

Dungeons



Daring™

Dungeons Daring™

Creature Guide

Illustrated
Version 1.00

A Fantasy Roleplaying Game
Free – With Open Game Content

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The *Dungeons Daring Reference Document* is available in editable form, and it contains the entire, uncut game system as presented in this book.

For more information please go to:

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A Fantasy Role Playing Game

Book 3 – Creature Guide

Version 1.00

Authored by the Vintyri™ Project

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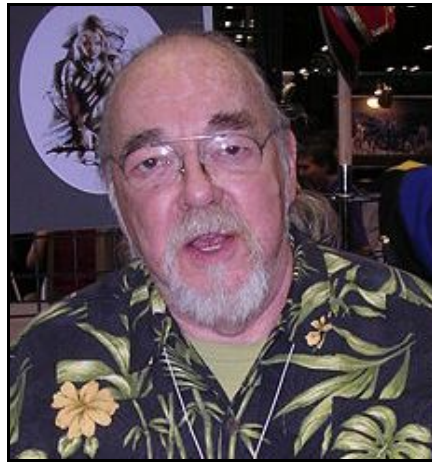


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Dungeons Daring™
is dedicated to the memory
of the Father of Gaming

E. Gary Gygax
1938-2008

Photo: Gary Gygax at GenCon 2007

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Foreword

This volume is a bit different from the first two books. In those volumes, we used a large number of photographs from the real world to show you how we envision places in a *Dungeons Daring* adventure world. We view the ideal setting for a *Dungeons Daring* campaign as a parallel world to our own, very much like our planet was sometime in the Dark Ages, the Middle Ages or even the early Renaissance, except that our campaign world has magic. Then again, people did believe that they had magic in those times too.

In this volume, you'll find fewer photos. Instead, we illustrate many of the *Dungeons Daring* creatures with encounter scenarios made with the official *Dungeons Daring* cartography program *Fractal Mapper 8* and using extensive graphic fills and symbols from the free CSUAC collection.

The key creatures in a fantasy RPG environment – things like elves, dwarves, dragons, orcs and the like – don't exist in the real world, or at least they don't appear to exist anymore, except of course for Icelandic elves. We've seen all kinds of gaming artwork over the last third of a century, since TSR® Inc. released the first version of *Dungeons & Dragons*®. There are all kinds of conceptions of elves and orcs.

Some publications depict elves as skinny, ugly creatures with pointed ears who are incredibly strong despite their apparent lack of any muscle. Others see elves as beautiful creatures with perfect bodies who are a bit shorter than humans and ... of course ... have pointed ears.

Although there's a lot of debate about his source for the name, it seems to be probable that J.R.R. Tolkien was the first author to put a goblin-kin creature called an orc in fantasy literature. How did Prof. Tolkien envision orcs? If his own drawings are an indication, apparently he saw them in different ways at different times.

None of Tolkien's drawings have much in common with the orcs Ralph Bakshi created for the first *Lord of the Rings* movie in semi-animated form in 1978. The orcs Peter Jackson gave us 23 years later in the second movie release of *Lord of the Rings*, opening in the Year 2001, resembled neither Bakshi's nor those in Prof. Tolkien's drawings. The pig-snout orcs of 1st and 2nd edition *Advanced Dungeons & Dragons*®, in turn, resembled none of the versions we've mentioned up to this point.

We think that's the way it should be in your campaign. TSR used to use the slogan *Products of Your Imagination*®. We think that's the way it should be in a fantasy RPG. It's your campaign, and these are your creatures. They should be, without the patented capital letters, *products of your own imagination*. We think you should decide how they look, not how some artist working for us conceives them. There are artists, mind you, who voiced their wishes to illustrate this book, but after considerable deliberation, we decided to decline the offers.

Of course, we're not going to leave you high and dry either. The CSUAC and other figures used in this book will give you some starting ideas. In most cases, we've chosen to make top down scenarios, just as the graphical elements will appear on paper, on a game board with miniatures, on a computer screen or on the screen of a digital projector.

Some of the *Dungeons Daring* creatures will be totally new to you. Naturally, we'll give you good descriptive information, so that your mind has a good starting point. But after that, your mind is the place where the detailed color pictures of this book's creatures should be painted.

I. Making Creatures

1. Creating Your Own Creatures

This book gives you a base catalog of creatures that you can use to populate your *Dungeons Daring* campaign or world. For most game masters, this book is nothing more than a starting point. Most game masters will want to create many creatures of their own. In this book, we'll offer you tools to help you do that, and if you're new at RPGing, you also might want to use some of the creatures contained here as a starting point for your own creature creation.

In addition, we intend to publish a *Creature Guide 2* in which those who play the *Dungeons Daring* game will be able to publish their own creature creations.

Dungeons Daring differs from some other RPGs in that all creatures have at least one Character Class and Character Levels in much the same manner as PCs do. However, many creatures have lowest and highest level limits to make them credible. To use an example, a common ant with the 30th level in the class Fighter would be somewhat ridiculous.

The nature of many creatures also limits (or expands) the Talents and Talent Skills that are available to them. In addition, many creatures have special qualities that are not available to ordinary PCs. If you ponder these issues and then use the statistical block template below to design your own creatures, you should find that they work well in the *Dungeons Daring* game.

Each creature in this book starts out with a statistical block. A template follows that you can use for making your own statistical blocks. These are important when creating a new creature, because they give you, the game master, quick access to all of the important data you need when you use these creatures in the encounters of your adventures.

Template

Name of Creature

Available Character Classes: List all available character classes.

Maximum Character Level: List the maximum level for each character classes.

Minimum Character Level: List the minimum level for each character classes.

Size: Tiny, Small, Medium, Large, Huge

Age expectancy: Individual

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Scores for Armor, Endurance, Reflex and Will defenses. Add class progressions and ability modifiers.

Attacks: Individual

Magical Attacks: Individual

Magical Items: Individual

Armor: Individual

Speed: Individual

Resistances: Individual

Abilities: Scores for Strength, Dexterity, Stamina, Magical Aptitude, Mechanical Aptitude and Knowledge

Special qualities: Titles of those available

Talent points: Total available

Primary Talents: List all Primary Talents and points assigned, if applicable.

Secondary Talents: List all Secondary Talents and points assigned, if applicable.

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score, if applicable.

Base Skills with Special Modifiers: Omit if inapplicable.

Alignment inclination: Individual

Definitions: In separate paragraphs define each Resistance and each Special Quality.

The Individual Statistics

Available Character Classes, Maximum Character Level and Minimum Character Level: Not all creatures can ascend to the heights of ability, and some creatures come into their own only when they approach those heights. It's obvious that some creatures probably can't do some things. For instance, if you decided to add an entry for the common ant (no, it's not in this book), you probably won't envision it becoming a Wizard or a Nature Druid. By their very nature, some creatures will have only certain character classes available to them. When such limits occur, you can use these three statistics to define them. When creating a creature definition, you probably will want to fill out all three. When defining a *specific* being, substitute its character class and level for these three entries.

Size: *Dungeons Daring* lists five rather loosely described categories. Unlike many RPGs, we've decided not to make strict definitions based upon height, length, width and weight, simply because we've found that strict category definitions in some other RPGs often lead to illogical results in specific cases. Instead, we'll offer guidelines:

- **Tiny** is a category we envision for anything from insects to middle-sized birds. A general rule of thumb that we violate ourselves at times is that if it has a dimension of more than 1 foot/30cm, it's probably *Small* rather than *Tiny*.
- **Small** is the category for most creatures that are significantly smaller than humans. Our rule of thumb is that most creatures with a dimension larger than 1 foot/30cm and not more than 4ft/120cm usually are *Small*.
- **Medium** is the category reserved for creatures that are of a size roughly similar to that of humans. Our rule of thumb is that most creatures with a dimension larger than 4ft/120cm and not more than 7ft/215cm usually are *Medium*.
- **Large** is the category reserved for creatures that are of a size roughly similar to that of giants. Our rule of thumb is that most creatures with a dimension larger than 7ft/215cm and not more than 15ft/450cm usually are *Large*.
- **Huge** is the category reserved for all creatures that are larger than *Large*.

Age expectancy: The average maximum age or age span that creatures of this type can be expected to reach.

Initiative Modifier: This determines the bonus or penalty applied when the creature rolls for Initiative. It is calculated according to the standard guidelines, usually based upon the Dexterity score and any Talent Skills that affect Initiative, particularly Interactive Reaction or Interactive Speed.

Injury Points: These usually are calculated based upon Character Class and Stamina modifier.

Life Points: If the creature is alive (as opposed to undead, for example) the standard calculation is 1 life point per Character Level plus the Stamina bonus or penalty. A living creature, of course, never has less than 1 life point, even if a Stamina penalty would indicate that.

Base Defenses: The scores for the Armor, Endurance, Will and Reflex defenses, calculated according to the standard guidelines. For specific creatures remember bonuses and penalties for abilities, race and class and the class progressions.

Attacks: Describes the non-magical attacks available along with the attack bonus and damage for each attack.

Magical Attacks: Describes the magical attacks available along with the attack bonus and damage for each attack.

Magical Items: The list of magical items, if any, in possession of the creature. This statistic usually is used only in definitions of specific creatures.

Armor: Natural and/or external armor worn by the creature along with its Armor Defense bonus.

Speed: The standard speed measured in feet or inches and in centimeters or in feet and meters that the creature can move normally in one round. Separate speeds should be listed for each mode of movement such as flying, swimming, etc.

Resistances: Lists the names of any special resistance such as to heat, cold, etc. that the creature might have. The definitions of these resistances are listed in the *Definitions* section below the statistical block.

Abilities: Scores for Strength, Dexterity, Stamina, Magical Aptitude, Mechanical Aptitude and Knowledge are listed here along with a + or – score for bonuses and penalties. These are followed by maximums for those abilities that have penalties or bonuses. The maximum is equal to 20 plus the bonus or penalty.

Special qualities: All of the creatures' special abilities and other special qualities except resistances are listed here. The definitions of these qualities are listed in the *Definitions* section below the statistical block.

Talent points: These usually are calculated by class(es). Specific totals are listed only for specific creatures.

Primary Talents: Lists the Primary Talents available to the creature or those chosen by a specific creature.

Secondary Talents: Lists the Secondary Talents available to the creature or those chosen by a specific creature.

Skills with Bonus: This statistic is used only for specific creatures. It lists all of the Skill Talents available to the creature (based upon its fulfilling the prerequisites) and the number of bonus or penalty points for each.

Base Skills with Special Modifiers: List all of the skills that are base skills for the creature. If it has an additional bonus or penalty for a skill, list it.*

Alignment inclination: The alignment(s) common to the creature, or the exact alignment of a specific creature.

Definitions: At this point each resistance and each special quality is defined precisely in a separate paragraph.

Injury Point Threshold Table: This element is used for the definition of individual NPC creatures, not for definitions of creature classes.

Injury Point Threshold	Remaining Injury Points	Attack, Damage, Skill and Defense Penalty
Fully capable		None
Injured		-1
Seriously injured		-2
Critically injured		-3
In mortal danger	0	-4

* If a creature has the Base Skill *Sneak*, its standard check is 1d20 plus Dexterity modifier. If the creature has a special bonus or penalty for a Base Skill, that also is listed. For example, a watch dog has the following base defenses and special modifiers:

Base Skills with Special Modifiers: Concentration +5, Notice Objects and Movements +7, Search +7, Sense Traps +5, Sneak +5, Swim +10, Wilderness Survival +7.

The values in this list do not take the ability modifiers into account. In the statistics for the Doberman Pinscher named *Fala* in the introductory adventure in the *Game Masters Guide*, we find the following combined statistics, which incorporate the base defenses with their bonuses and the ability modifiers:

Skills with Bonus: Concentration +5, Interactive reaction +10, Notice Objects & Movement +7, Search +7, Sense Traps +5, Sneak +10, Swim +10, Weapon proficiency (bite) +10, Wilderness Survival +7.

In this case, *Fala* has a *Sneak* bonus of +10. Of that, +5 is the Base Skill modifier and +5 is the Dexterity modifier.

2. Adding Your Creatures to the Official Game

Once you've designed a new creature, there's no reason at all why you shouldn't be able to make it available to the rest of the *Dungeons Daring* and OGL gaming communities, provided it's your own creation. After all, that's the basic idea behind open gaming material, to create and share material across the gaming community's borders.

It's our hope to supplement this volume with additional *Creature Guides* and an online *Creature Guide Supplement*. Here's how it works:

If you or another member of your gaming group develops a creature that you think other campaigns might like to use, you can submit it for publication. If response is sufficient, we're certainly willing to publish additional free and open *Creature Guides*.

Until the volume reaches the level to justify a new book, we'll maintain an online *Creature Guide Compendium*, where user contributions will be available for free download until they can be incorporated into a new book.

The complete guidelines for developing and submitting your own creatures can be found at:

<http://www.dungeons-daring.org>

Here is a quick summary:

- The contribution must be your own original work or ...
- ... a derivative work based on material that has been released completely under the Open Game License 1.0a.
- You must release the contributions to us under the *Open Game License 1.0a*, and you must give us in your Section 15 of the OGL the necessary copyright information for inclusion in our version of the OGL.
- The creature should be compatible with the *Dungeons Daring* gaming guidelines in the *Players Guide*, the *Game Masters Guide* and this *Creature Guide*.
- The creature must be designed using the template and other guidelines in Section *1.1 Creating Your Own Creatures* above.
- If at all possible, you should include a graphic scenario like those used in this book. The scenario can be made either with *Fractal Mapper 8™* or *Dundjinni®*. It should be submitted in the native fmp-format of *FM8* or the native dja-format of *Dundjinni*.

We cannot accept contributions that are not free of copyright issues. One example could involve monsters from the *Dungeons & Dragons®* game by Wizards of the Coast® Inc. Most of the official monsters in the 3.5-version of *D&D®* we're released as Open Game Content under the OGL 1.0a in WotC's *d20® Standard Reference Document*. Modified versions of *d20 SRD* monsters for *Dungeons Daring* are acceptable, because we already cite the SRD in Section 15 of the *Dungeons Daring* OGL.

However, WotC also published some monster definitions in the *D&D Monster Manual™* and other products that **were not** included in the *d20 SRD*. These monster definitions were not released as Open Game Content under the OGL and cannot, therefore, be accepted for *Dungeons Daring*. Likewise, no new monster material released in the 4E version of *D&D* is available under the OGL. Therefore, we cannot accept such material for *Dungeons Daring*.

II. Special Creatures

Mysterious Beings

When it comes to some of the more powerful creatures mentioned in the *Dungeons Daring* game, we're intentionally leaving you a bit in the dark. That's because it's highly unlikely that your player characters will have encounters with some of these beings, such as members of the creator race, about whom little is known, or the *Darkness*.

Dungeons Daring defines no gods or deities and offers no rules for such creatures. When it comes to gods, your campaign setting should define who the gods in your gaming world are – if indeed there are any – and what they are able to do. If you have a third party campaign setting, it probably contains a full pantheon of deities with definitions. Gods, in any case, are a part of your game environment, not a part of the structure of playing guidelines.

If you as the game master or purchased works designed for your campaign setting insert actual encounters with deities or other mysterious beings into your adventure, then you need to define their special qualities and use the statistical block template in this book to begin your definition of them or, if applicable, your conversion of their statistics from their original product.

Dungeons Daring also defines elves as ancient and powerful creatures who cannot tolerate iron and who live in a Middle Dimension of their own. If you use this definition, your players may never encounter an elf. All the official information that you'll find on elves and dwarves is in your *Game Masters Guide*.

So much for deities, elves and dwarves. However, we do need to talk about more about primal forces and beings. *Dungeons Daring* builds the vague history of a past that you might wish to reject completely or that you might need to modify if you use a third party campaign setting that isn't fully compatible with the concept.

Dungeons Daring assumes the existence of three great primal powers: The *Light* is the sun. It is the absolute force of life and is essentially good. The creator race is a group of immensely powerful beings varying in alignment but pledged as the whole to the power of the *Balance*. The *Darkness* is the sunless night. It is the absolute force of lifelessness and is essentially evil.

For reasons no longer known, neither the Light nor the Darkness may interfere directly in the doings of the world's living creatures, although they can accept their offered service and have it do their will. That is the extent of definition available. If you need to know more, you'll need to invent it yourself. All we can offer you is our guarantee that we will write no future extended official *Dungeons Daring* definitions of the Light and the Darkness to contradict your inventions.

Official information about the creator race is just as vague. The supreme member of this race is known as the *Earth Mother*, and she still appears to exist. So does Hela, ruler of the Underworld in Deep Hell in the Dimension of Death. The souls of the dead go to her. She dispatches them to the next destination of their existence or, if they have lived poorly, to be shattered into everlasting oblivion.

Hela is assisted by two other members of the creator race: The great wolf Garm who guards the gates of Deep Hell, and Móðguð, who perhaps is nothing more than a facet of Hela herself. Do other members of the creator race still exist? Perhaps. If so, their whereabouts are unknown, as are their names and the roles they play. However, there are sages who claim that there once were as many as 50 members of the creator races. Like the Light and the Darkness, the members of the creator race also may not interfere directly in the doings of the world's living creatures.

III. Humanoids

This creature category includes:

- The human races with three subsets ...
 - ♦ Humans
 - ♦ Halflings
 - ♦ Half-elves

The descriptions can be found in the *Players Guide*

- Elves, with two subsets ...
 - ♦ Light elves
 - ♦ Dark elves

The descriptions can be found in the *Game Masters Guide*

- Dwarves (also known as *black elves*)

The description can be found in the *Game Masters Guide*

- Giants. There are three subsets:
 - ♦ Stone giants
 - ♦ Fire giants
 - ♦ Ice Giants

There also is the giant subset *Ettin*.

The descriptions follow.

Giants

Giants are the second born of the three races that were intended to shape the world in the hope that they would guide it to harmony. In the plan of the Ancient Ones, the giants were intended to be the world's masons, miners, smiths and the like, and it was their destiny to teach these skills to the Thirdborn, the humans, who had not yet come at the time of the giants' birthing.

However, the great plan of the Ancient Ones went awry when the Firstborn, the elves, descended into the bowels of the world to tap its subterranean treasures and usurp the giants' birthright. These elves evolved into the race of dwarves, who are the mortal enemies of giants, and vice versa.

The giants attempted to claim the mountain lands that the Earth Mother had ceded to them, but the dwarves would not yield their enclaves, and wars followed. Both sides incurred losses, but those of the giants were greater. The plan also called for the light elves to teach the giants the basics of mining, smithing, etc. but exactly this duty led some of the elven folk into their love for the depths and the evolution into dwarves.

The remaining elves made little effort to fulfill their duties, and the giants had little interest for their services. Thus, the large folk learned to mine, to shape stone, to mine ore and coal, to smelt and forge metal, etc. on its own. The giants' work was invariably of lower average quality than that of the dwarves, but it was functional.

Their metal work was limited to items of bronze, and their foundries, forges and smithies burned only bituminous coal. Due to their size, the giants never mined in the depths necessary to win anthracite coal, iron or precious dwarven middle silver.

They also never learned to forge iron or middle silver, and learning the trade would have been useless to them. Their lignite could not generate the heat that is needed. Only anthracite and coke can fire furnaces suitable for the ores of iron and middle silver.

When the Thirdborn arrived, they made no attempts to contact the giants, and the latter, who already had become a bitter and isolated folk, made no attempts to build relationships with humans. As a result, giants are something of an orphaned race.

They attempt to live isolated from other races and tend to their own affairs. In most areas, they are mortal enemies of dwarves and elves, the former because of the long war between the two races, the latter because the elves parented the dwarves and then remained neutral in the wars that followed when the giants attempted to claim their birthright.

Some human tribes are third on the giants' list of enemies, but they reserve their hatred in this case for those humans like the men of the fallen empire who invaded their mountain lands and slew many of their folk. Their attitude toward other humans is inclined more toward distrust and suspicion as well as a desire to have little contact with them and to keep them out of their mountains.

On the other hand, however, there are a number of trade settlements in the giants' foothills where humans are welcome to come and trade, barter and buy the wares from the mountains and to sell those things the giants may be seeking. Among other things, giants also tend to be businessmen, but they do that business at arm's length. They welcome human traders in their trade settlements, but usually no human visitors are welcome in their tribal enclaves or mountain strongholds.

There has been little perversion of the giants by the Darkness other than the mutation of some giants into trolls, which are enemies of the giants as well as men, dwarves and elves. However, the giants also are not foes of the Darkness but take rather a neutral stance toward it.

The more powerful lords of the Darkness have respected this neutrality. The Darkness views the giants as a temporary race in the world's evolution, one that is of little potential use to it. As a result, the giants and the Darkness have come to certain understandings. The Darkness knows what the true boundaries are of the areas not only claimed but actually controlled by the giants, and it keeps its minions out of them. In return, the giants allow orc hordes to march through their lands on their way to parts of the mountains that the giants have abandoned, areas where the orcs threaten dwarves, elves or men.

As is the case with other races, the giants have received mixed gifts from the Earth Mother. Like humans, they are mortal. They live longer than men, usually for 2,000 years and more. But death is their eventual lot. Like the elves and the dwarves, the giants are a diminishing race. The Earth Mother has withdrawn the seed of life from all three races. Giants no longer can reproduce.

There is no living giant that is not at least nearly 1,000 years old. As a result, one will find that most giants have Character Levels between 20 and 30, making them potentially dangerous foes for low-level human adventurers. To a certain extent, giants also have a dual gift of magic. Some have discovered to a certain extent the art of runic magic. Others are natural born Sorcerers.

This, of course, causes problems for a tribe, because the two types of magic are in conflict with each other. Some tribes have abandoned the teaching of runic magic. Some have banished their Sorcerers to other tribes. And some maintain both arts but keep their Sorcerers and Runestainers well separated from each other.

Another ability that is unique to giants among humanoids is rapid evolution. Giants are immune to damage from extreme climate changes, and their bodies can evolve within a year or two to be ideally suited for the new climate. Thus, the stone giants of the mountains had little trouble with their new climate when they claimed the sun-baked mountains of the desert. Within a few years, they had evolved from stone giants into the new subset of fire giants. Those who have returned to their native mountain homes from the desert have evolved just as easily back into stone giants.

There also is a smaller subset, the ice giants, who live in the northernmost mountain ranges and who sometimes mine peat in tundra zones.

Giants are not recommended as Player Characters. PCs often become involved in situations in tight areas where PC giants simply do not fit. This is particularly true in dungeon adventures. Having a PC that cannot take part in all parts of an adventure tends to work negatively upon your campaign. However, there is no rule barring giant PCs.

Rock/Ice-Throwing

These are special ranged attacks available to all giants. A giant can throw rocks or ice blocks weighing up to 50lbs/25kg against its enemies. Such a rock or ice block causes 5d8 points of base damage upon a hit.

