect nature and the animals in it from humans, otherkin and even other beats that would upset the balance of nature on a hold or the area they have sworn to protect.

Magic Attribute: D8

Other Attributes: D4, D6, D6, D6, D8

Education: Mundane 20, Magic 10

Magic Ranks: 10

Standard Bonuses:

Fletch Bow: The Fletch's moonwood bow is also her wand. All spells cast through it at -1 Zap Points,

When a Spell is cast through the Bow the bow it creates a glowing row of energy to carry the spell to its destination. The Fletch can choose to cast the spell with a Fighting or Casting roll and Choose if it's going against Reflex or Resist magic to hit.

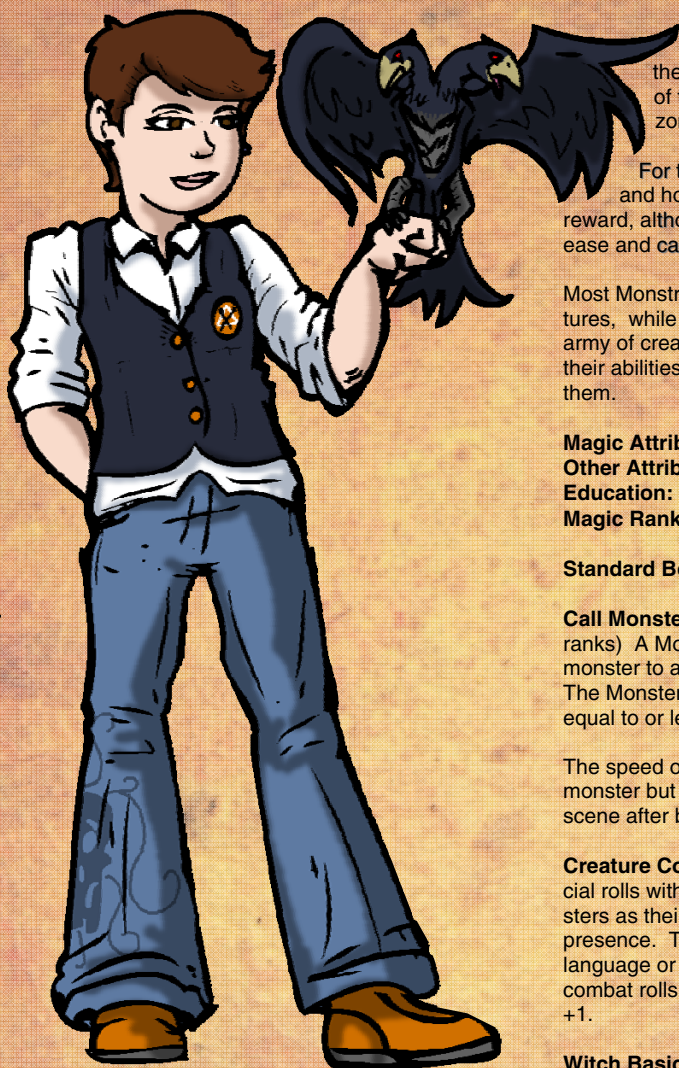
The Fletch may also fire For 2 Zap Points a energy arrow that does Casting Skill Rank +6 damage. This arrow is armor piercing 2 (Ignore three points of armor) and +1 To hit if the Fighting roll is used to fire it.

Fletch Training: All fletches are trained not only in being An expert bow woman but are trained naturalist. They gain two free ranks in the following skills: Athletics, Fighting-Ranged, Tracking, Survival and Cryptozoology. They also gain +1 to social rolls when dealing with Animals monsters and the occasional sentient plant.

Witch Basics: The character starts the game with a Free rank of Casting and Mysticism



Monstress



The Monsters gets along better with magical creatures than people. In fact they seem to accept her as if she was one of their own by they dragon, chimera or zombie.

For the monsters learning about creatures and how to communicate with them is it's own reward, although having the ability to train the with ease and calling them if need are a welcomed bonus.

Most Monstresses use their abilities to help creatures, while a few see their talents as way to build an army of creatures to do their bidding or worse use their abilities to track and hunt the creatures that love them.

Magic Attribute: D8

Other Attributes: D4, D6, D6, D6, D8

Education: Mundane 20, Magic 10

Magic Ranks: 10

Standard Bonuses:

Call Monster: 2 Zap points a rank (up to a total of 3 ranks) A Monstress can as an action call a single monster to aid her for D6 combat rounds or minutes. The Monster must be in the area and have a will equal to or less than the Monstress to come.

The speed of the monsters arrival varies with the monster but in combat it usually arrives the combat scene after being summoned.

Creature Comforter: The Monsters gains +2 to social rolls with all monsters. Monsters see the Monstress as their own kind and are nor disturbed by her presence. The Monstress can also communicate via language or another way with all monsters. All non-combat rolls by the Monstress to help a monster are +1.

Witch Basics: The character starts the game with a Free rank of Casting and Mysticism

Totema

There are many powerful spirit beings in nature. The Totem is in touch with them and can ask for their help.

For the Totema spirits are as real as solid beings and for spirits the Totema is a way for them to communicate with the spiritual world.

Aside from an understanding of spirits the Totema has access to totems, powerful animal and nature spirits and guides that grant her special abilities.

Magic Attribute: D8

Other Attributes: D4, D6, D6, D6, D8

Education: Mundane 15, Magic 15

Magic Ranks: 10

Standard Bonuses:

Spirit touched: the Totema can see hear and interact with spirits/ghosts as if they were solid. They gain +1 to all rolls when dealing ghosts and spirits and can spend a zap point to make a spell that would not normally effect a spirit or ghost against them.

Totem Power: The Totema gains access a totem, this is a spirit animal guide that helps here in a variety of ways. The Totema has access to 1 Totem for and unlike others can have access to up to 4 totems.

Activating a totem ability or bonuses costs -1 Zap points for the Totema.

Witch Basics: The character starts the game with a Free rank of Casting and Mysticism



The Next Scouts Guide to CRYPTOZOOLOGY

Chapter 2-Rules

Skills

When dealing with nature and creatures there are many skills that are must.

Some of the skills presented here are new while a few take old skills and expand on them.

Mundane Skills

Animal Training

Attribute: Social

Characters with this skill can attempt to teach animals tricks, to behave and to perform certain duties (rescue, watch, perform). It takes time to teach an animal tricks and chores and days can be spent perfecting some skills. This skill is also used during performances to get an animal to do a trick they know perfectly.

Teaching

To teach an animal a trick a Hard Difficulty Animal training roll is made every day of training. It takes 5 successes to train an animal to do a trick (See Animal Tricks

Animal Tricks and Duties		
Trick/Duty	Difficulty	Description
Attack	Very Hard	The Animal attacks a target specified by the owner.
Back up	Hard	The Animal will walk backwards
Charge	Very Hard	The Animal will charge forwards regardless of risk.
Count	Very Hard	The Animal will count up to 10 with a hoof, claw or paw.
Defend	Very Hard	The Animal will defend the owner regardless of risk.
Down	Easy	The Animal kneels head down
Gather	Hard	The Animal gathers with others of its kind or to a specific person
Heel	Hard	The Animal will stop attacking .
Jump	Very Hard	The Animal will jump up/across an obstacle/target. or across an
Pull	Easy	The Animal pulls a blow or wagon obeying commands
Run	Easy	The Animal moves at top speed
Rear Up	Hard	The Animal rears up to attack or to intimidate.
Stop	Easy	The Animals stops moving.

and duties) and 10 sessions to train it in a duty.

You can only make one roll a day and must donate at least 2 hours of that day training your animal.

Resisted: Will

Craft (Choose type)

Attribute: Mind

Craft represents the ability to make non magical items of quality. Making clothing, jewelry, armor or weapons all counts as crafts. The Harder the item is to make or the more artist flourish placed into an item the more difficult it is to make.

When the skill is purchased it must be associated with a type of craft. This also allows for the purchased of the craft skill multiple times.

Types of crafts include but are not limited too: Carpentry, Clothing design Jewelry, Metalwork (Includes weapon and armor), Stone work, or weaving.

Craft creation		
Item	Difficulty	Creation time
Simple shirt, dress a dagger	Easy	1 Day
Average item (good outfit Sword)	Hard	3 Days
Item with moving parts (Armor)	Very Hard	1 Week
Masterfully made one of a kind item	Extreme	1 Month

Craft time

Craft time usually varies per creation the harder the creation the longer it takes. The chart below gives the amount of time it takes to make . Directors and Stars both know Characters tend to have drama filled lives and most likely won't have the time to devote to one project in one long stretch. Directors should keep track of time Characters spend on an item in order to know when it's done.

Crafts and cost

Building something with your craft skill is a lot cheaper than buying . The cost in Wealth is usually 2 less than purchasing from a second party (equipment list).

Fighting: Range Weapon

Attribute: Body

Fighting range involves using a throwing weapon (Knife, spear, etc), or missile weapon (Bow, cross bow, sling, etc) in combat. Range weapons can be fired one shot per action and can perform a variety of maneuvers.

The Flex Scouts Guide to CRYPTOZOLOGY

Chapter 2-Rules

Ranged Maneuvers vary based on training and specializations. Characters start the game with 4 Fighting-Ranged Maneuvers.

Ranged Weapon Manguvers

Maneuvers	Description	Damage
Disarm	The characters fires to remove a weapon or item from the targets hand (Including wand). The attack does ½ damage but forces the target to make a hard body roll or drop the weapon.	0
Melee	Long Weapons like Bows and spears can be used as melee weapons without any disadvantage	+1
Multi-fire	Weapons that can be reloaded can fire twice in a in a action. Both shots are -1 to hit. This Maneuvers requires Quick Reload.	Same as Shot
Quick Reload	The character can reload without spending an action to do so.. This ability is most useful with those using a bow.	0
Pen	Arrows and spears on a successful attack do no damage but if the target is with 2 feet of a wall that target is pinned and must spend an action to free themselves.	0
Ricochet	The character can ignore barriers when trying to hit a target as range . The ranged attack however does less damage	Shot -2
Shot	This is a standard attack at range.	+2
Sniper	The character using sniper must have the hide skill. If they do they can lay in wait and attack a target while hiding. Sniper doubles the range of the attack. and lowers the person being attack reflex by -2. The person doing the sniper can only perform their sniper action for that combat scene.	+1
Thread The Needle	The characters attack cannot be deflected and is +1 to hit. It however gain no damage bonuses.	0

Bonus: The character can chose one of the following bonuses every three ranks of Fighting Hand to Hand.; +10 feet to throwing range, +50 feet with bow or gun. +1 damage to Fighting Ranged maneuvers +1 Armor.

Herbalism

Attribute: Mind

This skill grants an understanding of mystical and normal plants their medicinal uses as well as their uses as poisons and all mystical properties. A Herbalist has no problem properly handling dangerous magical plants and with a roll identify them at a glance

Bonus: Characters with this skill and medicine can treat wounds for 2 points instead of one. And gain +1 To Medicine to cure poison

Languages

Attribute: Mind

Characters with this skill can speak, write and read a variety of languages both Human and otherwise. The Rank of the language skill dictates how many extra languages beyond the a "Native language" The character knows.

A person's native language is the one they learned growing up and can be any normal human language.

Language and Basics

Unlike most other skills this skill is linked to another skill (The Basic Skill) . That skill is the Basic Skill which is used for any needed skill rolls using the languages the Languages skill represents.

Exotic Languages

While human languages are common there are many other languages in the World of WGBOS. Listed here are some of those languages.

Exotic Languages

Arisian: Languages of the ancient beings of light and power

Atlantian: The language of Ancient Atlantians used my many ancient beings including dragons and older immortals.

Avalonian: The Language of the Fae.

Brujaic: The Language of natives of the Empire Homeworld

Dimlish: The Universal language of experienced trans dimensional travelers.

Echidian: The language of Vampires, Shadows and horrors

Farsian: The Language of the World of Farsia.

Ozian: The language of the denizens of Oz, Wonderland and Nederland.

Runic: The Ancient language of the dwarves often used to inscribe magical weapons and armor with power.

Whyck: The ancient language used by witches of long ago to write down and cast spells

The Next Scouts Guide to CRYPTOZOOLOGY

Chapter 2-Rules

Medicine

Attribute: Intellect

When people are hurt this skill saves the day. Medicine allows The character to stabilize the wounded, heal the injured and diagnose illness. The character can also give proper treatments for poisons and disease and help speed up injury recovery time. Medicine replaces the First Aid Skill.

Medicine Skill Rolls

Medicine Skill Use	Difficulty
Deliver A child	Very Hard
Diagnose a Disease	Hard to Extreme
Diagnose a Prescription	Hard to Extreme
Heal a Point of Damage	Hard
Stop Bleeding	Easy or Hard
Poison/Venom Cure	Hard to Extreme
Stitch up a wound	Hard
Stabilize a character	Hard

Though there are many ways to use the Medicine skill we've listed the most common ones below;

Patient type

Not all Patients are standard humans and when dealing with non-human patients The character's medicine roll isn't quite as effective.

Patient

Patient Type	Difficulty
Alien Patient	-2 to the roll
Metahuman patient	-4 to the roll
Supernatural Patient	-3 to the roll

Riding

Attribute: Body

The character can ride a trained (or even untrained) mundane steed like a Horse or Donkey). Riding covers staying on the steed, maneuvering it and even racing it.

In Most cases a trained steed will do what the rider wants. Problems however arrive when the riders action endangers a steed or goes against their instincts like charging into a fire or a raging battle.

Resisted: Will

Survival

Attribute: Mind

The Character knows the ins and outs of wilderness survival. They can find food, shelter, good trails and recognize normal flora and fauna.

Survival Examples

Difficulty

Catch a fish	Very Hard
Find Food/Water in the waste lands	Very Hard
Find a Good camp place	Easy
Find a trail	Easy
Find Food/Water in Wilderness	Hard
Find Shelter in Wilderness	Hard
Identify a normal animal by sound or smell	Very Hard

Track

Attribute: Senses

This allows the character to follow trails and to track people in the wilderness, without becoming lost. Also, you always know which way is north.

The basic tracking difficulties are as follows:

Tracking Skill Rolls

Tracking Skill Use	Difficulty
Cover your tracks from another tracker	Track vs. Track
Find a type of animal	Easy
Find a type of monster	Very Hard
Find a specific person	Hard
Know something about a person by their tracks	Very Hard

Tracking and terrain

Different Terrain can make tracking harder and thus subtracting from the tracking roll.

Terrain Type	Difficulty
City	-4 to roll
Dry/Sandy/ Harsh Terrain	-2 to roll
Muddy or Wet Terrain	+1 to roll
Rocky or Mountainous terrain	-3 to roll
Old tracks (A day or more)	-2 to roll

Resisted: Track or Hide skill.



The Flex Scouts Guide to CRYPTOZOOLOGY

Chapter 2-Rules

Magic Skills

Cryptozoology

Attribute: Mind

This Character knows the habits and appearance of every monster and alien known. They Everything from hunting the hunting patterns, most popular foods and locations past and present. Need to find a dragon? Then The character with this skill can help you find one.

A Character can not only make rolls for information on a creature but as an action make a Hard Cryptozoology roll so that their next attack on the monster will be at +1 to hit, ignores 3 points of armor and +1 to damage.

Cryptozoology and the Cryptozoology facts

In this book most of the creatures shown have Cryptozoology facts. Those facts can help characters can be discovered with Hard Cryptozoology rolls.



Traits

New traits for the supplement are for Stars and Directors creating more nature oriented characters and characters with monstrous heritages.

Talents

Capricious

The character's mood changes randomly and suddenly. While some call such people fickle and , others mercurial, the Capricious character motives and actions are hard to pin down and predicting what they will do is nearly impossible.

Rules: A capricious character can spend 2 zap points to change this Talent to another one as long as new talent that doesn't raise an attribute or provide a skill bonus..

This change lasts up to one hour and the talent chooses cannot be chosen again fur 24 hours.

Environmentalist

The character all about protecting the earth and nature. They have a dislike of those that abuse the environment and despoil it especially for selfish reasons.

Rules: The Characters abilities cost 1 zap point less hen protecting the environment. They also gain +1 to rolls to regain Zap points in places of pristine nature.

Flower-child

The Flower child abhors violence and wants to bring unity and peace to all peoples be that mortal, otherkin or monster. Flower children lives revolve around peace, love and understanding.

Rules: If a Flower child defuses a hostile situation or brings about peace in a non-violent manner they regain a Zap point.

Naturalist

Some people like animals (and monsters) better than people. For them the creatures of nature are infinitely more loyal and understanding than humans and otherkin.

Rules: The Naturalist gains +2 to social rolls with animals and monsters and can communicate with all animals and monsters instinctively through hand gestures, body language and sound.

Relentless

The character never gives up and never surrenders. They have a never say die attitude regardless of the odds

Rules: If the character is at Halved Life points they gain +1 to all rolls and +2 to all rolls at a quarter life points.

The Hix Scouts Guide to CRYPTOZOLOGY

Chapter 2-Rules

Survivalist

The survivalist is always prepared for the time they are without modern or magical conveniences. They know how to survive in nature far better than most and most enjoy "roughing it".

Rules: The Survivalist gains a free rank of Survival and tracking and while in the wilderness they can always find food and shelter.

Heritages

Moon Maiden

The moon maiden has a connection to the moon and it's phases. As the moon changes in the sky so does here abilities.

Moon Maidens can feel the phases of the moon and the tug of the tides and her emotions tend to react to those changes. As the full moon approaches she's more upbeat but grows more dark and dour as the full moon ends and new moon comes.

Advantages:

- Full moon: +1 MTR to the Range, Duration, Size, Defense and damage of all spells, +2 Zap Points. +1 to casting helpful and heroic spells.
- Half Moon: +2 Zap Points
- Gibbous Moon: +1 MTR to Range and Duration
- Crescent: +1 MTR to Damage and Defense
- New Moon: +1 MTR to the Range, Duration, Size, Defense and damage of all spells, +2 Zap Points. +1 to casting wicked spells

Moon Power: As long as the moon is in the sky and is not obscured by clouds the character regenerates 1 Zap point an hour if they are outside and awake.

Monster Heritage

The character is a witch not just of a monster bloodline but an actual monster. The power of her monster side takes away from her witch power limiting her magic (Each monster type has a Magic Rank minus showing how many magic ranks the character loses for having the heritage)

Monster Heritages are rare and those with them tend to hide them as many witches don't see those of monster heritages as real witches or worse as just monsters.

Choose a Monster Type:

Giantess

Magic Rank Minus: 5

Giantess witches tend to hail from the more civilized giants such as the Titans, Surtans and Johton and live come from isolated giant tribes or other realities.

Taller than humans they can at will take on human size but even they are still tall for their age.

Advantages:

Grow: The Giantess can grow up to 15 feet tall gaining One Rank of Hyper Strength, One Rank of Hyper Fitness and 2 ranks of invulnerability. Cost: 1 Zap point

Shrink: The character can return to normal human size. Cost 2 Zap Points.

Giant Type Immunity: (Choose one): Immunity to all fire/heat (Surtans), Immune to Ice and Cold (Johton) immune to lightning and electricity (Titan)

Giant Power: All Giant witches must take at least 1 one rank of Elementalism and choose a Elemental Expertise based on their giant type. They gain +1 MTR to Damage, Defense and range when using that elemental type

Surtan: Fire and Heat

Johton: Ice and Cold

Titan: Lightning and Storms.



The Hex Scouts Guide to CRYPTOZOOLOGY

Chapter 2-Rules

Dragon

Magic Rank Minus: 5

The fact that some dragons can appear as humans or otherkin may well account for the Dragon witch.

Dragon Witches have potential for great power as they combine the bloodlines of two very powerful beings. All Dragon Witches can at will assume the form of a normal witch but at will become a dragon 15– 20 feet long. that is utterly unique in color ring and may or may not resemble the standard types of dragon.

Advantages:

Dragon Form: The character can turn into a 15-200feet long dragon with Hyper-movement (flight) (1) (Fly at 40 mpg, Hyper Strength 1m Hyper Fitness (1) and Invulnerability (3). In Dragon form the character may chose to breath out any damaging spell at +1 Damage and Range MTR. It cost 1 Zap Point to assume Dragoon form and to turn back human.

Harpy

Magic Rank Minus: 3

The character is a Harpy and can be from a wild enclave of the creatures or one raised to be civilized. Regardless the character looks less bestial than most of her kind despite having the horns, odd colored skin, tail and retractable batlike wings.

Advantages:

+1 to Body and senses die

Hyper movement- Flight (1): (batlike Wings running along her side and arms they can be made to retract and vanish at will.

Tail: The character has a tail ending in a bony bladelike spike. This grants her +1 to roll involving balance and the spike can be used in combat . (Damage +2)

Tooth and Claw: The character gains 2 Free ranks of Fighting and Teeth and laws (Damage +1)

Mermaid

Magic Rank Minus: 3

The character is a mermaid compete with fish like tail from the waist down. Mermaids are a type of fae and thus the character could be born among her own kind, ion magical or mundane world.

Advantages:

Amphibious (2) : The character can breath water as well as air.. The character also has +1 to all rolls in water and can exist and see in water normally regardless of depth.

Friend of Fish: The character can speak the language of all normal sea creatures and gain +2 to social rolls when dealing with them

Hyper movement– Swimming (1)

Legs: The character can spend 1 zap point to turn her tail into normal human legs . Turning her legs back to her fish tail costs no zap points.

Naga

Nagas have green skin, and long snake like tales from the waist down . They have brightly colored skin covered in fine, near invisible scales . Naga also have 4 arms ending and hands with only three fingers and a thumb.

Advantages:

Enhanced Senses: The creature can see in total darkness as

well as they can at day and can see ghosts, spirits and wireless communication. The creature senses of smell allows it to detect a scent at 2 miles away.

Multi Limbed: The creature has two extra arms and gains 1 extra action as long as that action involves arms and +1 to Non combat skills involving arms.

Serpentine: The creature lower body is that of a very large snake and doubles their normal walking and running speed. Their tongue can be used to smell granting them +2 those using the hiding skill. The creature also needs only eat one large meal every week or so and they gain +2 to resist all attacks against their eyes.

Summoner

Summoner are master of spells that call others to aid her. She understands not only the Summoner magic type but the time and space aspect of the magic behind it.

Summoner also know the danger involved in summoning and how to mitigate it far better than most.

Advantages:

1 Free rank of Summon Magic

1 Free rank of Time and Space Magic.

2 Free ranks in Naming magic and Cryptozology.

Creatures rolls to resist Summoner are very hard instead of hard.

Shape-shifter Bloodline (Replaces Half Shapeshifter)

Magic Rank Minus: 2

The character is part Shape-shifter otherkin and posses some of their abilities.

Shapeshifter Bloodline like Shapeshifters tend to come from rural areas and have a more earth and laid back way about them until you get them angry then they literally unleash their inner beast.

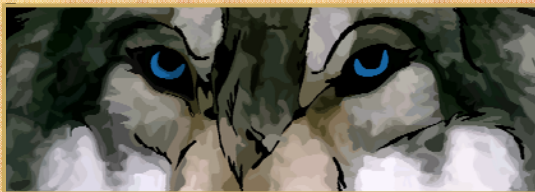
Advantages:

+1 Senses

+1 Body

Animal form: Can Spend 1 zap point to choose the animal form of her shape shift clan for up to an hour.. This can be any type of animal weighing less than 300lbs and mot bee chosen when this Heritage is picked. I that form they gain the animals Body+1 and access to all their abilities, the character can talk but casting sells are at –2 to casting.

Animal Alpha: The character is +1 to Social rolls against normal animals of their type.



The Next Scouts Guide to CRYPTOZOOLOGY

Chapter 2-Rules

Magic

Nature magic and monsters go hand in hand. Creatures can be summoned and nature spirits can be called upon.

Purchasing with magic ranks

Each magic ability here is purchased with magic ranks abilities here unless stated differently conform to standard MTR abilities.

Summoning

Summoning is the ability to call creatures to aid you literally from nothing. Summoning uses Time and Space magic and the Naming Skill to provide the caster with at the very least a creature that will not immediately try to eat them.

Summoning in combat

Summoning works best out of combat as it involves a lot of focus. Still those that dare try it must contend with a -2 to reflex and the fact that that the summoned creature takes a full round to arrive.

That means that even if the casting roll is made the character must wait for their creature (at -2 Reflex) till it arrives. If the character is knocked out during that time the summoning fails.

Summoned creatures are treated like regular combatants and may be controlled by the Star controlling the Summoner or the Director (If the summoned creature escapes control or if the Director wants to make the creature less predictable)

Summoned Creatures first action comes the round they appear on at reflex -2. All other actions are based on its normal reflex.