Range and Grade

Range	Base Range Attack Roll Modifier to Hit
Downhill, to 100ft/30m	0
Downhill, to 200ft/60m	-2
Downhill, to 300ft/90m	-5
Level terrain to 70ft/21m	0
Level terrain to 140ft/42m	-2
Level terrain to 210ft/63m	-5
Uphill, to 30ft/9m	0
Uphill, to 60ft/18m	-2
Uphill, to 90ft/27m	-5

Damage Reduction for Armor

Armor	Armor Bonus	Modifier to 5d8 Damage Roll
Banded mail, bronze	+6	-8
Banded mail, iron	+7	-9
Breastplate, bronze	+5	-8 (20% chance breast hit)
Breastplate, iron	+6	-9 (20% chance breast hit)
Chain mail, bronze	+5	-4
Chain mail, iron	+6	-5
Chain mail, middle silver	+8	-7
Chain shirt, bronze	+3	-2
Chain shirt, iron	+4	-3
Chain shirt, middle silver	+6	-5
Full plate, bronze	+8	-10
Full plate, iron	+9	-11
Half-plate, bronze	+7	-8
Half-plate, iron	+8	-9
Hide shirt	+2	-2
Leather	+2	0
Padded	+1	-2
Scale mail, bronze	+4	-4
Scale mail, iron	+5	-5
Splint mail, bronze	+6	-6
Splint mail, iron	+7	-7

Damage Reduction for Shields

Shield	Armor Bonus	Modifier to 5d8 Damage Roll	Hardness Check*
Buckler shield	+1	-3	1d10+3
Shield, wooden	+1	-2	1d10+2
Shield, bronze	+2	-4	1d10+4
Shield, iron	+3	-5	1d10+5

* When a thrown rock weighing 10lbs/5kg or more hits a shield, it has a chance of shattering the shield. When you determine that a rock has hit a shield, a hardness check should be made for the shield against DL 11.

Damage Reduction for Lighter Rock or Ice Block Weight

Weight	Modified Damage Roll
50lbs/25kg	5d8 (unmodified)
45lbs/22.5kg	5d8-4
40lbs/20kg	4d8
35lbs/17.5kg	4d8-4
30lbs/15kg	3d8
25lbs/12.5kg	3d8-4
20lbs/10kg	2d8
15lbs/7.5kg	2d8-4
10lbs/5kg	1d8
5lbs/2.5kg	1d4



Two stone giants keep watch from their cliff outpost.

Open Game Content

1. Stone Giants

Stone giants are the only form that the race of giants had when it first took its place in the temperate mountains of the world. Fire and ice giants evolved later when members of stone giant tribes migrated into desert mountains and the ice mountains and tundra of the north. However, there always have been and still are more stone giants in the world than the combined number of fire and ice giants.

The great giant kingdom that once united all tribes was weakened after wars with the dwarves and after a part of the kingdom was overrun by a human army. The giant settlements divided then, no longer recognizing a central authority. They now live in their own tribal enclaves in the mountains, ruled by chieftains. The various tribes do not all get along well together, but they have avoided warring with one another. They are well aware that they are dying out and diminishing in number without offspring and therefore cannot afford to slay one another. They continue to recognize dwarves, elves and some humans as their enemies, in that order.

All stone giants, male and female, were trained from youth as Warriors, regardless of whether they have another Character Class. Typical melee weapons are huge clubs and bronze great swords. These are giant-forged weapons that are almost identical to human two-handed swords except for their huge grips. They have approximately the same weight and do the same damage as a two-hander. A club in the hand of a giant usually is a huge log 4ft/120cm long and weighing as much as 50lbs/25kg with a diameter of 8 inches/20cm at its broad end. They do 2d4+2 points of damage.

However, most who would intrude into stone giant enclaves often are well-battered by the time they arrive, if they do at all. Stone giants use one of the simplest and most primitive range weapons of all, but with uncanny precision. They throw rocks averaging 50lbs/25kg each down upon the intruders.

Another type of training common in giant enclaves is geared for smaller, more dexterous members of the tribe. After they've become Warriors, those selected are trained as Scouts with trap-setting abilities. They know how to set hard-to-detect traps that sound alarms or, in most cases, simply loose a deadly rockslide upon intruders.

The biggest threat of all, however, lies in the fact that any giant whom one might encounter is very old, probably 1,000 years or more, and this means that he or she is very experienced. There are no stone giants today with less than 20 Character Levels, and most have at least that many levels as Warriors.

However, no one need fear the stone giants. They do not invade the lands of other folk. If one leaves the stone giants and their mountain enclaves in peace, the giants will not trouble them.

Except for their broader frames and larger size, stone giants look quite similar to humans.

Gaming Data Template:

Available Character Classes (*Classes known among stone giants*): Artisan, Healer, Herbal Witch, Merchant, Warrior, Runestainer, Sorcerer, Scout, Spy, Thief. Maximum level in any single class 25.

Maximum Character Level: 40

Minimum Character Level: 20

Size: Large, 10-12ft/3-3.6m tall, 500-600lbs/250-400kg.

Age expectancy: About 2,300 years.

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: According to Class and Ability modifiers

Attacks: Attack rolls by class, Great sword, damage 2d6+Strength bonus; Club, damage 2d4+2+Strength bonus; Stones, see below.

Magical Attacks: Individual

Magical Items: Individual

Armor: Individual

Speed: 60ft/18m per round

Resistances: Cold and heat.

Abilities: Strength +4, Dexterity -4, Stamina +4, Knowledge -2, Magical Aptitude -2, Mechanical Aptitude 0. Maximums Strength 24, Dexterity 16, Stamina 24, Knowledge 18, Magical Aptitude 18, Mechanical Aptitude 20.

Special qualities: Rapid evolution, Rock-Throwing

Talent Points: Individual

Primary Talents: Individual

Secondary Talents: Individual

Skills with Bonus: Individual

Base Sills with Special Modifiers: Heal, Notice Objects and Movement, Ride Mount, Search, Sneak, Swim. No special modifiers.

Alignment inclination: All good among giants, all neutral to evil among men, all evil to elves and dwarves.

Heat and Cold Resistance: Immune to cold as low as -50°F/-46°C and heat as high as 115°F/45°C.

Rapid Evolution: Stone giants are immune to damage from extreme climate changes, and their bodies can evolve within a year or two to be ideally suited for the new climate. Thus, a stone giant of the mountains can evolve quickly into a fire giant on the desert, back into a stone giant in the mountains and then into an ice giant in the northern mountains or tundra.

Rock-Throwing: See the general description for giants.



An Ettin guards its lair.

CSUAC ettin graphic by Devil Dan. Open Game Content.

Stone Giants: Sub-Group Ettins

Roughly 1% of all stone giant births were two-headed, two-spirit aberrations of the race called ettins. In most respects, the physical abilities of an ettin are identical to those of a normal stone giant. However, because two spirits occupy the body and because each can express its own brain's thoughts through its individual head, it is a very complex creature. Ettins also lack the Rapid Evolution quality of stone giants. Ettins do not evolve. They always retain their stone giant qualities.

Very few ettins survived beyond childhood. The two ettin personalities sharing a single lower body seldom were able to come to terms with one another, leading to actions that inevitably led to death. Those who survived were those whose dual personalities learned to accommodate or perhaps even like one another, despite the huge differences that always exist between them.

Ettins are neuter beings in a reproductive sense. They have no reproductive organs and, as a result, are neither truly male nor female. However, each of the two spirits can have its own sexual inclination. As a result, some ettins have one spirit and head combination that considers itself to be male, while the second spirit and head combination considers itself to be female.

Ettins not only share a single body; they also have divided brain elements. Only one of the two heads has the ability to control the lower body's movements, although each has complete physical control over its own head's physical movements. This personality usually is referred to as the physical spirit.

The second personality has no physical abilities, as such, but it does have the mental power among the two spirits. All of the more complicated thinking is done by this personality. It usually is referred to as the mental spirit.

Unfortunately for most ettins, this division of abilities often makes it necessary for the two personalities to discuss matters before actions are carried out, which can slow an ettin's dealings considerably when it is involved in an encounter with other creatures.

The dual-creature facet of an ettin also divides its gaming data down various lines:

- Each has its own Character Level and Character Class(es). In practice, one personality almost always is a Warrior, where the second uses its natural abilities as a Sorcerer. Ettin Sorcerers can use spells without making any physical gestures that normally might be required of them.
- Injury and Life Points are determined based upon the class(es) of the physical personality.
- Attack values are determined based upon the class(es) of the physical personality.
- The abilities Strength, Dexterity and Mechanical Aptitude are determined by the physical personality.
- The abilities Stamina, Knowledge and Magical Aptitude are determined by the mental personality.
- The base defenses for Endurance and Reflex are determined by the physical personality.
- The base defense for Will is determined by the mental personality.
- Each personality has its own full allotment of talents and skills.
- Each personality has its own alignment.

Available Character Classes Physical Personality: (*Classes known among ettins*): Warrior, Thief. Maximum level in any single class 25.

Available Character Classes Mental Personality: (*Classes known among stone ettins*): Healer, Herbal Witch, Merchant, Runestainer, Sorcerer. Maximum level in any single class 25.

Maximum Character Level: 40

Minimum Character Level: 20

Size: Large, 10-12ft/3-3.6m tall, 500-600lbs/250-400kg.

Age expectancy: About 2,300 years.

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any. The physical personality is the basis.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier. The physical personality is the basis.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: By class. Armor based upon armor worn, Endurance and Reflex based upon physical personality, Will based upon physical personality

Attacks: Attack rolls by class, Great sword, damage 2d6+Strength bonus; Club, damage 2d4+2+Strength bonus; Stones, see below. Values based upon physical personality

Magical Attacks: Individual, based upon physical personality

Magical Items: Individual

Armor: Individual

Speed: 60ft/18m per round

Resistances: Cold and heat.

Abilities: Strength +4, Dexterity -4, Stamina +4, Knowledge -2, Magical Aptitude -2, Mechanical Aptitude 0. Maximums Strength 24, Dexterity 16, Stamina 24, Knowledge 18, Magical Aptitude 18, Mechanical Aptitude 20. Strength, Dexterity and Mechanical Aptitude based upon physical personality. Stamina, Knowledge and Magical Aptitude based upon physical personality

Special qualities: Rock-Throwing

Talent Points: Individual, full allotment for each personality

Primary Talents: Individual, full allotment for each personality

Secondary Talents: Individual for each personality

Skills with Bonus: Individual, full allotment for each personality

Base Sills with Special Modifiers: Heal, Notice Objects and Movement, Ride Mount, Search, Sneak, Swim. No special modifiers.

Alignment inclination: All good among giants, all neutral to evil among men, all evil to elves and dwarves. Each personality has its own alignment.

Heat and Cold Resistance: Immune to cold as low as -50°F/-46°C and heat as high as 115°F/45°C.

Rock-Throwing: See the general description for giants.

2. Fire Giants

After the stone giant folk had settled parts of the mountains, some of their number also entered desert lands and claimed them. With their natural abilities to evolve, the migrants had little difficulty coping with the shift from the weather of the cool temperate mountains to the heat of the desert. After a few years, that evolution had been complete. The fire giant had emerged.

Fire giants tend to be more combative and aggressive than the stone giants. Before the Earth Mother withdrew the reproductive seed from the large folk, the fire giants had placed emphasis on the training of young giants who had more natural talents as sorcerers than had been the case among the stone giants, and they also strongly supported the advancement of the runestainers' art.

The result is that the fire giants have more magic at their disposal than the mountain giants from whom they had evolved. Their sorcerers and runestainers also have had many long years to ensorcel the bronze weapons of their Warriors with spells of fire magic or with fire runes.

All fire giants, male and female, were trained from youth as Warriors, regardless of whether they have another Character Class. The typical melee weapon is the bronze great sword ensorcelled as magical flaming blades. These are giant-forged weapons that are almost identical to human two-handed swords except for their huge grips. They have approximately the same weight and do the same damage as a two-hander plus fire damage.

However, many who would intrude into the higher fire giant enclaves often are well-battered before they see the flaming blades of their foe, if they do at all. Fire giants in the desert mountain enclaves use one of the simplest and most primitive range weapons of all, but with uncanny precision. They throw rocks averaging 50lbs/25kg each down upon the intruders.

Another type of training common in giant enclaves is geared for smaller, more dexterous members of the tribe. After they've become Warriors, those selected are trained as Scouts with trap-setting abilities. They know how to set hard-to-detect traps that sound alarms or, in most cases, simply loose a deadly rockslide upon intruders.



Desert duel: A human *Fighter* defends himself desperately against a fire giant, who already has slain his companion and set the corpse aflame.

With CSUAC graphics. Fire giant by Devil Dan. Open Game Content.

The biggest threat of all, however, lies in the fact that any giant whom one might encounter is very old, probably 1,000 years or more, and this means that he or she is highly experienced. There are no fire giants today with less than 20 Character Levels, and most have at least that many levels as Warriors.

Fire giants usually have a deep brown-bronze skin color and red hair. Except for that and their broader frames and larger size, fire giants look quite similar to humans.

Available Character Classes (*Classes known among fire giants*): Artisan, Healer, Herbal Witch, Merchant, Warrior, Runestainer, Sorcerer, Scout, Spy, Thief. Maximum level in any single class 25.

Maximum Character Level: 40

Minimum Character Level: 20

Size: Large, 10-12ft/3-3.6m tall, 500-600lbs/250-400kg.

Age expectancy: About 2,300 years.

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: By class

Attacks: Attack rolls by class, Great sword, damage 2d6+Strength bonus + fire bonus of 1 to 5; Stones, see below.

Magical Attacks: Individual

Magical Items: Individual

Armor: Individual

Speed: 60ft/18m per round

Resistances: Heat.

Abilities: Strength +4, Dexterity -4, Stamina +4, Knowledge -2, Magical Aptitude -2, Mechanical Aptitude 0. Maximums Strength 24, Dexterity 16, Stamina 24, Knowledge 18, Magical Aptitude 18, Mechanical Aptitude 20.

Special qualities: Rapid evolution, Rock-Throwing

Talent points: Total available

Primary Talents: Individual

Secondary Talents: Individual

Skills with Bonus: Individual

Base Skills with Special Modifiers: Heal, Notice Objects and Movement, Ride Mount, Search, Sneak, Swim. No special modifiers.

Alignment inclination: All neutral among fire giants, all evil among men, elves and dwarves.

Heat Resistance: Immune to cold as low as -20°F/-29°C and heat as high as 200°F/94°C.

Rapid Evolution: Fire giants are immune to damage from extreme climate changes, and their bodies can evolve within a year or two to be ideally suited for the new climate. Thus, a fire giant of the desert can evolve quickly into a stone giant of the mountains, back into a fire giant in the desert and then into an ice giant in the northern mountains or tundra.

Rock-Throwing: See the general description for giants.

3. Ice Giants

Only a small part of the giant race has evolved into ice giants. Most who have wandered into the heretofore northern mountain and tundra wildernesses seek their own peace and wish nothing so much as to avoid tribal politics. Ice giants tend to live isolated in small settlements, and they make genuine efforts to get along with human neighbors. When ice giants have encountered dwarven patrols, they also make clear that they have no desire to make claims upon the dwarven domains.

The one channel of contact with the stone giant tribes from which they evolved is the peat trade. Some giants harvest peat from the empty moors found in areas south of tundra, and they trade it to stone giant enclaves in border areas, where the peat is burned as fuel.

In some areas of the tundra where the number of settlers – ice giant or human – is small, the two races have begun working closely with each other, although such work is seasonal for most human members of the partnership. The majority of the humans in the tundra return southward during the harsh winters of the subarctic deserts. Only some Druids and Rangers who have secure peat supplies and sturdy cabins remain with the ice giants through winter's deep cold.

It is from them that some of the ice giants have learned of and taken an interest in the druidic nature teachings and then taken up druidism themselves. For that reason, the ice giants, unlike their stone and fire giant brethren, also have Nature Druids and Rangers in their ranks.

There are no known Runestainers among the ice giants, but some stone giant Sorcerers seeking peace for themselves and the chance to learn more about ice magic have joined migrants on their northward treks, evolving into ice giants as well. Their presence is welcomed both by their own folk and human settlers. There are occasional nighttime problems with trolls on the borders of the tundra lands, and there is a growing incursion of orcs in some tundra regions. The Ice Sorcerers are an important factor in fending off both.

While ice giants have migrated in their search for peace, they are by no means reluctant to defend themselves. They will do so as viciously and vehemently as the fire giants of the desert, and some of their Ice Sorcerers command ice magic that matches the power of their Fire Sorcerer cousins in the desert lands to the south.



On the trail: An ice giant hunting in the tundra

CSUAC ice giant graphic by Devil Dan. Open game content.

The Ice Sorcerers of the North also have had many long years to ensorcel the bronze weapons of their Warriors with spells of ice magic. In addition, some have had their weapons ensorcelled with runic ice magic by stone giant runecutters as part of their payment for peat and other goods.

All ice giants, male and female, were trained from youth as Warriors, regardless of whether they have another Character Class. The typical melee weapon is the bronze great sword ensorcelled as magical frost blades. These are giant-forged weapons that are almost identical to human two-handed swords except for their huge grips. They have approximately the same weight and do the same damage as a two-hander plus ice damage.

However, many who would intrude through mountain passes into the tundra enclaves of the ice giants are well-battered before they see the icy blades of their foe, if they do at all. Ice giants use some of the simplest and most primitive range weapons of all, but with uncanny precision. From the mountains on the tundra's perimeter, they throw ice blocks and rocks averaging 50lbs/25kg each down upon the intruders.

Another type of training common in ice giant enclaves is geared for smaller, more dexterous members of the tribe. After they've become Warriors, those selected are trained as Scouts with trap-setting abilities. They know how to set hard-to-detect traps that sound alarms or, in most cases, simply loose a deadly rockslide or ice slide upon intruders.

The biggest threat of all, however, lies in the fact that any ice giant whom one might encounter is very old, probably 1,000 years or more, and this means that he or she is highly experienced. There are no ice giants today with less than 20 Character Levels, and most have at least that many levels as Warriors.

Ice giants usually have white skin with blue tones and blue-black hair. Except for that and their broader frames and larger size, ice giants look quite similar to humans.

Available Character Classes (*Classes known among ice giants*): Artisan, Healer, Herbal Witch, Warrior, Sorcerer, Nature Druid, Ranger, Scout, Spy, Thief. Maximum level in any single class 25.

Maximum Character Level: 40

Minimum Character Level: 20

Size: Large, 10-12ft/3-3.6m tall, 500-600lbs/250-400kg.

Age expectancy: About 2,300 years.

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: By class

Attacks: Attack rolls by class, Great sword, damage 2d6+Strength bonus + frost bonus of 1 to 5; Stones and Ice Blocks, see below.

Magical Attacks: Individual

Magical Items: Individual

Armor: Individual

Speed: 60ft/18m per round

Resistances: Cold.

Abilities: Strength +4, Dexterity -4, Stamina +4, Knowledge -2, Magical Aptitude -2, Mechanical Aptitude 0. Maximums Strength 24, Dexterity 16, Stamina 24, Knowledge 18, Magical Aptitude 18, Mechanical Aptitude 20.

Special qualities: Rapid evolution, Rock- and Ice-Throwing

Talent Points: Individual

Primary Talents: Individual

Secondary Talents: Individual

Skills with Bonus: Individual

Base Sills with Special Modifiers: Heal, Notice Objects and Movement, Ride Mount, Search, Sneak, Swim. No special modifiers.

Alignment inclination: All good and neutral in their own perception and in that of humans and dwarves, unknown

Heat Resistance: Immune to cold as low as -200°F/-129°C and heat as high as 100°F/38°C.

Rapid Evolution: Ice giants are immune to damage from extreme climate changes, and their bodies can evolve within a year or two to be ideally suited for the new climate. Thus, an ice giant of the tundra can evolve quickly into a stone giant of the mountains, back into an ice giant in the tundra and then into a fire giant in the southern desert.



Ruins of a giants' fortress castle, not built but hewn from native mountain stone

IV. Draugs (Undead)

This category includes three subsets

- Draugs of the Darkness
- Self-Made Draugs
- Animations (*not true draugs*)

Draugs are human souls that occupy dead bodies which are kept intact and are animated through necromantic magic. The third category listed above comprises animated avatars, skeletons and zombies. Although these usually are called undead, they are not true draugs. They are not inhabited by a soul or spirit. They simply are lifeless flesh and/or bone that are animated by necromantic magic. Their actions are controlled by the Necromancer who animated them. When he, she or it ceases to concentrate upon those actions, the flesh and or bones fall to the ground like the lifeless natural mass they truly are.

In a certain sense, draugs are a phenomenon of nature. They result from nature's ultimate need for balance. When the Earth Mother provided for the birth of the Children of the Light and the Balance, it was necessary for her to give the Darkness the ability to establish their dark counterparts.

However, the Darkness does not and cannot create life. The Darkness stands for entropy: Death and the end of all things. It would be contrary to its own nature to create new life forms of the Darkness. Indeed, these would be contradictions in their own right.

Instead, the Darkness uses the power allotted to it by the Earth Mother to make draugs of the living. It chose to focus its work in this respect entirely upon humans, who are destined to decide the fate of the world. The Darkness did not ignore giants, elves or even the unintended race that evolved from them, the dwarves. It made mutations of these races, making orcs of elves, ogres of dwarves and trolls of giants.

With humans, however, the Darkness capitalized upon the race's desire for eternal life. It could not offer that, of course, nor did it wish to do so, because it seeks the end of all life. Instead, the Darkness offered humans a continuing existence without death. It offered them the chance to trade life for seemingly never-ending unlife. Many humans accepted willingly and many more were coerced into doing so, but regardless, any true draug is a human soul that, in the end, agreed of its own free will to become what it is.

The Earth Mother has given the souls of those who make that choice to the Darkness. Normally, the physical aspect of a draug is slain, allowing the body it occupies to pass from undeath to death. This is a strictly physical death. The soul continues to exist helpless and without physical substance in the Dimension of Death, perhaps forever, but at least until the Darkness allows the soul to be united through necromancy with new no longer living flesh or until it returns the soul to the life stream in the body of one of its own mutations.

It is this aspect of more important draugs that can make them particularly irritating. Many draugs have been destroyed many times, only to return again and again and again, each time in a new, undead body. However, not all souls of vanquished draugs return to undeath, nor do they hover helplessly forever in the Dimension of Death. Instead, some are returned to a new mortal existence which leads them to their eternal ending once they are slain in that form.

It requires an available but dead human body, magical repairs of that body and a further expenditure of magic to unite a vanquished draug's soul with a new lifeless body. It is less trouble to make a new draug of a new, consenting human. Most draugs serve only as pawns of the Darkness. It does not view them as being worth the trouble it takes to make draugs of their bodiless souls again.

Herein is the great pitfall in becoming a draug. When a human consents to the magical passing from life to unlife, he or she also must consent to the surrender his or her free will to the Darkness. After that point, the draug no longer has its fate in its own hands.