Maximum Summons

A character can have no more creatures than her Maximum rank of summoning. That means a character with rank 3 summoning can have a rank three creature, a rank two and rank three creature summoned or three rank ones.

The Summoned

Summoned creatures, despite what many think are not bound to the Summoner. They are basically kidnapped from wherever they were and magically made to accept the caster as a friend. But friendships are tricky and if a friend told you to jump into a roaring fire while they stood by and did nothing you would start to reevaluate that friendship.

Summoned creatures can make a Hard Magic or Will roll (which ever is higher) to resist doing as their Summoner says if said action is against their normal motivation or could end in severe injury or death.

If the summon creature succeeds three times during its summoning it is now free of the Summoner and can return to where it was called from or do what it pleases for the spells duration.



The Hex Scouts Guide to CRYPTOZOOLOGY

Chapter 2-Rules

Summon bond

When a creature is summoned part of the summoning is a naming connection between Summoner and summoned.

This bond allows the Summoner to communicate with the creature as if they spoke the same language at any range. It also means if a summoned creature is killed the Summoner loses 1 Life point per its rank that cannot be lessened in any way.

Summon and Zap Points.

Summons costs 1 Zap point per rank as if it was a normal spell.

Summoning

MTR: Duration and Range

With summoning a character call forward a creature to aid them. The type and rank of creature that can be summoned is based on the magic types rank.

Rank 1: Summon rank one creatures.

Rank 2: Summon rank two creatures.

Rank 3: Summon rank three creatures.

Rank 4: The Summoner may call forward an exceptional creature with +1 to two attributes.

Rank 5: Summon rank four creatures.

Rank 6: Summon rank five creatures.

Rank 7: The Summoner may once a combat summon a single creature instantly.

Rank 8: Summon rank six creatures.

Rank 9: The Summoner may exchange instantly a already summoned creature with one of the same rank as an action. This requires a Hard Casting roll and 3 Zap Points.

Rank 10: Summon rank seven creatures.

Totems

Totems are the spirits of Animal Paragons that have given up their own physical bodies that have chosen a witch or person to help and form a bond with. Even non magical people can have a totem if they or chosen or if a magical person helps them find and connect to the totem.

Having a Totem is very beneficial for a Witch and should be something a witch works. For this rea-

son Totems cost Magic ranks to buy and zap points to access.



Totem Bond

A character with a totem should not take the bond for grant. A Totem spirit can at any time refuse a request for help or ask for help.

The bond when working properly allows the totem to communicate with the character via visions or dreams and the character to access totem abilities instantly as long as they are on good terms with the totem.

Totem Outline

Each Totem spirit type has common outline including:

Name: Totem Spirit Name

Cost: All Totems cost 1 Magic Rank.

Animal Forms: The types of animal the Totem Spirit appears as. The totem will always appear in the form and respond to that form name as its name. Some Animals may be represent of more than one totem

Information: Information on the Totem

Gifts: The gifts the totem grant. s

Law: The Law is a rule the person the totem bounds to must follow or risk losing the totem.

The Next Scouts Guide to CRYPTOZOOLOGY

Chapter 2-Rules

Totem Types

Ally

Animal Forms: Dog, Horse and Falcon

Information: The Ally loves to be help for and promote bonds between friends and family.

Gift:

- +1 rolls when coming to a person's aid.
- +1 point of armor (Increases to +2 if taking damage for another person)
- Free Rank of Charm and First Aid.

Law: Always help those in need especially friends and family.

Change

Animal Forms: Raven, Crow, Fox, Frog and Toad

Information: Change is a totem that promotes things moving forward and never stagnating.

Gift:

- +1 Alteration Spell Range or Duration MTR.
- Can see person's true form (1 Zap point)
- +1 to Break Alteration spells.

Law: Always grow always try new things

Creation

Animal Forms: Any Animal that lays an egg

Information: Creation is about making things new things..

Gift:

+1 Conjuraction Spell Range or Duration MTR..

- 1 Alteration Spell Range or Duration MTR.
- Knows instantly if an item is conjured.
- +1 to Break Creation spells.

Law: Be Creative in all things

Death

Animal Forms: Raven, Black Cat or Black Dog

Information: Death isn't about causing death but the natural ending of life and the warnings of death coming.

Gift:

- +1 to all skill rolls on the subject of death and the undead.
- Can see ghosts/spirits (1 Zap point)
- +1 To social rolls with dead and undead

Law: Respect the dead and the rites of the dead.

Fighter

Animal: Tiger, Big Dog, Lion, Wolverine, Gorilla, Shark, Eagle, Chimera and Mantis

Information: The Fighter loves the sound of battle and good fight.

Gift:

- Free Rank of Athletics and Fighting
- +1 Melee and Hand to hand Damage
- 1 Free rank of Armor.

Law: Practicing your fighting art, respect other fighters.

Friend of the Air

Animal: Any Bird

Information: Friend of the air is about flying high and looking about to notice the small details.

Gift:

- Free rank of Investigate and Flying
- Takes half damage from falling (1 Zap Point)
- Flying spells cost -1 Zap.

Law: Must be observant at all times.

Friend of the Earth

Animal: Any animal that burrows or lives in caves

Information: Friend of the earthy love tilling soil and getting their hands /paws dirty.

Gift:

- +1 rolls about Earth knowledge
- +2 Armor
- See up to 10 feet underground (1 Zap Point)

Law: Be unmoving in your beliefs.

Friend of Fire

Animal: Dragon, Salamander, Rooster, Bull, Snake

Information: Fire is about the passion and strength of flame and all that goes with it.

Gift:

- 1 one to rolls when upset or passionate about outcome
- +1 To damage, +2 to fire type Damage
- Take half damage from fire (1 Zap Point)

Law: Embrace your passion and fury.

Friend of Water

Animal: Any Fish or Amphibian

Information: Friend of water tends to be laid back and flow when they move.

Gift:

- Can move in water as if on land
- Can swim at twice running speed (1 Zap Point)
- Can hold breath twice as long ion water.

Law: Be relaxed and accepting

The Hex Scouts Guide to CRYPTOZOOLOGY

Chapter 2-Rules

Harmonious Technology

Animal: Spiders, ants, beavers and Woodpecker

Information: Harmonious technology represents using nature to build.

Gift:

- Can power electrical devices by zap points (1 Zap per hour)
- Free Rank of Build/Repair and Science.
- Technology that help or is in harmony with nature takes half as long to build/repair.

Law: Use Technology for the betterment of mature.

Healer

Animal: Bear, Ox, Unicorn and Deer

Information: The Healer wish to cure and mend all those in need

Gift:

- Free Rank of Medicine (First Aid). First Aid Heals X2.
- +2 to Healing total with all Healing Spells.
- Touch to Instantly stabilize a person (1 Zap Point)

Law: Always heal those in need of healing.

Hunter

Animal: Wolf, Lion, Tiger, Dog, Snake

Information: The Hunter loves to stalk its prey with honor.

Gift:

- 1 Free Rank of Investigate, Survival and Tracking
- +2 to Damage if hunting.
- +1 To Rolls involving smelling or hearing.

Law: Never waste what you hunt.

Knowledge

Animal: Owl, Turtle, Elephant, Pig.

Information: The knowledge totem tries to be wise and educational

Gift:

- +5 Skill Ranks
- +1 to Basic Rolls:
- Know/Speak Any Language (1 Zap Point /Minute)

Law: Never stop learning

Magic

Animal: Black Cat, Raven, black rat, rabbit and crow

Information: Magic wishes to promote and share the magical arts.

Gift:

- +1 To Break any spell.
- 2 free ranks in any non-casting skill
- 2 Free Zap Points.

Law: Do not abuse your magic powers

Messenger

Animal: Cheetah, rabbit, horse, falcon and pigeon

Information: Messengers are about speed

Gift:

- Double speed for a combat scene (1 Zap Point)
- +1 Reflex to dodge
- +1 Armor when delivering a message.

Law: Never turn down a race

Nobility

Animal: Lion, Peacock, Eagle and Dragon

Information: The Nobility is about being in command and control

Gift:

- Free Rank of Charm and Tactics
- +1 to rolls when in charge of a group.
- +1 to roll to resist fear.

Law: Rule well and rules wise.

Protector

Animal: Turtle, Dog and House cat

Information: The Protector is makes everyone and everything feels safe.

Gift:

2 points of armor (May spend a Zap point to extend it to another person)

All Protection Spells are +1 MTR to Range and Duration.

Law: Protect those in need

Trickster

Animal: Raven Monkey, Rat, Coyote, Spider

Information: Tricksters are going against authority and shoeing the flaws of those in charge.,

Gift:

- 1 Free Rank of Acting, Charm, Fib and Hide.
- +1 To Casting while hiding or when covering a Fib
- Instantly alter Clothing and hair to match a needed disguise. (1 Zap Point)

Law: Show authority its flaws

The Hex Scouts Guide to CRYPTOZOOLOGY

Chapter 2-Rules

Equipment

Exploring the magical and mundane wild and dealing with magical creatures comes with a certain amount of dangers.

Hex Scouts and witches that deal in such things are always prepared and have at their disposal helpful equipment for all occasions.

Camping Equipment

While most witches love their luxury a few embrace the wild places of the world. Camping equipment helps makes stays in such places easier.

Camping Equipment		
Equipment	Description	Wealth
Barbecue Grill	A Small Grill Charcoal/wood or gas cooking	1
Camp Stove	A gas powered camping stove	1
Cooking Utensils	Pots , Pans and cooking utensils such as serving fork and ladle.	1
Cooler	A storage contained that keeps cold stuff cold.	1
Eating Utensils	Personal plate, cup and cutlery.	1
Flash Light	Hand held battery powered light	1
Folding Chair	A Chair that folds for easy storage	1
Folding Table	A Table that folds for easy storage.	1
Pavilion	A easy to erect building with a roof but no walls.	1
Rope	20 feet of rope.	1
Sleeping Bag	A roll out sleeping cocoon.	1
Tent	A Tent for two people	1
Trail Rations	A Simple meal of dried and pre-served food. (Enough for three meals)	1

Add ons

Automated

Equipment: Any Cooking utensil, Rope, flashlight
Cost: 2

The equipment works on its own with an appropriate rank 4 in a skill (Stoves have Gourmet 4). They can also perform minor movement and levitation in their duties.

Bigger on the Inside

Equipment: Pavilion, Sleeping bag, Tent
Cost: 2 per rank.

The area inside the equipment is the size of a 20 feet by 20feet room . This may be doubled each time this add on is taken (Maximum of three ranks).

Fancy

Equipment: Any
Cost: 1

The equipment is of the highest quality and design

Magic

Equipment: Any with a power or heating source
Cost: 2

The equipment is powered by magic instead of a standard power source. After use it can be charged for one zap point.

Miniaturized

Equipment: Any
Cost: 2

The equipment can shrink down small enough to fit in the palm of a person's hand or instantly return to normal size.

Self-cleaning

Equipment: Any
Cost: 1

The equipment clean itself instantly.

Self-erecting

Equipment: Any that needs putting together or raised.
Cost: 1

The Equipment prepares itself for uses in a few seconds.



The Hex Scouts Guide to CRYPTOZOOLOGY

Chapter 2-Rules

Summoning Supplies

Summoning has for many witches become more than just a way to call for magical help. Beat Boxes and calling cards have made summoning easier and hipper for the young witch.

Beast Box

Cost: 6 To hold Rank 1-3 Creatures, 12 to hold rank 4+ creatures.

This 4 inch cube can hold a summoned creature forever. The Summoned creatures summoning duration only counts for it's time outside the Beast box and while its stored in the Box it doesn't need to eat, drink or breath and has no idea how long it's being stored.

If Summoning duration is close to running out the Summoner can make a Very hard casting roll (One chance) to cast the summoning again and effectively extend the duration.

Creatures in the box heal normally and if the box is destroyed they are released.

Calling Card

Cost: 2 Per Summon Rank of monster.

A Calling Card looks like a fancy transparent playing card with a stylize etching of the creature it helps summon on it (Creature type must be chosen with purchase). The Card Grants +1 to Summon and -1 to Magic and Will of the creature to brake control.

Add-ons

Summon aligned

Cost: 3

Equipment: Any Focus

The staff grants +1 to summon rolls and duration

Summon Storage

Cost: 4 Per rank of Summon (Maximum 3 ranks starting)

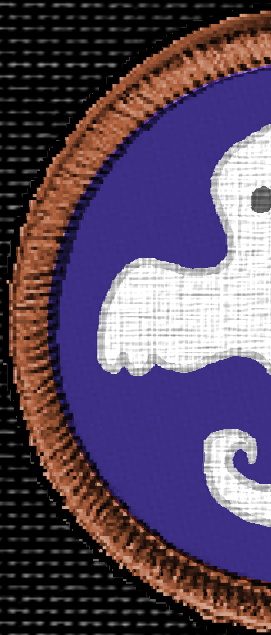
Equipment: Jewelry, any box or storage device.

This piece of equipment summons and stores a single creature as if it had Casting D6+4.

The Summoned creature is always the same creature and needs not eat, drink or breath during storage nor does time passes for it during storage.

As long as the Item it is stored is intact the creature is effetely summoned permanently.





The Hex Scouts Guide to CRYPTOZOOLOGY

Chapter 3-Cryptids

There are many fantastical creatures in the world of Witch Girls Adventures. These fantastic beasts can be friends or enemies and have their own instincts and cultures.

For the Stars and Directors they should be seen as more than just foils and foes but fully realized Creatures.

Cryptids in the magical world

Magical creatures (Call Cryptids) don't have it easy among magical folk as many are potentially dangerous.

The WWC has created preserves for many such creatures in pocket dimensions in hopes of keeping the dangerous ones away from the greater magical population.

This "gentrification" of magical areas has made many magical beasts resentful and even some witches angry that wild magical beasts are being moved to glorified zoos in the name of safety and Otherkin civilization.

Still there are many pocket realms and entire realms with natural gates into ours that are populated by magical creatures. The WWC and other Otherkin Organization (except the Immortal Union) state often and loudly such places tend to be two dangerous for visitation.

These places include:

Inner Terra: This pocket realm has a natural entrance through various volcanoes and looks to be a massive hollow cavern inside the earth (It's actually a pocket dimension) thousands of miles across and hundreds of miles tall. It's heated by a large mystical sun-like orb that rises and sets behind an eastern and western mountain range.

Hundreds of species of magical creatures call this place home as do Dinosaurs and proto-humanoids like Troglodytes and Molekin.

Paragon Jungle: This pocket dimension Jungle has entrances in India, Africa and Brazil. As large as Greenland it's home of tribes of intellect apes men called the Mangani, Animal Paragons of all types and tribes of humans.

Rumors of a wild Immortal of English birth and his witch wife have yet to be confirmed.

The Atlantis Rift: Is an unstable pocket dimension in the "Bermuda Triangle" looks upon entering like tiny islands among a massive whirlpool. Islands are populated by various creatures and even tribal human cultures as well as those that have gone missing in the triangle. The Rift itself is a great dimensional hole that occasionally burps up entire islands and creatures from other worlds.

The Misty lands

This large magical mountain range can be entered through hidden paths in most of earth's mountainous areas.

It's impossibly tall peaks and cloudy skies are home to Giants, Dragons and many other large creatures as well as dwarves, some Fae, humans and other humanoids makes it a place many have visited but few have returned.

The Outer Dimensions: While not pocket dimensions, these dimensions including Light, Shadow, Oz and others have natural large populations of magical creatures that do from time to time find their way to earth.

The Spirit Valley: The Spirit valley has many in the south west United States but the largest is in Trinity Park in Dallas, Texas. The Trinitystone School is actually located near the entrance on the "valley" side in a relatively safe area.

Beyond it however lies a pocket realm that looks like pre-European America over 2 thousand miles across. Home to dozens of native tribes, Animal paragons and magical creatures it is one of the most well-known pocket dimensions connected to earth.

The Cryptozoological Task Force

This group of witches, Immortals, Fae, shape shifters and mortal-in-the-know, know magical animals sometime find their way into more civilized parts of the magical and mundane world and must be removed for the creatures' own safety. Led by Artemis Olympia, they do their best to safely remove animals to preserves or wilder dimensions where they can be safe.

The CTF often works with the Hex Scouts who are usually the first to notice that a creature is in an area and is in need to be relocated.

The Next Scouts Guide to CRYPTOZOOLOGY

Chapter 3-Cryptids



Cryptids in the mundane world

Most mortals go their entire life never seeing a Cryptid. Most magical creatures avoid mortals and those in the mundane world keep to themselves as to avoid being hunted and or exposed.

The Avalon Effect

While Mortals rarely meet Cryptids some do see them , This is usually done in isolated places near Pocket dimension openings or high electromagnetic activity. These circumstances can allow people to view into other dimensions and see a creature living there. This is called the Avalon Effect and is the reason why there is very little evidence after mortal Cryptid sightings.

Mortal organizations and Cryptids

The Maximum Institute, Argus Society and others know that Cryptid exist and experimented on them to learn more about them.

While the Maximum Institute does their best to return the creatures to the wild after tagging them others have freezers full of the carcasses of dead creatures for study and hidden zoos for study.

Cryptids Rules

The Cryptids presented here follow a set number of rules fir game play and game balance

The Rating System

A Cryptid s' difficulty to defeat is defined in our rating system. The higher the ranking, the tougher the Cryptid is in combat and the more dangerous and crafty they are out of combat.

When compared to the average starting Star, the rating system works like this:

Cryptid Ranks	
Rank	Comparison to Stars
1	Weaker than a Star
2	Equal to a Star
3	Slightly more powerful than a star
4	More Powerful than a Star
5	Weaker than a Group of 3-4 Stars
6	Slightly more powerful than 3-4 stars
7	Weaker than 3-4 experienced Stars
8	Equal to 3-4 experienced Stars
9	Slightly more powerful than 3-4 experienced stars
10	A Creature of Legend equal to a large group of very experienced stars

Experienced Stars

An experienced Star as they relate to the chart above is a character with at least three attributes of D8+ and or 17 Magic ranks.

Very Experienced stats at about 20 magic ranks and at least two D10 attributes.

Fleshing out Cryptids

While some creature s are listed with a set powers, abilities, and attitudes, the Director should flesh out others with motivations, histories, and even equipment unique to them. The more often the character comes into contact with the Stars, the more detailed she should be.

Directors should also remember that the attributes given here are averages and that some versions of creature s may exceed those listed (or not, as the case may be).

The Hex Scouts Guide to CRYPTOZOOLOGY

Chapter 3-Cryptids

Cryptid Traits

Traits (Talents and Heritages) are not unique to Witches. While most of the witch traits are universal and can be applied not only to Witches but also to most Creature s, the Heritages listed in the Traits section are only for Witches.

Most Cryptids shown here come with a listing of common traits for their type. The traits listed are as sated above common but not limited to those. While rare a Dragon could be meek or a goblin brave.

Cryptid Abilities and Ability ranks

All Cryptids are listed with specific abilities some ranked, some un ranked. For ease of references they are repeated under each listing and are designed to give Directors and stars a set system based on rank (Which will be explained in detail in a later book).

Directors should note just like damage and defenses ranks are double the previous rank in cases of abstracts such as weight and distance and usually the usually the next multiple higher in bonuses.

Example: If Rank 1 Hyper strength is 1000lbs, rank two hyper strength is 1 ton (2000lbs) and rank 3, two tons. If Rank one grants a +2 bonus, rank two grants a +4 bonus. And so on.

Cryptid Equipment

Some Cryptids uses equipment (Mostly weapons). These weapons are similar to those found in the Witch Girls Rulebook and Witch Girls respelled, with the exception magical equipment is very rare among Cryptids.

In most cases equipment uses will be listed but a Director wanting more powerful foes may add more powerful versions of the equipment and raise a creatures rank.

Equipment and ranks

Equipment cost total	Rank Bonus
1-10	+0
11-20	+1
21-30	+2
31-40	+3
41-50	+4

A Cryptid should never have access to Equipment beyond half their rank in bonuses. That means a rank 2 Cryptid is limited to at most 20 points in equipment.

Variants

Not all Cryptids of the same type are the same. Variants are designed to show differences in a creature be that abilities, appearance, environment or attribute.

Variants grant to a Cryptid not only new looks and abilities but variable attributes and ranks.

The rank given with a variant increases and decreases it's base Cryptid rank. Attributes add +1 or -1 (more or less) an attribute. Directors should keep in mind in most cases a +2 bonus will raise an attribute by a die type. So if a Bonus reads +2 to Body and the Body is a D6 it's now a D8.

Cryptid Entry

All creatures listed here have a set entry format:

Name: Name of The Cryptid:

Type: What type of creature is it and is it part of a known group of Cryptids.

AKA: Other names the creature is known by.

Rank: Cryptid rank.

Location: The most common places the creature is found.

Motivation: The most common motivation of the creature.

Attributes: Average attribute of the creature.

Common Skills: Skills common to the creature.

Common traits: Traits common to the Cryptid.

Abilities: The Cryptids abilities.

Equipment: What equipment the creature tends to uses.

Information: Culture, history and ecological information on the Cryptid.

Description: a Description of the creature.

Variant: Creature variants.

Hooks: adventure ideas.

Cryptozoology facts: Facts for cryptozoology rolls.



Anansi



Name: Anansi
Type: Animal Paragon
AKA: Spider King, Spider god, Spider Paragon
Rank: 3
Location: Magical and mundane jungles or deserts.
Motivations: Hunt territory

Common Skills: Acrobatics D8+4, Basics D6+3, Fighting D8+6, Hide D8+3, Scare D8+4, , Survival: D6+5, Mysticism D6+6, Cryptozology D6+4

Common Traits (Choose 2):
 Cold, Gloomy, Jaded, Trickster

Body	D8	Mind	D6
Senses	D6	Will	D6
Social	D6	Magic	D6+1
Life Points	16	Reflex	12
Actions	2	Armor	5
Resist Magic	10	Zap Points	15

Abilities

Invulnerability (3): The creature ignores 5 points of damage.

Paragon: The creature is an animal paragon and gain +4 to social rolls against non magical animals of its type. They can also spend a zap point to call animals of its kind to aid them. Animal paragons are creatures of flesh and spirit and ignore half damage from physical attacks.

Polyglot: The creature can understand and speak all known languages.

Fangs and Pedipalps: The fangs and for limbs (Pedipalps do a base 2 Damage (total 8 damage).

Shapeshifter: The Anansi can alter its form turning into any type of normal spider, a swarm of hundreds of tiny spiders or a human. (Cost: 2 zap points an hour)

Spiderlike: The creature is spider like and like a spider can climb walls with ease. See as well at night as it does in day. Gain +2 to reflex to dodge, can bite at +2 damage (Total 8). The creature can spend a web as an action that binds a target (Target must make a Hard Body roll to escape or do 5 points of damage to the web. The web can also be used as a rope firing up to 100 feet.

Anansi

Common Equipment

None

Information: The Anansi are a tribe of powerful animal paragons known as great hunters and tricksters.

The Anansi unlike most paragon usually gather in large groups to live together hunt under a single powerful queen or king. Their tree top or underground kingdoms are places where those that enter tend not to leave

Anansi believe that they are the greatest of the Paragons and the greatest of animals and above the any law but their own.

Description: Anansi look like spiders usually black or black and a dark shade of another color. Much larger than normal spiders Most are the size of a big dog with a few growing much larger.

Variants

Anansi have adapted to many environments and created some very unique variants.

Magivore

This albino Anansi are so pale they at time seem translucent. Dwelling deep underground where food is scarce they have resorted to eating magic.

Rank Bonus: +3 Rank

Attribute Bonus: +1 Magic

Skill Bonus: 5 Free ranks of tracking

Abilities:

Absorb Magic: If a the creature is hit with a spell and resists it or is immune to it, it can add the Zap points of the spell to its own or use them to heal wounds. 1 Zap point heals 1 Life point.

Devourer Magic: When the creature takes damage from the creature they also steal D4 spell ranks from a character for D6 Days. If This happened more than once in a 24 hour period the duration increases to D6 months

Magic Immunity: The creature is immune to two magic types. They also are +3 to resist all spells.

Magic Link: The can track a person who's magic they have tasted anywhere on the planet and spend 2 Zap points to teleport to them.

Mundane Invisibility: The creature is -4 to be perceived in any way by non magical beings. This that seem them however become immune to this ability for 1 hour.

Portal Tracker: Once a Magivore has started tracking a person it may at will spend 3 zap points to open a portal to that person.

Necroarach (Grave Spider)

With a Bone like shell and skull like head the grave spider lives by eating the dead and necromantic energy.

Rank Bonus: +1

Attribute Bonus: +1 Body

Skill Bonus: None

Abilities:

Magic Immunity: The creature is Immune to Necromancy magic.

Necro-devouring: The creature gains 1 Zap Point and one life point by eating a dead body. They also gain 2 Zap Points and 2 life points if they damage a an undead creature or someone who can use necromancy.

Blighting Damage: Damage done by this creature dos D6 damage the following Combat round and D4 damage the scene after that. This damage is considered Unstoppable (2) meaning at least 2 points of damage cannot be lessened in any way. This damage can also only be healed by magic.

Undead: The creature is undead and is immune to Mentalism spells and does not need to eat sleep or breathe. They also do not heal normally from damage.

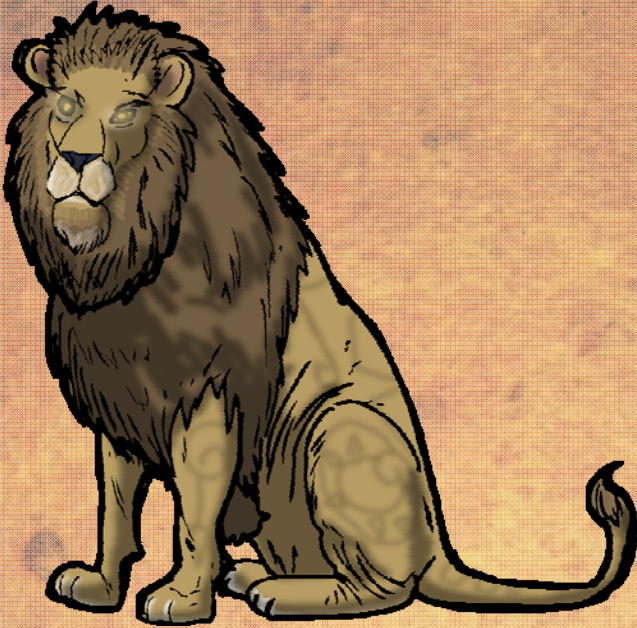
Hooks

1. An Anansi has started building a colony under the characters home town and people are going missing.
2. The Anansi has decided to go to war another local Animal Paragon.
3. A ruthless mortal businessman has kidnapped Anansi to steal their webbing

Cryptozoology Facts

1. Anansi can speak any language including magical ones.
2. Anansi come in a variety of colors and looks. Some may look like oversize tarantula, others giant brown recluses.
3. Cryptozoology Fact: Anansi blood is used in for various potions that increase intellect or will.

Animal Paragon



Name: Animal Paragon
Type: Spirit
AKA: Animal Queen/King
Rank: 3
Location: Same as their Animal type.
Motivations: Varies

Attributes are the same as Paragon's animal type with the following changes:
+ 1Body, +1 Mind (Minimum of D6) , +1 Will +1 Social and +2 Magic (Minimum of D6+1)

Common Skills: Athletics Die+4, Fighting Die+4, Mythology Die+4, Plucky Die+4, Scare Die+4, Survival Die+4, Casting Die +3, Flying Die+4 if Animal types flies Mysticism Die +4

Common Traits (Choose 2):
Brave, Calm, Devious, Friendly, Meek, Mysterious, Queen Bee, Ruffian, Sassy, Tough, Trickster, Warrior

Abilities

Animal Power: The creature has all the normal abilities of its animal type.

Attack: Same as Animal type (+2 to damage)

Magic: 4 Ranks of magic (Maximum 3 in any one rank) Choose from Elementalism, Healing, Illusion or Necromancy.

Paragon Power: All Paragons are revered by their animal type gain +4 to social rolls when dealing with that animal type. They can summon D4 normal animals of their type to aid them (Cost 1 Zap Point). They can enter the spirit world at will and gain all the abilities of a spirit (Cost: 2 Zap points an hour). Shape Shift themselves to look like a normal human or a humanoid version of their animal form. In this form their if their Body is less than D6 it's nor D6 and all other attributes remain the same (Cost: 2 Zap points an hour).

Polyglot: The creature can understand and speak all known languages.

Common Equipment

None

Information: Animal Paragons are the magical version of normal Animals. Traveling in between the real and spirit world , they have many rolls ranging from benevolent wise creature, remorseless hunter to comical trickster.

Paragons tend to avoid Mundania and humans unless a human is particularly spiritual and prefer the company of animals over all beings. This may have to do with that fact that even enlightened magical folk tend to treat them like beasts instead of the glorious beings they are.

Description: Animal paragon look like larger physically perfect versions of their animal type with glowing eyes.

Hooks

1. An Animal Paragon has been captured by hunters, can the character rescue them?
2. A Trickster Animal Paragon has decided to prank a character.

Cryptozoology Facts

1. Most legends of talking animals are actually about Animal paragons.
2. Animal Paragons meet yearly at the "Congress of Beasts" to discuss issues involving them.

Auborne



Name: Auborne
Type: Auborne
AKA: Trent, Tree-Folk
Rank: 3
Location: Forest (Particularly magic forests)
Motivations: Protect the Forest

Body	D8	Mind	D6
Senses	D6	Will	D6
Social	D4+1	Magic	D6+1
Life Points	24	Reflex	9
Actions	1	Armor	8
Resist Magic	10	Zap Points	18

Common Skills: Athletics D8+4, Charm D4+4, Fighting D6+6, History D6+6, Mythology D6+5, Cryptozology D6+4, Herbalism D8+6

Common Traits (Choose 2):
 Heroic, Creepy, Friendly, Wicked,

Abilities

Hyper Fitness (4): +8 Life Points and +4 Zap Points, +4 to rolls involving fatigue and resist poison and disease.

Hyper Hibernation: The character can choose to go to sleep for as long as they like. While a sleep they need not eat, breathe and is immune to vacuum and drowning.

Hyper Strength (2): Lift 1 Tons, +2 to strength based non combat rolls. +2 to rolls involving lifting and breaking. +4 hand to hand and melee damage.

Immortal: The creature doesn't age and is immune to magic and abilities that alter age.

Invulnerability (3): The creature ignores 5 points of damage.

Lumbering: The creature is large and slow and -2 to Reflex and movement is halved.

Magic: The creature has access to 2 ranks of Elementalism. The Magic only uses the plant aspects of the magic type and uses Herbalism as the casting skill.

Polyglot: The creature can understand and speak all known languages.

Regeneration (Regrow) (1): The character regains a life point a combat round or minute and can regrow limbs within one hour.

Tree: The creature is tree like with the following abilities: Absorbs nutrients from the sun, Does not bleed, does not generate heat, speaks the languages of plants. If they have limbs those claw like woodmen limbs do +4 damage (Total 14 damage). Auborne can also stretch its arm like limbs up to its height.

Common Equipment

None

Information: The Auborne are trees that due to exposure to nature magic long ago gain the ability to speak and move. The Auborne are in many ways like Animal paragons as they are not only representatives of nature itself but protect it from those that would harm it.

Auborne tend to be shy around none plants and animals and while slow they are very precise in what they do.

Auborne

Description: Auborne look like trees of various types that can at will grow eyes and mouths and move by uprooting and rerooting themselves in a gate not unlike a squid or octopus walking (Yes they can walk).

Variants

As there are many types of Trees there are many types of Auborne roaming this world and others.

Dark Trees

Found in swamps and secluded dark forest Dark Trees are Undead Auborne full of hate for life itself.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Absorb life: Using a fighting roll the creature can grapple a target. Creature and target engage in a magic cs. Magic contest each time this ability is uses. If the attacker wins t gains D6 Life and Zap points and can use to replenish its own.

Undead: These creatures do not heal normally, are immune to spells and abilities that alter thought and emotion. Most undead are also -2 to resist Necromancy spells.

Mother Trees

Other Trees are great wide branch leafy oaks that stand as tall as redwoods (or taller) . Though not as animated as other Auborne they act as homes to lovers of Nature and great deposits of Elementalism energy and magic.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Aura of Nature: This creature exudes natrual energy. All Elementalism spells with 200 feet are +1 to cast and MTR and may actually if in range be cast for 0 Zap Points.

Aura of Purity: The creature exudes cleanliness and purity. Everything and everyone within 200feet of the creature is always under a cleaning spell, cure poison and cure disease, those in the aura do not get hungry or Thirsty.

Queen of Trees: The Mother Tree is +4 to social rolls with Threes, plants and Auborne. They may also spend 10 Zap to create a Auborne from a normal tree.

Unmoving: This creature cannot move and has -7 to reflex.

Mosh'rooms

The Mosh'rooms are not actually trees by Large mushrooms some 6-7 feet tall. They are treated badly by other Auborne and tend to be surly at the best of times.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Magic: Mosh'rooms magic is limited to Illusion instead of Elementalism.

Moshers: The Arms of Mosh'rooms end in hard Round Mushroom caps instead of hands. Great for punching they do +2 Damage.

Thorns

Thorns are Auborne with thorny hides, most are cactus , but rose and other Thorns exist.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Thorns: The creatures Thorny hide grants it increased toughness (+2 Armor). Anything attacking it that touches it takes 7 points of damage and the creature can throw its thorns doing 10 points of damage at range (up to 100 feet)

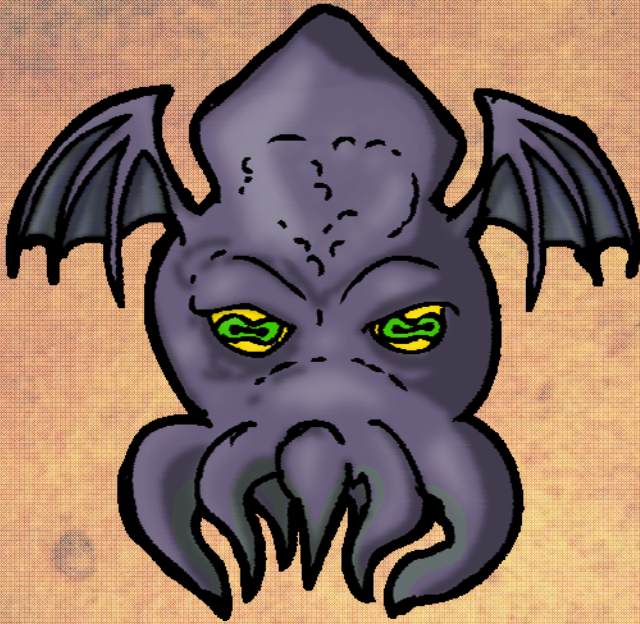
Hooks

1. An old Auborne who can't move is targeted for removal by land developers.
2. An Auborne offers up a branch to make a wand once a century, can the characters win a competition for the honor?
3. Rumors of a Dark Mother tree leads the characters to a magical swamp.

Cryptozoology Facts

1. Auborne hate fire for obvious reasons.
2. Some Mother Trees are actually groups of Auborne connected by a root system,
3. The Language of the Auborne is telepathic
4. Old and Wise Auborne know a lot.
5. Auborne limbs freely given make great wands. (+2 when casting Elementalism, +1 casting all other spells, Can be used to find water within 50 feet. +2 to Herbalism rolls)

Brainvore



Name: Brainvore
Type: Horror
AKA: Puppetmaster, Dumber
Rank: 2
Location: Shadow, Earth
Motivations: Eat Brains

Body	D4	Mind	D8
Senses	D6	Will	D8
Social	D2	Magic	D6
Life Points	8	Reflex	7
Actions	1	Armor	0
Resist	9	Zap	12
Magic		Points	

Common Skills: Acting D2+4, Basics D8+6, Fighting D4+4, Hide D4+3, Cryptozoology D8+3, Mysticism D8+3

Common Traits (Choose 2):
Gloomy, Jaded, Trickster, Wicked

Abilities

Brain Eater: The Brainvore eats the brain of who they attached to. The longer they are attached the more brain is eaten -1 to Mind a day. When the Brain reaches D1 they leave leaving their target permanently a D1 mind till they are healed by magic.

Cloaked: The creature is totally invisible to non magical creatures.

Horror: Creatures within 20 feet of Horrors are -1 to will and prone to unstable actions.

Hyper Movement Flight Winged (2): As long as the creatures wings are free they can fly at 80 mph out of combat, Fly 80 feet in combat. +1 to reflex to dodge in flight.

Possession: The creature makes a will v. will roll to control a person (By attaching to their brain through the skull via the parasite ability.) If the character wins the will contest they can make the person do as they please. The controlled person can spend a zap point to try t break free with a Will vs. Will contest.

Parasite: The creature attaches itself to another character. As long as the character does not resist no roll is needed. Otherwise it's a Body vs. Body contest. While attached the creature gains access to the hosts life points and zap points to use to restore lost zap or life.

Common Equipment

None

Information: The Brainvore are a minor Horror that lives by attaching to other creatures and eating their brains. Intelligent and mean spirited they take great glee in making others unintelligent permanently. In fact many people believe that the drop in human intellect may be a world wide infestation of the creatures.

Description: Brainvores look like basketball sized winged squids with large forward facing eyes. Brainvore are some of the smallest horrors .

Hooks

1. People around the character start to forget thing and become less intelligent.

Cryptozoology Facts

1. Brainvores cannot speak unless they are attached to something or someone that can talk.

Centaur



Name: Centaur
Type: Chimera
AKA: Equin-sapien
Rank: 2
Location: Earth
Motivations: Roam with herd.

Body	D6+1	Mind	D6
Senses	D6	Will	D6
Social	D6	Magic	D6+1
Life Points	14	Reflex	10
Actions	1	Armor	0
Resist	10	Zap	14
Magic		Points	

Common Skills: Athletics D6+6, Fighting D6+6, Investigate D6+4, Mythology D6+3, Track D6+4

Common Traits (Choose 2):
 Calm, Jock, Tough, Temper, Warrior

Abilities

Horse Friend: The creature can speak to Horses and "horse like" creatures and gain +1 to social rolls when dealing with them.

Horse Like: The creatures running and walking is doubled and they have hooves that do +2 Damage (Total damage of 9)

Hyper Movement Running (2): , The creature can run at 40mph out of combat and +40feet in combat.

Enhanced Hearing: The creature can hear noises humans cannot and gain +1 to reflex and rolls involving surprise.

Common Equipment

Warriors: Centaur Warriors are known for outfitting themselves with light armor (+1-3 points of armor) and weapons such as swords, bows (Damage 9, Range 100 yards) and spears (All weapons damage +2-5)

Information: Centaurs are a common type of Chimera that combine humans with horses. Existing in magical area on earth in herds of various sizes. While most centaurs live as nomads a few live in centaur towns or among other magical folk.

Description: Take an athletic human from the waste up and place it on the body of a horse. This odd looking creature is one of Mab's most whimsical creations

Hooks

1. A character insults a centaur and ends up in an athletic contest against the creature.
2. A group of nomadic Centaurs find their way to where the characters live and claim it on their own.
3. A Centaur witch comes befriends the characters.

Cryptozoology Facts

1. Centaurs are competitive and love playing athletic games against each other and other creatures.
2. Centaurs do not eat grass but prefer a balanced diet of meat, vegetables and grains.

Cherub



Name: Cherub
Type: Light
AKA: Huggle Monster, Cutie
Rank: 2
Location: Places of joy and happiness.
Motivations: Be helpful

Body	D4	Mind	D4
Senses	D4	Will	D4
Social	D6	Magic	D6
Life Points	8	Reflex	7
Actions	1	Armor	0
Resist Magic	9	Zap Points	16

Common Skills: Basics D4+3, Charm D6+4, Flying D4+4, Hiding D4+6, Leyology D4+5

Common Traits (Choose 2):
 Friendly, Goody-Goody, Mary Sue

Abilities

Glow: The creature can glow and illuminate an area up to 50feet . This light at the Cherub's description can count as normal sunlight. (Cost 1 Zap point an hour)

Healing Aura: The Cherub is so full of good it heals 1 point of damage and restores one power point to everyone within 10feet. This Healing occurs once a minute out of combat and once a combat round in combat. (Cost 1 Zap points a minute). Those in the Aura's range instantly stabilized if dying.

Hyper Movement Flight Winged (2): As long as the creatures wings are free they can fly at 80 mph out of combat, Fly 80 feet in combat. +1 to reflex to dodge in flight.

Huggle Attack: If the Cherub hugs a target as an action and the target accepts the action. The Target gains +1 to all rolls, all disease and poisons are cured and the target gains 5 Life points.(Cost 3 Zap points).

Polyglot: The creature can understand and speak all known languages.

Re-spawn: If destroyed the creature re-spawns fully healed in their home dimension/planet/realm in D6 days.

Common Equipment

None

Information: Cherubs are denizens of the realm of light that have found themselves far from home. Always up beat, helpful and adoring to the point of cute overload they seem to live only to help.

Sought out as helpers, pets by some they are also sought out by the wicked for their healing ability and their use as a healing potion component.

Description: Looking like cute blue orbs with multiple wings and big expressive eyes their voices sound like wind chimes and their laughter like sunshine.

Hooks

1. Can the Star Characters save the Cherub from an evil witch?

Cryptozoology Facts

1. Called "Huggle Monsters by some" evil otherkin tend to feel guilty about past deeds around them .

Cockatrice



Name: Cockatrice

Type: Chimera

AKA: Stone bird

Rank: 2

Location: Magical and mundane forest or grasslands

Motivations: Hunt territory

Common Skills: Athletics D4+ 5 Fighting D4+6, Hide D4+6, Survival: D4+5

Common Traits (Choose 2):

Athlete, Rural, Warrior

Body	D4	Mind	D4
Senses	D6	Will	D4
Social	D2	Magic	D6
Life Points	8	Reflex	7
Actions	1	Armor	0
Resist Magic	9	Zap Points	12

Abilities

Beak and Claw: The creature can attack with its beak and claws doing +3 damage (Total: 6)

Chimera: The creature is the melding of two or more creatures and like all Chimera is +2 to resist Alteration magic and -1 to Cryptozology rolls to identify.

Petrifying sting: The tail of the creature can sting a target turning the area around the wound into stone. The Sting takes a Fighting roll to hit. Targets stun must make a Hard Body roll to resist the petrification.

If the sting hits an arm the target -2 to rolls involving using that limb. A sting to the leg halves all foot based movement and a sting to the torso or head results in -1 to all rolls. (Cost: 2 Zap points a ting). Two stings on a limb results in that limb being useless. Two stings on the head or torso results in an extra -2 (total -3) to all rolls)

Three stings of any kind results in the person being unable to move, Four stings results in total petrification and the entire body turning to stone. Petrification can only be healed by magic or natural regeneration.

Pack Hunter: The creature usually hunt in pairs or family groups of 3 to 4. For every creature in the hunting group above 1 all of those creatures gain +1 to hit and +1 to reflexes to dodge Up to a maximum of +3.

Wiley: The cockatrice is fast and agile for its size. Granting it +10 feet combat speed, and +2 Reflexes.

Common Equipment

None

Information: Though they have a bad reputation the Cockatrice is actually a peaceful creature as long as you avoid their prairie homes. Protective of their family group the Cockatrice hunts in small packs usually with an alpha-male and two or three assistant hunters.

Cockatrices usually hunt and kill creatures smaller than humans but will hunt them and otherkin if they are hungry.

Cockatrice

Description: Standing up to two feet tall and being a little over five feet long the Cockatrices is far more dangerous than its size dictates. Resembling a small partially feathered dinosaur with red eyes and bright plumage it moves quickly on the ground often hiding before striking with its barbed stinger tail at the legs or at the head from a perch in a tree.

Variants

There are many versions of the Cockatrice in the world with variable appearances and poisonous stings.

Black Rooster

While It's Called a Rooster the black feathered creature look more bird like than the Cockatrice.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Death Sting: The creatures sting instead of causing petrification causes pain , crippling effects and after 4 stings instant death.

Harken Death: The creature can spend 3 Zap points to release a call that causes a target to be -2 to rolls that will save their life for 1 hour . The Character can also not stabilize for the that amount of time.

Phoenix

With red and gold feathers and the ability of flight this breed of cockatrice is known for its flaming death and rebirth.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Phoenixes lack a stinger and instead have a long flowing tail feathers.

Hyper Movement Flight Winged (2): As long as the creatures wings are free they can fly at 80 mph out of combat, Fly 80 feet in combat. +1 to reflex to dodge in flight

Immortal: The creature doesn't age and is immune to magic and abilities that alter age.

Immune to fire: Phoenixes are Immune to damage from all fire and Heat.

Rebirth: If Injured to 3 or less Life points or killed the Phoenix can spend 3 Zap Points to burst into flames (10 damage within 5 feet). After the burst they are fully healed.

Rapton

Rapton are large Cockatrices standing 4 feet tall and being 10 to 12 feet long.

Rank Bonus: +1

Attribute Bonus: +2 Body

Skill Bonus: None

Abilities:

Rapton lack stingers.

Hyper Strength (1): Lift 100lbs, +1 to strength based non combat rolls. +1 to rolls involving lifting and breaking. +2 hand to hand and melee damage.

Invulnerability (3): The creature ignores 5 points of damage.

Venomous : The bite of a Rapton does +3 Damage (Total 13 Damage). If the target loses any life points from this damage the are -1 to all rolls per bite with no maximum for 1hour).

Hooks

1. A Cockatrice is attacking pets, can the characters stop it.
2. A Immortal comes into the character's town with a trained group of Cockatrices to hunt friendly monsters.
3. Someone one is using Cockatrice venom in potions at school. Can the character finds out who's doing it.

Cryptozoology Facts

1. Cockatrice are born stingerless and will remain stingerless for the first year of its life.
2. Cockatrice love shiny things and tend to line their nest with them and always attacks the "shiniest" target first.
3. The Cockatrice eats the part of its victims not turned to stone.
4. Cockatrice blood will cure most forms of petrification if transformed in to a potion (Hard Potion skill roll and 4 hours)

C'thon



Name: C'thon
Type: Horror
AKA: Greater Horror
Rank: 6
Location: Deep Shadow, Horrific Dimensions
Motivations: Destroy

Body	D10	Mind	D6
Senses	D10	Will	D10
Social	D8	Magic	D12
Life Points	30	Reflex	13
Actions	2	Armor	15
Resist	15	Zap	29
Magic		Points	

Common Skills: Fighting: D10+8, Scare D8+6, Cryptozology D6+6, Mysticism D6+6, Leyology D6+6

Common Traits:
 Queen Bee, Wicked

Abilities

Dimension Travel: For 5 Zap points the creature can travel to another dimension appearing anywhere in that dimension. This may be uses as and action to teleport away.

Enhanced Sight: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication.

Hyper Fitness (5): +10 Life Points and +5 Zap Points, +5 to rolls involving fatigue and resist poison and disease.

Hyper Strength (8): Lift 64 Tons, +16 to strength based non combat rolls. +8 to rolls involving lifting and breaking.

Immortal: The creature doesn't age and is immune to magic and abilities that alter age.

Insanity Aura: All none horrors witin 1 mile of creature must make a Hard will roll or permanently loses -1 Will and Mind every minute.

Invulnerability (8): The creature ignores 30 points of damage.

Magic Immunity: The creature is immune to Divination, Mentalism and Necromancy magic.

Sapping Tentacles: The creatures tentacles do +3 damage (13 total). +3 to Hold and grab holds. May spend 1 Zap point to Drain D6 life and Zap Points from a person they are holding. This can be done once per turn but doesn't count as an action.

Common Equipment

None

Information: C'thon are aspects of the sleeping Horrors given form that travel and shadow or has escaped shadows. Masterminds, conquerors and manipulators they act as the hands of their sleeping masters.

Description: 50-60 feet tall, this horror has the head of the squid and multiple tentacles for arms or legs. They come in a variety of colors and have dozens of eyes all over the body.

Hooks

1. People in the characters neighbor hood are going mad, is their a C'thon near by?

Cryptozoology Facts

1. Some experts think there is really just one massive horror and what appears on earth and other realms are just small parts of it.

Dim



Name: Dim
Type: Shadow
AKA: Gibberer, Shade
Rank: 1
Location: Shadow, dark or depressing places
Motivations: Wicked mischief

Body	D4	Mind	D2
Senses	D4	Will	D2
Social	D4	Magic	D6
Life Points	8	Reflex	7
Actions	1	Armor	0
Resist	9	Zap	12
Magic		Points	

Common Skills: Fighting: D4+6,
 Scare D4+4 , Hide D4+6
 Mysticism D2+4

Common Traits (Choose 2):
 Cold, Gloomy, Jaded, Trickster

Abilities

Sapping Aura: Everyone within 20feet of the creature feels depressed . They are -1 to all rolls , -1 to reflex and must make an Easy Will roll or be -2 to all rolls and lose 1 life point. This loss of life happens automatically once per combat scene/minute and doesn't count as an action. (Cost: 2 Zap Points an hour)

Shadow Claw: The creatures claws are made of shadow stiff and on attacking ignores all armor and has a base damage of 2 (Total damage 4) and is considered unstoppable (1). At least one life point will always be taken if this attack hits.