If a draug is destroyed irrevocably, its soul does not go to Hela in Deep Hell. Instead, such souls are sundered by nature into their smallest parts and spread as pure life energy among the new souls that are taking birth, with all trace of the person they once were obliterated for all time. However, relatively few draugs ever have experienced permanent destruction.

The Darkness tends to view intermediate draugs that have met their destruction on battlefields, where many fall, as failures. It simply takes their souls and places them into its share of the life stream, where they are reborn to life as mutations of the Darkness, almost always orcs. These unfortunate but evil creatures usually are punished for their failure with their souls regaining full memory of their previous existence (but none of its abilities) as they grow from juvenile to adult mutations.

Many Warriors who have battled with draugs consider them to be nearly indestructible. The undead body of a draug becomes dead only when its head has been severed from its shoulders and then is burned or otherwise destroyed. However, this represents only physical destruction.

If only a limited number of draugs has fallen in an encounter, the Necromancer controlling them well may need replacements. If he or she has no new draug candidates, the Necromancer might gather the fallen body parts from the battle site, magically repair them and restore them to their previous undead status. It is not inconceivable then that they these restored draugs meet their slayer again on a new battlefield.

Only two means are known to achieve the immediate and permanent destruction of a draug and its soul:

- **Exposure to the direct rays of the sun.** Life is a form of the Light. Undeath is the antithesis of Life and Light. Undeath cannot withstand the direct rays of the sun. They bring absolute destruction to it. This is the greatest weakness of the Darkness; it cannot create life. Autumn draugs, which are relatively easy to destroy, are immune to this effect. So are bodies no longer occupied by draug souls.
- **Destruction after being wounded by iron.** Iron disrupts magic. Because the Darkness cannot create life, it must use and continually draw upon the power of magic to emulate it. When iron wounds a draug, the metal breaks a part of the magical binding between the draug's soul and the Darkness. It also immediately slays the draug. If the draug's head then is severed with an iron blade and it is burned or otherwise physically destroyed, its soul is freed from the grasp of the Darkness and it is obliterated immediately, returning as pure life energy to the pool of life. Autumn draugs also are immune to this effect.

Both of these weaknesses were used by the nearly vanquished human armies to keep draugs of the Darkness from completely conquering all of the fallen lands in the great wars. The desperate survivors of the human host managed to surround the last battling bands of draugs on the field of war with units bearing swords of iron, and they held them there until the first rays of sun came over the horizon. But their victory came too late to save their empire, and it was not complete. Most surviving draugs had fled beforehand into the wilderness and survived there.

There are many types and ranks among draugs of the Darkness. However, not all draugs are creations of the Darkness. As the outbreak of the great wars loomed, some human Necromancers sought too to gain endless existence without becoming enslaved to the Darkness, although they certainly were just as evil as the servants of the Dark One.

Scholars debate whether self-made draugs such as vampires, ghost draugs and haunting draugs should be classified as draugs, but the debate is mostly academic. They most certainly are undead beings inhabited by human souls. However, they do not rely upon the powerful magic that only the Darkness itself can use to maintain their existence.

Ghost and haunting draugs exist through their post-death craving for things to be realized that had not yet come to pass in their own lifetimes. They differ from other draugs in that they have no physical bodies. Vampire draugs steal the energy needed to animate and preserve their bodies from the life force of other beings through drinking the blood of the living. However, their imitation of life also requires them to rest much as a living being must do.

Unfortunately for most vampires, they are just as enslaved as draugs of the Darkness. The vampire who made undead of them usually has demanded the surrender of their free will as part of their payment for continuing, deathless existence. As a result, they are bound to the will of their creator.

Vampires also differ from draugs of the Darkness in some other respects. Because they live upon the stolen life energy of other creatures, vampires are not directly dependent upon necromantic magic for the continuing physical existence. As a result, iron affects a vampire in the same manner that it would affect a living human.

However, vampires are a mockery of life and as such are enemies of the Light. A single ray of sunshine will destroy a vampire just as surely as it would a draug of the Darkness. The life force of the earth itself also repels vampires, just as it does draugs of the Darkness. The life of the world flows through the water of its streams, just as human life flows through blood veins. The repulsion of flowing water against vampires and draugs of the Darkness is so strong that neither can cross running water of their own power, although they can cross it by using bridges or boats.

Vampires also are less difficult to destroy than draugs of the Darkness, although vampires that appear to have been destroyed often reappear. They are equally sensitive to the sun's rays and are far more vulnerable to running water than a draug of the Darkness. If a part of another draug's body comes in contact with running water, the area of flesh touched by the body will dissolve immediately, as though it had come in contact with a strong acid. If a vampire accidentally touches running water, it will destroy him or her completely and permanently, just like a ray of sunlight.

If a vampire is slain (reduced to 0 injury points), it usually will be only temporarily out of commission. A vampire's physical system gives it regenerative powers that eventually will bring it back to the level where it can seek out and feed upon a new victim, restoring it to its full power.

To permanently destroy a vampire through its physical body, one first must decapitate it and then drive a wooden stake made of a bush or tree of power through its heart. This destruction is irreversible. It causes the vampire's soul to be sundered immediately into its smallest parts, which return to the pool of life as pure elements of the life force.

If, for some reason, one wishes to contain a vampire without permanently destroying it, one can defeat it in battle, reducing it to 0 injury points, and then bury it in totally foreign soil. A vampire can rest and regenerate only if it is in a coffin that contains at least a small portion of its own native soil. Another means of containing a vampire is to lock it in a waterproof coffin and sink the coffin to the bottom of a flowing river.

Most kinds of draugs have a red glow in their eyes when they are in the darkness. However, High Draugs, Dark Draugs and vampires can suppress this effect.

Only creatures with souls can be made into draugs or vampires. The nature of spirits, as with such races as elves, giants and dwarves, is not consistent with undeath. To date, only humans have been made into draugs. There appears to be no reason why half-elves and halflings have not been made into draugs or vampires, but neither the Darkness nor master vampires have shown any interest in building ranks of halfling or half-elven draugs or vampires.

Some sages theorize that this is due to the elven backgrounds of both races. The influence of elven light magic is said to be the reason why halflings are smaller in size than humans. Half-elves, by their very nature, have partly elven blood flowing in their veins. The sages believe that the elven influences in both of the human subset races might corrupt the processes of making them into draugs or vampires. It even is possible, they say, that the elven influences might enable halfling or half-even draugs or vampires to break the bonds that would subjugate them to their makers.



The vampire draug sleeps, as a foggy dawn shrouds its castle.

1. Draugs of the Darkness

General Descriptions

Available Character Classes: All except White Druid, Green Druid, Blue Druid, Nature Druid, Ranger, Healer, Herbal Witch and Runestainer. *(If a member of these classes becomes a draug, it loses its level in these classes but not any of its Character Levels. It can learn substitute classes and gain levels in them up to a total equaling its character level. Training time is necessary, but no new Character Levels must be gained.)*

Upon transfiguration, as in life

Maximum Character Level: 30, high draugs and dark draugs unlimited. Upon transfiguration, the character level is the same as in life

Minimum Character Level: 1.

Size: Medium (Human Bodies)

Age expectancy: Draugs survive until they are permanently destroyed

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Stamina modifier +5 plus double the number of injury points for Class Level.

Life Points: None

Base Defenses: By class

Attacks: Any available to humans

Magical Attacks: Individual

Magical Items: Individual

Armor: Individual

Speed: 30ft/9m per round

Resistances: Resistance to heat and cold

Abilities: As in life except for Stamina, which always is 20.

Special qualities: Perceive in the dark, magical touch, undead injury effects, immune to pain, immune to poison, vulnerability to daylight, vulnerability to direct sunlight, vulnerability to iron, vulnerability to running water, herbal vulnerability, ley ban, emergence

Talent Points: Individual

Primary Talents: Individual, upon transfiguration, as in life.

Secondary Talents: Individual, upon transfiguration, as in life.

Skills with Bonus: Individual

Base Skills with Special Modifiers: Notice Objects and Movement +1, Ride Mount +1, Search +1, Sneak +1.

Alignment inclination: Any evil

Resistance to Heat and Cold: Heat and cold have no effect upon a draug as long they do not cause it to burn or to dehydrate or become frozen to an extent that movement becomes clumsy to impossible. Cold may freeze a draug in its position, but it does no lasting damage. Heat can cause damage only if it causes the draug to catch fire. At that point it takes the standard damage that the fire causes.

Perceive in the Dark: The eyes of draugs emit a signal something like that of a bat. The less light there is, the stronger the signal becomes. When the signal is reflected back to the draug's eyes, it forms a colorless image in black, white and grey tones of what normally could be seen in light. This image does not magically detect invisible creatures and objects. Invisibility magic allows such signals to pass in both directions through invisible objects. This virtual sight has a range of 60ft/18m.

Magical Touch: Draugs have no living nervous system but they do have a magical ability to sense objects when they are touched. This sense is limited to the perception that an object is being touched. A draug also can, for example, move his or her hand around an object and perceive its form. It can squeeze an object and detect whether it yields, giving the draug an impression of its degree of hardness. However, a draug cannot *feel* such things as small points or sharpness although it well may see them.

Undead Injury Effects: Draugs have no life points. If an injury dismembers a draug, as might be the case with a targeted hit, it loses the use of the dismembered body part. Otherwise, a draug is at full capacity despite the loss of

injury points until it reaches 0 points, when it automatically is slain. Even after reaching 0 injury points, a draug's body can be repaired and bound again to a soul. Only if the draug is decapitated and the head is destroyed is it impossible to restore its own body and return its soul to it.

Immune to Pain: Draugs have no living nervous system and therefore feel no pain.

Immune to Poison: Draugs have no life system that can be damaged by poison, however destructive poisons like some acids that will destroy physical body tissue have the same effect upon a draug's undead body.

Vulnerability to Daylight: One small, single ray of sunlight touching a draug will destroy its physical essence forever, and it also will destroy permanently the soul of any draug below dark draug level. Being in daylight without exposure to direct sun does not destroy a draug, but it gives it a penalty of -2 on every decision that requires a dice roll.

Vulnerability to Iron: Any wound from iron automatically slays a draug. However, a draug body slain by iron can be restored and have its soul returned to it. Vampire draugs are not affected by iron.

Vulnerability to Running Water: Draugs are unable to cross running water of their own power. They cannot will themselves to do so. If draug flesh comes into contact with running water, the surface of skin that touched the water will be dissolved as though it had been in a dangerous acid. Contact with running water will destroy a vampire draug.

Herbal Vulnerability: Certain plants are particularly strong in the forces of Light and Life, which causes difficulty for draugs that encounter them. Ransom or wild garlic and sloe bushes repel draugs. A draug must make a Stamina check against DL 35 to touch or cross ramson or to touch or pass by or through sloe. However, if it is commanded to do so by its master draug, the master draug makes the check instead.

Ley ban: Draugs will come only reluctantly within 100ft/30m of a ley line or 500ft/150m of a ley stone. Within that range, they lose all of their magical powers and all use of magic. Even their magical items become temporarily non-magical.

Emergence: Draugs cannot be forever trapped inside physical bounds unless those bounds are made of lead or iron or they are encircled by running water. They can move through any other type of matter at a rate of 1/8 inch/3cm per round. That's equivalent to 1½ inches/38mm a minute or 7½ feet/230cm an hour.

1.1 Greater Draugs

Greater draugs are creatures of almost limitless power, ranking on the same levels as the highest lords of the elves but below the level the creator race. There are two levels of great draugs:

- High Draugs
- Dark Draugs

High Draugs

Only the great spirit of the Darkness can create a high draug. These are the most powerful agents of the Darkness in the world. For most purposes, high draugs are indestructible and their powers know few bounds. Like the great elven lords, they have extremely high character levels. They also have perfect command of absolute magic. That means that without spells, simply with thought, they can work any magical deed that is within the scope of magic's power.

However, because they are the dark counterparts of the creator race, they are banned, just like the creator race, from destroying or personally waging war against the lesser races of the world. They can battle and wage war only through surrogates, the draugs of lesser level whom they command and control.



With CSUAC graphics. Open Game Content.

With only moonlight to guide them, the animated avatar of a dark draug Necromancer, left, leads an intermediate draug Warrior, a zombie animation and two skeleton animations down a dark night trail.

There may be nothing that can destroy a high draug's soul permanently other than being abandoned by the Darkness. If there are other means to do so, they do not appear to have been discovered yet. It also is extremely difficult to destroy the physical body of a high draug, simply because one seldom is in its presence. High draugs represent themselves in the world through avatars, animations that are not vulnerable to sunlight, daylight, iron or running water.

Gaming Data:

High draugs use most of the data listed in the section *General Descriptions*. There are only the following exceptions.

Maximum Character Level: Unlimited

Base Defenses: Armor 10; Endurance 12 8+2 natural); Reflex 10, Will 12 (+2 natural). Add class and ability modifiers.

Special abilities and weaknesses: Create avatar, create dark draug, perceive in the dark, magical touch, undead injury effects, immune to pain, immune to poison, vulnerability to daylight, vulnerability to direct sunlight, vulnerability to iron, vulnerability to running water.

Create avatar: (For a description of avatars, see Section 3. Animations *below*.) Most high draugs do all of their dealing in the world through their avatars. The latter is an animation that performs the high draug's own desired actions something like a puppet. When animated, it can do everything that the high draug can do but without the high draug's vulnerabilities to sunlight, daylight, iron and running water. However, to make an avatar function, its high draug must remain completely inactive and unaware of its own surroundings, concentrating itself 100% on the actions of the avatar, just as if it were at the avatar's location rather than where it truly is. This can be a very dangerous situation for a high draug, because it is completely vulnerable and unable to defend its own physical form at its true physical location. A draug can have only one active avatar at any given time.

Create Dark Draug: Only a high draug commands the powerful necromantic magic necessary to make a dark draug of an intermediate draug.

Dark Draugs

Dark draugs are believed to be the second highest level of undead that a human soul can attain. An intermediate draug can advance to the level of a dark draug only with the help of a high draug.

For most purposes, dark draugs not only are extremely powerful undead, but they also are difficult to destroy. They can have very high character levels. A new dark draug can rise beyond the 30th Character Level, and if it is a spell-caster, it also can learn to use absolute magic.

Theoretically, a dark draug can be destroyed by the same means as intermediate draugs. In practice, it is extremely difficult to ever come into the presence of a dark draug, which is necessary to destroy it. Dark draugs usually represent themselves in the world through avatars, animations that are not vulnerable to sunlight, daylight, iron or running water.

Gaming Data:

Dark draugs use most of the data listed in the section *General Descriptions*. There are only the following exceptions.

Maximum Character Level: Unlimited

Base Defenses: Armor 10, Endurance 12 (+2 natural), Reflex 10, Will 12 (+2 natural). Add class and ability modifiers.

Special qualities: Create avatar, perceive in the dark, magical touch, undead injury effects, immune to pain, immune to poison, vulnerability to daylight, vulnerability to direct sunlight, vulnerability to iron, vulnerability to running water.

Create avatar: (*For a description of avatars, see Section 3. Animations below.*) Most dark draugs do all of their dealing in the world through their avatars. The latter is an animation that performs the dark draug's own desired actions something like a puppet. When animated, it can do everything that the dark draug can do but without the dark draug's vulnerabilities to sunlight, daylight, iron and running water. However, to make an avatar function, its dark draug must remain completely inactive and unaware of its own surroundings, concentrating itself 100% on the actions of the avatar, just as if it were at the avatar's location rather than where it truly is. This can be a very dangerous situation for a dark draug, because it is completely vulnerable and unable to defend its own physical form at its true physical location. A draug can have only one active avatar at any given time.

1.2 Intermediate Draugs

An intermediate draug is a human who has become a draug. Many have taken the step to undeath at the urging or coercion of another draug. But any Black Necromancer who knows the *Transfiguration* spell can make a draug of him- or herself or of another human who is willing to become a draug.

As a part of the transfiguration, a new draug yields his or her free will and is bound to the service of another draug, usually one of higher rank. A new draug begins as an undead version of the human that he or she was with the same Character Classes, Talents and Skills as it had as a human (except those that are closed to draugs).

Gaming Data:

Intermediate draugs use the data listed in the section *General Descriptions* plus the following:

Base Defenses: Armor 10, Endurance 12 (+2 natural), Reflex 10, Will 12 (+2 natural). Add class and ability modifiers-

1.3 Intermediate Draug Variants

Members of this group are intermediate draugs have who have been consigned to a special lot as undead.

Autumn Draugs

For these beings, fall is the ever normal season, the only weather, there be no choice beyond. Where do they come from? The dust. Where do they go to? The grave. Does blood stir their veins? No: the night wind. What ticks in their head? The worm. What speaks from their mouth? The toad. What sees from their eye? The snake. What hears with their ear? The abyss between the stars. They sift the human storm for souls, eat flesh of reason, fill tombs with sinners. They frenzy forth. In gusts they beetle-scurry, creep, thread, filter, motion, make all moons sullen, and surely cloud all clear-run waters. The spider web hears them, trembles – breaks. Such are the autumn people. Beware of them.

- Ray Bradbury
Something Wicked This Way Comes
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Humans are more Children of the Balance than of the Light. It is their destiny to bring harmony and balance into the world or to see their world lost forever to the entropy of the Darkness. One result of this heritage is that humans combine elements of the Light, the Darkness and the Balance between them in their souls. Another result is that these three elements are not balanced within many humans.

There are those humans who tend strongly to goodness and the path of the Light. There are many who balance the Light and the Darkness within their souls. And there also are those who yield to their own internal Darkness and become evil without being servants of the great Darkness that haunts our world.

When the greater Darkness seeks new candidates to become draugs of their own free will, most of its recruits are souls who dwell between the Light and the Darkness, souls that have spent most of their lives without finding satisfaction and who have begun to fear the finality of death.

In contrast, the Darkness finds relatively few candidates among humans who are inclined toward the Light. Such people seem to be firm in their convictions; they will submit to the coercive methods of its dark denizens rather than yielding to it. However, those who lean strongly toward their own internal Darkness pose an entirely different problem for the Darkness; they are not able to genuinely yield their free will.

The Greater Darkness and the inner Darkness of an individual are similar to like magnetic poles that repel one another. The minions of the Greater Darkness ill can win over one who already is in the Darkness, albeit a Darkness of his or her own making. To such a creature, a pledge to yield his or her free will is without substance. Free will already was yielded to his or her own inner Darkness. It cannot yield what already is gone.

Without this one flaw, those souls lost in a Darkness of their own making would be excellent candidates to become full draugs of the Darkness. But this flaw is, in a sense, fatal. The Darkness demands absolute obedience from its draug minions. When they yield their wills, it has such obedience. But for those deep in their own Darkness, the sacrifice of will can be won only seldom and then after much time.

Who are these people who become autumn draugs? The Ebenezer Scrooge of Charles Dickens' *A Christmas Carol* before his reform might be a good example. They are the souls that work only for their own benefit without ever enjoying the fruits of their labor. They thrive on their own dissatisfaction and even more on the pain and suffering of others.

No one, they insist, may be less miserable than they are themselves, and if they find someone who breaks this rule, they commit their full resources to bringing this person the joy of misery. They feed on pain. They drink the nightmares of others.



A troupe of autumn draugs heads to its next town and victims.

With CSUAC graphics. Open Game Content.

To quote Ray Bradbury again: *Those creatures want the flaming gas off souls that can't sleep nights, that fever by day from old crimes. A dead soul is no kindling, but a live and raving soul, crisped with self-damnation, oh that's a pretty snoutful for such as them.*

Such people walk living through all human societies, and yet, by the fact of their being human, they also must face death one day. At the time when it approaches, the dream visions of autumn's draugs come to them, promising something for nothing and, again in Ray Bradbury's words, giving them instead, nothing for something.

Death is what these candidates for undeath fear most. Forever is what the draugs of autumn promise them. Un-death is what they give them. The price for this gift is small. They need only yield their miserable souls to the King and Queen of Dust.

Thus, they escape death. There is no funeral, wherever they live. But on some fine day, between late September and early December in the northern hemisphere, they might simply vanish. In the southern hemisphere, they depart when autumn comes, between late March and early June.

Their disappearance is a mystery to their neighbors, but they are not the kind of folk to be missed for long. Others hear the voices of fey strangers who visit their settlement, village town or city as summer dies and then depart mysteriously with these strangers before the year meets its death in the months of winter. Death is not the terrain of these beings. They fear it. They hate it. Their season is autumn. They exist for undeath.

Regardless of how they encounter the draugs of autumn – in dreams or in the company of strange visitors – the connoisseurs of misery who live among us then journey away from us, never to be missed and soon to be forgotten. They travel on to the Dimension of Death, to take up temporary residence there in the special domain of the Dust King and Queen.

Their souls they have given to the Darkness, although they are unable to yield their wills to it. The dust monarchs lead the newly won to their graves in the Dimension of Death, where they are told they must sleep for awhile, to enjoy and assimilate the nightmares of others that have fulfilled their souls for so much of their lives. They will be awakened, they are assured, when the next summer begins to fade and autumn's winds blow.

New autumn draugs experience their first awakening of the year in the south, in late March, after the autumnal equinox there, when the summer bids farewell to the southern hemisphere. Their time to gather souls is brief. They return to their graves in the Dimension of Death after a mere three months, before the southern winter solstice, when the death of winter stakes its claim to the southern part of the world.

The autumn draugs awaken again in the North in late September, after the autumnal equinox, when the new autumn begins. In this season, when summer passes from the northern part of the world, they seek souls there, returning to their graves in mid-December, before the winter solstice comes.

In both hemispheres, autumn draugs must avoid the months between the winter solstice in late December and the vernal equinox in late March, and again from the summer solstice in late June until the autumnal equinox in late September. To awaken from their graves at these times of the year would bring only eternal death to the draugs of autumn.

Summer, regardless whether in the North or the South, is the season of life. Winter is the season of death. Both are fatal to autumn draugs, as is spring, the time of birth. The Darkness wishes it to be so. Only autumn, when life makes its passage to death but has not yet arrived there, is an autumn draug free to summon its dust back into the form of its body and to leave its grave in the Dimension of Death.

The Darkness has banned autumn draugs from two of the four seasons for a purpose. It never can be completely satisfied with these servants until they can and do yield their free wills to it. Thus, it again has something to promise. It has promised those autumn draugs who can free themselves from their own inner Darkness and become one with the Greater Darkness that they can become intermediate draugs who spend all of their time in the living world, rather than having to spend half of it in their graves in the Dimension of Death. Many autumn draugs yearn to become intermediate draugs, but few succeed in shedding the bonds of the internal Darkness within their souls.

The autumn draugs are ruled by two dark draugs known only as the King and Queen of Dust. Together, they decide where the various companies of autumn draugs will go in their next waking season. The King and Queen of Dust have their home in the Dimension of Death, but they usually are there only four times a year, twice to awaken their autumn draugs and twice to oversee the autumn draugs' return to their graves and to make new draugs of new victims.

It is the job of the king and queen to walk the ways of the world of the living, interfering little in the affairs of men. Instead, they look for areas where their autumn draugs can harvest the most new souls. The dust monarchs have divided their following into several hundred Dust Baronies of 10 to 12 draugs, with each led by a Baron and Baroness of Dust. The baron and baroness have been given their commands by the Dust King and Queen.

The king and queen target the settlements, villages, towns and cities to be visited by each draug barony. Once a place has been visited, the same barony usually returns to it again every century or so, to harvest new souls there. When an autumn draug barony comes to a settlement, its members appear either in a group or separately in a mysterious but probably unnoticed manner. No one will have seen any of the autumn draugs on distant roads. Should anyone be curious whence they came, they will find no witnesses to their travel.

The autumn draugs come as people who will draw attention in some form, regardless whether they appear in a group or separately. A favorite form is to arrive as a mini-circus troupe or a theater company. At other times, they may seem to be a caravan of traders with a wide variety of tales to tell. Sometimes they appear as a mix of characters who ostensibly have nothing to do with one another. There may be a Skáld who's willing to entertain at the local inn, a fortune teller, an exotic lady with an entourage of ladies in waiting who is traveling from one strange and distant land to another, etc.

The draugs spend some of their time using their charisma and charms to win over their targets, but they do not sleep. In the night, when the settlement they are visiting is deep in its dreams, the autumn draugs prowl it mentally, using their talents to examine the thoughts and dreams of the local population, seeking out those who are filled with an inner Darkness and empty goals, but above all, regardless of age, those who fear nothing so much as death.

In the days that follow, they then attempt to lure these people into talking with them, perhaps by drawing them into their entertainment, perhaps with the suggestion that they join a trade caravan that will bring them the fortune and riches that always has eluded them, or perhaps with the hint that something could occur with the exotic lady or one of her ladies in waiting.

Once they have their victim, they attempt to trap it with magical visions of an existence that goes on and on, long after their contemporaries lie beneath gravestones. As soon as the victim agrees to trade his or her soul for undeath, the bargain is sealed. If it is credible, the autumn draug candidate may stay with the barony in its travels for a time, until it's convenient for him or her to vanish. If not, he or she appears to die a natural death, and there is a burial.

In both cases, the candidates arrive sooner or later in the Dimension of Death, where the Dust King and Queen complete their transfiguration into autumn draugs. The new draugs then go to their graves in the Dimension of Death, where they wait until the baronies depart anew for the world.

Most fledgling autumn draugs become members of new baronies that are led by favored autumn draugs from other baronies who have been elevated to the ranks of Dust Baron and Baroness. New draugs become members of an existing barony only when replacements are needed for baronial subjects who have risen in level or who have been destroyed.

Each barony spends two periods of 12 weeks each in the Dimension of Life. They tend to spend about a week in each target settlement and usually visit 12 settlements per season. If they are visiting a location where they or other autumn draugs have been before and if one of their members has thieves' abilities, they often send him or her to break into whatever local archive there might be, to destroy any records that might have been made regarding strange events the last time that autumn draugs visited there.

In most respects, autumn draugs are intermediate draugs that are able to spend only half of each year in the Dimension of Life. The other half of the year is spent in their graves in the Dimension of Death, where they savor the nightmares and misery they have gleaned from their victims.

They also have some special qualities not available to other intermediate draugs. Not all are advantageous. Autumn draugs are the easiest of all draugs to destroy permanently. Because their magical undead existence is drawn by their own inner Darkness rather than the Greater Darkness, they cannot be restored once they have been destroyed. When they reach 0 injury points, they are gone forever. The Greater Darkness considers this to be additional motivation for an autumn draug to shed its own desires and to become an intermediate Draug of the Darkness.

Autumn draugs gain no new Character Levels or classes. However, they do gain autumn draug levels. Regardless of their Character Levels, new autumn draugs always start with autumn draug level 1. With these special levels, they learn additional autumn draug abilities. The most successful autumn draugs that reach the 10th autumn draug level become Dust Barons and Baronesses.

Autumn draug levels are not awarded on the basis of experience points. Instead, the award of new autumn draug levels is done quite arbitrarily by the King and Queen of Dust, based upon their personal estimation of an autumn draug's performance.

Because their existence is based upon their own internal Darkness rather than the Greater Darkness, autumn draugs are not vulnerable to daylight, direct sunlight, iron or running water. It is the lot of the autumn draug to win over living humans as new undead. Therefore, the Greater Darkness bans their use of their draug powers to slay their victims. They are expected to make new draugs rather than slay those whom they cannot overcome.

Gaming Data:

Available Character Classes: All except White Druid, Green Druid, Blue Druid, Nature Druid, Ranger, Healer, Herbal Witch and Runestainer. *(If a member of these classes becomes an autumn draug, it loses its level in these classes but not any of its Character Levels. It can learn substitute classes and gain levels in them up to a total equaling its character level. Training time is necessary, but no new Character Levels must be gained.)*

Maximum Character Level: 30

Minimum Character Level: 1

Size: Medium (Human Bodies)

Age expectancy: Autumn draugs survive until they are permanently destroyed.

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Stamina modifier +5 plus the injury points for Class Level.

Life Points: None

Base Defenses: As in life except for possible Stamina modifier change

Attacks: Any available to humans

Magical Attacks: Individual

Magical Items: Individual

Armor: Individual

Speed: 30ft/9m per round

Resistances: Resistance to heat and cold

Abilities: As in life except for Stamina, which always is 20.

Special qualities: One available autumn draug ability of choice per autumn draug level, perceive in the dark, magical touch, undead injury effects, immune to pain, immune to poison, herbal vulnerability, ley ban, slay ban, emergence, autumn draug levels.

Talent Points: Individual

Primary Talents: Individual

Secondary Talents: Individual

Skills with Bonus: Individual

Base Sills with Special Modifiers: Notice Objects and Movement +1, Ride Mount +1, Search, Sneak +1.

Alignment inclination: Any evil

Resistance to Heat and Cold: Heat and cold have no effect upon an autumn draug as long they do not cause it to burn or to dehydrate or become frozen to an extent that movement becomes clumsy to impossible. Cold may freeze an autumn draug in its position, but it does no lasting damage. Heat can cause damage only if it causes the autumn draug to catch fire. At that point it takes the standard damage that the fire causes.

Perceive in the Dark: The eyes of autumn draugs emit a signal something like that of a bat. The less light there is, the stronger the signal becomes. When the signal is reflected back to the autumn draug's eyes, it forms a colorless image in black, white and grey tones of what normally could be seen in light. This image does not magically detect invisible creatures and objects. Invisibility magic allows such signals to pass in both directions through invisible objects. This virtual sight has a range of 60ft/18m.

Magical Touch: Autumn draugs have no living nervous system but they do have a magical ability to sense objects when they are touched. This sense is limited to the perception that an object is being touched. An autumn draug also can, for example, move its hand around an object and perceive its form. It can squeeze an object and detect whether it yields, giving the autumn draug an impression of its degree of hardness. However, an autumn draug cannot *feel* such things as small points or sharpness although it well may see them.

Undead Injury Effects: Autumn draugs have no life points. If an injury dismembers an autumn draug, as might be the case with a targeted hit, it loses the use of the dismembered body part. Otherwise, an autumn draug is at full capacity despite the loss of injury points until it reaches 0 hit points, when it automatically is slain. Unlike other draugs, an autumn draug is forever destroyed when it reaches 0 injury points.

Immune to Pain: Autumn draugs have no living nervous system and therefore feel no pain.

Immune to Poison: Autumn draugs have no life system that can be damaged by poison, however destructive poisons (like some acids) that will destroy physical body tissue have the same effect upon an autumn draug's undead body.

Herbal Vulnerability: Certain plants are particularly strong in the forces of Light and Life, which causes difficulty for autumn draugs that encounter them. Ransom or wild garlic and sloe bushes repel draugs. An autumn draug must make a Stamina check against DL 35 to touch or cross ramson or to touch or pass by or through sloe. However, if it is commanded to do so by its master autumn draug, the master draug makes the check instead.

Ley ban: Autumn draugs will come only reluctantly within 100ft/30m of a ley line or 500ft/150m of a ley stone. Within that range, they lose all of their magical powers and all use of magic. Even their magical items become temporarily non-magical.

Slay ban: Slain victims are of no use to the Darkness. As a result, autumn draugs are unable to use any of their undead abilities to slay a victim, although they could slay someone through the use of their ordinary human abilities.

Emergence: Autumn draugs cannot be forever trapped inside physical bounds that are made of neither lead nor iron. They can move through any other type of matter at a rate of 1/8 inch/3cm per round. That's equivalent to 1 1/2 inches/38mm a minute or 7 1/2 feet/230cm an hour. They are unable to pass through iron.

Autumn Draug Levels: 1-10 (Only barons and baronesses reach Level 10)

Special Autumn Draug Abilities (one per autumn draug level):

These special abilities are intended for use upon victims. With the exception of *Open the Gate*, they fall into three basic categories: Knowledge, intimidation and conviction tools. Intimidation tools are used to coerce victims into becoming new draugs. Conviction tools are used to create a desire in the victim to become a draug. Knowledge tools are used to find potential draug candidates.

Open the Gate: This usually is the first ability chosen by a new draug at autumn draug level 1, simply because it's a key to his or her success. With this ability, an autumn draug can guide a willing victim from the Dimension of Life to the Dimension of Death, where the Dust King and Queen transfigure the victim into an autumn draug.

Sense Avarice: Knowledge tool. The autumn draug can sense any unabated avarice within 1,000ft/300m per autumn draug level. There is no defense against this ability.

Sense Nightmares: Knowledge tool. The autumn draug can sense any nightmare being dreamed within 1,000ft/300m per autumn draug level. There is no defense against this ability.

Sense Yearning: Knowledge Tool. The autumn draug can sense any intense yearning to be someone different than one is. The range is 1,000ft/300m per autumn draug level. There is no defense against this ability.

Lame: Intimidation tool. With a mental command, the autumn draug can temporarily paralyze a victim for 4d4 rounds. The victim can avoid the effect by making a successful Stamina check against a DL equal to the autumn draug's Character Level + 10.

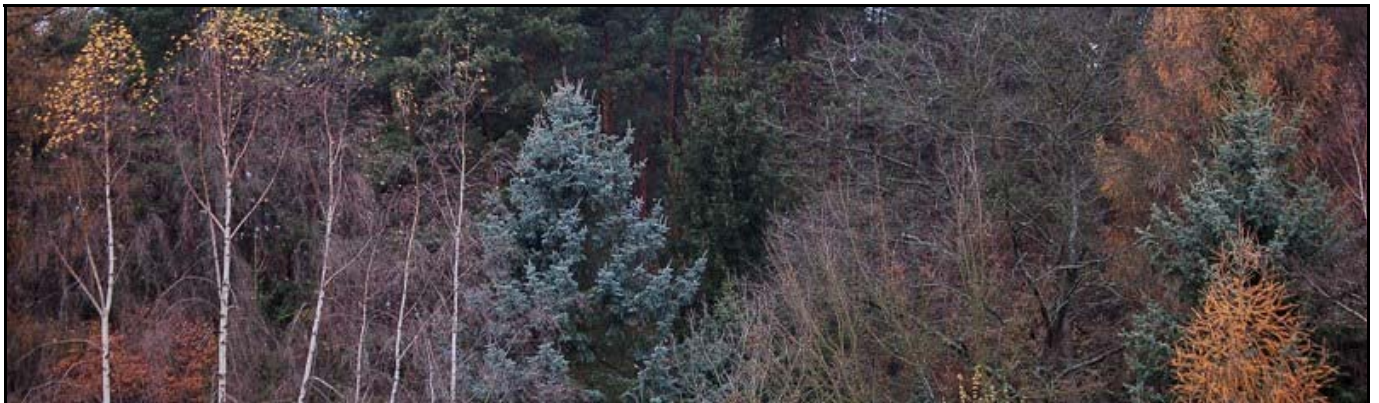
Retard Life: Intimidation tool. With this ability, the autumn draug draws the soul of a victim temporarily into the Dimension of Death, although the victim is not aware of the dimension shift. There, it speeds time to twice its normal rate while leaving the bodily functions of the victim in normal time. The experience intimidates the victim by giving it the experience of the onset of death. The experience lasts for 2d4 rounds, a period in which the victim is helpless. At the end of the effect, the victim automatically returns to the Dimension of Life. The victim can avoid the effect by making a successful Stamina check against a DL equal to the autumn draug's Character Level + 10.

Summon Spiders: (Available only at autumn draug levels 7 through 10.) Intimidation tool. The draug can summon 10d4 spiders of any kind from anywhere to any location. There is no check necessary for success, but the spiders are natural animals and must be able to survive in the climate to which they have been brought.

Summon Scorpions: (Available only at autumn draug levels 8 through 10.) Intimidation tool. The draug can summon 1d4 scorpions from anywhere to any location. There is no check necessary for success, but the scorpions are natural animals and must be able to survive in the climate to which they have been brought.

Restoration: (Available only at autumn draug levels 9 and 10.) Conviction tool. The draug can restore a victim to perfect physical condition with a single thought and in a single instant.

Shift Age: (Available only at draug level 10.) Conviction or coercion tool. The draug can age a victim or restore its youth at the rate of one year per minute (12 rounds). The total number of years of change an autumn draug can cause in a day's time is equal to the draug's Character Level + its Autumn Draug Level. A victim can successfully resist this age change with a Stamina check against a DL equal to the autumn draug's Character Level + 10.



Life's colors fade from the wood, drawing the autumn draugs from their sleep.

Barrow Draugs

Barrow Draugs are normal intermediate draugs that are bound to remain at their burial places, be they in a cemetery, a family vault, a cairn, a barrow, a simple grave in the wilderness, etc. Many barrow draugs were given this fate by masters who were dissatisfied with their achievements before they were slain. Only magic can lift the binding. A living human can be made by a Necromancer into a barrow draug only if he or she accepts the fate willingly. However, an existing draug can be bound as a barrow draug without consent. A dying human who willingly becomes a barrow draug still is bound to the will of its undead master.

Shapechanging Draugs

Shapechanging draugs are normal dark or intermediate draugs except that they have an additional ability. All draugs who can use magic also can change their appearance with spells. Shapechanging draugs, however, are a fluke of the process by which they have been created. There is a 5% chance (1 on d20) that a newly transfigured dark or intermediate draug will be a shapechanging draug. If a draug has this property, it gains a single, alternative animal form (decided by the game master) into which it can shift at will. Magic cannot give a draug the shape-changing property.

1.4 Lesser Draugs

Members of this group are draugs who have been consigned to a special lot as undead, usually as punishment for failure in their missions as draugs of more respectable levels.

Herder Draugs

These unfortunate creatures are higher only than spider draugs in the hierarchy of the undead of the Darkness. Herder draugs once were intermediate Necromancer draugs. However, they earned the wrath of their masters by failing in their missions and being slain. Being consigned to the miserable ranks of the herder draugs is a punishment usually reserved only for those draugs that, in the opinion of their masters, failed through utter negligence of their duties.

Despite its low stature, a herder draug makes for an estimable foe. When they are forced to fight, herder draugs invariably continue on until they are destroyed. If a herder draug fails, the worse that can happen to its soul is to be restored as a spider draug. If it succeeds, it can gain a second chance as a draug of higher order.

Herder draugs have the same statistics that they did as intermediate draugs. However, they are bound by their masters' orders to control a family of spider draugs and may do nothing else. Redemption and restoration to their old standing can be gained only when they or the spider draugs that they tend have convinced the quota of humans set by their masters to accept transfiguration into the ranks of the undead. Herder draugs and their spider draug families are found only in temperate mixed and conifer forests.

Spider Draugs

Spider draugs are the lowest of all servants of the Darkness although not necessarily the least powerful among them. As a punishment, the Darkness takes the souls of intermediate draugs that have fallen in battle and failed miserably in their missions and places them in the bodies of giant mutated spiders. These spiders can survive physically only by consuming meat and blood. Normally their diet consists of forest animals that they trap.

When they are lucky, human flesh may fall into their traps. However, the spider draugs are not allowed to consume such prey immediately. When they are tightly woven into the undead forest spiders' webs, human victims are confronted by the spiders' master, a herder draug.

It is the herder draug's job to convince the spiders' captives to yield and accept transfiguration into undead draugs rather than being eaten alive by the spider draugs. If the captives refuse, the herder draug departs and allows the spider draugs to have their feast.

Spider draugs always fulfill their duties with absolute dedication. A spider draug has nothing to lose. It already is as low as a draug can be. If it is slain, no worse fate awaits it than to be restored again in the body of another mutated spider and to continue on as a spider draug. Once it has won over enough captives as new draugs for the Darkness, it can be rewarded by being restored as a draug of higher order. Herder draugs and their spider draug families are found only in temperate mixed and conifer forests.



Danger in the moonlit forest: 4 spider draugs and their herder draug (right).

With CSUAC graphics. Open Game Content.

Gaming Data:

Available Character Classes: Warrior.

Maximum Character Level: 10 (no progression).

Minimum Character Level: 10 (no progression).

Size: Medium 6ft to 6'8"/183 to 200cm leg span, body 2ft/45cm to 26"/50cm, weight 50-60lbs/25-30kg.

Age expectancy: Spider draugs survive until they are permanently destroyed

Initiative modifier: +5 (Dexterity 19)

Injury Points: 62+9d12.

Life Points: None

Base Defenses: Armor 15 (+5 Natural), Endurance +22 (+5 Strength +7 Warrior), Reflex +22 (+5 Dexterity +7 Warrior), Will +22 (+5 Stamina, +7 Warrior)

Attacks: Bite, Attack bonus +5, damage 1d8+5 (Strength bonus) and paralyzing poison, Stamina Check against DC 24 or paralyzed 2d4 hours, with successful check penalty of -2 on all dice rolls for 2d4 hours.

Magical Attacks: None

Magical Items: None

Armor: None

Speed: 50ft/15m per round

Resistances: Resistance to heat and cold

Abilities: Strength 19, Dexterity 19, Stamina 20, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge 5.

Special qualities: Weave web, perceive in the dark, undead injury effects, immune to pain, immune to poison, vulnerability to daylight, vulnerability to direct sunlight, vulnerability to iron, vulnerability to running water, emergence.

Talent Points: 70

Primary talents: Skullduggery, 70 points fixed.

Secondary talents: None

Skills with Bonus: Various allotments with Skullduggery, maximum 26 points per Skill.

Base Sills with Special Modifiers: Notice Objects and Movement +5, Search +5, Sense Traps +5, Sneak +7, Track +7, Weapon Proficiency (melee - bite).

Alignment inclination: Any evil

Weave Web: Spider draugs can produce tough saliva strands that harden but remain sticky and flexible. They use this ability to weave cocoons that seal out all light to protect them from direct rays of the sun during the day. They also use these strands to make webs and cocoons in which living prisoners can be bound. Web strands have a Reflex Defense of zero (automatically hit) and an Armor Defense of 18. Cocoons also have a Reflex Defense of zero (automatically hit) and an Armor Defense of 20. Anything touching a web strand becomes stuck to it. It can be freed with a successful Strength check against DL 17.

Resistance to Heat and Cold: Heat and cold have no effect upon a spider draug as long they do not cause it to burn or to dehydrate or become frozen to an extent that movement become clumsy to impossible. Cold may freeze a spider draug in its position, but it does no lasting damage. Heat can cause damage only if it causes the spider draug to catch fire. At that point it takes the standard damage that the fire causes.

Perceive in the Dark: The eyes of spider draugs emit a signal something like that of a bat. The less light there is, the stronger the signal becomes. When the signal is reflected back to the spider draug's eyes, it forms a colorless image in black, white and grey tones of what normally could be seen in light. This image does not magically detect invisible creatures and objects. Invisibility magic allows such signals to pass in both directions through invisible objects. This virtual sight has a range of 60ft/18m.

Undead Injury Effects: Spider draugs have no life points. If an injury dismembers a spider draug, as might be the case with a targeted hit, it loses the use of the dismembered body part. Otherwise, a spider draug is at full capacity despite the loss of injury points until it reaches 0 points, when it automatically is slain. Even after reaching 0 injury points, a spider draug's body can be repaired and bound again to a soul. Only if the spider draug's central body is destroyed is it impossible to restore its own body and return its soul to it.

Immune to Pain: Spider draugs have no living nervous system and therefore feel no pain.

Immune to Poison: Spider draugs have no life system that can be damaged by poison, however destructive poisons (like some acids) that will destroy physical body tissue have the same effect upon a spider draug's undead body.

Vulnerability to Daylight: One small, single ray of sunlight touching a spider draug will destroy its physical essence forever, and it also will destroy its soul permanently. Being in daylight without exposure to direct sun does not destroy a spider draug, but it gives it a penalty of -2 on every decision that requires a dice roll.

Vulnerability to Iron: Any wound from iron automatically slays a spider draug. However, a spider draug body slain by iron can be restored and have its soul returned to it.

Vulnerability to Running Water: Spider draugs are unable to cross running water of their own power. If spider draug flesh comes into contact with running water, the surface of skin that touched the water will be dissolved as though it had been in a dangerous acid.

Emergence: Draugs cannot be forever trapped inside physical bounds that are made of neither lead nor iron. They can move through any other type of matter at a rate of 1/8 inch/3cm per round. That's equivalent to 1 1/2 inches/38mm a minute or 7 1/2 feet/230cm an hour. They are unable to pass through iron.

2. Self-Made Draugs

The information in this section applies to three types of draugs that reach their unique undead status through their own efforts.

- Ghost draugs
- Haunting draugs
- Vampires



With CSUAC graphics. Countess Myrga by Pedrov. Open Game Content.

By the light of the moon, the ghost draug of the Black Necromancer Duchess Myrga still guards her fallen tower and the trap door that leads to her vast treasure.

2.1 Ghost Draugs

A ghost draug usually comes into existence when it is so enraged by the circumstances of its life or death that its soul succeeds in not going to Hela's realm but rather remains in the world filled with malice and seeking revenge, retribution or rectification of the wrongs that enraged it. Once that is satisfied, the ghost draug is destroyed and its soul at last goes to Hela. Magic cannot make a ghost draug. A ghost draug can speak to the living to make its desires clear.

Ghost draugs are translucently visible but physically insubstantial and utterly evil apparitions that can change their seeming size from that of a human to the size of a giant 20ft/6m tall. The increased size gives them no additional powers. They can wander freely to any location. Their only ability to act is through their natural magical properties and whatever spells they may command. Their spells can, of course, wreak substantial damage, as can their telekinetic abilities. Because they have no physical substance, ghost draugs are not affected by any type of attack from physical objects. However, they can be destroyed by magic that damages undead.

Gaming Data:

Available Character Classes: Any.