Shadow Stuff: The creature is made of shadow stuff leaked from the realm of shadow. They are Immune to all Mentalism magic and take half damage from non-light attacks They do not eat or sleep and can move like shadows along walls or through cracks. They Are +2 to Reflex, +2 Fighting , Scare and Stealth rolls in Dark or dimly lit places

Common Equipment

None

Information: Dims are rogue shadow stuff that has gained sentience. Malicious and playful (In a their own twisted way) they are like children who wish to play tricks and feed (off the life forces of others).

Thankful Dims tend to keep to shadow and only occasionally find their way to our world. Those that do tend to find depressing and dark places to live and literally feed off the misery of others.

Description: Dims look like shadows with multiple red or slits that act as eyes and mouths. It makes a gibbering noise and though it cannot talk it can laugh which sounds like louder gibbering.

Hooks

1. An old abandoned hospital is the home of a group of Dims.

Cryptozoology Facts

1. Dims can vary in size from a foot to 6feet .
2. Dims hate well lit places and will flee them.

Dragon (Shen-Lung)



Name: Dragon (Shen-Lung)
Type: Dragon
AKA: Eastern Dragon, Luck Dragon
Rank: 6
Location: Asia, South Pacific
Motivations: Be Left alone.

Body	D10	Mind	D8+1
Senses	D8	Will	D8+1
Social	D6	Magic	D10
Life Points	28	Reflex	9
Actions	1	Armor	10
Resist	13	Zap	20
Magic		Points	

Common Skills: Basics D8+5, Charm D6+4, Fighting D10+5 Language (Saurian, Chinese, English) D8+3 Mythology D8+6, Scare D6+7, Tracking D8+6, Cryptozoology D8+5, Flying D8+4, Leyology D8+5, Mysticism D8+5

Common Traits (Choose 2):
 Calm, Eccentric, Flier, Jaded

Abilities

Awe: Anyone who sees the creature and is within 100 feet of it is -2 to all roll D6 Minutes or for as long as they are in range.

Big: The creature is large and is -4 Reflex.

Bless/Curse: The creature can grant a blessing or a curse on a target they can see. The Target must win a magic vs. magic roll with the creature or be cursed with -2 to all rolls forever (Cost: 2 Zap Points) The creature may also grant +2 to all rolls for D6 days. (Cost: 2 Zap Points) Blessing does not require a roll.

Enhanced Sight: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication.

Environmental Immunity: The creature is immune to normal weather and natural intense heat and cold.

Hyper Fitness (4): +8 Life Points and +4 Zap Points, +4 to rolls involving fatigue and resist poison and disease.

Hyper Hibernation: The character can choose to go to sleep for as long as they like. While asleep they need not eat, breathe and is immune to vacuum and drowning.

Hyper Movement Flight (4): Fly at 320 mph out of combat, Fly 320 feet in combat. +2 to reflex to dodge in flight.

Hyper Strength (4): Lift 8 Tons, +8 to strength based non combat rolls. +4 to rolls involving lifting and breaking.

Immortal: The creature doesn't age and is immune to magic and abilities that alter age.

Invulnerability (5): The creature ignores 15 points of damage.

Magic Immunity: The creature is immune to Curse magic.

Magic Resistance: The creature is +2 to Resist magic vs. Elementalism and Mentalism.

Roar: As a fighting skill action the creature roar does 15 points sonic damage at a target up to 100 feet away. The Roar also cause anyone that loses life points from it to become deaf (-4 to hearing based rolls) for D6 hours. (Cost: 2 Zap Points)

Stealth Shape: The creature can change its skin to resemble, stone, ice, brush or other natural occurring solid substance to blend into an environment for as long as they are not moving. This grants -3 to rolls to see the creature (Cost: 1 Zap Point a day)

Tooth and Claw: Claws and teeth do Base 6 Damage (total 22 damage).

Dragon (Shen-Lung)

Common Equipment

None

Information: The Eastern Shen-Lung Dragons claim to be the eldest of dragon kind and while that may or may not be true in my opinion they are the most majestic and easiest to get along with of their kind.

Like all Dragons the Shen-Lung are believed to be related to dinosaurs and if my personal theory holds, they are dinosaurs that adapted to magic or mutated due to magical exposure.

The Shen-Lung live mostly in Asia and other more magically active pocket realms and realities. Solitary (like most Dragons) they prefer to be left alone in their mountain hideaways far in the clouds.

While no more or less magical than you and I, these dragons are very arrogant and see themselves as our superiors... everyone's superiors and expect nothing more than awes of worship if your ever lucky enough to meet one.

Which brings us to the fact that despite their immortality and size they are not easy to find. In fact many a witch has gone their entire life without so much as seeing one or even meeting someone who has seen one.

Description: The Shen-Lung are large usually metallic gold colored bearded serpents with four legs ending in claw like hands.

At birth they are about 6 feet long and continue to grow all their life. On average they tend to be about 60 to 70 feet long but rumors tell of great ancient ones hundreds and even thousands of feet long.

The creatures wolf like head has almost a constant sneer of arrogance and cunning with large green or silver eyes that ooze wisdom.

Variants

Shen-Lung have evolved over time some differences due to magical specialization and sure will.

Azure

These metallic blue Shen-Lung do not live on the ground but in fact are in constant flight living in the clouds. Unlike others of their kind they lack legs and instead have small sail like fins where legs would be.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Weather control: Creature can control the weather as if they had three ranks of Elementalism. This control still costs Zap points but doesn't require Casting roll. All damaging and combat related attacks with this ability uses the Fighting skill or body attribute.

Temple Shin-Lung

These small dragons are 10 feet long at their oldest and live in ancient places of power and Asia (usually temples) Metallic Red in color they tend to be far more humble then they larger cousins

Rank Bonus: -2

Attribute Bonus: -2 Body -2 Senses

Skill Bonus: None

Abilities: Lacks Hyper Fitness, Hyper Strength and roar ability.

Hooks

1. The characters discover a large stone brought back from Japan to their home town is a sleeping Shin-Lung.
2. A Temple Dragon decides to turn a near by library into his home
3. A Sin Lung seeking revenge on a character's family attacks.

Cryptozoology Facts

1. Shin lung loves puzzles and riddles.
2. Shin Lung do not like Wrym Dragons.
3. Shin Lung love to eat gold.

Dragon (Wrym)



Name: Dragon (Wrym)
Type: Dragon
AKA: Western Dragon, Draco
Rank: 6
Location: Europe (Magical areas)
Motivations: Be Left alone.

Body	D10	Mind	D8+1
Senses	D8	Will	D8+1
Social	D6	Magic	D10
Life Points	28	Reflex	9
Actions	1	Armor	10
Resist	13	Zap	20
Magic		Points	

Common Skills: Athletics D10+6, Fighting D10+5, Language (Saurian, English) D8+3, Mythology D8+6, Scare D6+7, Tracking D8+6, Cryptozoology D8+5, Flying D8+4, Leyology D8+5, Mysticism D8+5

Common Traits (Choose 2):
 Eccentric, Flier, Temper, Warrior

Abilities

Awe: Anyone who sees the creature and is within 100 feet of it is -2 to all roll D6 Minutes or for as long as they are in range.

Big: The creature is large and is -4 Reflex.

Enhanced Sight: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication.

Environmental Immunity: The creature is immune to normal weather and natural intense heat and cold.

Energy Blast (Flame Breath) 5: The Dragon can fire up to 320 feet away a jet of flame doing 25 points of damage to a single target or 15 points of damage to a 40 feet wide area. The can only be extinguished by time (D6 rounds or minutes) or magic).

Hyper Fitness (4): +8 Life Points and +4 Zap Points, +4 to rolls involving fatigue and resist poison and disease.

Hyper Hibernation: The character can choose to go to sleep for as long as they like. While a sleep they need not eat, breathe and is immune to vacuum and drowning.

Hyper Movement Flight (Winged) (4): Fly at 320 mph out of combat, Fly 320 feet in combat. +2 to reflex to dodge in flight. If the creature's wings are bound, the creature cannot fly.

Hyper Strength (4): Lift 8 Tons, +8 to strength based non combat rolls. +4 to rolls involving lifting and breaking.

Immortal: The creature doesn't age and is immune to magic and abilities that alter age.

Invulnerability (5): The creature ignores 15 points of damage.

Magic Immunity: The creature is immune to Curse magic.

Magic Resistance: The creature is +2 to Resist magic vs. Elementalism and Mentalism.

Stealth Shape: The creature can change its skin to resemble, stone, ice, brush or other natural occurring solid substance to blend into an environment for as long as they are not moving. This grants -3 to rolls to see the creature (Cost: 1 Zap Point a day).

Tooth and Claw: Claws and teeth do Base 6 Damage (total 22 damage).

Dragon (Wrym)

Common Equipment

None

Information: The Western Dragon is actually the most common kind of dragon, despite several "forced" near extension " caused by humans and immortals.

Western Dragons live in the mountains in both the mundane and magical world sleeping years and decades before rising to hunt and returning to sleep. This unique existence makes them extremely hard to find and almost always a tad grumpy while they are awake as the world they knew before sleeping has almost always changed .

Western dragons live solitary lives only coming together to mate or to fight over territory. Such meetings despite the reasons are usually violent on both parts and ends with one or both creatures injured.

Western Dragons like most dragons tend to be arrogant and see themselves above mundane and magical laws and consider themselves the rulers of the earth as their spices predates humanity. This arrogance among the wryms is such as they rarely consider people as little more than talking food.

Description: Wryms tend to be stone colored with slated red, blue. Green and black being the most common.

With horned heads, long necks, muscular for legged bodies, two great wings and a long tail, the Wryms is what moist people think of when they think of dragon.

Wryms average 40 feet from head to tail with some growing much , much larger and a few being extremely small.

Variants

Wryms have over time branched off into many sub groups based on size and ability.

Aquatic

Aquatic Wryms are common far northern Europe and resemble serpents h horned dragon like heads. Most are at least 100 feet long with greenish skin, red eyes, multiple rows of teeth . They lack wings and legs and instead have for large fins. They also do not breath fire.

Rank Bonus: 0

Attribute Bonus: None

Skill Bonus: None

All damaging and combat related attacks with this abil-

Aquatic- Cont

Abilities:

Amphibian: The creature can breath in water as well as air. It can also swim at its full running speed.

Hyper Movement (swimming) This replaces Flight at the same rank .

Poisonous Bite: The creatures is poisonous. Anyone bitten by the creature that takes damage must make a very hard Body roll or be -4 to all rolls for D6 Rounds or minutes, at the end of that time if not cured that person dies. This Poison effects magical and mundane beings equally.

Great Wrym

The Great wryms are massive creatures two- four times as large as your typical Wrym. Most are currently asleep and have been doing so for centuries and unless awoken should remain asleep for centuries more.

Rank Bonus: +2

Attribute Bonus: -+2 Body, +1 Mind, Will and Magic

Skill Bonus: None

Abilities: +2 to Hyper Fitness and Hyper Strength
+1 To Invulnerability.

Micro Dragon

These Dragons grow to the size of large house cats and unlike moist Wryms are social and enjoy being taken care of like cats.

Rank Bonus: -5

Attribute Bonus: -Body Die is D4 instead of D10, Mind Die is D4 instead of D8+1.

Skill Bonus: Lacks Athletics and Fighting Skill.

Abilities:

All abilities are considered rank 1 when applicable. Lacks the Awe and Big Ability.

Hooks

1. A Great Wrym is waking up under the characters town or school.
2. A Wrym has been driven out of its territory by a lager Wrym and is now hunting the locals of the character's town.
3. A group of Dwarves need the characters help in removing a Wrym from their ancestral home.

Cryptozoology Facts

1. Wryms love gold and jewels and horde them in their caves .
2. Aquatic Wrym Venom is one of the most lethal in the multiverse.
3. Wryms exist on most magically active worlds in the multiverse.

Dragon (Wyvern)



Name: Dragon (Wyvern)
Type: Dragon
AKA: Winged Serpent, Drake
Rank: 5
Location: Africa, North America, South America
Motivations: Be Left alone.

Body	D8+1	Mind	D8
Senses	D8	Will	D8
Social	D6	Magic	D8
Life Points	26	Reflex	8
Actions	1	Armor	10
Resist Magic	13	Zap Points	16

Common Skills: Athletics D8+5, Fighting D8+5, Language (Saurian, English) D8+3, Mythology D8+6, Scare D6+7, Tracking D8+6, Cryptozoology D8+5, Flying D8+4, Leyology D8+5, Mysticism D8+5

Common Traits (Choose 2):
 Eccentric, Flier, Temper, Warrior

Abilities

Awe: Anyone who sees the creature and is within 100 feet of it is -2 to all rolls D6 Minutes or for as long as they are in range.

Big: The creature is large and is -4 Reflex.

Enhanced Sight: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication.

Environmental Immunity: The creature is immune to normal weather and natural intense heat and cold.

Hyper Fitness (4): +8 Life Points and +4 Zap Points, +4 to rolls involving fatigue and resist poison and disease.

Hyper Hibernation: The character can choose to go to sleep for as long as they like. While asleep they need not eat, breathe and is immune to vacuum and drowning.

Hyper Movement Flight (Winged) (4): Fly at 320 mph out of combat, Fly 320 feet in combat. +2 to reflex to dodge in flight. If the creature's wings are bound, the creature cannot fly.

Hyper Strength (3): Lift 8 Tons, +6 to strength based non combat rolls. +3 to rolls involving lifting and breaking.

Immortal: The creature doesn't age and is immune to magic and abilities that alter age.

Invulnerability (4): The creature ignores 10 points of damage.

Magic Immunity: The creature is immune to Curse magic.

Magic Resistance: The creature is +2 to Resist magic vs. Elementalism and Mentalism.

Stealth Shape: The creature can change its skin to resemble stone, ice, brush or other natural occurring solid substance to blend into an environment for as long as they are not moving. This grants -3 to rolls to see the creature (Cost: 1 Zap Point a day).

Stinger: The creature's tail ends in a stinger. With a base damage of 2 (total damage of 14). If the Stinger damages a target they must make a Hard Body roll or take D6 damage for the next D6 rounds or minutes.

Tooth and Claw: Claws and teeth do Base 6 Damage (total 18 damage).

Dragon (Wyvern)

Common Equipment

None

Information: The Wyvern are an adaptive breed of dragon native to Africa, South America and North America.

While many see them as minor dragons they are full dragons in their own rights and possess their own unique culture and abilities.

Wyvern unlike other dragons travel in small family units of their parents and one to three children. They like most dragons like to be left alone, but do not apply that solitude to their family.

Wyvern tend to sleep shorter periods of time than other dragons and sleep together in family units using their larger group size and stealth shape to appear as hills, great trees and more.

Description: Wyvern are long thin dragons with powerful hind legs, no forelegs and large wings where their front legs would be.

Wyvern average 60feet long as adults. Most of that being neck and tail.

Variants

The environment of where they live have altered some Wyvern in unique ways.

Feathered Serpent

Feathered Serpents are Wyvern covered in brightly colored feathers and no stinger. Smarter than most Wyvern they are native to South and Central America.

Rank Bonus: 0

Attribute Bonus: +1 Mind, +1 Will

Skill Bonus: None

Abilities:

No Stinger.

Kisu Mkuu (Aka Dive Bomber)

Native to Africa these Black and dark purple dragons has a blade like crest on it's head and blade like wings.

Rank Bonus: 0

Attribute Bonus: 0

Skill Bonus: None

Kisu Mkuu – Cont

Abilities:

Bladed: The creatures Head and Wings sharpened to be blade like and do +4 damage (Total 16) as attacks. In flight they can be used to ram adding +6 to their damage at maximum speed (22 Damage)

Lake Serpent

This wingless, legless Wyvern is grey in color with a rounder head and a small fins along its sides and finlike crest along it's back.

Found in lakes (Lochs) they are the source of most Lake monster legends and sightings.

Rank Bonus: 0

Attribute Bonus: 0

Skill Bonus: None

Abilities:

Amphibian: The creature can breath in water as well as air. It can also swim at its full running speed.

Hyper Movement Swimming: Hyper Movement flight replaced with Hyper Movement swimming.

Hooks

1. A Dive Bomber has taken to the skies and is making them unsafe for flight.
2. A Lake Serpent has brought a lot of unwanted spectators to the character's town.
3. A family of Wyverns is hiding in the city as a water tower and are at risk of revealing magic to the locals.

Cryptozoology Facts

1. Wyvern consider themselves masters of the sky and tend to attack anything flying in their area.
2. Wyvern stinger poison can be used to make an excellent sleeping potion.
3. Baby Wyverns cannot fly for the first three years of life.

Elemental



Name: Elemental
Type: Elemental
AKA: Gnome, Sylph, Undine and Salamander
Rank: 2
Location: Places of High Magic
Motivations: Protect the environment.

Body	D6	Mind	D6
Senses	D6	Will	D6
Social	D6	Magic	D6+1
Life Points	12	Reflex	9
Actions	1	Armor	0
Resist Magic	10	Zap Points	14

Common Skills: Athletics D6+6, Fighting D6+6, Investigate D6+4, Mythology D6+3, Survival D6+6

Common Traits (Choose 2):
Mysterious, Rural, Urchin, Warrior

Common Abilities

Elemental alignment: The creature gains +2 to rolls, +5 life points and +3 armor when surrounded by their element. They are also immune to all damage from their element type.

Hive mind: All creatures of this (Elemental type) type can at will link minds gaining +1 to rolls per each one within the link. The link has a range of 100 feet.

Para Physiology: The creature does not need to eat, drink and sleep. The creature is also immune to all disease and poison. The creature also lacks blood.

Common Equipment

None

Information: Elementals are aspects of various elemental concepts come to life thanks to the will of another (Elementalism or Summoning) or naturally through intense magical energy or abuse of the Earth. Elementals no matter their origin will always act to protect the environment from those who pollute it and may even attack a polluting Summoner.

Description: Elementals take on many form, those summoned by people tend to look humanoid like, while those forming nature tends to take amorphous or animal like form.

Hooks

1. A vengeful Elemental rises from the water to battle a local polluter.
2. An Elemental summoned by a witch wants to be free.

Cryptozoology Facts

1. Elementals tend to have advantages over each other based on type (+2 to rolls). Air over water, water over earth, earth over fire and fire over air.
2. Elementals are weak in polluted areas (-2 to all rolls)

Elemental

Variants

There are many types of Elementals known with more type appearing to mark changes in the Earth.

Gnome

The Gnomes (not to be confused with the Fae of the same name) are made of earth stone and mud and known for being stubborn.

Rank Bonus: +2

Attribute Bonus: +2 Body, -1 Mind, +1 Mind

Skill Bonus: Casting +5

Abilities:

Big: The creature is large and is -2 Reflex.

Digger: The creature can dig up to it's height as an action and up to 4 times that in a minute out of combat. The creature can dig through natural earth and stone with no difficulty.

Hyper Strength (3): Lift 8 Tons, +6 to strength based non combat rolls. +3 to rolls involving lifting and breaking.

Invulnerability (4): The creature ignores 10 points of damage.

Magic: Elementals (3) This Elemental limited form of Elementalism can only be used to control/create the creatures elemental type in this case (earth)

Seismic sense: The creature can sense movement and through earth and stone. This grants them +4 to avoid being surprised if they are touching earth and stone. This is also usually the creature's primary form of sight.

Salamander

The hot tempered salamander usually is made of fire heat and super heated plasma. All of a Salamanders form are all lizard like.

Rank Bonus: +2

Attribute Bonus: +1 Body

Skill Bonus: Casting +5

Abilities:

Aura of Fire: All characters within 10 feet of the creature takes 10 points of damage from intense heat. This costs 2 Zap Points per minutes.

Hyper Movement Running (2): , The creature can run at 40mph out of combat and +40feet in combat.

Invulnerability (2): The creature ignores 5 points of damage.

Magic: Elementals (3) This Elemental limited form of Elementalism can only be used to control/create the creatures elemental type in this case (fire)

Sylph

Sylph can look like swirling clouds or be as invisible as the air itself. Capricious to a fault they have a hard time focusing on the wind.

Rank Bonus: +2

Attribute Bonus: +1 Body

Skill Bonus: Casting +5

Abilities:

Body of Air: The creature body is made of air and thus they can move as air through cracks and contract to fit into smaller things. They are also immune to physical attacks.

Hyper Movement Flying (2): , The creature can fly at 40mph out of combat and +40feet in combat.

Invulnerability (2): The creature ignores 5 points of damage.

Magic: Elementals (3) This Elemental limited form of Elementalism can only be used to control/create the creatures elemental type in this case (water)

Undine

The Undine is made of water and has the relentless patience of water.

Rank Bonus: +2

Attribute Bonus: +2 Body

Skill Bonus: Casting +5

Abilities:

Big: The creature is large and is -2 Reflex.

Body of Water: The creature body is made of water and thus they can move as water through cracks. They also take half damage from physical attacks.

Hyper Movement swimming (2): , The creature can swim at 40mph out of combat and +40feet in combat when swimming.

Invisibility: The creature is -4 to sight based rolls for 1 minute out of combat or 1 turn in combat (2 Life points)

Invulnerability (2): The creature ignores 5 points of damage.

Magic: Elementals (3) This Elemental limited form of Elementalism can only be used to control/create the creatures elemental type in this case (air)

Fairy



Name: Fairy
Type: Fae
AKA: Sprite, Pixie, Yosei
Rank: 2
Location: Mundane and Magical Forest
Motivations: Protect nature.

Body	D2	Mind	D4
Senses	D6	Will	D6
Social	D6+1	Magic	D8
Life Points	4	Reflex	9 (13)
Actions	1	Armor	0
Resist	11	Zap	16
Magic		Points	

Common Skills: Acting D6+4, Basics D6+4, Charm D6+5, Mythology D6+4, Casting D8+4, Cryptozoology D6+4, Flying D2+6, Leyology D8+5, Mysticism D6+5

Common Traits (Choose 2):
 ,Eccentric, Flier, Heroic, Wicked

Abilities

Hyper Movement Flight (2): Fly at 40 mph out of combat, Fly 40 feet in combat.

Hyper Reflexes (4): +4 to Reflex.

Immortal: The creature doesn't age and is immune to magic and abilities that alter age.

Magic: The creature has 4 ranks of magic, but is limited to a maximum of two ranks in any one type

Metal Vulnerability: Fairy magic will; not work on Iron or iron alloys and Fairy takes +3 damage from non-magical iron or iron alloy (1 point of damage is considered unblockable and will always occur, regardless of toughness roll or armor)

Minute: The creature is very smart and does 1/23 normal damage and is +4 to stealth and reflex to dodge.

Common Equipment

Wand: Fairies have tiny wands that provide -1 to Zap point cost for a spell and +1 to spells when protecting the

Information: Fairies are decedents from a group of Fae that retreated to the forest and melded with its energies. Once as tall as normal humans they are now smaller than most dolls and live carefree life among nature protecting it.

Fairies tend to be very industrious when it comes to their forest building small homes in trees and magically helping nature do it's job if the need arrive. Always wary of humans and even non Fae otherkin they do have a soft spot for children.

Description: Fae resemble human females ranging in age from child to young adult. Their skin and hair can literally be any color or multiple colors. Fairies wear dresses made of spider silk, flowers, and leaves, as well as magically created jewelry and sequins. Fairies have insect like and range in height from 3-4 inches.

Fairy

Variants

There are many types of Faries each one having their own abilities based on their environment.

Nightkin

Nightkin are Faries with dark colored skin and wings (Blues, purples and grays) and an affinity for darkness and wicked things and deeds.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Magic: +1free rank Shadow magic.

Nightvision: The creature can see in dim night and total darkness as easy as they can in normal light.

Pixie

Pixies tend to have two sets of dragonfly like wings and spend most of their time shaping the area they are in into a natrual paradise.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus:

Abilities:

Magic: +1free rank ranks of Elementalism magic

Nature Expertise: Pixies tend to have one aspect of nature they are really good at. It may be Plants, Sunlight, an element type or even animals. With all rolls dealing with their Expertise they are +2 to that roll, resistances against it and all magic is +1mtr when using magic involving that expertise.

Queen

Queens powerful Faries literally born to rule the their kind by the normal, Nightkin, Pixie or Will' O wisp. Always female there is only one Queen per Fairy community. If a queen is born into a community with a Queen she will most likely go out and found her own community.

Rank Bonus: +2

Attribute Bonus: +2 Magic and Charisma

Skill Bonus: 6 Free ranks in magic skill (Maximum of 7 in any skill)

Abilities:

Human Size: The Fairy can gain Human Size by spending 4 Zap points per hour. At human her Body is D6+1.

Magic: +4 ranks magic (Maximum 3 in any rank)

Magic Immunity: The Queen is immune to all Fairy magic and is +2 to resist fae magic.