Maximum Character Level: None.

Minimum Character Level: 1.

Size: Medium, human size, but it can expand the size of its virtual size to a height of 20ft/6m.

Age expectancy: Ghost draugs survive until they are permanently destroyed

Initiative modifier: To be calculated based upon Dexterity modifier in life.

Injury Points: None (no physical substance), however, the score of injury points the ghost draug had in life is used to determine the cumulative effect of spells, such as *Ray of Life*, to which the draug is vulnerable.

Life Points: None

Base Defenses: Armor (effective, used only for some spell attacks) as in life but without bonuses for armor or physical-based defenses. Endurance, Reflex and Will, all as in life.

Attacks: No physical attacks

Magical Attacks: Individual

Magical Items: None

Armor: None

Speed: 30ft/9m per round

Resistances: Immunity to heat, cold and all physical effects and objects.

Abilities: Strength 0/life*, Dexterity 0/life*, Stamina 0/life* and Knowledge, Magical Aptitude and Mechanical Aptitude as in life. (* *The Strength, Dexterity and Stamina scores the ghost draug had in life are used for the purpose of ability checks and to determine the ghost draug's defenses.*).

Special qualities: Use spells, perception, telekinetic attack, magic vulnerability, stagnation.

Talent points: None

Primary Talents: None

Secondary Talents: None

Skills with Bonus: None

Base Sills with Special Modifiers: Notice Objects and Movement +1, Search +1, Sense Motive +1, Sneak +1.

Alignment inclination: Any evil

Use Spells: A ghost draug who could cast spells, perform rites or use magic in another manner retains that ability in undeath. However, a person who is not a magic-user does not gain this ability by becoming a ghost draug.

Perception: The souls of ghost draugs have effective sight to a range of 60ft/18m regardless of whether there is light.

Telekinetic Attack: Ghost draugs can mentally raise non-living objects and move them over a range of 30ft/9m at a speed of 30ft/9m per round. The draug can raise and move 10lbs/5kg per character level. This gives the ghost draug, in effect, the ability to throw objects.

Magic Vulnerability: Ghost draugs can be destroyed permanently with such draug-damaging spells as *Ray of Life*, *Slay Undead*, etc.

Stagnation: Ghost draugs gain no new experience points or Character Levels.

2.2 Haunting Draugs

In most respects, a haunting draug is identical to a ghost draug, but its origin and its purposes are different. A haunting draug is of basic good alignment and does no evil beyond irritating those who refuse to help it in its cause. A human wishing to avenge itself, see that a wrong is set right, etc., can with sufficient will power defy Hela's call upon death and remain at a location of its choice.

A haunting draug can do no harm to others, but it can speak with the living, urging them to rectify old wrongs, and it can be an incredible nuisance to those who do not help its cause. A dead soul cannot be bound involuntarily by another as a haunting draug. Once its goal is fulfilled, the haunting draug ceases to exist. Its soul at last goes to Hela. Magic cannot make a haunting draug.

Because they have no physical substance, ghost draugs are not affected by any type of attack from physical objects. However, they can be destroyed by magic that damages undead.



A haunting draug in its old bedchamber

With CSUAC graphics. Open Game Content.

Gaming Data:

Available Character Classes: As in life

Maximum Character Level: None

Minimum Character Level: 1

Size: Medium (as in life)

Age expectancy: Haunting draugs survive until they are permanently destroyed

Character/Class Level: As in life

Initiative modifier: To be calculated to be based upon Dexterity score in life.

Injury Points: None (no physical substance), however, the score of injury points the haunting draug had in life is used to determine the cumulative effect of spells, such as *Ray of Life*, to which the haunting draug is vulnerable.

Life Points: None

Base Defenses: Armor (effective, used only for some spell attacks) as in life but without bonuses for armor or physical-based defenses. Endurance, Reflex and Will, all as in life.

Attacks: None.

Magical Attacks: None

Magical Items: None

Armor: None

Speed: 30ft/9m per round

Resistances: Immunity to heat, cold and all physical effects and objects.

Abilities: Strength 0/life*, Dexterity 0/life*, Stamina 0/life* and Knowledge, Magical Aptitude and Mechanical Aptitude as in life. (* *The Strength, Dexterity and Stamina scores the draug had in life are used for the purpose of ability checks against magic spells and to determine the draug's defenses.*).

Special qualities: Use spells, perception, magic vulnerability, stagnation.

Talent points: None

Talents: None

Base Sills with Special Modifiers: Notice Objects and Movement +1, Search +1, Sense Motive +1, Sneak +1.

Alignment inclination: Any

Use Spells: A haunting draug who could cast spells, perform rites or use magic in another manner retains that ability in undeath. However, a person who is not a magic-user does not gain this ability by becoming a haunting draug.

Perception: The souls of haunting draugs have effective sight to a range of 60ft/18m regardless of whether there is light.

Magic Vulnerability: Haunting draugs can be destroyed permanently with such draug-damaging spells as *Ray of Life*, *Slay Undead*, etc.

Stagnation: Haunting draugs gain no new experience points or Character Levels.



In the mausoleum, a vampire draug awakens in its grave.

With CSUAC graphics. Open Game Content.

2.3 Vampire draugs

High level Necromancers discovered the secrets of passing from life to undeath. They made themselves into vampires and then used these secrets to make other vampires of willing victims. They, in turn, have done the same, creating generations of vampires, although their numbers still are small.

The Necromancers who discovered the secrets of undeath had thirsted for the deathless existence of a draug, but they also wanted to retain their own free will rather than being enslaved to the commands of the Darkness and higher draugs. Their secret was in part to develop spells that created undeath without having to draw constantly upon the magic of necromancy, which demands obeisance to the Darkness. Their system draws its life energy instead from the blood of living victims.

However, they were not generous enough to share the freedom of enslavement with those who followed in their footsteps. Their magic makes it possible for a vampire to make a new vampire of a willing human victim by drinking all of the victim's blood. The new vampire has enough black necromantic energy to survive until it can drink the blood of its own first victim. However, this system is different than that which the original Necromancers used to transfigure themselves into undead. It too demands that the victim surrender its free will to the vampire who will transfigure it and bind it into that vampire's service.

Of course, another Black Necromancer who discovered their secrets could make of him- or herself a new vampire with free will. Such vampires attain their status as vampires by drinking a potion they brewed which includes, among other things, the juice of monkshood root and human, bat, rat and wolf blood.

The monkshood extract slays the drinker of the potion. The mixed bloods and the black necromantic ensorcellment upon them reinvigorate the drinker's no longer living body with undeath. However, the potion also does more. The bat, rat and wolf blood also gives the vampire the ability to command and summon such animals, which are not creatures of free will. It also is the secret of the vampire's ability to change itself into these forms.

For all of their success, the first vampires also had flaws in their magical process. Necromancers have tried since to correct them, but to no avail. Vampires have some of the disadvantages of a draug of the Darkness. They also require new blood at regular intervals and rest, but the latter is possible only if the vampire rests in a coffin that contains at least a pound/500g of soil from its native land.

On the other hand, a vampire can take the form of a wolf or bat. Its statistics do not change in those forms, but a vampire can run or walk like a wolf and it also can fly like bat.

Available Character Classes: All except White Druid, Green Druid, Blue Druid, Nature Druid, Ranger, Healer, Herbal Witch and Runestainer. *(If a member of these classes becomes a vampire draug, it loses its level in these classes but not any of its Character Levels. It can learn substitute classes and gain levels in them up to a total equaling its character level. Training time is necessary, but no new Character Levels must be gained.)*

Maximum Character Level: None.

Minimum Character Level: 1

Size: Medium (Human Bodies)

Age expectancy: Vampire draugs survive until they are permanently destroyed

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: 17 at Character Level 1, 1d12+5 at each additional Character Level.

Life Points: None

Base Defenses: As in life, but calculate Endurance and Will with ability scores of 20 each.

Attacks: as in life

Magical Attacks: Individual

Magical Items: Individual

Armor: Individual

Speed: 30ft/9m per round in human form, 50ft/15m in wolf form, flying 40ft/12m in bat form, walking 5ft/150cm in bat form.

Resistances: Resistance to heat and cold

Abilities: Strength 20, Stamina 20, Dexterity, Knowledge, Magical Aptitude and Mechanical Aptitude as in life.

Special qualities: Perceive in the dark, magical touch, undead injury effects, immune to pain, immune to poison, vulnerability to daylight, vulnerability to direct sunlight, vulnerability to running water, herbal vulnerability, shapechange, sense life, sleep command, blood drain, rest requirement, ley ban, non-reflection, create vampire, emergence, limited familiar.

Talent points: As for a human of the same class.

Primary Talents: List all Primary Talents and points assigned.

Secondary Talents: List all Secondary Talents and points assigned.

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Base Sills with Special Modifiers: Concentration +7, Notice Objects and Movement +5, Search, Sense Magic +3, Sense Motive +10, Sneak +7, Track +3, Weapon Proficiency (melee – bite)

Alignment inclination: Any evil

Resistance to Heat and Cold: Heat and cold have no effect upon a vampire draug as long they do not cause it to burn or to dehydrate or become frozen to an extent that movement become clumsy to impossible. Cold may freeze a vampire draug in its position, but it does no lasting damage. Heat can cause damage only if it causes the vampire to catch fire. At that point it takes the standard damage that the fire causes.

Perceive in the Dark: The eyes of vampire draugs emit a signal something like that of a bat. The less light there is, the stronger the signal becomes. When the signal is reflected back to the draug's eyes, it forms a colorless image in black, white and grey tones of what normally could be seen in light. This image does not magically detect invisible creatures and objects. Invisibility magic allows such signals to pass in both directions through invisible objects. This virtual sight has a range of 60ft/18m.

Magical Touch: Vampire draugs have no living nervous system but they do have a magical ability to sense objects when they are touched. This sense is limited to the perception that an object is being touched. A vampire also can, for example, move his or her hand around an object and perceive its form. It can squeeze an object and detect whether it yields, giving the draug an impression of its degree of hardness. However, a vampire cannot "*feel*" such things as small points or sharpness although it well may see them.

Undead Injury Effects: Vampire draugs have no life points. If an injury dismembers a vampire draug, as might be the case with a targeted hit, it loses the use of the dismembered body part. Otherwise, a vampire is at full capacity despite the loss of injury points until it reaches 0 points, when it automatically is slain. Even after reaching 0 injury points, a vampire's body will restore itself and regenerate undeath at the rate of 3 injury points daily. A vampire can be destroyed by physical means only if it is decapitated and a wooden stake made of a bush or tree of power is driven through its heart. Among trees of power are the ash, beech, rowan and yew as well as hazel and sloe bush branches. This destruction is irreversible.

Immune to Pain: Vampire draugs have no living nervous system and therefore feel no pain.

Immune to Poison: Vampire draugs have no life system that can be damaged by poison; however destructive poisons (like some acids) that will destroy physical body tissue have the same effect upon a vampire's undead body.

Vulnerability to Daylight: One small, single ray of sunlight touching a vampire draug will destroy its physical essence forever, and it also will destroy permanently the soul of a vampire. Being in daylight without exposure to direct sun does not destroy a vampire, but it gives it a penalty of -2 on every decision that requires a dice roll.

Vulnerability to Running Water: Vampire draugs are unable to cross running water of their own power. If a vampire accidentally touches running water, it will destroy the draug completely and permanently, just like a ray of sunlight.

Herbal Vulnerability: Certain plants are particularly strong in the forces of Light and Life, which causes difficulty for vampire draugs that encounter them. Ransom or wild garlic and sloe bushes repel vampire draugs. A vampire must make a Stamina check against DL 35 to touch or cross ramson or to touch or pass by or through sloe. However, if it is commanded to do so by its master vampire, the master vampire draug makes the check instead.

Shapechange: At will, a vampire can shift between its human form and the form of a wolf or a bat. Each change takes one minute (12 five-second rounds) in which the vampire cannot act but can be attacked without Dexterity bonus or Reflex defense benefits.

Sense Life: A vampire draug automatically senses the presence of human lives within 10miles/15km, even when it is resting in sleep in its coffin.

Sleep Command: A vampire draug can attempt to will a foe or a potential victim to fall into a deep, coma-like sleep. To do so, it must make a successful sleep attack against the victim's Will Defense. The attack check equals 1d20 + the vampire's Character Level.

Blood Drain: The physical systems of vampire draugs consume 10 injury points of human blood monthly. They must replace this amount of blood to sustain themselves. When a vampire draug has only 5 injury points of human blood in its system and it has no ability to win new blood, it usually retires to its coffin to rest in a deep sleep until its sense life ability detects the presence of human life. If a vampire draug has no human targets, it can use the blood of animals or mutations, but it gains only 10% of the injury point value that it drinks. If a vampire draug reaches the point where all of the blood that has been drained is consumed, the draug is permanently destroyed.

Rest Requirement: A vampire draug must rest at least eight hours daily in at least 1 pound/500g of its native soil. For each 24-hour-period in which it does not sleep in its native soil, it is weakened, losing one point each of Strength and Stamina. Eventually, the vampire will have no Strength or Stamina whatsoever, at which time it ceases to exist and it begins to decompose. It is irrevocably destroyed.

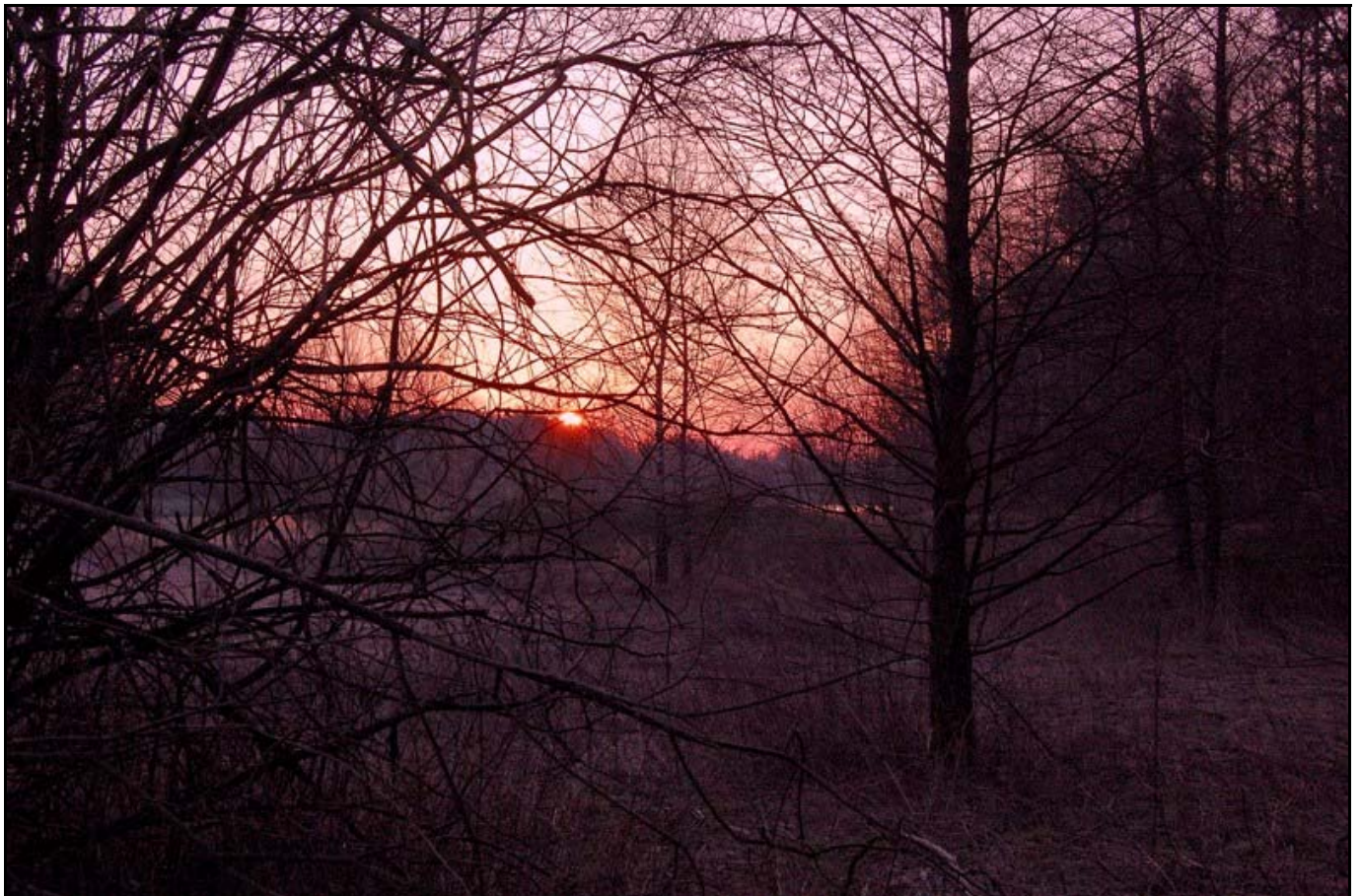
Ley ban: Vampire draugs will come only reluctantly within 100ft/30m of a ley line or 500ft/150m of a ley stone. Within that range, they lose all of their magical powers and all use of magic. Even their magical items become temporarily non-magical.

Non-Reflection: Vampire draugs cast no reflections in mirrors, pools and the like.

Create Vampire: A vampire draug can drink all the blood of a willing victim that surrenders its will to the vampire, slaying the victim and making of it a new vampire that is bound to the master draug's will.

Limited Familiar: Sorcerers and wizards who become vampire draugs lose their link to their familiars. If a new familiar is summoned, only rats, bats and wolves will answer.

Emergence: Vampire draugs cannot be forever trapped inside physical bounds that are made of neither lead nor iron. They can move through any other type of matter at a rate of ¼ inch/3cm per round. That's equivalent to 1½ inches/38mm a minute or 7½ feet/230cm an hour. They are unable to pass through iron. They also are unable to enter buildings without being invited to do so.



When the sun sinks beneath the horizon, the time of the draugs begins

3. Animations

Animations are neither draugs nor beings of any other type in a literal sense. They are dead bones and/or bodies without any soul, spirit or other animating force of life or undeath that are caused to move through the power of black necromantic magic. There are three types of animations:

- Avatars
- Skeletons
- Zombies

Avatars are very complex animations made only by high draugs and dark draugs. Skeletons and zombies on the other hand are relatively simple animations that can be steered to make low level attacks of sorts but little more.

3.1 Avatars

Avatars are animated dead human bodies that a high draug or dark draug uses in place of its own body in many or most of its encounters. An avatar is a representation of the draug at any point in its period of undeath, from the lowest Character Level it had as a draug up to its current level. In essence, it can do anything that the high draug or dark draug can do, but it does have its own injury points. An avatar is irrevocably destroyed when it reaches zero injury points. However, the draug that it represents takes no damage whatsoever.

That an avatar takes its own damage is one advantage of an avatar for a high or dark draug. That it suffers no ill effects from sunlight, running water, iron, etc. is another. However, using an avatar also can be risky business for a high or dark draug with a lair that is not perfectly secure. When using the avatar, a high or dark draug's own undead body appears to be truly dead. It is in a trancelike state that is completely oblivious to what is happening in its own environs. A high or dark draug cannot be awakened from that state; it only can decide to end animation of the avatar for the time being and to return its consciousness to its own undead form.

When a high draug is animating an avatar, its consciousness is in the avatar and not its own body, although its soul remains in its own true form and not that of the avatar. But it sees through the avatar's eyes, speaks through its mouth, hears through its ears and smells through its nose. It can use the avatar to do any- and everything that the draug could do itself, were it at the avatar's location. However, it cannot be injured or damaged at all through the avatar. No divining magic will detect that the draug's soul is at another location, and any divining attempts will reveal the avatar, not the draug.

Fortunately for high and dark draugs, the world of the living, or at least most of its denizens, have no idea that there is such a thing as an avatar. When one sees an avatar in action, one assumes it to be a draug. It is a mystery how the bodies of the great draugs can be absolutely destroyed, only for the draug to return again at some future point in another body.

If a party of adventurers knew where the high or dark draug's true lair was, it would be a relatively easy matter to enter and destroy it with iron weapons or by unbarring windows and letting the sunlight in. Unfortunately, such adventurers never realize that the draug is somewhere different than it seems to be.

The creation of an avatar is an inherent ability that the Darkness gives through intuitive magic to its high and dark draugs. However, creating an avatar is a work and time consuming process. At the beginning of the process, the draug must capture a living human whose body it wishes to use. The draug then must slay the human single-handedly in a manner that destroys its life without damaging the body. After that, the draug must spend one hour per each Character Level that it has working its inherent natural magic to initiate the process of creating the avatar.

When this step has been completed, the draug no longer need concentrate upon the process, but it does continue over a long period of time. The dead human's body becomes an avatar, but at first with no knowledge of the draug it will represent. The motionless body then begins scanning the draug's soul, duplicating every bit of knowledge and ability that the draug has.

This occurs at the rate of one Character Level per month, thus, it would take 30 months for an avatar to perfectly duplicate all of the knowledge and ability of a 30th level draug. The high or dark draug can, however, settle for less, if it wishes to do so. A draug with Character Level 30 could, for instance, end that process after 20 months. The avatar then would be a representation of the high or dark draug at exactly the stage it was when it reached the 20th level. If a draug wishes to do so, it can place the avatar back into stasis at a later time to resume the scan and gradually add the draug's additional Character Levels to its repertory.

A high or dark draug may have only one active avatar at any given time. If an avatar is destroyed, the draug can make a replacement, but the process of creating the new avatar can be started only after the last avatar has been destroyed. When an avatar is not needed, the draug can place it in stasis. This totally inactivates the avatar but preserves its body. Going in and out of stasis makes it impossible for either the draug or the avatar to act in any way for one round per Character Level of the avatar.

Available Character Classes: All.

Maximum Character Level: None.

Minimum Character Level: 21.

Size: Medium (Human Bodies)

Age expectancy: Until destroyed.

Initiative modifier: Same as the high or dark draug

Injury points: Same as the high or dark draug

Life Points: None

Base Defenses: Same as the high or dark draug.

Attacks: Same as the high or dark draug.

Magical Attacks: Individual

Magical Items: Individual

Armor: Individual

Speed: 30ft/9m per round

Resistances: Same as the high or dark draug.

Abilities: Same as the high or dark draug.

Special qualities: Perceive in the dark, magical touch, undead injury effects, immune to pain, immune to poison, ley ban.

Talent points: Same as the high or dark draug

Primary Talents: Same as the high or dark draug

Secondary Talents: Same as the high or dark draug

Skills with Bonus: Same as the high or dark draug

Base Skills: Same as the high or dark draug

Alignment inclination: Same as the high or dark draug

Resistance to Heat and Cold: Heat and cold have no effect upon an avatar as long they do not cause it to burn or to dehydrate or become frozen to an extent that movement become clumsy to impossible. Cold may freeze an avatar in its position, but it does no lasting damage. Heat can cause damage only if it causes the avatar to catch fire. At that point it takes the standard damage that the fire causes.

Perceive in the Dark: The eyes of avatars emit a signal something like that of a bat. The less light there is, the stronger the signal becomes. When the signal is reflected back to the avatar's eyes, it forms a colorless image in black, white and grey tones of what normally could be seen in light. This image does not magically detect invisible creatures and objects. Invisibility magic allows such signals to pass in both directions through invisible objects. This virtual sight has a range of 60ft/18m.

Magical Touch: Avatars have no living nervous system but they do have a magical ability to sense objects when they are touched. This sense is limited to the perception that an object is being touched. An avatar also can, for example, move its hand around an object and perceive its form. It can squeeze an object and detect whether it yields, giving the avatar an impression of its degree of hardness. However, an avatar cannot *feel* such things as small points or sharpness although it well may see them.

Undead Injury Effects: Avatars have no life points. If an injury dismembers an avatar, as might be the case with a targeted hit, it loses the use of the dismembered body part. Otherwise, an avatar is at full capacity despite the loss of injury points until it reaches 0 points, when it automatically is destroyed.

Immune to Pain: Avatars have no living nervous system and therefore feel no pain.

Immune to Poison: Avatars have no life system that can be damaged by poison; however destructive poisons (like some acids) that will destroy physical body tissue have the same effect upon an avatar's undead body.

Ley ban: High and dark draugs will bring their Avatars only reluctantly within 100ft/30m of a ley line or 500ft/150m of a ley stone. Within that range, there is a 50% chance that the draug will lose its magical binding to the avatar, placing it in stasis. Should that happen, the draug would need to provide for the inert avatar's rescue from the ley zone before it could be reactivated.

3.2 Skeletons

Although they often are called *skeleton draugs*, these animations are not true draugs at all. They are nothing more than the bones of a dead human that have been animated through the black necromantic magic of a spellcaster. The mage who activated the skeleton draugs must concentrate fully upon their doings to keep the animations active.

The skeletons have neither life nor unlife. They cannot think and they see nothing. The spellcaster's magic causes their actions to occur. In that sense, there is little difference between the telekinetic lifting of a rock and the black necromantic steering of a skeleton's bones.

A skeleton's actions are quite limited. Basically, it only can deal blows with its leg or arm bones or scratch with its finger bones. The hand bones are not capable of holding weapons.

Available Character Classes: Commoner

Maximum/Minimum Character Level: 1

Size: Medium (Human Bones)

Age expectancy: Skeletons endure until they are destroyed or until the spellcaster ceases to concentrate upon them.

Initiative modifier: -2 (Dex -2)

Injury Points: 1d4+5

Life Points: None

Base Defenses: Armor 10, Endurance 15, Reflex 8, Will: That of the controlling necromancer.

Attacks: Hand scratch: 1d4; arm blow, 1d4 or leg kick, 1d4.

Magical Attacks: None

Magical Items: None

Armor: None

Speed: 20ft/6m per round

Resistances: Resistance to heat and cold

Abilities: Strength 10, Dexterity 7, Stamina 20, Magical Aptitude 1 (fixed), Mechanical Aptitude (fixed), Knowledge 1 (fixed)

Special qualities: Perceive in the dark, undead injury effects, immune to pain, immune to poison, ley ban.

Talent points: None

Primary Talents: None

Secondary Talents: None

Skills with Bonus: None

Base Skills: None

Alignment inclination: None, steered by any evil

Resistance to Heat and Cold: Heat and cold have no effect upon a skeleton as long they do not cause it to burn or to dehydrate or become frozen to an extent that movement become clumsy to impossible. Cold may freeze a skeleton in its position, but it does no lasting damage. Heat can cause damage only if it causes the bones to catch fire. At that point it takes the standard damage that the fire causes.

Perceive in the Dark: The eyes of skeletons emit a signal something like that of a bat. The less light there is, the stronger the signal becomes. When the signal is reflected back to the skeleton's eyes, it forms a colorless image in black, white and grey tones of what normally could be seen in light. This image does not magically detect invisible creatures and objects. Invisibility magic allows such signals to pass in both directions through invisible objects. This virtual sight has a range of 60ft/18m.

Undead Injury Effects: Skeletons have no life points. If an injury dismembers a skeleton, as might be the case with a targeted hit, it loses the use of the dismembered bones. Otherwise, a skeleton is at full capacity despite the loss of injury points until it reaches 0 points, when it automatically is destroyed.

Immune to Pain: Skeletons have no living nervous system and therefore feel no pain.

Immune to Poison: Skeletons have no life system that can be damaged by poison; however destructive poisons (like some acids) that will destroy physical bone have the same effect upon a skeleton.

Ley ban: Skeletons cannot come within 100ft/30m of a ley line or 500ft/150m of a ley stone. If they come within that range, they automatically are destroyed.



With CSUAC graphics. Open Game Content.

A half-elven Sorceress sends her two zombie animations, left, and three skeleton animations in attack against the unsuspecting inn.

3.3 Zombies

Although they often are called *zombie draugs*, these animations are not true draugs at all. They are nothing more than the flesh and bones of a dead human that have been animated through the black necromantic magic of a spellcaster. The mage who created the zombies must concentrate fully upon their actions to keep the animations active.

The zombies have neither life nor unlife. They cannot think, and they see nothing. The spellcaster's magic causes their actions to occur. In that sense, there is little difference between the telekinetic lifting of a rock and the black necromantic steering of a zombie. A zombie's actions are quite limited. Basically, it only can deal blows with its leg or arm, scratch with its fingers or use a weapon clumsily.

Available Character Classes: Commoner

Maximum/Minimum Character Level: 1

Size: Medium (Human Corpse)

Age expectancy: Zombies endure until they are destroyed or until the spellcaster ceases to concentrate upon them. Their flesh continues to decompose. If a zombie is maintained for a long enough time, it will degenerate into a skeleton.

Initiative modifier: -2 (Dex -2)

Injury Points: 1d4+5.

Life Points: None

Base Defenses: Armor 10, Endurance 15, Reflex 8, Will: That of the controlling necromancer.

Attacks: Hand scratch: 1 injury point; arm blow, 1d6 or leg kick, 1d6, all with Attack Bonus +1; or one weapon, Attack Bonus -2 (-2 clumsiness).

Magical Attacks: None

Magical Items: None

Armor: None

Speed: 20ft/6m per round

Resistances: Resistance to heat and cold

Abilities: Strength 18, Dexterity 7, Stamina 20, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge 1 (fixed).

Special qualities: Perceive in the dark, magical touch, undead injury effects, immune to pain, immune to poison, ley ban.

Talent points: None

Primary Talents: None

Secondary Talents: None

Skills with Bonus: None

Alignment inclination: None, steered by any evil

Resistance to Heat and Cold: Heat and cold have no effect upon a zombie as long they do not cause it to burn or to dehydrate or become frozen to an extent that movement become clumsy to impossible. Cold may freeze a zombie in its position, but it does no lasting damage. Heat can cause damage only if it causes the zombie to catch fire. At that point it takes the standard damage that the fire causes.

Perceive in the Dark: The eyes of zombies emit a signal something like that of a bat. The less light there is, the stronger the signal becomes. When the signal is reflected back to the zombie's eyes, it forms a colorless image in black, white and grey tones of what normally could be seen in light. This image does not magically detect invisible creatures and objects. Invisibility magic allows such signals to pass in both directions through invisible objects. This virtual sight has a range of 60ft/18m.

Magical Touch: Zombies have the ability to use their hands if the magical mental commands that the controlling Necromancer gives to the corpse directs the hands to move. However, because the Necromancer has no sense of feel from the dead hands, the zombie is clumsy with weapons and other held objects. Anytime a check is made for a zombie holding an object, there is a clumsiness penalty of -2.

Undead Injury Effects: Zombies have no life points. If an injury dismembers a zombie, as might be the case with a targeted hit, it loses the use of the dismembered body parts. Otherwise, a zombie is at full capacity despite the loss of injury points until it reaches 0 points, when it automatically is destroyed.

Immune to Pain: Zombies have no living nervous system and therefore feel no pain.

Immune to Poison: Zombies have no life system that can be damaged by poison; however destructive poisons (like some acids) that will destroy physical body tissue have the same effect upon a zombie's undead body.

Ley ban: Zombies cannot come within 100ft/30m of a ley line or 500ft/150m of a ley stone. If they come within that range, they automatically are destroyed.



Product identity

By the light of the moon: Draugs emerge and Black Necromancers animate zombies and skeletons.

V. Mutations

There are many kinds of life forms, both natural and not so natural, available in the *Dungeons Daring* system. We've already covered some of them, including draugs, which are neither living nor dead. Beyond that are natural life forms, like the plants and animals of our own real world, and within these two categories, we also find subsets that consist of life forms in evolved and hybridized states.

Evolution is a series of gradual changes that take place within a life form, changes that usually occur naturally to better accommodate the species to its altering environment. Hybridization can be either a natural or artificial process. Genetically, some animals of somewhat different types are able to mate, and their offspring is a third kind of animal, identical to neither the mother nor the father. The pollen of one plant's flower might land upon and fertilize the flower of another plant type. The seeds that result also might produce a plant that is identical to neither parent plant.

Other creatures can insert their fingers or paws into the process, causing other hybridizations of animals and plants to take place that might never have occurred without their interference. The results of hybridization are unpredictable. Often seeds or eggs that result from cross-pollination are infertile. In other cases they are fertile, but the creatures to which they give birth or the plants which they grow are incapable of reproducing themselves.

None of this is the exclusive domain of fantasy. It happens everyday in the real world. Cross-breeding of horses and donkeys produced sterile mules and fertile hinnies. Almost every commercially-grown tomato in our salads has seeds that will grow an entirely different type of tomato if, indeed, any at all.

Mutations are another matter. Like the first artificial hybrids, mutations began as the work of the light elves. After the creator race had finished its work, it was the lot of the Firstborn to make the then primitive world into one of bounty and beauty. The elves began by cross-pollinating various wild plants to produce the more tender varieties of vegetables that grace our tables and the beautiful flowers that grow in gardens.

Elven hybridizing also gradually evolved the common farm pig with its tender meat from the gamier muscled boar. But the work of the Firstborn went beyond such fundamentals. The elven folk draws the power of magic into the world, and none can control or use magic as well as the elves. With time, they brought the power of magic into their hybridization, producing both plants and creatures that were beyond the ken of worldly nature.

The greatest of their earlier works were the unicorns of the elven forests and the great dragons that were made to defend the lands against the threat of the Darkness, which still had not worked its evil will upon the achievements of the creator race and the Firstborn.

Hybrids, to the extent that they are categorized in this volume, are to be found in the *Beasts* section. Mutations are a separate matter. They are the creatures that were hybridized not only with the tools of nature but also through the power of magic.

The early light elves did their work in the name of the Light and of good, but the *Dungeons Daring* gaming environment is neutral in such questions, and so is its embodiment, the Earth Mother, the first and highest of the creator race. Those who inhabit the world must decide its fate, determining whether it one day will be a home of the balance or whether it will go over completely to the Light or the Darkness.

While the living decide their own directions and fates, the Earth Mother alone controls the force of life. She decides who may reproduce. Thus, when the elves and giants had fulfilled most of their purpose, she withdrew the seed of life from these folk. Of the humanoid creatures, only humans, halflings and half-elves still can reproduce.

However, to maintain the balance, the Earth Mother also must allow the Darkness to claim the same share of new life as the Light enjoys. The Darkness is the spirit of entropy. It represents the end of all life. Therefore it would be a contradiction for it to create life. But it is not beyond the ability of the Darkness to manipulate and use the life created by the powers of the Light.

Thus, when the Darkness begin using temptation, coercion and violence to draw elves, dwarves and giants over to its side, it began using magic to mutate its newly won followers into creatures of its own liking. And it was able to claim from the Earth Mother a quantity of the life seed proportional to that granted to the children of the Light and the Balance.

The Darkness made orcs of the fallen elves. It made ogres of the dwarves who entered its ranks, and it made trolls of the giants in its fold. However, it makes no mutations of humans. The soul-inhabited folk are its prize subjects; it makes only draugs of them. Draugs have no need of or use for the life force.

As a result, the Darkness gave the portion of the reproductive force that was allotted to it, to balance the allotment of humans, halflings and half-elves, to its orc folk. For this reason, the orcs and their evolved goblin subfolk can produce offspring in the same manner as humans, while ogres and trolls are denied this gift, as are elves, dwarves and giants. Ogres and trolls, unable to recreate their own, are slowly vanishing races, as are the elves, dwarves and giants.

These three mutated races are not the only such creatures of the Darkness, but of all such folk, only the orcs and their goblin kin can reproduce. The most powerful mutations of the Darkness are its demons and devils, followed by the dragons. However, these dragons are no creations of the Darkness but rather mutations made by the elves that were won over to the Darkness.

There three categories of mutations:

- Mutations of the Elves
- Mutations of the Darkness
- Mutations of Other Magic

The latter category is a broad one. Many of these mutations have little to do directly with the Light or the Darkness. They may serve either or neither. Many are believed to have been created by the work of wizards and sorcerers. Often, they appear to be the result of magical experiments gone awry. Some, however, may combine the environmental evolution of certain beings with random or coincidental magical influences.

Some of the better known examples of such mutations are centaurs, the dogfolk, lizardfolk, minotaurs and wyverns. There is no doubt that creatures such as the chimera and the mantichore are the work of magi.

The statistical block for all mutations creates two additional properties that are not listed for other creatures. These are:

Type: This describes the origins as *Elven*, *Darkness* or *Other Magic*.

Reproductive: The entries usually are either *Yes* or *No*.



Hybridization and transmutation bring out the best and worst of life.

1. Blackwitches (and Blackwarlocks)

Available Character Classes: Black Necromancer

Maximum Character Level: None

Minimum Character Level: 11

Size: Small to Medium, Human to Halfling Size

Type: Darkness

Reproductive: No

Age expectancy: Indefinite

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Uses scores it had as human, halfling or half-elf.

Attacks: As Wizard or Sorcerer plus clawed hands, Attack bonus as Wizard or Sorcerer, 1d6+modifiers. Clawed hands, damage 1d6 + Strength bonus.

Magical Attacks: Evil Eye, Curse, Infect the Living, Paralysis

Magical Items: Individual

Armor: None

Speed: 30ft/9m

Resistances: None

Abilities: Strength -2, Dexterity -2, Stamina +2, Magical Aptitude +2, Mechanical Aptitude ± 0 , Knowledge ± 0 . All modifiers are applied at the time the human is mutated into a blackwitch. Maximums Strength 18, Dexterity 18, Stamina 22, Magical Aptitude 22, Mechanical Aptitude 20, Knowledge 20.

Special qualities: Long Life, Cannibalism, Draug Redemption, Shapechange, Blackwitch Spells

Talent points: As Wizard or Sorcerer

Primary and Secondary Talents: As Wizard or Sorcerer

Alignment inclination: Any evil



Blackwitch at her kettle before her forest hut

Magical Attacks

Evil Eye: Once every 10 minutes, a blackwitch or blackwarlock can concentrate its gaze upon a single living creature and with it cause the effects of a *Daze Creature* spell as described in the *Players Guide*. For spell purposes, the caster level is that of the blackwitch as a Black Necromancer.

Curse: Once every 10 minutes, a blackwitch can speak a curse upon a single living creature. The effects are identical to those of a *Curse* spell as described in the *Players Guide*. For spell purposes, the caster level is that of the blackwitch as a Black Necromancer.

Paralysis: Once every hour, a blackwitch or blackwarlock can speak a paralysis command upon a single living creature. The effects are identical to those of a *Paralysis* spell as described in the *Players Guide*. For spell purposes, the caster level is that of the blackwitch as a Black Necromancer.

Special qualities

Long Life and Cannibalism: Blackwitches can die natural deaths just as humans do, but they also can reverse the process of aging by eating one human, halfling or half-elf in each 12-month period, giving them effective immortality as far as aging is concerned for as long as they consume this fare

Draug Redemption: The Darkness bestows upon all Blackwitches and Blackwarlocks the gift of choice at the time of their deaths. They can choose to become dark draugs at that time, if their bodies have not been destroyed, or they can choose what would be their normal fate, the sundering of their souls and eternal oblivion.

Shapechange: A blackwitch or blackwarlock can magically change its shape to any human, halfling or half-elf form it wishes once daily per level as a Black Necromancer. The shape change lasts 10 minutes per level as a Black Necromancer. Upon expiration, the blackwitch returns to its normal form. Before it can shapechange again, it must wait for a period of time equal to the time it spent in its changed form. The shape change also can include a change of voice, if the blackwitch so wishes.

Blackwitch Spells: Blackwitches command a set of particularly evil spells that are little known to other creatures. These spells are defined in the *Creature Magic* section of this book. Such spells are gained telepathically from the Darkness. Blackwitches keep them in their memories rather than in written form. These spells could be learned by other magi, but that seldom is the case, because they usually do not exist in written form.

Blackwitches and their male counterparts, blackwarlocks, are among the vilest servants of the Darkness. They have reached their status through their own wishes but without sacrificing life or free will. For the Dark Power, that is only a temporary matter, and the Blackwitches know that as well. Blackwitches are living creatures with souls, still mostly human, halfling or half-elf, whatever their original life form was.

Through cannibalism and with luck, they can prolong their lives for centuries. However, the day inevitably will come when something or someone will succeed in slaying them. At that time, most blackwitches and blackwarlocks choose Draug Redemption, yielding their free will to be bound in service to the Darkness as Dark Draugs.

Only a small number of elitely evil Wizards and Sorcerers succeed in entering the ranks of the blackwitches and blackwarlocks. The Darkness accepts only those magi who strongly yearn for the mutation and who are utterly evil. Once one becomes a blackwitch or blackwarlock, he or she is beyond all hope of redemption. If he or she dies and chooses not to be made into a dark draug or cannot be made into one, his or her fate is sealed. The witch is condemned to eternal oblivion. There is no way for a blackwitch's or a blackwarlock's soul to escape this fate.

Most who seek the mutation are evil magi filled with hatred. Strife, pain and death are their goals in life. Often they are driven by a mad desire for revenge against someone or something.

The transmutation takes an hour to be completed, but it is done without any visible sign of activity. The mage who is being mutated appears to be sleeping. During that time, the Darkness enters the mage's willing body and mind, making all of the necessary changes.

The transmutation not only gives the recipient mage all of the powers and abilities of a blackwitch, but it also alters its knowledge of and ability to deal with magic, making the Wizard or Sorcerer into a Black Necromancer, if he or she is not one already. If the recipient mage has other Character Classes, these are retained as long as they do not contradict the goals of the Darkness. If they are in contradiction, the levels in the other class(es) are converted into additional levels as a Black Necromancer.

During the transmutation process, the Darkness places knowledge of the blackwitch spells that its new servant is able to use into its mind. As a blackwitch or blackwarlock gains in experience and ability through new Black Necromancer levels, the Darkness returns in the creature's sleep to place knowledge of additional spells in its mind.

Blackwitches and blackwarlocks seldom are seen. Those who do see them in their true forms seldom live to tell about it. They are terrible foes in face-to-face combat, but such encounters are not their day-to-day business. They usually occur only when creatures that are hunting them find them or when someone else stumbles upon their lairs unwittingly. Blackwitches attempt to slay all who find them, to keep them from spreading tales of their existence. Dead intruders also provide them with a life-extending meal.

Most blackwitches and black warlocks live either alone or in covens of three in huts and cottages located in remote areas where wild animals can be hunted and wild fruits, mushrooms and herbs can be harvested. They are mutated humans, halflings or half-elves, but the transmutation does not eliminate their need for food, shelter and the other essentials of life.

They devote their time to magic, not only learning it but also in the working of long range destructive magic that aids the servants of the Darkness. When blackwitches and blackwarlocks are brought to a fall, it usually is because other magi – Diviners – have traced the source of their foul and dastardly magic to their huts or cottages.

Except for brief appearances in shapechanged form, and those are indeed rare, blackwitches and blackwarlocks almost never are found in cities, villages or other settlements of any size. Their shapechanging powers do not last long enough to assure that their disguises hold. However, it is possible that a blackwitch or blackwarlock might come to a small but remote settlement near its lair, usually to avenge deeds of the villagers. Sometimes, however, they may come in shapechanged form pretending to be travelers who wish to buy goods.

Blackwitches and blackwarlocks seldom show their true forms because they betray their true nature. As a side effect of transmutation, they tend to develop large warts and their skin gains a green hue within a few months after transmutation.

2. Bugbears

Available Character Classes: Warrior, Scout, Thief, Spy

Maximum Character Level: 15

Minimum Character Level: 1

Size: Large, 9ft/270cm tall, 350lbs/175kg

Type: Darkness

Reproductive: Yes

Age expectancy: 40 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 12 (+2 Natural), Endurance 12 (+2 Natural), Reflex 8 (-2 natural), Will 8 (-2 natural). Add class level and ability modifiers.

Attacks: Melee and range attack bonuses per Class Level and Strength modifiers. Attack with various weapons, 2 claws simultaneously for 1d8 damage each, one blow, 2d4 damage. Add Strength modifier.

Magical Attacks: None

Magical Items: Found items possible but rare

Armor: Leather or none

Speed: 40ft/12m

Resistances: None

Abilities: Strength +4, Dexterity -2, Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude ± 0 , Knowledge -4.
Maximums Strength 24, Dexterity 18, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 20, Knowledge 16.

Special qualities: None

Talent points: 2 per Character Level

Primary Talents: Mounted Combat, Melee Combat, Athletics

Secondary Talents: List all Secondary Talents and points assigned.

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Alignment inclination: Usually chaotic evil, neutral evil also possible.



Bugbears on the hunt on the autumn plain

CSUAC bugbear graphics by Devil Dan. Open Game Content.

Bugbears were in an important respect a failure for the Darkness. They are a result of its attempts to use black necromancy to hybridize orcs and bears in the hope of producing powerful warriors. To that extent, the experiment was an overwhelming success; bugbears are better and more powerful warriors than most orcs.

However, orcs are bound genetically to the Darkness. They have no will to resist its call or its demands that they serve it. In the process of transmutation, this genetic binding was lost. The Darkness did not succeed in binding bugbears to its will. As a result, it simply abandoned the new breed to its own devices.

Unlike humans, halflings, half-elves, elves, dwarves and giants, bugbears are not creatures of absolute free will. They can be forced through magical enchantments and the like to do deeds against their own will, but such magic cannot be applied on a mass basis. To bend its bugbears to its own will, the Darkness would have had to require its spell-casting denizens to attempt to magically dominate each bugbear separately. They were not worth the effort.

Although bugbears are not bound to the Darkness they still are an evil plague for most other creatures including the orcs and bears from which they stem. Bugbears understood quickly that no other folk had any love or use for them, and they quickly returned this affection.