Royal Decree: The Queen gains +2 to all rolls against none Queen Faries and may use the Zap Points of all Faries under her control as her own at any range.

Will o' Wisp

Will o' Wisp are Faries that flit about as beings of light while in flight they look like glowing balls of light leaving a trail of sparkles and are often mistaken for swamp gas

Rank Bonus: 0

Attribute Bonus: None

Skill Bonus: None

Abilities:

Light Form: When in flight the creature turns into an orb of might about half it's height. In this form they cannot cast spells or attack but are immune to physical attacks and takes half damage from all other attacks. They also produce light that can be as bright as a 100 watt light bulb.

Magic: 2 ranks of magic instead of 4.

Hooks

1. A young witch collects Fairies in Jars to harvest their Pixie Dust can the characters liberator her collection?
2. A Fairy Queen is lost among humans and need to be found before her community collapses into chaos.
3. Faries have invaded a near by forest and are causing trouble.

Cryptozoology Facts

1. Faries are only born if a member of a community dies.
2. Faries like a lot of Fae love sweets and can rarely turn it down.
3. Nightkin tend to be far more aggressive than other Faries.

Pixie Dust

While its called pixie dust it actually can come from any fairy. This glittery dust fits flakes off most Faries naturally. It can also be gathered in large amounts by grinding fairies into dust (Something frowned upon by almost everyone) Pixie Dust can be used to do the following

- Act as up to 3 Zap points if a hand full is blown an intended target.
- +1 MTR to Illusion and Elementalism roll is blown out at the target or area of the spell.
- Grant flight (One rank of Hyper movement flight) to anything not connected to the ground for up to an hour.

Flying Monkey



Name: Flying Monkey
Type: Chimera
AKA: Aero-Ape
Rank: 2
Location: Magical Jungles
Motivations: Serve their master

Body	D6+1	Mind	D4
Senses	D6	Will	D6
Social	D6+1	Magic	D6+1
Life Points	14	Reflex	10
Actions	1	Armor	0
Resist	9	Zap	14
Magic		Points	

Common Skills: Athletics D6+4, Fighting D6+6, Hide D6+4, Track D6+6, Urchin D6+4

Common Traits (Choose 2):
Jock, Ruffian, Temper, Warrior

Abilities

- Blood Hunt:** Once the creature gets a person's scent, they can track them anywhere across the world. Not even magic can hide the target's scent.
- Howl:** The creature can Howl in such a way that all creatures of their type within a 10-mile radius can hear it.
- Hyper Movement Flight (2):** Fly at 40 mph out of combat, Fly 40 feet in combat.
- Tooth and Claw :** Claws and teeth do Base 3 Damage (total 8 damage).

Common Equipment

Wand: Faries have tiny wands that provide -1 to Zap point cost for a spell and +1 to spells when protecting the

Information: The Flying Monkey was created for one reason, to serve witches . Intelligent enough to for most tasks , loyal but not ambitious they are commonly used as soldiers and guards by witches in need of such things. Natives of Oz they where created and bred there by the four witches that first uncovered the highly magical realm.

Most Flying Monkeys exists in large family units like normal apes ran by an alpha-male. Young members are raised by the group itself and do not become independent until they are 10 years old. Its at that time most start training under the tutelage of older apes in their duties.

Flying Monkeys rarely exist in the wild , those that do tend to be smarter and more civilized than those in captivity.

Description: Flying Monkeys look like winged Mandrills (a kind of Baboon) and weigh close to 200 lbs. On their backs are large wings that, when at their full length, provides an10 ft wingspread.

Flying Monkey

Variants

Selective breeding over time has created many types of winged monkey.

Chimpanzee

These creatures are slightly larger than the standard flying monkey and resemble winged chimpanzees. Cunning and more likely to use intellect over physical power they usually act as field leaders among the Flying monkeys.

Rank Bonus: +1

Attribute Bonus: +2 Mind, +2 Will

Skill Bonus:

Abilities:

None.

Gibbon

Gibbon are smaller monkeys (most under 3 feet tall. with long tails and glider style wings as oppose to wings on their back. Bred to be spies they are experts at hiding .

Rank Bonus: -1

Attribute Bonus: -2 Body

Skill Bonus: +2 Stealth

Abilities:

Prehensile tail: The creatures long thin tail can move and grasp like a hand allow them to hold things with it as well as hang from it.

Gorilla

Gorilla's are the larges of the Aero Apes. Resembling 300-5—lb gorillas they with large batlike wings they are not as fast as other flying monkeys but make up for that lack of speed with incredible strength.

Rank Bonus: +1

Attribute Bonus: +1 Body, -1 Will, -1 Mind

Skill Bonus: +1 Athletics and Fighting

Abilities:

Hyper Fitness (2): +4 Life Points and +2 Zap Points, +2 to rolls involving fatigue and resist poison and disease.

-1 To Hyper Movement Flight

Hyper Strength (2): Lift 1 Tons, +2 to strength based non combat rolls. +2 to rolls involving lifting and breaking. +4 hand to hand and melee damage.

Hooks

1. A group of Flying Monkeys dedicated to a character shows up to serve a character but causes trouble.
2. A Flying Monkey escapes the service of a evil Witch and seeks the character's help.
3. A Witch sends fling Monkeys to capture a friend of the character.

Cryptozoology Facts

1. Flying Monkeys are born flying.
2. Flying Monkeys are meat eaters and will try to eat anyone who attempts to feed them a banana.
3. Flying Monkeys cannot see the color yellow.



Giant



Name: Giant
Type: Giant
AKA: Nephilim
Rank: 3
Location: Secluded Hills and Mountains.
Motivations: Be left alone.

Body	D8+1	Mind	D4+1
Senses	D6+1	Will	D4
Social	D4	Magic	D6+1
Life Points	24	Reflex	8
Actions	1	Armor	5
Resist	10	Zap	17
Magic		Points	

Common Skills: Athletics D8+6,
 Fighting: D6+6, Scare D6+4 , Survival
 D4+4

Common Traits :
 Chooses any 2

Abilities

Big: The creature is large and is -4 Reflex.

Elemental Resistance: The creature takes half damage from Elemental attacks such as cold, ice, fire, wearer, lighting, etc. They are also immune to normal elemental extremes.

Enhanced Olfactory: The creature senses of smell allows it to detect a scent at 2 miles away. This grants them +2 to track and smell based actions

Hyper Fitness (4): +8 Life Points and +4 Zap Points, +4 to rolls involving fatigue and resist poison and disease.

Hyper Strength (4): Lift 4 Tons, +8 to strength based non combat rolls. +4 to rolls involving lifting and breaking.

Invulnerability (3): The creature ignores 5 points of damage.

Longed Live: The creature is not immortal but lives a long time . They gain +3 to resist aging attacks.

Nightvision: The creature can see in dim night and total darkness as easy as they can in normal light.

Common Equipment

Armor: Warrior Giants sometimes wear Hides, Leather or Metal armor granting them an extra +3--5 points of armor

Weapons: Warrior Giants sometime uses massive clubs, trees and other weapons that do +5-8 points of Damage. Those hit by the weapons are knocked Down and Knocked back.

Information: Giants are natives to the misty realms, a dimension of great mountains, cloud kingdoms and leg-ends. Over time many giants have found their way to other realms and while most live solitary lives a few have founded communities in the more magical parts of this world and many others.

Giants tend to be see themselves as the top of the food chain and fear only one thing, Dragons. In fact that mentality has lead many Giants to think they are the true rulers of the lands they inhabit .

Giant

Description: Giants look like stocky humans standing 15-30 feet tall (depending on type). Like humans there are a lot of variety in skin and hair color.

Variants

There are many types of giants in the world with a variety of abilities and temperaments.

In fact there are so many types of Giants that those listed here don't even scratch the surface and Directors should feel free to come up with their own Giant variants.

Cyclops/Baler

This type of giant is among the most primitive and are found in Ireland, Scotland and the Mediterranean. Known for having one large eye they keep to themselves and are excellent sheep header and makers of woolen fabrics.

Rank Bonus: 0

Attribute Bonus: -1 Mind, -1 Will

Skill Bonus: +3 Art, +2 Bargain

Abilities:

Great Eye: The creature not only sees well at night but can see the invisible, ghosts, spirits, body heat and magic.

Johton

The Ice Giants are the tallest of giants standing 25-30 feet tall. With a culture much like ancient Vikings (including the look) they raid worlds and lands on flying long ships.

With white hair, blue skin and ice blue eyes they are also open of the most striking giants.

Rank Bonus: +3

Attribute Bonus: +1 Body

Skill Bonus: +1 Athletics and Fighting

Abilities:

Cloud Walking: The creature can walk on clouds and fog as if it was solid ground.

Hyper Strength and Fitness (5)

Ice and Cold Control (3): (1-3 Zap The creature can create and control ice and cold. They may create ice up to MTR 3 size, Do MTR 3 Damage with ice and cold with up to MTR 3 range and duration with ice and cold.

Ice/Cold Immunity: The creature is immune from all ice and cold damage.

Leumarian

Leumarian are giants that live near and in the sea. Known for their love of human flesh, shark like teeth and primitive tribal ways, these blue skinned giants are among the most slim giants and stand 16-20 feet tall.

Rank Bonus: 0

Attribute Bonus: -1 Mind, -1 Will

Skill Bonus: None

Abilities:

Amphibian: The creature can breathe in water as well as air. It can also swim at its full running speed.

Titan

The Titans are a race of dark skinned civilized giants that live in cloud covered mountains. Great artisan, Philosophers and warriors they see themselves at the most evolved giants.

Titans stand 20-25 feet and are almost always athletic in build.

Rank Bonus: 0

Attribute Bonus: +2 Mind, +3 Will

Skill Bonus: +3 Magic

Abilities:

Cloud Walking: The creature can walk on clouds and fog as if it was solid ground.

Electrical Blast (3): The creature can fire lightning from their eyes or hands doing 15 points of damage. Targets that take damage must make a Hard Body roll or be stunned (-1 Action and -1 to rolls) for D6 minutes.

Electrical Immunity: The creature is immune from all electricity/lightning damage.

Hooks

1. A group of Johton is raiding the Star's town and must be stopped.
2. A Giant is found sleeping near by, can the Stars move him before mundanes find it?

Cryptozoology Facts

1. An Immortal named Jack dedicated his life to slaying giants. To this day, Giants have a great hatred for Immortals.
2. Many giants have bred giant versions of domesticated animals as food and pets.
3. Fe-Fi-Fo-Fom actually means "Stop Thief!" in Giantese

Ghost



Name: Ghost
Type: Spirit
AKA: Specter, Spirit, Geist
Rank: 2
Location: Various haunted places.
Motivations: Finished, unfinished business.

Body	D4	Mind	D6
Senses	D6	Will	D6
Social	D4	Magic	D6+1
Life Points	8	Reflex	7
Actions	1	Armor	0
Resist	9	Zap	14
Magic		Points	

Common Skills: 20 points of skill based on the Ghost's occupation and education while alive.

Common Traits (Choose 2):
 Any 2 based on the characters life.

Abilities

Magic Immunity: The creature is immune to Alteration, Conjunction and Curse magic.

Manifest: Ghosts in this form appear as pale, transparent versions of their human forms. They may use their ghost limbs to move things and talk to non-magical and magical beings. In this form, they are still immune to all but the aforementioned magic and all damage done to them by any non-magical attack is halved. If a Ghost's Life points reach 0, it vanishes for 24 hours. Manifesting costs 1 Zap points a minute for a Ghost.

Natural Telekinetic: The creature can lift up to 200lbs up to 200feet away as long as they can see it. They can also attack doing 10 points of damage up to 20feet away or perform a grapple at the same range (Hard difficulty to escape) All telekinetic abilities cost 2 Zap Points to use.

Spirit: Ghosts normally have no form and cannot be seen or heard or felt (save for a cold shiver). Ghosts while in this form are immune to all magic save Necromancy and Mental. They also are immune to all physical attacks and can walk through walls. They cannot do any harm in this form. Ghosts can also fly up to 20 mph.

Common Equipment

Anchor: All ghosts have an item that connects them to the world of the living. This item is something that belonged to the ghost in life. Destroying the item will destroy the ghost, and people who know Necromancy can use that item to control the Ghost.

Information: Ghosts are the spirits of the dead haunting a particular place. Normally invisible to non-magical people, they can manifest for short periods.

Description: When they appear, Ghosts look like transparent versions of themselves at the time of death at first. Over time the ghost starts to turn into a vaguely humanoid "shade" with no lower body and a twisted howling face.

Ghost

Variants

How a person dies creates different kinds of ghosts.

Chillers

Chillers die by cold or drowning and form tends to drip water and they chill they create is extremely cold.

Rank Bonus: +1

Attribute Bonus: +1 Will, +1 Magic

Skill Bonus: None

Abilities:

Cold Touch: The touch of this creature does 5 points of damage (One point of this will be taken Regardless of armor or Body roll). They are -1 to all rolls as they feel wet and cold for D6 minutes or rounds.

Cursed

The ghost has a pale green glow and was killed by magic

Rank Bonus: +1

Attribute Bonus: +1 Will, +1 Magic

Skill Bonus: None

Abilities:

Ectoplasm: The Ghost when passes to something coats it in a greenish goo, That goo drains D4 Zap points every round or minute until the goo is removed.

Poltergeist

The fragments of ghosts Poltergeist are playful spirits that look like balls of glowing light. Poltergeist are barely intelligent and cannot talk.

Rank Bonus: -1

Attribute Bonus: -1 Mind, -1 Will, -1 Social

Skill Bonus: 10 points of Skills instead of 20 (No Mind or will based skills)

Abilities:

Trickster: The creature gains +1 Rolls when playing tricks.

Screamer

Those who die in pain or in terror can return as screamers. Screamers tend to have over sized mouths

Rank Bonus: +1

Attribute Bonus: +1 Will, +1 Magic

Skill Bonus: 0

Abilities:

Scream: The creatures scream causes all with 20 feet of it to make a Hard Will roll or be is 2 to all rolls for D6 rounds of minute (Cost 2 Zap points) If the Will roll is a 1 they also loses 2 Zap points.

Reaper

Every one fears the Reaper. A Hate created from wraiths who have eaten over a thousand souls, these rare creatures are known for their gaunt dark hooded forms and their great scythes. Reapers, hate mundane and magical foes equally. However, they avoid Mundanes if a more tasty magical soul is around.

Reapers usually choose a person to reap (turn into a Ghost) and will not stop until they are destroyed or their job is done. There is no reasoning with a reaper.

Rank Bonus: +4

Attribute Bonus: +3 Body, +2 Will, +4 Magic

Skill Bonus: None But most have fighting and scare of +6 or higher.

Abilities:

Accidental End: If a Reaper kills or reaps a person while in Spirit form that death appears to be an accidental mundane death.

Magic Immunity: The creature is Immune to Necromancy magic.

Mundane Avoidance Aura: The creature cannot be sensed in anyway by non-magical people without the aid of a spell.

Shadow Claw: The creatures claws are made of shadow stiff and on attacking ignores all armor and has a base damage of 2 (Total damage 4) and is considered unstoppable (1). At least one life point will always be taken if this attack hits. Those hit by he claws must make a Hard magic roll or also loses D4 Zap Points, If all Zap points are eaten their soul is eaten.

Shadow Stuff: The creature is made of shadow stuff leaked from the realm of shadow. They are Immune to all Mentalism magic and take half damage from non-light attacks They do not eat or sleep and can move like shadows along walls or through cracks. They Are +2 to Reflex, +2 Fighting, Scare and Stealth rolls in Dark or dimly lit places.

Scythe: The Reaper can spend 2 Zap Point to create a Scythe of Bone and Night Metal. This weapon can attack physical and spiritual beings no matter if the reaper is manifested or not. Anyone struck by this blade also loses 1 die type from her Body, Will, and Magic attributes and Will and Magic dice. If all three reach 0, that person is permanently turned into a Ghost under the Reaper's control. If she does not, the lost die types will return at a rate of 1 die type a day.

Spirit Track: Once A reaper has damaged a Target the reaper can find that person anywhere and spend 1 Zap Point to instantly teleport to them Regardless of distance or dimension.

Ghost

Variants- Continued

Wraith

Wraiths are Ghosts that have been corrupted and turned into Hates. Wraiths look like twisted hooded figures made of shadow. Unlike Ghosts, Wraiths are free to travel as they will and live off the souls they eat. Full of hate and jealousy for the living, they want nothing more than to destroy all the souls on earth.

Rank Bonus: +2

Attribute Bonus: +1 Will, +1 Magic

Skill Bonus: None But most have fighting and scare of +4 or higher.

Abilities:

Shadow Claw: The creatures claws are made of shadow stiff and on attacking ignores all armor and has a base damage of 2 (Total damage 4) and is considered unstoppable (1). At least one life point will always be taken if this attack hits. Those hit by the claws must make a Hard magic roll or also loses D4 Zap Points, If all Zap points are eaten their soul is eaten

Shadow Stuff: The creature is made of shadow stuff leaked from the realm of shadow. They are Immune to all Mentalism magic and take half damage from non-light attacks. They do not eat or sleep and can move like shadows along walls or through cracks. They are +2 to Reflex, +2 Fighting, Scare and Stealth rolls in Dark or dimly lit places

Ghost Knacks

All ghosts are unique and to show this each Ghost should be given one positive and negative knack. (Or more if the Director wants to make weaker or more powerful versions)

Positive Knacks

Astral Envoy: The ghost can spend 2 zap points to pull a willing spirit out of a living form and take it to the spirit world for up to an hour.

Fearful: The Ghost looks extra twisted and scary and gains +2 Scare skill. Those scared by the ghost lose their next action.

Illusionist: The ghost gains +4 casting and 2 ranks of Illusion. Rumor of Ghosts with more powerful Illusion magic are rumored to exist.

Manifest master: The Ghost can manifest as a truly physical being. In this form they may eat, sleep and enjoy life as a human. This costs 2 Zap Points an hour.

Positive Continued.

Possessor: The Ghost can spend a zap point to enter a person's body and make a will vs. will contest with them. If the Ghost wins they can control that person for 1 minute. The Controlled person may spend an Action to try to break control.

Specter: The Ghost looks very human and can even pass for one. Regardless of form.

Negative Knacks

Known Named: The True name of the Ghost is Known and if spoken three times it can be summoned by a person. This costs 3 magic points to do. The summoned spirit cannot hurt the Summoner for the 1 hour he's summoned.

Iron Vulnerability: The Ghost takes +3 damage from Iron attacks, of which at least one point will always get through (Unstoppable 1).

Light Vulnerability: Healing magic can damage the creature and those with at least three ranks of healing magic are immune to all of the ghost's ability.

Salt Vulnerability: The Ghost in whatever form it's in cannot cross a line of Salt, can be held in a circle of salt and damaged by salt projectiles. (D6 Damage, of which at least one point will always get through (Unstoppable 1)).

Hooks

1. A Ghost comes to the character looking for help.
2. A Wraith attacks friend of a character.
3. A Ghost stalks a local stretch of Highway and is causing wrecks.

Cryptozoology Facts

1. Ghosts who haunt a specific place cannot leave that area.
2. Ghost cannot see electronic images.
3. Ghosts can be made to "cross over" to the realm of the dead through Necromancy or Healing magic.

Goblin



Name: Goblin
Type: Fae
AKA: Hobgoblin, Tengu, Knocker
Rank: 1
Location: Various dark places
Motivations: Be left alone.

Body	D4	Mind	D4
Senses	D6	Will	D4
Social	D4	Magic	D4+1
Life Points	8	Reflex	7
Actions	1	Armor	(1-2)
Resist	9	Zap	10
Magic		Points	

Common Skills: Athletics D4+4, Fib D4+3, Fighting D4+5, Hide D4+4, Scare D4+3, Urchin D4+4

Common Traits (Choose 2):
 Creepy, Devious, Temper, Trickster

Abilities

Enhanced Sight: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication.

Fae: Goblins are Fae blood creatures. They may spend 1 Zap point to appear as a human for 1 hour and take +2 damage from iron and iron alloys. At least one point of damage from iron/iron alloys will always get through regardless of armor or tough roll.

Flexible: The creature's bones and joints are extremely flexible. They can crawl through cracks half their size or width. Ignore 1 point of non-magical physical damage and gain +1 to Athletics when climbing.

Light Blind: Goblins are -2 sight based rolls in normally lit areas and -4 in brightly lit areas.

Mimic: The creature can sound like anything be it another person, a machine or another animal.

Pack Hunter: The creature usually hunt in pairs or family groups of 3 to 4. For every creature in the hunting group above 1 all of those creatures gain +1 to hit and +1 to reflexes to dodge. Up to a maximum of +3.

Common Equipment

Armor: Some Goblins wear handmade hodgepodge armor that provides 1 to 2 points of armor.

Weapons: Goblins use primitive weapons that grant +1 to +2 to damage.

Information: Mischievous and criminal-minded by nature, Goblins live in caves and sewers and places that get very little light. Hating real work in any form they survive by forging or thievery.

Description: Goblins are three to four foot tall, green skinned creatures, with long pointed ears, large noses, and potbellies. Goblins have vicious faces and lots of short, pointy teeth. Goblins wear simple homemade clothing or fur.

Hooks

1. A group of Goblins have kidnapped a small child for their King. Can the character's save the child.

Cryptozoology Facts

1. Goblins are notorious cowards and experts at playing dead.

Githul



Name: Githul
Type: Hate-touched
AKA: Deep-Child
Rank: 2
Location: Various
Motivations: Serve Echidna

Body	D6	Mind	D4
Senses	D6	Will	D4
Social	D4	Magic	D4+1
Life Points	12	Reflex	9
Actions	1	Armor	
Resist	9	Zap	10
Magic		Points	

Common Skills: Athletics D6+4, Fighting D6+5, Hide D6+4 Scare D6+3 , Urchin D6+4

Common Traits (Choose 2):
Creepy, Eccentric, Mad, Temper

Abilities

Amphibian: The creature can breath in water as well as air. It can also swim at its full running speed.

Enhanced Sight: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication.

Human form: The creature can spend one Zap point to look totally human for 1 hour. While in this form they still smell of the sea.

Hyper Movement (swimming) (1): The creature swims at 40mph out of combat +40 feet in combat .

Mimic: The creature can sound like anything be it another person , a machine or another animal.

Magic Resistance: The creature gains +3 to rest Alteration and Curse magic from non Cult of Echidnas sources.

Tooth and Claw: The creature's claws do +3 damage (Total damage of 8) and their teeth do +2 damage (Total damage of 7)

Common Equipment

None

Information: The Githul are humans that serve Echidna through here horrors. Exposure to the horrors have changed them into horrific creatures. Githul only want to serve their twisted masters (And Echidna through them) and often act as the foot soldiers of the cult of Echidna (Who they think is part of their Horror cult).

Description: Human size scaly creatures with claws web hand and feed, fish like heads and bulbous eyes, the Githul come in a variety of colors.

Hooks

1. A Githul ran town on the coast is plotting something horrible.

Cryptozoology Facts

1. Most Githul have never heard of Echidna, they think Horrors masters are the true masters.
2. Githul smell like fish and sea no matter their form.

Gothsha



Name: Gothsha
Type: Horror
AKA: Blob, Twisted-Insanity
Rank: 3
Location: Various
Motivations: Serve Echidna

Body	D8	Mind	D2
Senses	D6	Will	D2
Social	D4	Magic	D8
Life Points	12	Reflex	11
Actions	2	Armor	0
Resist Magic	11	Zap Points	16

Common Skills: Acting D4+6, Athletics D6+4, Fighting D6+5, Hide D6+4 Scare D6+3 , Urchin D6+4

Common Traits (Choose 2):
Creepy, Mysterious, Mad, Temper

Abilities

Dimension Travel: For 5 Zap points the creature can travel to another dimension appearing anywhere in that dimension. This may be used as an action to teleport away.

Magic Immunity: The creature is immune to Alteration magic.

Shape Shifter: The creature can assume the form of anything its size and that of an insect. The new form can be a living or inanimate. The creature can shift its body to add +2 Reflex to dodge or add +4 to Armor. Using any Shape Shift powers cost 2 zap points.

Regeneration (Regrow) (1): The character regains a life point a combat round or minute and can regrow limbs within one hour.

Tentacles: All Grab/Hold rolls do +3 Damage (Total: 10) and Fighting rolls to hit.

Common Equipment

None

Information: Gothsha are the spies and eyes of the Cult of Echidna. These creatures are have very little self-motivation but are good at following orders and if left alone, eating anything that isn't a fellow horror or member of the cult of Echidna.