Bugbears have few means of self-support. They understand nothing about farming. They do not know how to make metal of ore or how to forge metal into tools or weapons. They know only how to harvest and use what already is there and how to fight.

Most bugbears are well-armed, but their weapons all were stolen from victims. They do know how to hunt and how to harvest edible berries, fruits, mushrooms and the like in the wilderness, but they prefer to steal food whenever they can.

Prairies and fertile hills are the favorite terrains for bugbears. Above all, they prefer areas near isolated villages and settlements where they can demand food and other wares from the populations in return for not attacking the settlements. This is a system bugbears have learned with time.

In their early history, they tended to overrun such settlements, slay the villagers, loot all there was to take and then burn everything. The folly of this system became quickly apparent to the bugbears. A settlement that they eradicated was a one-time source of food and supplies. The more they destroyed, the more they were forced to attempt raids in densely settled areas where large bands of soldiers or mercenaries hunted them down and slew them. It quickly occurred to the leading bugbears in each band that extortion of settlers was wiser than their wholesale destruction.

As a result, where bugbears lair, human settlers often lead lives similar to those of villagers who must give exorbitant tithes to an oppressive noblemen. However, such operations tend to be somewhat short-term. The world also has many mercenaries and adventurers who are eager to hunt bugbears, both for rewards and for experience. Not all such adventures end well for those who undertake them. Bugbears are fierce Fighters. Adventurers with little or no experience often leave such combat as corpses.

Bugbears have heads that usually betray equal parts of their orc and bear parentage. Their bodies are orc-like in appearance but bear-like in size and musculature. They can nourish themselves with meats and vegetable matter. Bugbears are fully capable of reproducing, but they care little for their offspring. As a result, this folk is diminishing in number.

Most bugbears are in packs with 5-12 (1d8+4) members. Packs are led by chieftains who gain their position by defeating challengers in combat. Because of their nomadic, aggressive natures, bugbears mate less often than most creatures do. When there are offspring and the pack decides to move on to a new location, offspring that are too small to move along of their own power usually are abandoned in the wilderness where they starve if wild animals don't devour them first.

3. Centaurs

Available Character Classes: Healer, Herbal Witch, Scholar, Skáld, Warrior, Sorcerer, Ranger, Nature Druid, Scout, Spy, Thief.

Maximum Character Level: none

Minimum Character Level: 1

Size: Medium, 8ft/240cm long, 6ft/183cm at shoulder, 600lbs/300kg

Type: Uncertain

Reproductive: Yes

Age expectancy: 101-120 years (1d20 + 100)

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 12 (+2 natural), Endurance 12 (+2 natural), Reflex 8 (-2 natural), Will 10. Add class and ability modifiers.

Attacks: Attack bonus per class. Weapon or hooves, 1d8 damage + Strength modifier each.

Magical Attacks: None

Magical Items: Found objects

Armor: Usually none

Speed: 40ft/12m

Resistances: None

Abilities: Strength +2, Dexterity -2, Stamina +2, Magical Aptitude ± 0 , Mechanical Aptitude -2 and Knowledge ± 0 .
Maximums Strength 22, Dexterity 18, Stamina 22, Magical Aptitude 20, Mechanical Aptitude 18, Knowledge 20.

Special qualities: See in the Dark, Immune to normal weather

Talent points: Per Class

Primary and Secondary Talents: Per Class

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Alignment inclination: Any good or neutral

See in the Dark: The eyes of a centaur can see normally in darkness over range of 60ft/18m.

Immune to Normal Weather: Centaurs can thrive in almost any kind of weather normal to the regions of the world, although they prefer to live in temperate forests. They notice neither heat nor cold in temperatures ranging between -40°F and +120°F or -40°C and +50°C. They can survive but not thrive in temperatures beyond those extremes. They need wear no protective clothing in the colder extremes of their temperature range. They also suffer no ill effects from intense sun, rain or snow.



A centaur patrol follows a forest creek trail

CSUAC centaur graphics by Heruca. Open Game Content.

The precise origin of the centaur folk is lost in time. Scholars and sages who have studied the race have found little evidence to indicate whence these creatures came. There are those who argue that centaurs are elven in origin, but those who disagree point out correctly that the non-animal part of a centaur appears to be purely human, exhibiting no elven traits whatsoever.

Other wise men contend that human magi in their experimenting produced these creatures, but the other side points out just as correctly that centaurs are beings with spirits, not with souls, making human origins most doubtful. You will find no solution to this riddle in these pages.

There are not many centaurs in this world, and it does not appear that there ever have been many. The hoofed folk can reproduce, but it is not often inclined to do so. New centaurs are born, but only infrequently. Most centaurs will tell any who might ask that their folk feels that it has no true place of its own in the world.

As a result, most centaur tribes live in isolated temperate forest areas, as far removed from human population centers and intruders as possible. Most centaur tribes are believed to live near the borders of the elusive elven kingdom, and many scholars believe that centaurs are allowed to enter the elven kingdom and do, in fact, inhabit its forests.

Centaurs are for the most part a peaceful and scholarly folk, but attacks by intruders over the centuries have taught the race to learn to defend itself. When intruders attack a centaur tribe, they can expect a vicious response from its highly competent warriors, who prefer spears and long bows as weapons, and devastating magic from its wizards and sorcerers, many of whom have reached estimable levels in their art.

The physical appearance of centaurs corresponds to that of the Greek mythology in the real world. They have human bodies from their heads to their torsos. The rest of their bodies is equine in nature.

4. Chimera

Available Character Classes: Warrior. (There is only one known chimera.)

Character/Class Level: 25.

Size: Huge, 60ft/18m long, 10ft/3m at the shoulder,

Type: Other magic

Reproductive: Inapplicable; the chimera has no mate

Age expectancy: Immortal but can be slain

Initiative modifier: -2 (Dexterity -2)

Injury Points: 337

Life Points: 32

Base Defenses: Armor 25 (+5 Warrior, +10 Natural), Endurance 32, Reflex 20, Will 29.

Attacks: Attack Bonus +42. Lion bite 3d4+8 damage. Dragon bite 2d4+8 damage. Goat bite 1d4+8 damage. 2 lion claws each 2d8+8 damage. Dragon tail blow (attack bonus +40) 2d8+8 damage.

Magical Attacks: Fiery breath from dragon head, swath 6ft/183cm wide, 60ft/18m long, 20d8 damage, if it is possible to evade the breath attack, targets can make a Dexterity check against DL 27.

Magical Items: None

Armor: None

Speed: 40ft/12m

Resistances: Immune to heat, cold and weather effects.

Abilities: Strength 26, Dexterity 7, Stamina 24, Magical Aptitude 1, Mechanical Aptitude 1 and Knowledge 10

Special qualities: None

Talent points: 304 (64 unused)

Primary Talents: Athletics, Melee Combat

Secondary Talents: Applied Knowledge, Naturalism, Perception, Skulduggery

Skills with Bonus: Cleave +48, Concentration +20, Heal 0, Notice Objects and Movement +20, Power Attack +48, Search 0, Sneak -2, Swim +48.

Alignment: Chaotic neutral

Injury Point Threshold	Remaining Injury Points	Attack, Damage, Skill and Defense Penalty
Fully capable	253-337	None
Injured	170-252	-1
Seriously injured	86-169	-2
Critically injured	-85	-3
In mortal danger	0	-4

The chimera is a unique monstrosity. It was created by a Wizard who sought to make a creature of lion, dragon and goat that was able to combat dragons that defended the borders of the elven kingdom. The Wizard's design intended the new beast to be reproductive, but his chimera slew him before he could create a male mate for the one female beast.

The Wizard's project, from his viewpoint, was a total failure. After creating the chimera, he was unable to bring it under control. It slew him with its fiery breath and then lifted its dragon wings and flew off into the unknown. Its current whereabouts are unknown, but there have been infrequent reports of deadly encounters with the chimera over the centuries.

The powerful mutation has three heads, that of lion, dragon and goat. The front part of its body is that of a lion. The middle part is that of a goat. The tail is that of a dragon.



The chimera flies over unknown lands.

CSUAC chimera graphic by Devil Dan. Open Game Content.

5. Choke Vines

Available Character Classes: Commoner Level 1 (Plant).

Size: Large, vine with up to five tendrils, each up to 30ft/9m long. Numerous side tendrils each are 20 to 80 inches/50-200cm long.

Type: Other magic

Reproductive: Limited, see below

Age expectancy: 60 years

Initiative modifier: -5 (Dex -5)

Injury Points: See below

Life Points: See below

Base Defenses: Armor: None (hit automatically), Endurance 15, Reflex 5, Will 10.

Attacks: Attack Bonus +1, Side Tendril Attack, Choke in 1d4+4 minutes. Side Tendrils reach 1d4 x 20 inches/50cm each.

Magical Attacks: Choke

Magical Items: None

Armor: None

Speed: (Tendrils whip) 30ft/9m

Resistances: None

Abilities: Strength 10, Dexterity 1, Stamina 20, Magical Aptitude 1, Mechanical Aptitude 1 and Knowledge 1

Special qualities: None

Talent points: None

Primary and Secondary Talents: None

Alignment inclination: Neutral



A choke vine guards a fortress wall.

CSUAC choke vine graphic by Kepli. Open Game Content.

As mutations go, choke vines are relatively common. Any Wizard or Sorcerer can purchase parchment scrolls with instructions for their transmutation. Choke vines are mutated Silver Lace Vines (*Polygonum aubertii*). In theory, they could become so widespread as to become a serious danger and nuisance. However, their proliferation is contained by two factors:

- Their seed does not transmit its magical mutated properties. Choke vine seeds produce only their normal parent plant, the harmless Silver Lace Vine.
- A mage's costs for transmuting a choke vine come to 200 GP per plant.

Choke vine mutations originally were made by magi who sought additional protection for their walls and towers, but with time, as royalty and noblemen became aware of them, they commissioned magi to create the plants to help protect their castles and fortresses.

The plants have two to five main tendrils that can be as long as 30ft/9m each. These are of hard, stiff wood that can be between a quarter inch/1cm and 2 inches/5cm in diameter. These main tendrils are mostly to totally inflexible and therefore are unable to make attacks. However, each 5ft/150cm length of a main tendril has 1d4 flexible side tendrils that are 20 to 80 inches/50-200cm long (1d4 x 20 inches/50cm). These side tendrils make the attacks.

The side tendrils are magically programmed to strike for the neck and, if there are sufficient side tendrils, the arms and legs of any living creature that comes within striking range. Choke vines do not detect undead draugs. The plant attempts to hold its victim fast, so that it cannot free itself from the tendrils that strike the neck and attempt to choke the victim. They are capable of slaying any living creature with a flexible neck within 1d4+4 minutes.

There are many ways to deal with a choke vine:

- All attacks hit automatically because the plant can do nothing to evade the attack.
- A sharp knife or other weapon can slice through a side tendril in 1d4 rounds.
- A middle weight weapon (such as a long sword) can break a main tendril with 1d4 blows.
- A heavy weapon (such as a two-handed sword) can break a main tendril with a single blow.
- Fire will destroy the above ground parts of a choke vine at a rate of 2 rounds per 5ft/150cm length.

However, choke vines are filled with life. They are not easy to kill. If all of the main tendrils are destroyed, the roots will shoot up new tendrils within 1d10+10 days. If a main tendril is severed, its side tendrils will have enough life to continue attacking for another 1d10+10 minutes. However, if a side tendril is severed, it will die within 1d4+1 rounds.

One can kill a choke vine by the same means that one could destroy its parent Silver Lace Vine:

- If all of the roots are dug up and are left exposed to the open air, the plants will die within 1d4 weeks, dependent upon temperature:
 - ♦ In hot weather, death will set in after about a week.
 - ♦ In mild weather, death will set in after 2-3 weeks. Two weeks are the likely time frame in dry, warm weather. Three weeks are more likely with cool, rainy weather.
 - ♦ In winter, death will set in after about 4 weeks.
- The plant also can be destroyed by poisoning or salting its soil:
 - ♦ Poisons will kill a choke vine in 1d8+2 days.
 - ♦ Heavy salting will kill the plant within 1d4+1 weeks.

6. Cockatrices

Available Character Class and Level: Commoner Level 1

Size: Small (20 inches/50cm long, 1ft/30 cm at the shoulder, wingspan 20 inches/50cm, 30lbs/15kg)

Type: Other Magic

Reproductive: No

Age expectancy: 7 years

Initiative modifier: Dexterity modifier.

Injury Points: 4

Life Points: 1

Defenses: Armor 8 (-2 natural), Endurance 10, Reflex 10, Will 10.

Attacks: Attack Bonus +1. Bite 1 injury point damage.

Magical Attacks: Petrify

Magical Items: None

Armor: None

Speed: 10ft/3m, flight 20ft/6m

Resistances: None

Abilities: Strength -3, Dexterity ± 0 , Stamina -3, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 1

Special qualities: Flight, Petrify

Skills with Bonus: Notice Objects and Movement +5, Search +1, Sneak ± 0 , Track +10.

Alignment: Neutral

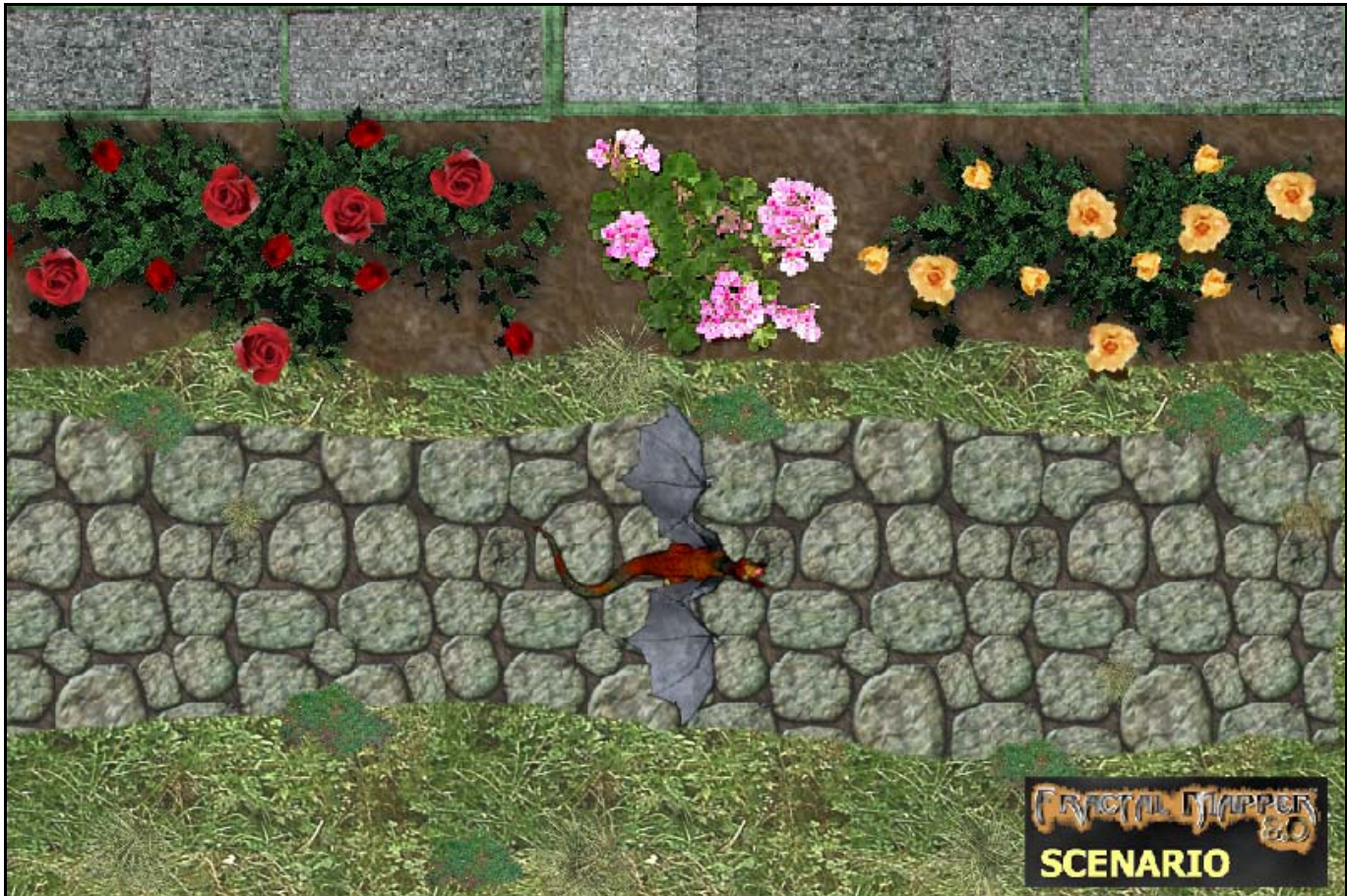
Petrify: Looking into the eyes of a cockatrice automatically will petrify a living creature. Only magic can restore the victim.

Cockatrices are created by magical cross-breeding between a rooster and a toad. Almost any Wizard or Sorcerer can buy parchment scrolls that contain the formulas for making such mutations. A cockatrice looks like a rooster with a lizard's tail and dragon-like wings. However, one seldom sees a cockatrice for long, because its gaze automatically petrifies its victim.

Any living creature will be petrified by the cockatrice's gaze. The petrified remain alive in their motionless stone forms until their natural death would occur or until their stone bodies are destroyed. However, magic can restore the victim of a cockatrice to its normal form

Magi make cockatrices to perform guard services. When the creatures aren't in service, they are kept hooded to prevent accidental gazes into their deadly eyes. Even a look into the eyes of a dead cockatrice will cause petrification.

A cockatrice can be destroyed in the same manner as a normal rooster. It also will die if it hears the crowing of a true rooster three times after each other (thus the name). If it sees the gaze of another cockatrice or its own gaze in a mirror, the cockatrice itself will be petrified. In a stone state, its eyes no longer are harmful.



A cockatrice patrols the garden of its Wizard master.

CSUAC cockatrice graphic by Devil Dan. Open Game Content.

7. Demons and Devils

7.1 The Roles of Demons and Devils in *Dungeons Daring*

When dealing with demons, devils and deities, as the game master, you need to consider carefully how such creatures should be fit into your campaign. In the real world, such beings usually have something of a religious focus. As a result, your gaming world or campaign setting usually plays a much more decisive role than the game system in deciding what role demons, devils and deities play, if, indeed, any at all.

Some campaign settings are strongly god-driven. The doings of deities and their clerics and paladins are among the main forces that shape the world. In such settings, demons and devils often are creature groups with deities of their own. If you are campaigning in such a setting, you probably will need to convert its rules for *Dungeons Daring* rather than using the demon and devil definitions that follow.

Dungeons Daring models its approach loosely upon the model of the *Jörðgarð™* campaign setting's approach, which, in turn, has some parallels to the definitions of deities, demons and devils in the Judeo-Christian segment of the real world.

Dungeons Daring assumes there are greater but unknown powers somewhere in the universe who have sent the powers of Light, Darkness and the Balance between them into an empty galaxy to resolve their differences. The minions of these powers may battle each other until all but one faction has been defeated and destroyed, or they may seek to achieve harmony.

In *Dungeons Daring*, the Light is personified by the sun, the Darkness by night and the balance by the moon. These are the greatest powers of all, but they may not interfere directly in the doings of those creations that strive for the various victories. The sun or Light no longer wants to conquer all. It has allied with the moon to seek balance and harmony. But the night or Darkness strives for its own victory, entropy, the end to all life. That is the great battlefield then, the contest between the followers of the Darkness and the seekers of harmony.

Deities are small regional figures in the *Dungeons Daring* concept. They have little direct effect upon the world. They are creations of the humans who worship them, and their powers function only in areas where they have a substantial number of believers.

There is magic in the *Dungeons Daring* concept. The magic known to the world at present is that of the Light, drawn into the world by elves. Because it is present in the world, the forces of the Darkness can draw upon its power as well. When the last of the elves has departed, there will be no more such magical power.

However, there is another source of magical power. The fires that burn at the core of the world, sometimes erupting volcanically, can power magic as well. In olden times, before the dwarves brought iron into the world, when some elves still served as teachers to great men, they revealed the secret of this magical source.

The elven revelations still are known to some scholars, wizards and white druids, but humans have not yet perceived the importance of the elven revelations. Nor would that benefit the race at this time. Humans are not yet ready to learn to master the magic of their own earth, and none can teach them. This magic is that of men, halflings and half-elves. It also is the magic that dwarves and giants use to make their runic staves.

The Darkness is uncertain whether its draugs would be able to access this earth power, but it suspects not. When its war-diminished following has been rebuilt, it intends to send one of its dark draug Black Necromancers into the underworld in hopes of learning the answer to that question.

First and foremost, however, the Darkness fears the latent power inside of the world. If it cannot tap it, it will do its best to keep others from accessing it. This is why it created demons. It is their duty to keep intruders out of the fiery underworld. To date, the depths have been breached only once, by miners of a dwarven clan that delved too deep. Most paid for this mistake with their lives.

Devils serve another purpose. They are the leading agents of the Darkness among men who attempt to lure key humans into their master's service. They walk among men in human form. Seldom does a man or woman know that he or she is dealing with a devil rather than one of their own kind.

Demons and devils are among the vilest and most powerful mutations of the Darkness. There are various types of demons and devils, and some of them must be described individually. There may be more of them in existence than are described here. There are three known archdemons, seven known demons, nine known devils and a number of deep demons and deep devils:

- The archdemons are Orcus, Asmodeus and Baphomet.
- The demons are Abaddon, Belphegor, Liothe, Mammon, Nix, Razakel and Thren.
- The nine devils are Azazel, Belial, Gadreel, Lilith, Memnoch, Rameel, Samael, Samnu and Samyaza.

To succeed in creating these mutations, the Darkness needed to draw both upon its own great magic and the pool of life. This may not exist in your campaign setting. If not, you can choose between adding it somewhere in your world or redefining parts of the *Dungeons Daring* guidelines to make it unnecessary.

The pool of life is a lake somewhere in the sub-polar regions of the world that is filled with warm water year round. All new life is drawn from the pool's waters. The pool is warm because the world's volcanic fires burn at its base. Those fires are guarded by the archdemon Baphomet, who destroyed most of the dwarven clan that entered its area in search of ore.

The creation of devils and demons was something of a gamble on the part of the Darkness. It had been understood that one troll could be born for every giant that had been or would be born in the olden times. However, the Darkness had no need for so many trolls. It believed not only that it could transfer this life energy to another specimen, but also that it could concentrate it.

In other words, the Darkness believed that it could put the life force of many trolls into a single creature of a new specimen. It called upon one of its dragon servants to send the greatest female dragon to it. The female dragon, wearing the shape of a female troll, mated repeatedly with each chosen troll. Each mating produced a single egg. Once a mating had ended, the dragon reverted to her own shape, and the Darkness began working its magic upon her. When she laid her egg, it shifted the black magic to the egg, drawing the life force of many trolls into the egg.