Description: Gothsha are 600-800lbs of flesh colored slime that is constantly growing and folding into itself tentacles and eyes. The creatures are so disturbing to look at that non magical creatures are said to be driven mad by

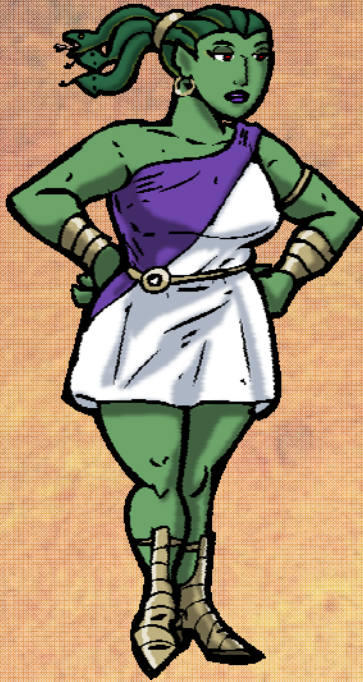
Hooks

1. People in the Star's town are being replaced by Gothsha. .

Cryptozoology Facts

1. Gothsha are barley self aware , yet extremely loyal to their mistress.
2. Gothsha cannot fake emotions or talk when they take on a living form.

GORGON



Name: Gorgon
Type: Hate Touched Witch
AKA: Medusa
Rank: 3
Location: Anywhere
Motivations: Varies

Body	D6+1	Mind	D6+1
Senses	D6	Will	D6
Social	D6+1	Magic	D8+1
Life Points	14	Reflex	10
Actions	1	Armor	0
Resist	12	Zap	18
Magic		Points	

Common Skills: Art D6+5, Basics D6+4, Mythology D6+5, Casting D6+5, Cryptozoology D6+5, Mysticism D6+6

Common Traits (Choose 2):
Drama queen, Mysterious, Meek, Mary Sue

Abilities

Immortal : The creature doesn't age and is immune to magic and abilities that alter age.

Magic: The creature has access to 5 Magic ranks (Maximum of 2 in any Rank) .

Petrifying gaze: The creature can turn anything to unmoving stone with a look. This is a magic vs. Magic Attack with a range of the attackers line of sight . Once transformed the person remains stone until the attacker dies or the attacker releases them. Unlike what the mortal legend says Gorgons are immune to their own power. (Cost: 3 Zap Points)

Snakes For hair: The Gorgons' snake like hair has 1 action and a Fighting of D6+5 on its own and can grapple or bite (Damage 7). The snakes can stretch up to 10 feet and out of combat perform up to 4 different things at once.

Common Equipment

None

Information: Gorgons are the decedents of Witches who battled Echidna and were cursed. They were turned into Hates and forced to serve Echidna through the war. After the war like many of Echidna's army they were hounded by the immortals and many went into hiding.

Today Gorgons tend to be wary of immortals and others and why that fear has turned more than a few bad, most just want to live their lives and be productive members of magical society.

Description: Gorgon look like women with green skin , red eyes and snakes for hair. The shade of green and the color of the snakes vary from gorgon to gorgon .

Hooks

1. The character's meet a nice Gorgon who's being hunted by an Immortal trying to build his legend.

Cryptozoology Facts

1. Cryptozoology fact: Gorgons who travel into magical civilization must wear polarized lenses or contacts, even though most have full control over their petrification power.

Grey



Name: Grey
AKA: Martian, Little Green Man, Alien and Traveler
Rank: 2
Location: Between Dimension, Near Dimensional disturbances, Rural areas of Earth.
Motivations: Catalogue Dimensions

Body	D4	Mind	D8+1
Senses	D6+1	Will	D8+1
Social	D6	Magic	D6
Life Points	8	Reflex	7
Actions	1	Armor	0
Resist Magic	9	Zap Points	12

Common Skills: Basics D8+6, Build/Repair D8+7, Computers D8+7, First Aid D8+5, Investigate D8+5, Scare D6+4, Pilot D4+6, Science D8+6, Cryptozoology D8+6, Leyology D8+6

Common Traits (Choose 2): Brainiac, Cold, Cruel, Lucky, Meek, Mysterious and Tinkerer

Abilities

Camouflage: The creature and everything it's carrying up to 200lbs color shifts to blend into their environment. They are -4 to sight and sound based rolls when standing still and -2 when moving.

Enhanced Sight: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication.

Hive Mind: When two or more of the creatures are working together they gain +1 Reflex and +1 to all rolls. The creatures can also communicate with each other psychically up to 5000 miles away.

Natural Telekinetic: The creature can lift up to 200lbs up to 200feet away as long as they can see it. They can also attack doing 10 points of damage up to 20feet away or perform a grapple at the same range (Hard difficulty to escape) All telekinetic abilities cost 2 Zap Points to use.

Natural Telepathy: The creature can also read minds and control minds by spending 2 zap points and defeating the target in a will vs, will contest. Mind reading only reads current thoughts and Mind control is limited to altering memories to forget the creature.

Polyglot: The creature can understand and speak all known languages.

Psionic Shield (4) : The creature is +4 to resist magic and abilities that alter their thought memories or emotion.

Wall Crawler: The creature may move it's normal walk and run speed along any solid surface.

Common Equipment

Psi Rod: This high tech rod shape device allows the grey to Natural Telepathy/Telekinetic abilities work with far more efficiency granting -1 Zap cost and Granting them +1 to Will rolls to use telepathy, +5 Telekinetic damage and +500lbs Telekinetic lift. No Grey using this device succumb to headaches (-1 to all rolls) if they use it more than once a day)

Recorder: This Thin hand held device records whatever the user sees, ears and thinks, categorizes it and downloads it to the any computer that person knows of.

Grey

Common Equipment Cont.

Ship: a group of three or more Greys (up to 20) share a ship that on the outside is silver tear drip or saucer shape and 20feet long/wide and 10 feet tall. Inside its over 10 times that size. . This Ship can fly at 700mph and has it's own life support system and the central computer for Recorder downloads. It can also transport between dimensions for 10 Zap points (usually given by multiple Greys). They ships itself requires a Very Hard science skill roll to use. The Ships themselves are designed for Greys non-Greys using it take 1 point of damage per hour and suffer headaches (-2 to all rolls) after 1 hour. The headaches fade in D4 days.

The Ship itself is invisible to most mortal technology and -2 to be seen or divined by magic (and that includes anyone inside a ship) .

Those that see a Grey ship must make a very hard will roll to remember any details about it .

Information: At first the Greys were thought to be a type of technology loving Fae, but exploration and experimentation has proven they are in actuality mortals forced evolved and program by millennia ago by the Atlantians of Earth-Nemesis as dimensional explorers and cartographers.

The job of their species it seems is to explore alternate earths and connected dimensions in detail, that includes flora, fauna, ecology, geology and cultures. And it's a job the grey do with mechanical precision and with a coldness that makes you feel sorry for them... up until they kidnap someone for biological examination.

Groups of Greys travel in their ships to specific part of a world and scan it with such detail every blade of grass is counted , they then take samples and move on leaving no sign of themselves behind.

Greys tend avoid our kind as we tend to be able to defeat their psychic abilities a lot easier than most mortals. Still they have been known to capture witches and otherkin for examination in past so please be careful.

Description: The Grey are as their name says mostly grey in coloring with thin humanoid bodies, large heads and stand 4-5 feet tall. They also have large black eyes, three fingers and thumb no nose and a small mouth.

Greys are neither male nor female.

Variants

While Greys tend to be very Unitarian in appearance for the most parts there are some differences among them.

Greens

Greens look like Greys with green skin and antenna. They are more muscular and more war like and seem to be Grey security.

Rank Bonus: +1

Attribute Bonus: +2 to Body.

Skill Bonus: Fighting D6+5

Abilities: None

Equipment :

Weapon Rod: This rod does what the normal psi- rod does + an extra 3 points of damage and those damage by the rod are staggered (-1 to all rolls) for D4 minutes.

Shifters

The Greys infiltrators the Shifters are slightly taller and better built than most Grey. They also have the ability to change shape.

Rank Bonus: +1

Attribute Bonus: +1 to Social Die.

Skill Bonus: Acting D6+6, Fib D6+6

Abilities:

Shape Change: Shifters may spend a zap point to appear and sound like another person for up to an hour. They can grow as tall as 7 feet or shrink down to

Hooks

1. A lost Grey needs the characters help to call home.
2. Someone the character knows has been replaced by a Shifter. Can they find out and rescue that person?
3. The characters find an abandoned crashed Grey ship and must figure out what to do with it before other greys or Project Stormwall shoes up.

Cryptozoology Facts

1. Greys hate speaking with their mouths and rather talk. telepathically.
2. Greys seem to be program to be unable to comprehend their own origins and seem only focus on their duty
3. Greys are not emotionless as people then to think. Emotions in a Grey interfere with their psychic powers (+2 to use cost if the Grey is Upset or annoyed.)

Harpy



Name: Harpy
Type: Hate-Touched
AKA: None
Rank: 3
Location: Mountains, Forest.
Motivations: Hunting for fun and food.

Body	D6+1	Mind	D6
Senses	D8	Will	D6
Social	D4	Magic	D6+1
Life Points	16	Reflex	10
Actions	1	Armor	0
Resist	11	Zap	14
Magic		Points	

Common Skills: Athletics D6+ 6, Basics D6+2, Fib D4+4, Fighting D6+6, Hide D8+4, Scare D4+6, Survival: D6+5, Tracking D8+6

Common Traits (Choose 2):
Jock, Trickster, Warrior, Wicked

Abilities

Nightvision: The creature sees as well at night as it does in the day.

Hyper Fitness (1): +2 Life Points and +1 Zap Points, +4 to rolls involving fatigue and resist poison and disease.

Hyper Movement Flight (Winged) (2): Fly at 80 mph out of combat, Fly 80 feet in combat. +2 to reflex to dodge in flight. If the creatures wings are bound, the creature cannot fly.

Hyper Strength (1): Lift 1000lbs, +1 to strength based non combat rolls. +1 to rolls involving lifting and breaking.

Immortal: The creature doesn't age and is immune to magic and abilities that alter age.

Roar: As a fighting skill action the creature roar does 10 points sonic damage at a target up to 100 feet away.

The Roar also cause anyone that loses life points from it to become deaf (-4 to hearing based rolls) for D6 hours.
(Cost: 2 Zap Points) .

Tooth and Claw: Claws and teeth do 2 Damage (total 8 damage). The Sharp claws of the harpy ignores 3 points of armor.

Common Equipment

None

Information: Harpies were once a group of Witches dedicated to Echidna who were turned into Hates. Normally very antisocial, they live in small tribes away from any form of civilization.

Harpies are notorious for their diet of humans and other humanoids. Though they eat other meat, their preference is for mankind, Witches, and otherkin. They are also still very loyal to Echidna and are less likely to eat anyone dedicated to their creator.

Harpy

Description: Harpies resemble humanoid females with brown, green, blue black or red colored skin, horns, fangs and bat style wings running from torso and along their arms.

Most harpies have bird like talons feet and sharp claws on their hands.

Variants

Harpies from various parts of the world have different looks and characteristics.

American (Moth Women)

Native to North Americans these Harpies have moth like wings and large round eyes and antenna. Nocturnal by nature they tend to avoid brightly lit places.

Rank Bonus: 0

Attribute Bonus:

Skill Bonus: None

Abilities:

Night Vision: The creature can see as well at night as they can in day.

Sleep Song: As an action this creature can sing at a target forcing it to make an easy will roll or fall dead asleep. Even if it makes the will roll the attack leaves the character drowsy and -1 to all rolls for D6 minutes. Costs 2 zap points to use.

Aquatic

Wingless and usually green, purple or blue in color the Aquatic Harpy lower body resembles the tentacles of a large octopus or squid.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Aquatic: The creature can breathe water and move in water regardless of depth, with ease and no minuses.

Hyper Movement Swimming Replaces Flight.

Tentacles: All Grab/Hold rolls do +3 Damage and Fighting rolls to hit.

Grecian

This Harpy is also known as the Classical Harpy, It has heathers instead of hair, feathered wings and a monstrous appearance.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Grecian- Cont,

Abilities:

Foul Smell: All characters within 50 feet of the creature is -21 to all rolls due to the creatures smell. Those in that rain after a turn of combat or minute out of combat will start to wretch and must make an hard will roll each turn or lose an action.

Infection: Those injured by this creatures natural weapons must make a hard body roll or be -1 to all rolls for 1D6 days.

Witch

Magic using Harpies are rare but they do exist. More refined than most Harpies these harpies are among the most dangerous.

Rank Bonus: +1

Attribute Bonus: +1 to Mind, Will and Magic.

Skill Bonus: Casting D8+5, Mysticism D6+6.

Abilities:

Magic: (5 ranks in magic (Maximum of 2 in any magic type, Cannot take Healing magic)

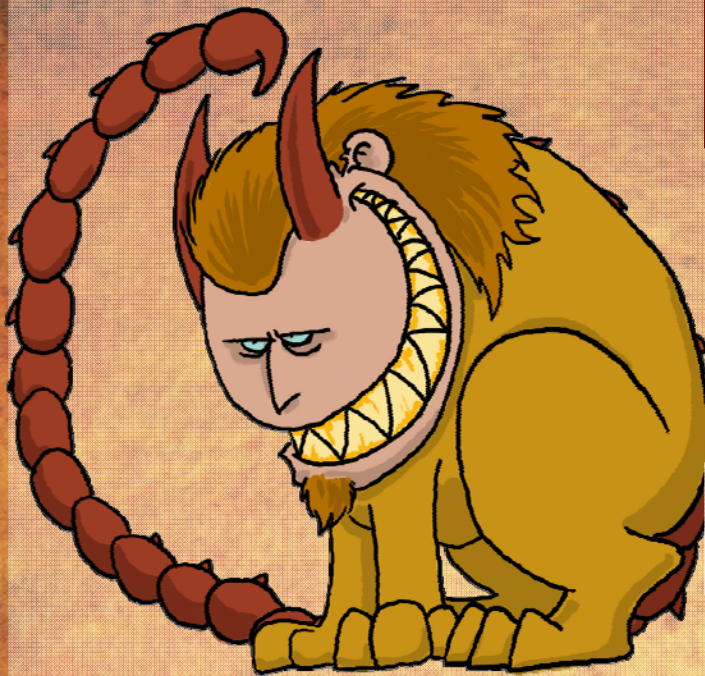
Hooks

1. Two tribes of Harpies are at war and ask the characters to help resolve it.
2. A Harpy has come to town looking for a handsome man to steal.
3. An Aquatic Harpy is terrorizing a friendly group of Merfolk.

Cryptozoology Facts

1. Harpies love kidnapping human and otherkin men.
2. Harpies sometime had in buildings with gargoyles.
3. Harpies tend to speak the local language.

Manticore



Name: Manticore
Type: Chimera
AKA: Chimeran
Rank: 3
Location: Forest, Desserts, Middle east
Motivations: Hunting for fun and food.

Body	D8	Mind	D6
Senses	D8	Will	D6
Social	D4	Magic	D6+1
Life Points	22	Reflex	11
Actions	2	Armor	5
Resist Magic	10	Zap Points	14

Common Skills: Athletics D8+ 6, Basics D6+2, Fighting D8+6, Hide D8+4, Scare D6+6, Survival: D4+5, Tracking D8+6

Common Traits (Choose 2):
 Calm, Creepy, Jock, Unshakable

Abilities

Chimera: The creature is the melding of two or more creatures and like all Chimera is +2 to resist Alteration magic and -1 to Cryptozology rolls to identify.

Enhanced Senses: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication. The creature senses of smell allows it to detect a scent at 2 miles away.

Hyper Fitness (2): +4 Life Points and +2 Zap Points, +2 to rolls involving fatigue and resist poison and disease.

Hyper Strength (1): Lift 1 Ton, +1 to strength based non combat rolls. +1 to rolls involving lifting and breaking.

Immortal: The creature doesn't age and is immune to magic and abilities that alter age.

Invulnerability (3): The creature ignores 5 points of damage.

Stinger Tail: As a Fighting maneuver the Manticore can strike with the stinger on the end n its tail. The stinger does +4 Damage (total: 12) with Armor piercing(3) (ignore 5 points of armor). Any target that takes damage must make a hard Body roll or take 1point of unstoppable damage for the next D10 combat rounds or minutes (out of combat) and be -3 to all rolls. (Cost 2 Zap Points)

Common Equipment

None

Information: The Manticore is one of the most common chimera and the once that has a bad reputation . Intelligent and prideful they love nothing more than the art of the hunt. For them it's not the kill so much as stalking and tracking a quarry and matching wits with it that drive the Manticore. In fact if it's not uncommon for a Manticore to release a particularly good "victim" with tips.

Manticore are also very family oriented with the parents watching over their children till they are old enough to take care of themselves

Manticore

Description: Part big cat, Dragon and two to three other creatures the Manticore sees itself as the king of Chimera.

With a human like face it's has the length of a tiger but the bud of a lion. Its tale is that of a scorpion and is fore-paws can move individuals like pseudo fingers.

Variants

The Manticore were created by witches long ago as guards and hunters. The needs of various witches have lead to different breeds of the creature.

Brute

The Brute is a larger and buffer version of the Chimera. Its coat tends to be lighter and color leaning colder to white than pale gold.

Rank Bonus: +1

Attribute Bonus: +2 Body, -2 Mind

Skill Bonus: None

Abilities:

+1 To Hyper Fitness (Total 3): +6 Life Points, +3 Zap points and +3 to resist rolls involving poison disease and fatigue.

+2 Hyper Strength (Total 3): +4 HTH damage, Lift 4 Tons and +3 to lift and break rolls.

+1 invulnerable: Ignore 10 points of damage.

Flyer

The flyer has large batlike wings a redder coat than the standard Manticore.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Hyper Movement Flight (3): Fly at 160 mph out of combat, Fly 160 feet in combat. +1 to reflex to dodge in flight.

Land Shark

The Land shark has the head and dorsal fin of a hark instead of the typical manticore human like head its also hairless with grey skin and a manta ray tail instead of a scorpion tail.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Amphibian: The creature can breath in water as well as air. It can also swim at its full running speed.

Pyros

The Pyros has a more traditional lion shaped head and main and a green scaly body. They are also the most common manticore variant.

Rank Bonus: +1

Attribute Bonus: +2 Body

Skill Bonus: None

Abilities:

Fire Breath: as a Fight maneuver the character can breath a jet of flame up to 50- feet away doing 15 points of damage: (Cost: 2 Zap Points).

Fire Immunity: The creature is immune to normal fire and heat damage and takes half damage from magical and ability based fire damage.

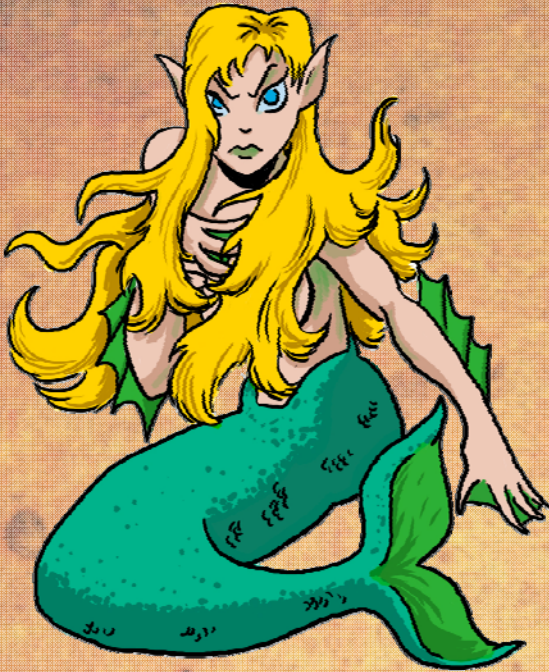
Hooks

1. A friend brings home Manticore cubs not realizing the parents of the cubs are not far behind.
2. A Manticore is hunting a character for the fun of it.

Cryptozoology Facts

1. The Manticore occasionally hunts for sport and after bragging lets its prey go free.
2. Manticore can live up to 500 years.
3. Cryptozoology Fact: Manticore hate cheaters and tricksters.

Merfolk



Name: Merfolk
Type: Chimera
AKA: Sea child
Rank: 2
Location: Most oceans
Motivations: Protect the Sea.

Body	D6	Mind	D6
Senses	D6	Will	D6
Social	D6	Magic	D6+1
Life Points	12	Reflex	9
Actions	1	Armor	0
Resist	9	Zap	12
Magic		Points	

Common Skills: Athletics D6+4, Basic D6+3, Charm D6+3, Fighting D6+3, First Aid D6+2, Investigate D6+3, Mysticism D6+3

Common Traits (Choose 2):
Beautiful, Jock, Mysterious, Trickster

Abilities

Aquatic: The creature can breathe water and move in water Regardless of depth, with ease and no minuses.

Fish Friend: The creature can talk to all fish and gain +1 to social rolls when dealing with them.

Fish Form: The creature can spend 2 zap points to appear as a fish of the same size of their true form for up to 1 hour)

Hyper Movement (swimming) (2) : The creature swims 80 Mph out of combat and +80feet in combat.

Tail and Claw: The creature gains +2 to damage when attacking with her claws (Total 7) or +3 with a tail slap (Total 8).

Common Equipment

Simple Weapon: Some Merfolk uses hand weapons such as spears and tridents made of coral (+2-4 Damage).

Information: These aquatic beings live in both fresh and salt water, with larger communities inhabiting the oceans and especially large communities near Mu and the Atlantian Rift. These Merfolk kingdoms are well hidden with Mundane-avoidance charms. Merfolk are untrusting of the surface folk, and some more hostile groups have attacked strangers for no reason at all.

Description: Merfolk are beautiful creatures with skin of blue or green, long hair of various watery colors, and large, dark eyes. Their bottom halves are the tails or limbs of sea-going animals. Though most are large fish tails, octopus limbs and eel tails on Merfolk are not uncommon.

Hooks

1. A Merfolk changed into a Human by a witch needs help going home.

Cryptozoology Facts

1. Fresh water Merfolk and saltwater Merfolk don't get along.
2. Air breathing Merfolk with the tales of dolphins and killer whales are rumored to exist..

Minotaur



Name: Minotaur
Type: Chimera
AKA: Taurus
Rank: 3
Location: Europe, Asia-Minor
Motivations: Protect herd.

Body	D8	Mind	D4
Senses	D6	Will	D4
Social	D4	Magic	D6+1
Life Points	20	Reflex	9
Actions	1	Armor	3
Resist	10	Zap	16
Magic		Points	

Common Skills: Athletics D8+4, Fib D6+4, Fighting: D6+6, Scare D6+4 , Survival D4+4 Track D6+4 (7), Cryptozoology D4+4

Common Traits (Choose 2):
 Jock, Rural, Temper , Warrior

Abilities

Big: The creature is large and is -2 Reflex.

Charge: The Minotaur can charge at a target. Doing +5 Damage (Total 14). The Target hit must make a Hard body roll or be Knocked Down , Knocked back) and staggered (-1 to all tolls for D6 turns) this takes 2 zap points to uses.

Hyper Fitness (2): +4 Life Points and +2 Zap Points, +2to rolls involving fatigue and resist poison and disease.

Hyper Strength (2): Lift 1 Ton, +4 to strength based non combat rolls. +2 to rolls involving lifting and breaking. Inner Compass: This creature cannot get lost or be made lost and is +3 to Tracking)

Invulnerability (2): The creature ignores 3 points of damage.

Punch/Gore: The creature can punch doing +3 Damage (Total: 11) and Gore with their horns doing +4 damage (Total 12)

Common Equipment

Warrior Kit: Warrior Minotaurs may have weapon that does up to +4 damage and Light armor (ignore 1-3 points)

Information: Minotaurs are a herd based Chimera that above all things respects physical strength. Great Hunters they love to pit their physical abilities against other physically fit creatures be they giants or immortals.

Description: Minotaurs have the heads of bulls (including the horns), broad shoulders, and muscular and hairy arms and chests. Their lower body ends in thick, bull-like legs, and they also sport a tail.

Hooks

1. A Minotaur has taken up residents in the towns labyrinth like sewers.

Cryptozoology Facts

1. Female Minotaurs do exist. They tend to be smaller and spend most of their time with the children.
2. Minotaurs are notoriously stubborn and rarely change their minds.

Molekin



Name: Molekin
Type: Proto-Human
AKA: Morlock
Rank: 1
Location: Underground
Motivations: Dig for food..

Body	D4	Mind	D4
Senses	D6	Will	D4
Social	D4	Magic	D6
Life Points	8	Reflex	7
Actions	1	Armor	0
Resist	9	Zap	12
Magic		Points	

Common Skills: Athletics D4+3, Fighting D4+3, Hide D4+3, Tracking D4+3

Common Traits (Choose 2):
Eccentric , Mysterious, Busy Body, Temper

Abilities

Claws: The creatures claws do +2 damage (total of 5)

Digger: The creature can dig up to it's height as an action and up to 4 times that in a minute out of combat. The creature can dig through natrual earth an stone with no difficulty.

Seismic sense: The creature can senses movement and through earth and stone. This grants them +4 to avoid being surprised if they are touching earth and stone. This is usually the creature's primary form of sight.

Common Equipment

None

Information: Molekin are an offshoot of humanity that live deep underground in caverns . Primitive and skittish they keep to themselves living of bugs and various fungi.

Description: Molekin look like nearly hairless pale 4-3 feet tall humanoids with a hunched posture and large hands ending ion thick claws.

Hooks

1. Molekin are destroying the schools lawn with holes.
2. Molekin are tired of being treated badly by others and decide to sink a magical town.

Cryptozoology Facts

1. Molekin have a hard time with normal or bright light (-4 to sight based rolls) and prefer dim light or darkness.
2. Dwarves sometime uses Molekin as miners
3. Molekin hate conflict and are easily intimidated.

Mummy



Name: Mummy
Type: Undead
AKA: Cursed Dead
Rank: 3
Location: Various
Motivations: Live again.

Body	D8	Mind	D6
Senses	D6	Will	D6
Social	D6	Magic	D8
Life Points	16	Reflex	11
Actions	2	Armor	0
Resist	9	Zap	12
Magic		Points	

Common Skills: 20 ranks of skills based on what the person did while alive.

Common Traits):
Choose any two.

Abilities

Magic Immunity: The creature is immune to Elementalism magic.

Soul Drain: The creatures Touch drains D4 Life and Zap Point from a target if the target fails a Hard magic roll. Those points can be used to restore the creatures life and zap points.

Undead: The creatures us a animate corpse. They feel no feel no pain, never tires, doesn't need to sleep , knows no fear and are immune to Mentalism magic. They are also immune to poison and disease. The creature cannot heal itself normally. Zombies are also immune to attacks vs. their senses.

Undead do however decay and lose 1 life point a day , when they reach 0 lifer points they stop being dead and just become undead.

Common Equipment

None

Information: Mummy's are beings that through magical corpse preparation can based on a set of circumstances (Usually their crypt being disturbed) rise from the grave. Once reanimated Mummies tend to seek ways to stay animated.

Description: Molekin look like nearly hairless pale 4-3 feet tall humanoids with a hunched posture and large hands ending ion thick claws.

Hooks

1. A Museum new Egyptian exhibit has a Mummy problem.
2. A Mummy seeks the soul of the characters to stay animated.

Cryptozoology Facts

1. Mummies of Witches and Immortals have access to their magical abilities and are dangerous.
2. Lilith's daughter Isis made the first Mummy when her Husband Osiris was killed.

Naga



Name: Naga
Type: Chimera
AKA: Slythus, Charmer
Rank: 2
Location: India, Central/ South America
Africa
Motivations: Varies

Body	D6	Mind	D6
Senses	D6	Will	D6
Social	D6+1	Magic	D6+1
Life Points	12	Reflex	9
Actions	1(2)	Armor	0
Resist	10	Zap	14
Magic		Points	

Common Skills: Athletics D6+ 4, Basics D6+3, Charm D6+4, Fighting D6+4, Hide D6+3 , Urchin D6+3, Mysticism D6+3, Cryptozoology D6+3

Common Traits (Choose 2):
Beautiful, Snob, Jock, Rural, Warrior

Abilities

Attack: Naga can claw or Punch for 7points of damage and use their large tail to attack either by swinging it (Damage 9) or to grab and squeeze . Grab does no damage and counts as a grapple. Squeezing can only be done after a target is grappled for one combat round. The target then takes 5 points of damage per combat round they are held, One point of that damage is unstoppable. A Naga can perform up to one action while holding and or squeezing a target.

Chimera: The cockatrice is the melding of bird and snake and like all Chimera is +2 to resist Alteration magic and – 1 to Cryptozoology rolls to identify.

Enhanced Senses: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication. The creature senses of smell allows it to detect a scent at 2 miles away.

Multi Limbed: The creature has two extra arms and gains 1 extra action as long as that action involves arms and +1 to Non combat skills involving arms.

Serpentine: The creature lower body is that of a very large snake and doubles their normal walking and running speed. Their tongue can be used to smell granting them +2 those using the hiding skill. The creature also needs only eat one large meal every week or so and they gain +2 to resist all attacks against their eyes.

Common Equipment

See Variants

Information: Naga are natives of Farsia (An alternate Earth) where there they are known as Slythus. It's believed that the first Slythus came to our world some thirty-thousand years ago via the Farsian maelstrom. Once here the lost travelers eventually adapted to our world becoming less of a nomadic warrior culture and more of one interested in building a less mobile culture , enlightenment and mystical understanding.

Naga tend to now live in hidden mystical jungles and forest in Naga cities. Visitors are welcomed as long as those visitors are peaceful and respect the naga and nature.

Naga

Description: Naga like Slythus have four arms, a humanoid body from the waist up and a long snake like tail from the waist down. Naga have bright colored skin with fine almost invisible scales in almost every known color with greens and blues being most common.

Female nagas have hair, males do not.

Variants

Naga's and Slythus are extremely adapt table and have produced many variants.

Eelan

The Eelan are aquatic naga that live near the coast in underwater cities. Slightly more militaristic than most Naga they have a rivalry with Mere folk.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: Athletics +2, Fighting +2, Survival +3

Abilities:

Amphibian: The creature can breath in water as well as air. It can also swim at its full running speed.

Electrical attack: The creature can produce a bolt of electricity doing 10 points of damage within 50 feet. The attack staggers a target (-1 to all rolls) for D6 minutes.

Electrical Immunity: The creature is immune to electrical. Lightning attacks.

Lizard Folk

Lizard folk are decedents of Naga and humans. They are more primitive, less magical and instead of moving on a large tail they move on two legs and have a small 3-4 feet long tail on their rear. Lizard folk are 5-6 feet in height.

Naga do not consider them Naga and avoid them as best they can.

Rank Bonus: -1

Attribute Bonus: -2 Mind

Skill Bonus: None

Abilities:

Lack the tale attacks, Serpentine Movement.

Pack Hunter: The creature usually hunt in pairs or family groups of 3 to 4. For every creature in the hunting group above 1 all of those creatures gain +1 to hit and +1 to reflexes to dodge Up to a maximum of +3)

Simple: Lizard folk are -2 to resist rolls involving trickery and lying.

Equipment: Lizard Folk carry primitive weapons that grant +1 to +2 to damage.

Slythus

Slythus are slightly longer than naga with larger scales and more serpentine facial features. While not native to our world they do occasional cross over.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: Athletics +2, Fighting +2, Survival +3

Abilities:

Hyper Fitness (1): +2 Life Points, +1 Zap points and +1 to resist rolls involving poison disease and fatigue.

Invulnerable (2): Ignore 3 points of damage

Equipment: Slythus can use any Melee weapon or Bow and many warriors among them carry both. Some even use Leather armor.

Witch

Though rare there are Nagas with witch ancestries that manifest full magical abilities. These female Naga are treasured among their kind.

Rank Bonus: +1

Attribute Bonus: +1 Social, +1 Magic

Skill Bonus: Casting +4

Abilities:

Immortal: The creature doesn't age and is immune to magic and abilities that alter age.

Magic: the character has 5 Magic ranks, Maximum of 3 in any rank.

Hooks

1. A small Naga village is being raided by Lizard Folk. The characters are called in to help negotiate a peace.
2. A Rogue Slythus is giving Friendly local Naga a bad Name,

Cryptozoology Facts

1. Naga are not cold blooded but rather luke-warm blooded they hate the cold but isn't harmed by it
2. Rumors of Naga that spit venom has yet to be proven.
3. Naga shed their skin once a year in adult hood and up to three times a year as a child and teen. Said skin are used for various potions.
4. Naga live up to 200 years.

Nemesis



Name: Nemesis
Type: Shadow
AKA: Fiend, Dark Side
Rank: varies
Location: Various dark places
Motivations: Take over the life of another.

Body	*	Mind	*
Senses	*	Will	*
Social	*	Magic	*
Life Points	*	Reflex	*
Actions	*	Armor	*
Resist	*	Zap	*
Magic		Points	

Common Skills: *

Common Traits (Choose 2):
Mysterious, Temper, Trickster, Wicked,

Abilities

***Dark Duplicate:** The creature becomes a dark duplicate of a person . The creature gains all the attributes, skills and abilities of whoever they are duplicating. Once they choose to duplicate that person they are stuck into that form till that target till 24 hours pass. After 24 hours the creature dies unless they kill the person they are duplicating.

Shadow Stuff: The creature is made of shadow stuff leaked from the realm of shadow. They are Immune to all Mentalism magic and take half damage from non-light attacks They do not eat or sleep and can move like shadows along walls or through cracks. They Are +2 to Reflex, +2 Fighting , Scare and Stealth rolls in Dark or dimly lit places.

Common Equipment

The Nemesis has shadow versions of whatever equipment the person they are duplicating is wearing at the time of duplication.

Information: The Nemesis is a creature of shadow that enters our world through a shadow of a person. When they do this they duplicate that person and must destroy that person within 24 hours to live.

Some Witches summon Nemesis to destroy their foes and then Unsummon the nemesis aft wards.

Description: Nemesis at first look like shadows of a person but soon after taking that form they take on a dark and twisted version of the person they are copying

Hooks

1. A Nemesis is after a friend of a character.
2. A Nemesis is summoned to destroy a character.

Cryptozoology Facts

1. Nemesis when not duplicating a person have no true personality.

Oni



Name: Oni
Type: Ogre
AKA: Eastern Troll
Rank: 4
Location: Asia
Motivations: Intimidate and Exploit

Body	D8	Mind	D4
Senses	D6+1	Will	D4
Social	D6	Magic	D6+1
Life Points	22	Reflex	9
Actions	1	Armor	5
Resist	10	Zap	17
Magic		Points	

Common Skills: Fib D6+4, Fighting: D6+6, Scare D6+4, Survival D4+4
 Track D6+4, Cryptozoology D4+4

Common Traits (Choose 2):
 Devious, Jock, Lackey, Trickster

Abilities

Big: The creature is large and is -2 Reflex.

Enhanced Sight: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication.

Fearful Gaze: The creature can spend a zap point to make a scare roll, if successful the target loses there next action.

Hyper Fitness (3): +6 Life Points and +3 Zap Points, +3 to rolls involving fatigue and resist poison and disease.

Hyper Strength (3): Lift 2 Tons, +6 to strength based non combat rolls. +4 to rolls involving lifting and breaking.

Invulnerability (3): The creature ignores 5 points of damage.

Iron Stomach: The creature can eat and digest anything. Their bite is considered unstoppable(1).

Punch/Bite: The creature can punch doing +3 Damage (Total: 16) and Bite for +2 damage (Total 15)

Regeneration (1): The creatures regains 5 life points a combat round a minute.

Common Equipment

Club: Some Trolls wield large clubs that do +3-5. Those damaged by the weapon are knocked down.

Information: Oni are a Eastern version of the Black Norwegian troll that live in the more magical and secluded parts of China, The Himalayas, Mongolia, Japan. Solitary and anti social they live alone and amusing themselves by intimidating and bullying almost anything and anyone smaller than them. Oni see themselves as the greatest of all giants despite not being the tallest or smartest.

Description: Oni stand between 12 and 18 feet tall. They have large horns, shaggy hair on their head and arms and red skin. With large sharp teeth and tusks and three green or yellow eyes they are quite intimidating.

Hooks

1. A Oni is extorting a town for sheep and gold and gems. Can the characters stop it?

Cryptozoology Facts

1. Oni are not very smart but think they are and love to gamble.
2. Oni can eat anything and love to show off this ability

Pegasus



Name: Pegasus
Type: Chimera
AKA: Winged Horse, Nimbus
Rank: 2
Location: Clouds
Motivations: Varies

Body	D8	Mind	D4
Senses	D6	Will	D4
Social	D4	Magic	D6+1
Life Points	16	Reflex	11
Actions	2	Armor	0
Resist	10	Zap	14
Magic		Points	

Common Skills: Athletics D8+3, Fighting D8+4, Investigate D6+5, Hiding D8+5, Flying D8+4

Common Traits (Choose 2):
 Beautiful, Jock, Rural, Warrior

Abilities

Hooves: Unicorns can run up to 50 mph and attack with their hooves for +2 fighting damage (Total of 9) .

Hyper Movement Flight Winged (2): As long as the creatures wings are free they can fly at 80 mph out of combat, Fly 80 feet in combat. +1 to reflex to dodge in flight.

Skimmer: The creature can run on any surface as if it was horizontal f ground, this includes clouds, fog, up the side of buildings, water and more.

Weather Control: The creature may spend 2 Zap Points to create subtle changes in the weather, they may clear clouds, create small ones and even coax seasonal participation from clouds in small amounts.

Common Equipment

None

Information: Living on clouds and spending there time in the sky , the Pegasus is one of the most sought after magical creatures on earth. Many an Immortal, witch and Otherkin have pictured themselves riding the majestic creature. Pegasus like horses live in herds lead by an "Alpha" and travel migrate east to west ad the year goes on.

Description: Pegasus look like Powerful horses with great wings that from tip to tip may be as long as twenty feet. Pegasus like horses come in a variety of styles and looks.

Hooks

1. A local horse gives birth to a Pegasus.
2. A wounded Pegasus is found by the Stars.
3. A herd of Pegasus is causing it to rain on a community.

Cryptozoology Facts

1. Pegasus love to race anything in the sky even witches on brooms and airplanes.
2. Pegasus tend to fly away when approached and while they can, rarely fight.

Outrider



Name: Outrider
Type: Horror
AKA: Lesser Horror
Rank: 1
Location: Shadow, Horrific dimensions.
Motivations: Destroy

Body	D8	Mind	D2
Senses	D6	Will	D4
Social	D4	Magic	D8
Life Points	16	Reflex	11
Actions	10	Armor	5
Resist	11	Zap	16
Magic		Points	

Common Skills: Fighting: D8+6, Scare D4+7, Hide D8+5, Tracking D6+6

Common Traits:
Devious and Temper

Abilities

Dimension Travel: For 5 Zap points the creature can travel to another dimension appearing anywhere in that dimension. This may be uses as and action to teleport away.

Enhanced Sight: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication.

Eye Blast: The large center eye can fire a blast of red energy that does 15 points of damage. The range is line of site. This attack costs 2 zap points and counts as an action.

Hyper Movement Flight (3): Fly at 160 mph out of combat, Fly 160 feet in combat. +1 to reflex to dodge in flight.

Hyper Strength (2): Lift 2 Tons, +4 to strength based non combat rolls. +2 to rolls involving lifting and breaking.

Immortal: The creature doesn't age and is immune to magic and abilities that alter age.

Invulnerability (3): The creature ignores 5 points of damage.

Sapping Tentacles: The creatures tentacles do +3 damage (13 total). +3 to Hold and grab holds. May spend 1 Zap point to Drain D6 life and Zap Points from a person they are holding. This can be done once per turn but doesn't count as an action.

Common Equipment

None

Information: Outriders are immortal horrors that travel the multiverse as minions of more powerful Horrors or hunting sentient creatures. Outriders travel in packs ranging from three to hundreds and occasional invade other worlds in large numbers .

Description: Outriders look like inky black flying squids. They have four red eyes . Outlanders make an unnerving sound that sounds like static. Outriders are twelve to twenty feel long.

Hooks

1. Are Outriders gathering for an invasion?

Cryptozoology Facts

1. Outriders are have a hive mentality and are totally fearless.
2. Outriders may be parasites from colossal sleeping Horrors deep in shadows.

Red Cap



Name: Red Cap
Type: Fae
AKA: Blood Cap
Rank: 2
Location: Magical and Mundane cities
Motivations: Cause trouble

Body	D6	Mind	D6
Senses	D6	Will	D6
Social	D6	Magic	D6+1
Life Points	12	Reflex	12
Actions	2	Armor	0
Resist	10	Zap	4
Magic		Points	

Common Skills: Athletics D6+3, Fighting D6+4, Hiding D6+4, Street-wise D6+4, Urchin D6+5

Common Traits (Choose 2):
Devious, Ruffian, Trickster, Warrior

Abilities

Glamour: Red caps can spend a Zap Point to appear as a normal human for up to an hour.

Hyper Movement Running (2): The creature can run at 40mph out of combat and +40feet in combat.

Hyper Reflexes (3): +3 to Reflex.

Common Equipment

Iron Shod Shoes: Redcaps wear Iron-Shod shoes that grant them +3 to kicking damage. (Total 7)

Red Cap: The red cap of a red cap can be any kind of hat. If it is removed the red cap dies within 1 minute. Also while removed the redcap is -2 to all rolls, reflex, resist magic and has zero zap points.

Information: Violent, rude and fearless, Redcaps are a darker caste of the Fae that see death and war as a game. Red Caps live in mostly poor areas where they prey on the weak and under-served for sport in the form of gangs.

Description: Red caps look like humans pointed ears, red eyes and sharp teeth. Though they are Fae they are more brutal looking than beautiful. Redcaps always wear some kind of Red-hat, dyed in the blood of the foes the redder it is the more dangerous the Red-Cap.

Hooks

1. A group of Red Caps are causing trouble in the character's town.
2. A pacifist Red Cap needs the Star's help.
3. A war between Goblins and Red Caps may lead to humans discovering the local magical community.

Cryptozoology Facts

1. Red Caps become less aggressive without their caps (-2 to Combat Rolls)
2. Red Caps Hate other types of Fae with a passion.

Rift



Name: Rift
Type: Horror
AKA: The Rending
Rank: 3
Location: Various
Motivations: Pull things into it .

Body	D8	Mind	D2
Senses	D6	Will	D8
Social	D4	Magic	D8
Life Points	12	Reflex	11
Actions	2	Armor	0
Resist	11	Zap	16
Magic		Points	

Common Skills: Athletics D6+4, Fighting D6+5, Hide D6+4 Scare D6+3 , Urchin D6+4

Common Traits (Choose 2):
 Creepy, Mysterious, Mad, Temper

Abilities

Dimension Travel: For 5 Zap points the creature can travel to another dimension appearing anywhere in that dimension. This may be used as an action to teleport away.

The Inescapable rift: Anything grabbed by the Rift will be pulled into its maw, which is actually a pocket dimension in deep shadow. Once inside the character is lost. Anything or anyone touching the rift part of the creature must make a Very Hard Body roll or be sucked in. All attacks have a 1 in 4 chance of vanishing into the rift.

Insanity Aura: All non-horror creatures within 1 mile of the creature must make a Hard Will roll or permanently lose -1 Will and Mind every minute.

Magic Immunity: The creature is immune to Time and Space magic.

Tentacles: All Grab/Hold rolls do +3 Damage (Total: 10) and Fighting rolls to hit. The Tentacles can stretch up to 30 feet.

Unmoving: rifts that appear outside of Shadows cannot move -4 to Reflex

Common Equipment

None

Information: Rifts were created by Echidna as a way to capture her foes. After her own capture the Rifts still do their job ransoming appearing (Or is it random) taking beings into deep shadow.

Description: The Rift looks like a rip in reality 10-20 feet wide with 6-12 tentacles snaking outward to grab its target.

Hooks

1. A rift appears as if waiting for someone.

Cryptozoology Facts

1. Rifts have no other motivations but to take things into deep shadows.
2. Rumor has it a group of 7 Immortals once went to a rift to rescue a friend, only three returned.

Sasquatch



Name: Sasquatch
Type: Proto-human
AKA: Squatch, Skunk Ape, Bigfoot
Rank: 3
Location: North America, Asia, Africa
Motivations: Stay Hidden

Body	D8	Mind	D4+1
Senses	D6+1	Will	D4
Social	D6	Magic	D6+1
Life Points	21	Reflex	10
Actions	11	Armor	0
Resist	10	Zap	16
Magic		Points	

Common Skills: Athletics D8+5, Fighting: D6+6, Hide D8+6, Scare D6+4 , Survival D4+6, Track D6+6

Common Traits (Choose 2):
 Jock, Rural, Trickster, Warrior

Abilities

Big: The creature is large and is -1 Reflex.

Camouflage: The creature and everything it's carrying up to 200lbs color shifts to blend into their environment. They are -4 to sight and sound based rolls when standing still and -2 when moving.

Enhanced Sight: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication.

Hyper Fitness (2): +4 Life Points and +2 Zap Points, +4 to rolls involving fatigue and resist poison and disease.

Hyper Strength (2): Lift 1Tons +4 to strength based non combat rolls. +2to rolls involving lifting and breaking.

Punch/Bite: The creature can punch doing +3 Damage (Total: 13) and Bite for +2 damage (Total 12)

Common Equipment

None

Information: Sasquatch are the remnants of a primitive relative of humans that have adapted to live in hidden obscurity around the world. Tribal and peaceful they fear humans and do their best to avoid them living mostly in forested areas, swamps and mountains where humans rarely tread.

Sasquatches communicate with various bellows , roars and body language. A few Sasquatches have learned sign language to communicate with Otherkin they are friendly with.

Description: Sasquatches tall (seven to eight feet) humanoids with shaggy hair ranging from dark brown to black . They have ape like faces, and are known for having very large hands and feet.

Sasquatch

Variants

Sasquatches exist in small groups and tribes and around the world.

Lavic

The Lavic are a hairless Sasquatch that lives in and near volcanoes. About 6 feet tall with grey stone colored skin they are the rarest of their kind.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities: None

Equipment :

Burst into flames: The creature may spend 2 Zap points to burst into flames granting it +3 to Punch and bite damage and causing all creatures touching it to take 8 points of damage.

Immune to Fire and Heat: This creature is immune to natural and supernatural fire and heat attacks.

Mangani

The Mangani are very ape like in appearance and at a distance look like identical to large Gorillas. Natives to Africa they are the deadly combination of aggressive and intelligent.

Rank Bonus: +1

Attribute Bonus: +1 Body, +1 Mind

Skill Bonus: None

Abilities: None

Equipment :

Regeneration: Mahgani heal quickly regaining 1 Life point a combat round or minute out of combat.

Swamp Ape

Swamp apes live in Swamps and near large body of waters. With dark wet looking fur and red eyes, the Ape are the most intelligent sasquatch.

Rank Bonus: +1

Attribute Bonus: +1 Mind.

Skill Bonus: Basics: D6+3

Abilities: None

Equipment : None

Stench: The creature has a horrid smell (all Sasquatches are immune to it.) that cause all within 20 feet to wretch and by at -2 to all actions and -6 at all smell based actions.

Yeti

The Yeti are a slightly shorter but boarder version of Sasquatches native to cold and mountainous areas. With white fur they are more aggressive than most sasquatches.

Rank Bonus: +1

Attribute Bonus: +1

Skill Bonus: None

Abilities: None

Equipment :

Immune to Ice and Cold: This creature is immune to natural and supernatural Ice and cold attacks.

Hooks

1. The Characters are camping and find a group of friendly Sasquatches and must protect them hunters.
2. An evil Witch is Swamp Apes to kill them and take their musk glands for potions.
3. A Bigfoot searching show is trying to expose a group of local "Squatches".

Cryptozoology Facts

1. All Sasquatches have a very pungent musky smell.
2. Sasquatches love to sing to each other at night.
3. Sasquatches love sweets of all kind.



Troll



Name: Troll
Type: Ogre
AKA: Western Troll
Rank: 3
Location: Europe
Motivations: Eat

Body	D8	Mind	D4
Senses	D6+1	Will	D4
Social	D6	Magic	D6+1
Life Points	22	Reflex	9
Actions	1	Armor	5
Resist	10	Zap	17
Magic		Points	

Common Skills: Fighting: D8+6,
 Scare D6+4 , Survival D4+4
 Track D6+4

Common Traits (Choose 2):
 Jock, Lackey, Rural, Warrior

Abilities

Big: The creature is large and is -2 Reflex.

Enhanced Sight: The creature can see in total darkness as well as they can at day and can see ghosts, spirits and wireless communication.

Hyper Fitness (3): +6 Life Points and +3 Zap Points, +3 to rolls involving fatigue and resist poison and disease.

Hyper Strength (3): Lift 2 Tons, +6 to strength based non combat rolls. +3 to rolls involving lifting and breaking.

Invulnerability (3): The creature ignores 5 points of damage.

Punch/Bite: The creature can punch doing +3 Damage (Total: 16) and Bite for +2 damage (Total 15)

Regeneration (1): The creatures regains 5 life points a combat round a minute.

Self Petrification: The creature can spend a zap point to turn un normal unmoving stone for as long as they like. As stone they don't need to Breath or eat and are in a state of suspended animation.

Common Equipment

Club: Some Trolls wield large clubs that do +3-5 damage. Those damaged by the weapons are knocked down.

Information: Trolls live wherever there is good hunting, and not many things that can hurt them. Fearful of technology, they prefer rural areas and magical forests. The average Troll lives alone or with creatures it can bully (like Goblins or some truly dull-witted troglodytes and lesser giants). Most trolls are content with being bullies and poaching endangered animals like unicorns or attacking travelers.

Description: Trolls stand 10-12 feet tall and have rough skin that looks like stone and hair that looks grass and algae. Brutish in appearance, no two trolls look a like and a few are born with useless extra heads and arms.

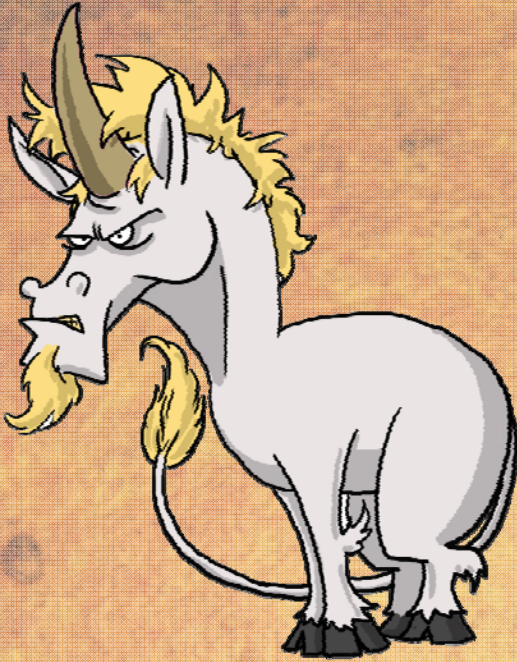
Hooks

1. A troll is eating local farm animals and must be stopped.

Cryptozoology Facts

1. Trolls sometimes turn to stone and hide in rivers.
2. Trolls and Troglodytes are part of the Ogre family.

Unicorn



Name: Unicorn
Type: Animal Paragon
AKA: Kirin
Rank: 2
Location: Magical forests and prairies,
Motivations: Live free

Body	D8	Mind	D6
Senses	D6	Will	D6
Social	D6	Magic	D8
Life Points	16	Reflex	11
Actions	2	Armor	0
Resist	11	Zap	16
Magic		Points	

Common Skills: Athletics D8.+3,
Fighting D8+4, Investigate D6+5,
Hiding D8+5, Mysticism D6+4

Common Traits (Choose 2):

Abilities

Aura of Good: The creature are so pure and good that all good and benevolent spells cast within 5 feet of them cost no Zap, and all within 10 ft of the creature are +4 to Resist Magic versus wicked and cruel magic. The creature can also sense the goodness in people, even those who may not seem good; they bring out the best in them. The creature also does +3 damage to wicked, shadow and necromantic creatures.

Horse Like: The creatures running and walking is doubled and they have hooves that do +2 Damage (Total damage of 9)

Hooves: Unicorns can run up to 50 mph and attack with their hooves for +2 fighting damage (Total of 9) .

Horn: the Unicorn may attack with its horn doing +3 Fighting Damage. The Unicorn horn will not harm a good person

Immortal: The creature doesn't age and is immune to magic and abilities that alter age.

Spirit Flesh: Unicorns are creatures of both flesh and spirit and can turn invisible at will by spending 1 Zap point. The invisibility lasts for a minute.

Common Equipment

None

Information: Unicorns live in isolated areas and preserves. Very endangered, they avoid contact with anyone and will attack if threatened. Many young Witches and their parents have sought Unicorns for pets, not knowing that captivity will kill a normally immortal Unicorn in a matter of years.

Description: Unicorns are a universal symbol of and vessel for good energies. They look like beautiful horses with curly white manes and a single golden horn coming out of the middle of their foreheads.

Hooks

1. A Group of Goblins have kidnapped a small child for their King. Can the character's save the child.

Cryptozoology Facts

1. Goblins are notorious cowards and experts at playing dead.

Unicorn

Variants

Unicorns have evolved into various breeds like normal horses. Most are benevolent... then there's the Nightmare.

Alicorns

Alicorns are Powerful Unicorns born with wings. The Royalty of their kind usually live in magical palaces high in the mountains.

Rank Bonus: +3

Attribute Bonus: +1 Body, +1 Mind, +1 Will, +2 Magic

Skill Bonus: +4 Charm, +4 Leader, +4 Casting, +4 Cryptozoology, +4 Flying

Abilities:

Hyper Movement Flight Winged (2): As long as the creature's wings are free they can fly at 80 mph out of combat, Fly 80 feet in combat. +1 to reflex to dodge in flight.

Magic: Alicorns Have 5 Ranks of magic it may spend in Alteration, Conjunction, Divination, Elementalism, Healing, Mentalism and Protection. No Magic Type can be above a 2.

Equipment: None

Kirin

Kirin are stocky unicorns with flesh covered in metallic scales. Native to Asia they are among the most physically powerful unicorns.

Rank Bonus: +2

Attribute Bonus: +2 to Body.

Skill Bonus: +2 Athletics, +3 Fighting

Abilities:

Hyper Strength (3): The creature can lift 2 tons, gains +6 to all melee damage. They are also +3 to strength based body rolls.

Invulnerability (3): The creature ignores 5 points of damage.

Skimmer: The creature can run on any surface as if it was horizontal ground, this includes clouds, fog, up the side of buildings, water and more.

Equipment: None

Medicine Horse

These mustang-like unicorns have a small nub of a horn and roam the skies of North America.

Rank Bonus: +1

Attribute Bonus: +1 to Body.

Skill Bonus: None

Abilities:

Skimmer: The creature can run on any surface as if it was horizontal ground, this includes clouds, fog, up the side of buildings, water and more.

Equipment: D4 minutes.

Nightmare

The Nightmare is a black unicorn with sharp teeth, sharp horn and red eyes. What the Unicorn is for good, they are for wickedness.

Malicious and violent they love causing trouble.

Rank Bonus: +2

Attribute Bonus: +1 to Body.

Skill Bonus: +4 Fib

Abilities:

Aura of Wickedness (Instead of Good): The creature are so vile and dark that all good creatures within 20 feet are -2 to all rolls. The creature also does +3 Damage to good and benevolent creature and can spend a Zap point to unnervify everyone within 50 feet (Targets are -1 to all rolls while in range)

Skimmer: The creature can run on any surface as if it was horizontal ground, this includes clouds, fog, up the side of buildings, water and more.

Equipment: None

Equipment: None

Unicorn Curse

Killing a unicorn is a horrible action and those that do it are branded magically by it. People can sense they have done a bad thing making them -3 to social rolls.

They are also permanently:

-1 to all rolls

-1 to resist magic

Heal 1/2 as fast as normal

Killing a Nightmare provokes the same kind of curse but for different reasons.

Hooks

1. A group of trolls are hunting unicorns for food. Can the characters save them?
2. A Witch has turned a Unicorn into a girl as punishment. Can the characters free the unicorn?
3. The characters find a mistreated unicorn at a mortal circus. Can they convince it to leave?

Cryptozoology Facts

1. Many evil creatures like Goblins, Giants, and Trolls find Unicorns very tasty. They call Unicorns Horn-Horses.
2. Unicorn horns were once used to make wands.
3. Though it's frowned on, owning a unicorn isn't illegal according to the laws of the WWC.

Zombie



Name: Zombie
Type: Undead
AKA: Living Dead
Rank: 1
Location: Earth.
Motivations: None.

Body	D6	Mind	D2
Senses	D4	Will	D4
Social	D4	Magic	D6+1
Life Points	14	Reflex	9
Actions	1	Armor	0
Resist	10	Zap	14
Magic		Points	

Common Skills: Athletics D6+3,
Fighting D6+4, Track D4+4

Common Traits (Choose 2):
Jock, Urban, Rural, Temper

Abilities

Claw and Bite: The creatures Claws and bite do +2 Damage (Total 7)

Devourer: The creature live by eating other living things. Any Time they damage with a bite attack they gain back a life point. Their bite attacks also ignore 3 points of armor .

Undead: The creatures us a animate corpse. They feel no feel no pain, never tires, doesn't need to sleep , knows no fear and are immune to Mentalism magic. They are also immune to poison and disease. The creature cannot heal itself normally. Zombies are also immune to attacks vs. their senses.

Undead do however decay and lose 1 life point a day , when they reach 0 lifer points they stop being dead and just become undead.

Common Equipment

None

Information: Zombies are the corpses of the dead, brought to a semblance of life (un-dead) to serve someone. Zombies are not very smart but do follow instructions well. They shuffle about and usually only speak a few words, one of those being "brains," which is their favorite thing to eat.

In the magical world Zombies are often used as cheap labor by witches and other and have no real rights . The so call domesticated Zombie must have a mark or brand with their owner's name or symbol.

Description: Zombies look whatever creature they where when alive only... more dead. Some zombies have glowing magical sigils carved into their body or a brand marking them as belong to someone.

Zombie

Variants

There are a many types of zombies, some "Made" others coming to life on their own.

Ghoul

Ghouls are Zombies that eat the dead to survive. Wild and full of madness and rage they are usually the result of a Zombie created incorrectly or one that has just gone feral.

Polished zombies tend to work as servants for their creator and or owner.

Rank Bonus: +1

Attribute Bonus: +1 Body

Skill Bonus: +4 Scare

Abilities:

Devour no longer heals life by eating the living but by eating the dead or undead.

Equipment : None

Polished

The Polished zombie is made to look and sound and most importantly smell like a living person. They do not decay like normal zombies.

Polished zombies tend to work as servants for their creator and or owner.

Rank Bonus: +1

Attribute Bonus: +1 Mind

Skill Bonus: 10 Ranks in Mind based skills based on their job.

Abilities: None

Equipment : None

Revenant

Revenants are Zombies that raise themselves . They return as Undead to do something specific, once that is done they return to the grave.

Revenants tend to look more alive than other zombies.

Rank Bonus: +2

Attribute Bonus: +2 to Body, +2 Mind, +2 Will.

Skill Bonus: 20 ranks of skills based on what the person did while alive.

Abilities:

Driven: When working towards the goal they need to complete the Revenant is +2 to their rolls.

Less Dead: These Zombies do not decay over time.

Equipment : None.

Skeleton

Skeletons look as the name says, like walking skeletons, cheap zombies they are often used as guards.

Rank Bonus: 0

Attribute Bonus: -1 Body, -1 Mind

Skill Bonus: None

Abilities:

Bony: The creature is made of bone and has 2 points of armor.

Reform: If More than 3 Skeletons are destroyed there is a chance they will reform as single complete skeleton.

Equipment : None

Stitched

Stitched are zombies formed from different bodies. Stitched together they are animated by magic (And sometimes Mad-science).

Because they are usually made from the best available parts they are usually not only more alive but more stable than other zombies.

Rank Bonus: +2

Attribute Bonus: +2 to Body, +2 Mind, +2 Social, +2Will.

Skill Bonus: 20 ranks of skills

Abilities:

Less Dead: These Zombies do not decay over time.

Powers: Stitched have two ranks it can uses to Purchase Hyper Fitness, Hyper Reflexes, Hyper Strength, Regeneration or

Equipment :

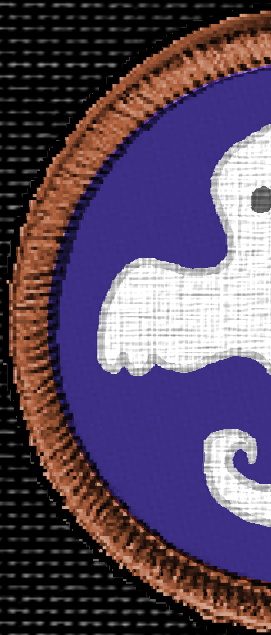
Hooks

1. A zombie is brought to life by a witch zombie Merchant. The Zombie wants help escaping the witch and being free.
2. A Ghoul is wandering around a local graveyard causing trouble.
3. A revenge seeking Revenant targets a Star.

Cryptozoology Facts

1. Zombies are the lowest type of undead.
2. Zombies do not see with their eyes but actually use a magical sense of sight.
3. A group of Zombies is called a Crypt.





Normal Animals

There are thousands of species of normal animals in the world. We cannot even start to list them all, but we have listed some of what we think are the most famous representatives of the animal world (see Allowance: A to Zoo Pet Supplies). Unless otherwise noted all animals are rank 1.

Each one is listed with average attributes, skills of note, and special abilities. The special abilities include:

Armor (AR): Listed as the amount of points of physical damage the animal ignores from an attack.

Attack (AT): The creature's teeth, claw, talons, or tentacles do extra damage and that damage is noted.

Night Vision (NV): The creature sees as well as night as day.

Travel: The creature swims, flies, or runs at great speed and it's listed in miles per hour.

We did our best to keep things simple. Directors should feel free to add to animals for more or less realism based on her game play.

Variants

In a world of magic there are many types of magical animal variants.

Giant

Giant versions of animals are among the most common type of magical animal. Giant animals tend to be 2/4 times the size of the normal variety.

Rank Bonus: +1

Attribute Bonus: +2 Body

Skill Bonus: +2 to all skills.

Abilities:

The Animals abilities are doubled or tripled. based on size.

Equipment: None

Intelligent

Talking magical animals are common in high magical areas. These intelligent animals have abilities that make them more human like.

Rank Bonus: +1

Attribute Bonus: +3 Mind (minimum D4)

Skill Bonus: +3 Basics, 10 extra ranks for any skill.

Abilities:

Polyglot: The creature can understand and speak all known languages.

Human like: The Animal can walk on hind legs and can use their paws, tails or appendages like hands.

Equipment: None

Light Touched

Light Touch are creature touched by the powerful positive magic. They tend to have a glow about them.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Aura of Good: The he creatures are +4 to Resist Magic versus wicked and cruel magic. The creature can also sense the goodness in people, even those who may not seem good; they bring out the best in them. The creature also does +3 damage to wicked, shadow and necromantic creatures.

Equipment: None

Never Ending

Created magically, this version of edible farm animal (Pigs, cow, chickens, goats) can come back to life after being slaughtered and eaten.

Rank Bonus: +1

Attribute Bonus: +None

Skill Bonus: + 3 Gourmet

Abilities:

Immortal (Resurrect) after death as long as the animals bones are gathered together it will fully restore itself in 6 hours. This effect only works if it's eaten for nourishment.

Polyglot: The creature can understand and speak all known languages.

Equipment: None

Shadow Touched

These animals are tainted by dark magics. They tend to have red eyes and a sinister look about them.

Rank Bonus: +1

Attribute Bonus: None

Skill Bonus: None

Abilities:

Aura of Wickedness: The creature are so vile and dark that all good creatures within 20 feet are -2 to all rolls.. The creature also does +3 Damage to good and benevolent creature and can spend a Zap point to unnerve everyone within 50 feet (Targets are -1 to all rolls while in range)

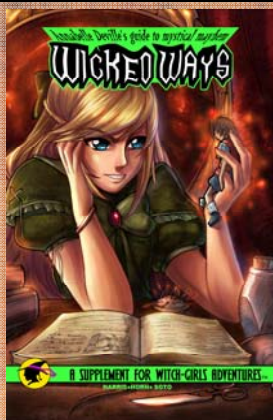
Equipment: None

Normal Animals

Normal Animals												
Name	Body	Mind	Senses	Will	Social	Magic	Life Points	Reflex/ Actions	A.R.	M.R.	Skills of note	Abilities/Attacks
Aardvark	D4	D0+1	D8	D2	D2	D2	8	7/1	5			
Baboon	D4	D2	D6	D2	D4	D2	8	7/1	5		Athletics +2	Bite +2, NV
Bear	D10	D2	D8	D2	D4	D4	20	8/1	2	7	Track +2	Claws +3
Blue Whale	D20+2	D4	D6	D2	D4	D2	44	7/1	4	5	Athletics +2	
Cat-Large	D2+1	D2	D6	D6	D4	D4	6	6/1	7		Acrobatics +2	Claws +1, NV
Cat-Small	D2	D2	D6	D6	D4	D4	4	6	7		Acrobatics +2	Claws +1, NV
Chicken	D2	D0+1	D6	D2	D2	D2	4	5/1	6			
Chimpanzee	D6+1	D4+1	D6	D4	D4	D4	14	10/1	7		Athletics +2	
Cow/Bull	D10	D0+1	D6	D2	D2	D2	20	7/1	1	5		Horns +1
Deer	D6+1	D0+1	D6	D2	D2	D4	14	13/1	7		Hear +2	Horns +2
Dog-Small	D2	D2	D8	D4	D4	D2	4	5/1	5		Track +1	Bite +1
Dog-Large	D4	D2	D8	D4	D4	D2	8	7/1	5		Track +1	Bite +
Dolphin	D8	D4+1	D6	D6	D4	D2	16	11/2	1	5	Athletics +2	Acrobatics +2
Duck	D2	D2	D6	D2	D2	D2	4	5/1	5			
Eagle	D4	D2	D8	D4	D2	D4	4	7/1	5		Investigate +2	
Elephant	D12	D2	D6	D4	D4	D4	24	10/1	5	7	Big (5)	Horn +2
Fish-Large	D2	D0+1	D6	D2	D0+1	D2	4	5/1	5			Swimmer 5mph
Fish-Small	D0+1	D0+1	D6	D2	D0+1	D2	1	6/1	5			Swimmer 10mph
Frog/Toad	D0+1	D0+1	D6	D2	D0+1	D2	2	4/1	5			
Giant Squid	D12	D2	D6	D4	D2	D2	24	101	2	5	Big (5)	Swimmer 20mph Tentacles +4
Goat	D4	D2	D6	D2	D2	D2	8	7/1	5			Horns +1
Gorilla	D10	D4	D6	D4	D4	D4	20	13/2	2	7	Athletics +2	
Hawk	D2	D2	D8	D2	D2	D2	4	7/1	7		Investigate +2	Flier 30mph
Horse	D8	D2	D6	D4	D4	D4	16	11/2	7		Athletics +2	Runner 40mph
Insect	D0+1	D0+1	D6	D0+1	D0+1	D0+1	1	4/1	4			
Insect-Winged	D0+1	D0+1	D6	D0+1	D0+1	D2	1	5/1	4			Flier 2mph
Killer Whale	D12+1	D4	D6	D4	D4	D4	26	7/1	3	7		Swimmer 20mph
Lion	D10	D2	D8	D4	D4	D4	20	13/2	7		Track +1	Claws +3
Monkey	D4	D4	D6	D4	D4	D4	8	7/1	7		Acrobatics +2	
Moose	D10	D2	D6	D2	D2	D2	20	6/1	2	5		
Orangutan	D8	D4+1	D6	D4	D4	D4	16	13/2	7		Athletics +2	
Owl	D2	D2	D6	D4	D2	D2	4	6/1	5		Investigate +2	NV
Pig	D4	D4	D6	D2	D2	D2	8	5/1	5			
Platypus	D2	D2	D6	D2	D2	D2	8	5/1	5			
Rabbit	D2	D2	D6	D2	D2	D2	5	7/1	5		Athletic +2	
Rat	D0+1	D2	D6	D4	D2	D2	2	6/1	5		Hide +3	
Rhinoceros	D12+2	D2	D6	D2	D2	D2	28	7/1	6	7		Horn+4 Armor 1
Sea-lion	D6	D4	D6	D4	D2	D2	12	9/1	7		Athletics +2	Bite +1
Shark-Large	D10	D2	D6	D2	D2	D2	20	13/2	4	7	Track +2	Bite +4, NV
Shark-Small	D6	D2	D6	D2	D2	D2	12	9/1	7		Track +2	Bite +3, NV
Sheep	D4	D0+1	D6	D2	D4	D2	8	7/1	7			
Snake-Venom	D2	D2	D6	D2	D4	D4	4	8/1	8		Hide +2	Bite +1, NV, Poison (+4damage)
Snake Large	D6	D2	D6	D2	D4	D4	1	7/1	8		Fighting +3	NV
Tiger	D10	D2	D6	D4	D4	D2	20	13/2	2	7	Track +2	Claws +3, NV
Turtle-Large	D4	D2	D6	D4	D2	D2	8	4/1	7			Armor 1
Turtle-Small	D2	D2	D6	D4	D2	D2	4	4/1	7			Armor 1
Walrus	D12	D4	D6	D4	D2	D2	24	6/1	7			Horns +1
Wolf	D6	D4	D10	D4	D4	D2	12	9/1	7		Track +3	Bite +2

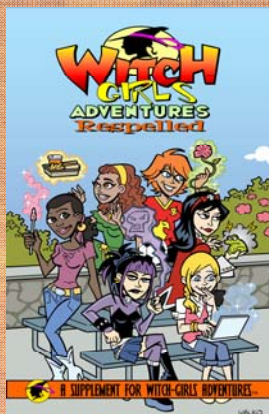
Add more Schools, spells, abilities and more to your game with these supplements.

Witch Girls Adventures



Walk on the Dark side with this guide to be a... not so good witch girl.

Witch New Click, skills and more, learn why being bad has never been so good.

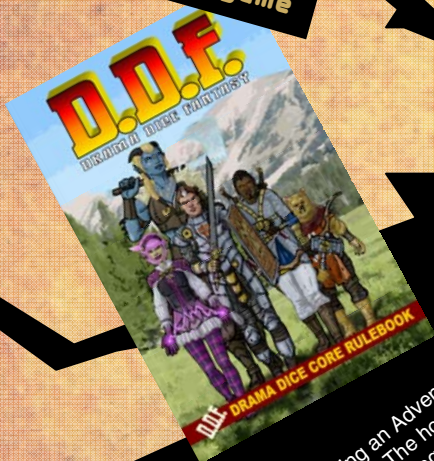


Witch Girls rules, Cliques and more are updated and redefined in this supplement for the original rule book.



Witches are but one of many magical decedents of Lilith and her children. For the first time play as an Immortal, Vampire, Shapeshifter of Fae.

Other Drama Dice game



Being an Adventurer isn't easy... The hours are long, the working conditions are horrible and something is always trying to eat you. DDF brings epic- fantasy to the Drama Dice in a big way. Join the fight and get the gold!

CROSSOVER WAS THE BEGINNING

THE GODS ARE COMING

OPERATION:
EARTH'S END

THE SLEEPER AWAKES

GRADY BARNES WAS RIGHT

HEMESIS

MODERN MYTHOLOGY™



THE MIGHTY SHALL INHERIT THE EARTH!

The year is 2024, the Earth has just recovered from the greatest cataclysm in recorded history. It's a world of powers and pantheons reborn. A world where you can write your own legend?

2016 Everything Changes!

HEMESIS

MODERN MYTHOLOGY™



THE WORLD ENDED ON A LATE
DECEMBER NIGHT IN THE YEAR 2012
IT ENDED IN FIRE.
IT ENDED IN BLOOD.
IT ENDED IN WATER.
IT ENDED IN DARKNESS.

TWELVE YEARS LATER, MANKIND
HAS RISEN FROM THE NEAR-
APOCALYPSE OF THE PAST.

IT'S A WORLD OF TECHNOLOGICAL
MARVELS, MAGIC AND NEW GODS.

TAKE ON THE ROLE OF A
MEMBER OF A MIGHTY
PANTHEON.

FIGHT FOR HUMANITY,
OR AGAINST IT.

FIGHT TO SAVE THE WORLD,
OR RULE IT....

FIGHT FOR THE FUTURE!

THERE ARE OVER A
HUNDRED

REGISTERED AND UNREGIS-
TERED PANTHEONS AROUND
THE WORLD.

SOME DEFEND YOU, OTHERS
WANT TO RULE YOU

THEIR MEMBERS AND
HISTORY SHAPE THE EARTH.

PANTHEON BRINGS
INFORMATION, ABILITIES
AND MORE TO THE
MASSES ABOUT THE
GODS THAT WALK AMONG
THEM.

COMING NEXT JULY.



WE ARE LEGION!



JOIN THE TRANS-AMERICAN PANTHEON COMBINE

Established September 2022, The T.A.P.C. brings together the Registered and Unregistered Pantheons and Solos together for the defense of America, The Earth and our Reality.

Being a benevolent Pantheon isn't easy or cheap.

Providing training, financial help, equipment, expertise, legal aid, The T.A.P.C. counts among its members the best, brightest and most powerful Post Human's on the Planet.

UNITY JUSTICE DEFENSE FREEDOM

HERE THERE BE MONSTERS!

Join the Hex-Scouts and see the magical world and all the amazing creatures in it.

The guide to dozens of magical creatures, this book brings the wild side and wild life of Witch Girls to life for Directors and Stars alike.



Ages 11+