In this manner, 19 eggs were laid before the time when Earth Mother withdrew the reproductive seed from dragons. Ten of the eggs delivered demons. The others yielded nine devils. The Darkness imbued the first three eggs with greater power than the others, giving birth to its three archdemons. Thus, it maintained its system of evil numbers: Three archdemons, seven demons and nine devils.

Demons and devils are neuter and therefore unable to reproduce physically. However, until the Darkness had used the life energy that had been allotted to it for the trolls, the demons and devils were able to magically spawn a number of deep demons and deep devils. These too were horrible creatures of power, although they were lesser beings than the demons and devils that spawned them.

Orcus, the greatest of the demons, is unique. Except for the colors, all other demons and devils of any class are as if they were made from a single mold, or perhaps more accurately, as if they were clones. Only color differentiates the archdemon Asmodeus from its counterpart Baphomet. The seven subordinate demons are identical in every respect, as are the nine devils.

The Darkness had various tasks in mind for demons and devils, the newest and most powerful of its children. It sent most of its demons into the world's fiery depths, to claim them for the Darkness and to protect them from intruders. The devils, on the other hand, were to take the shapes of elves, dwarves, giants and, in the future, men, and they were to live among these folk, learn their ways and then carry on their work, tempting and drawing victims into the service of the Darkness.

The Darkness gave the greatest of the 19, the archdemon Orcus, the command over all other demons that would work in the fiery depths, thus its title, *Lord of the Underworld*. Second to Orcus is the archdemon Asmodeus, whom the Darkness gave the responsibility for guarding the greatest volcanic fires of the world.

The third of the archdemons, Baphomet, was sent to claim and protect the fires that burn beneath the pool of life. There Baphomet gained its great fame as the bane of elves and dwarves. In a time before men were born, the dwarves delved too deeply beneath the mountains, coming into outer reaches of the fiery domain Baphomet guarded. This freed it of the bonds the Darkness had put upon it to keep it in its place of duty. Turned loose, it ravaged much of the dwarven domain and parts of the elven forests before the elven magi forced it back into its home in the depths, where they renewed its magical bindings.

The seven other demons were dispatched to claim and guard the volcanic fires of the world. All of the archdemons and demons took their deep demon spawn with them to aid them in their work.

The Darkness chose the devil Memnoch to serve as steward of its ice castle. Memnoch took with it the seven deep devils it had spawned to serve as guards alongside three great dragons that the Darkness had summoned to its ice castle.

The only creatures in the world known to equal and perhaps exceed the greatest demons and devils in power are the great but reclusive elven lords in their shadow kingdom. A game master should carefully deliberate any plans to put a PC party into direct hostile contact with any demon or devil above the level of deep demons and deep devils. An archdemon, for instance, probably would need little time to completely eradicate even a high-powered PC party.

Unlike other servants of the Darkness, demons and devils are so strong-willed that they have methods even to circumvent the commands of the Darkness itself. In principle, they have no free will and are bound to the will of the Darkness. In practice, they have a stubborn means of interpreting the orders they receive but that they don't want to carry out. As a result of these interpretations, their deeds often are somewhat different from the orders that they are given.

7.2 Archdemons



Orcus in the volcanic fires of the Underworld

CSUAC demon graphic by Kepli. Open Game Content.

Orcus

Character Level: 160

Character Classes and Levels: Warrior 50, Black Necromancer 50, Assassin 30, Scholar 30

Size: Huge (60ft/18m tall, 3,000lbs/1,500kg)

Type: Darkness

Reproductive: No

Age expectancy: Immortal

Initiative modifier: None

Injury Points: 3,200

Life Points: 171

Defenses: Armor 30 (+20 Natural), Endurance 31, Reflex 20, Will 26.

Attacks: Attack Bonus +60. Hand blow 60d6 damage, Claw 60d8 damage, Kick 60d10 damage

Magical Attacks: Fiery breath, Cause Earthquake, Slay

Magical Items: None

Armor: None

Speed: 300ft/90m

Resistances: Full temperature and element immunity

Abilities: Strength 35, Dexterity 10, Stamina 35, Magical Aptitude 30, Mechanical Aptitude 1, Knowledge 35

Special qualities: Absolute Magic; Vulnerable only to magic and iron weapons, Shapechange, Automatic Healing.

Talent points: Special

Skills with Bonus: Appraise +30, Arcane Knowledge +100, Casting in Combat +20, Cleave +70, Concentration +100, Decipher Magical Script +30, Detect Magic +80, Notice Objects & Movements +70, Power Attack +70, Read and Write Magic +100, Search +70, Spellcraft +100, Track +50.

Alignment inclination: Chaotic evil

Fiery breath: Path 6ft/183cm wide and 100ft/30m long, 50d8 damage, once per round. Dexterity check DL 70.

Cause Earthquake: Can cause an earthquake once every 10 minutes to strike an area up to 1,000 by 1,000ft/300 by 300m, causing total collapse within those bounds.

Slay: Can order a living creature to die once per round. If the creature fails in its Stamina check against DL 70, it dies.

Absolute Magic: Normal absolute magic, as used by high elves. See *Game Masters Guide*.

Vulnerability: Can be wounded only by magical and iron weapons.

Shapechange: Can assume the shape of any living creature, but it retains its own abilities as long as they are consistent with the shape chosen. The shape transformation takes 1d4+1 rounds. During that time, the demon cannot act.

Automatic Healing: Automatically heals 10 injury points per round beginning in the round after which they were sustained.

Orcus is the most powerful of all demons and devils, and, by the orders of the Darkness, it also is their absolute commander. Until now Orcus has spent all of its time wandering through the fiery underworld areas that its underlings are charged to protect. It also checks constantly on the progress of deep demons in the underworld that are charged with attempting to learn the secrets of the magic in the world's fires. It regularly subjects them to punishments for having made no progress. In truth, they never will. Access to this magic is closed to demons.

All of that notwithstanding, the Darkness created Orcus with an entirely different mission in mind. If the Darkness one day wins the struggle for the world, it plans to collect all souls and spirits still in the world and drive them into the fires of the underworld. Although the souls and spirits will be bodiless, the Darkness will work magic upon them to make it possible for them to fully experience their eternal pain. Orcus will be charged with seeing to it that its demons and the devils give them the suffering that the Darkness believes they deserve.

Asmodeus and Baphomet

Character Level: 130

Character Classes and Levels: Warrior 40, Black Necromancer 40, Assassin 25, Scholar 25

Size: Huge (60ft/18m tall, 3,000lbs/1,500kg)

Type: Darkness

Reproductive: No

Age expectancy: Immortal

Initiative modifier: None

Injury Points: , Asmodeus 2,500, Baphomet 2,000

Life Points: Asmodeus 146, Baphomet 123

Base Defenses: Armor 30 (+20 Natural), Endurance 31, Reflex 20, Will 26.

Attacks: Attack Bonus +50. Hand blow 50d6 damage, Claw 50d8 damage, Kick 50d10 damage

Magical Attacks: Fiery breath, Cause Earthquake, Slay

Magical Items: None

Armor: None

Speed: 300ft/90m

Resistances: Full temperature and element immunity

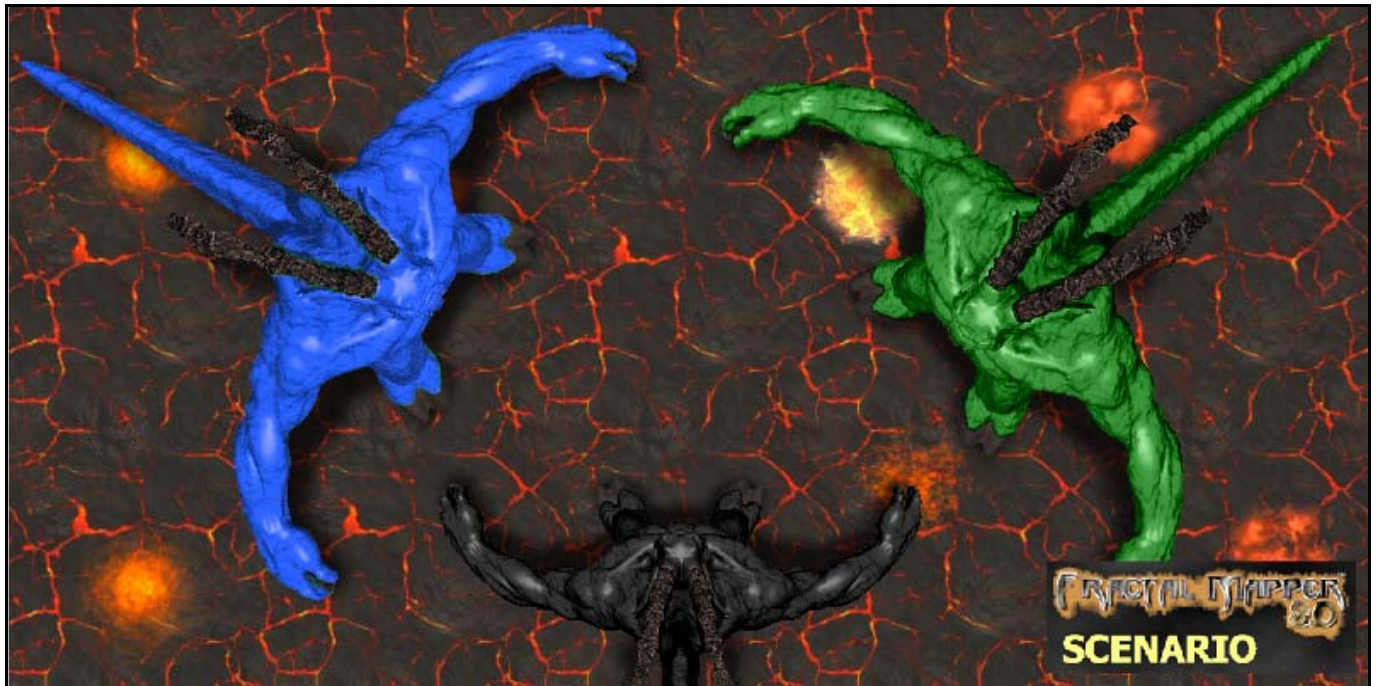
Abilities: Strength 35, Dexterity 10, Stamina 35, Magical Aptitude 30, Mechanical Aptitude 1, Knowledge 35

Special qualities: Absolute Magic; Vulnerable only to magic and iron weapons, Shapechange, Automatic Healing.

Talent points: Special

Skills with Bonus: Appraise +20, Arcane Knowledge +90, Casting in Combat +20, Cleave +60, Concentration +90, Decipher Magical Script +20, Detect Magic +75, Notice Objects & Movements +60, Power Attack +60, Read and Write Magic +90, Search +60, Spellcraft +90, Track +40.

Alignment inclination: Chaotic evil



CSUAC demon graphics by Kepli. Open Game Content.

The archdemons Asmodeus (blue) and Baphomet (green) with the smaller demon Thren (black)

Fiery breath: Path 6ft/183cm wide and 100ft/30m long, 40d8 damage, once per round. Dexterity check DL 60.

Cause Earthquake: Can cause an earthquake once every 10 minutes to strike an area up to 1,000 by 1,000ft/300 by 300m, causing total collapse within those bounds.

Slay: Can order a living creature to die once per round. If the creature fails in its Stamina check against DL 70, it dies.

Absolute Magic: Normal absolute magic, as used by high elves. See *Game Masters Guide*.

Vulnerability: Can be wounded only by magic and iron weapons.

Shapechange: Can assume the shape of any living creature, but it retains its own abilities as long as they are consistent with the shape chosen. The shape transformation takes 1d4+1 rounds. During that time, the demon cannot act.

Automatic Healing: Automatically heals 10 injury points per round beginning in the round after which they were sustained.

Except for their differing injury and life points, colors and missions, the two remaining archdemons are identical. The green colored Baphomet is responsible for the fires of the underworld beneath the Pool of Life. It dislikes its assignment, because it seldom is allowed to leave there. In this respect, it admires Asmodeus, who travels frequently through the underworld. It also envies Asmodeus because Orcus has given all of its own deep demon spawn to Asmodeus, making it the more powerful and preferred demon in the eyes of Baphomet.

Asmodeus, on the other hand, considers itself to have the worst assignment of the two, and it envies Baphomet for being spared travel. It knows it has more demons and deep demons to command than Baphomet, but these are little compensation for all of the extra territory Asmodeus must cover.

In truth, as far as the fears of the Darkness are concerned, Baphomet has the more important job. There are old prophecies of the elves, based upon their discussions with the Earth Mother, that say men will find the secrets to earth magic in the fires beneath the Pool of Life. The Darkness considers this prospect to be one of the worst threats it faces, which makes Baphomet and the demons and deep demons who serve it the first line of Defense of the Darkness.

The demons Abaddon, Belphegor, Nix and Razakel have been assigned to help Asmodeus guard the world's wide-ranging volcanic fields. In its service are its own 11 deep demon spawn as well as the seven deep demons spawned by Orcus. The demons Liothe, Mammon, and Thren serve Baphomet beneath the pool of life, along with Baphomet's own nine deep demon spawn, all of whom are assigned to futilely attempt to learn the secrets of the magic there.

7.3 The Seven Demons

Abaddon, Belphegor, Liothe, Mammon, Nix, Razakel and Thren

Character Level: 100

Character Classes and Levels: Warrior 30, Black Necromancer 30, Assassin 20, Scholar 20

Size: Huge (45ft/13,5m tall, 2,250lbs/1,125kg)

Type: Darkness

Reproductive: No

Age expectancy: Immortal

Initiative modifier: None

Injury Points: 1,700

Life Points: 111

Base Defenses: Armor 25 (+15 Natural), Endurance 26, Reflex 15, Will 21.

Attacks: Attack Bonus +50. Hand blow 50d6 damage, Claw 50d8 damage, Kick 50d10 damage

Magical Attacks: Fiery breath, Cause Earthquake, Slay

Magical Items: None

Armor: None

Speed: 225ft/68m

Resistances: Full temperature and element immunity

Abilities: Strength 30, Dexterity 10, Stamina 30, Magical Aptitude 20, Mechanical Aptitude 1, Knowledge 25

Special qualities: Vulnerable only to magic and iron weapons, Shapechange, Automatic Healing.

Talent points: Special

Skills with Bonus: Appraise +10, Arcane Knowledge +70, Casting in Combat +20, Cleave +50, Concentration +70, Decipher Magical Script +10, Detect Magic +65, Notice Objects & Movements +50, Power Attack +50, Read and Write Magic +70, Search +50, Spellcraft +70, Track +20.

Alignment inclination: Chaotic evil

Fiery breath: Path 6ft/183cm wide and 100ft/30m long, 30d8 damage, once per round. Dexterity check DL 50.

Cause Earthquake: Can cause an earthquake once every 10 minutes to strike an area up to 1,000 by 1,000ft/300 by 300m, causing total collapse within those bounds.

Slay: Can order a living creature to die once per round. If the creature fails in its Stamina check against DL 70, it dies.

Vulnerability: Can be wounded only by magic and iron weapons.

Shapechange: Can assume the shape of any living creature, but it retains its own abilities as long as they are consistent with the shape chosen. The shape transformation takes 1d4+1 rounds. During that time, the demon cannot act.

Automatic Healing: Automatically heals 5 injury points per round beginning in the round after which they were sustained.

The nine demons also are horrible foes to face, but they are considerably weaker than the archdemons who command them. Their main comparative weakness is that they are conventional spellcasters, having no access to absolute magic. Their disadvantage is, however, relative. All are 30th level Black Necromancers, placing them at the summit of the spellcaster's art.

Abaddon, Belphegor, Nix and Razakel serve the archdemon Asmodeus, guarding the far-flung volcanic fields of the world. Abaddon is in the north, Belphegor in the east, Nix in the west and Razakel in the south. Liothe, Mammon, and Thren serve Baphomet beneath the pool of life. Liothe and Mammon guard the areas of the fire pits. Thren has the best assignment, being responsible for patrolling the old abandoned shafts the dwarves cut into the depths. It sometimes takes the liberty of emerging on the surface west of the pool of life. The surface world already has intrigued it and piqued its curiosity.



Three deep demons cross a bridge in the volcanic depths.

CSUAC demon graphic by Kepli. Open Game Content.

7.4 Deep Demons

Character Level: 30

Character Classes and Levels: Warrior 15, Black Necromancer 15

Size: Medium (6ft/183cm tall, 300lbs/150kg)

Type: Darkness

Reproductive: No

Age expectancy: Immortal

Initiative modifier: None

Injury Points: 300

Life Points: 40

Base Defenses: Armor 20 (+10 Natural), Endurance 20, Reflex 13, Will 20.

Attacks: Attack Bonus +20. Hand blow 20d6 damage, Claw 20d8 damage, Kick 20d10 damage

Magical Attacks: Fiery breath

Magical Items: None

Armor: None

Speed: 30ft/9m

Resistances: Full temperature and element immunity

Abilities: Strength 20, Dexterity 10, Stamina 20, Magical Aptitude 20, Mechanical Aptitude 1, Knowledge 10

Special qualities: Vulnerable only to magic and iron weapons, Shapechange, Automatic Healing.

Talent points: Special

Skills with Bonus: Appraise +5, Arcane Knowledge +40, Casting in Combat +10, Cleave +20, Concentration +40, Decipher Magical Script +10, Detect Magic +35, Notice Objects & Movements +30, Power Attack +30, Read and Write Magic +40, Search +50, Spellcraft +40, Track +10.

Alignment inclination: Chaotic evil

Fiery breath: Path 6ft/183cm wide and 10ft/3m long, 15d8 damage, once per round. Dexterity check DL 20.

Vulnerability: Can be wounded only by magic and iron weapons.

Shapechange: Can assume the shape of any living creature, but it retains its own abilities as long as they are consistent with the shape chosen. The shape transformation takes 1d4+1 rounds. During that time, the demon cannot act.

Automatic Healing: Automatically heals 3 injury points per round beginning in the round after which they were sustained.

Deep demons are the magical spawn of sexually neutral archdemons or demons and dragons. Only a small number of deep demons were spawned before the Earth Mother withdrew the reproductive seed from dragons, ending their creation. In most respects, deep demons are weaker, small, white-grey skinned replicas of demons. They also are 100% identical to one another, like clones.

Deep demons are about the same size as an average human, and they have only modest abilities in comparison to their parent demons. For most humans, they nonetheless are mighty creatures, with Character Level 30, divided equally between the Warrior and Black Necromancer classes.

At present, all of the deep demons are in the volcanic fields of the underworld, serving in the guard ranks of Asmodeus and Baphomet, in the subordinate units commanded by the seven demons.

7.5 The Nine Devils

Azazel, Belial, Gadreel, Lilith, Memnoch, Rameel, Samael, Samnu and Samyaza

Character Level: 100

Character Classes and Levels: Warrior 30, Black Necromancer 30, Merchant 20, Scholar 20

Size: Huge (45ft/13,5m tall, 2,250lbs/1,125kg)

Type: Darkness

Reproductive: No

Age expectancy: Immortal

Initiative modifier: None

Injury Points: 1,700

Life Points: 111

Base Defenses: Armor 20 (+10 Natural), Endurance 21, Reflex 15, Will 21.

Attacks: Attack Bonus +50. Weapon, damage by weapon. Hand blow 50d6 damage, Kick 50d10 damage, Horn gouge 50d12 damage

Magical Attacks: Fiery breath, Slay

Magical Items: None

Armor: None

Speed: 225ft/68m

Resistances: Full temperature and element immunity

Abilities: Strength 30, Dexterity 10, Stamina 25, Magical Aptitude 20, Mechanical Aptitude 20, Knowledge 20

Special qualities: Vulnerable only to magic and iron weapons, Shapechange, Automatic Healing, Frighten animals.

Talent points: Special

Skills with Bonus: Appraise +10, Arcane Knowledge +50, Casting in Combat +20, Cleave +40, Concentration +50, Decipher Magical Script +10, Detect Magic +55, Forgery +30, Gather Information +40, Notice Objects & Movements +50, Open Locks +30, Power Attack +50, Read and Write Magic +70, Search +50, Sense Magic +20, Sense Motive +30, Spellcraft +70, Swim +40, Track +20.

Alignment inclination: Lawful evil

Fiery breath: Path 6ft/183cm wide and 100ft/30m long, 30d8 damage, once per round. Dexterity check DL 50.

Slay: Can order a living creature to die once per round. If the creature fails in its Stamina check against DL 70, it dies.

Vulnerability: Can be wounded only by magic and iron weapons.

Shapechange: Can assume the shape of any living creature, but it retains its own abilities as long as they are consistent with the shape chosen. The shape transformation takes 1d4+1 rounds. During that time, the demon cannot act.

Automatic Healing: Automatically heal 5 injury points per round beginning in the round after which they were sustained.

Frighten Animals: Animals probably have no idea what a devil is, but they do detect the evil, unnatural nature of a devil. If a devil comes within 30ft/9m of an animal, it will panic in absolute fear.



The devil Belial, left, trains two deep devils in the tundra.

Devils have little in common with their demon relatives. Devils play an entirely different role in the plans of the Darkness. Until the war between Light and Darkness is resolved, devils have the mission of corrupting the various folk of the world. If the Darkness prevails at the end of time, the devils will have the task of destroying all things made by living creatures that still remain. Once that is done, entropy can set in. After that, the devils will join the demons in tormenting the surviving souls and spirits that are herded into the underworld.

Memnoch and his Deep Devil spawn guard the ice castle of the Darkness. All other devils spend most of their time among humans wearing the shapechanged forms of humans. However, once a year, each devil except Memnoch takes its own deep devils into the unpopulated wilderness, usually into isolated tundra, where they resume their true forms and practice their battle and magical arts to keep fit.

Devils are huge creatures with muscular red bodies and steer-like horns that stand 45ft/13,5m tall and weigh 2,250lbs/1,125kg. They are powerful Warriors and Black Necromancers, with the 30th level in each class. However, they usually wear their true forms only during their annual training periods. The rest of the year, their shapechanging powers make them appear to be normal humans, and they are among us.

Although the deep devils take orders from the devils that spawned them, all devils operate relatively independently from one another. They seek out people of power or potential power whom they believe to be corruptible, and they then try to lead them down the path of evil to serve the Darkness.

Devils, working together with the only High Draug (since destroyed) and the Dark Draugs, corrupted many leaders of the old world, bringing about the conditions that caused the great wars. The Darkness lost those wars, but no side won. Much of the settled lands were destroyed, but nothing was decided. Evil and the powers of Darkness are arising anew, and in the absence of the fallen High Draug, the devils are in the vanguard of the effort to corrupt the new human leaders that are arising.

In today's world, few creatures have seen a devil in its true form and lived to tell about it. Among the living, those who have done so are tundra rangers or ice giants who have come across devils practicing their skills and who have slipped away unnoticed.

More non-living creatures have had experiences with devils in their true form. The draugs of the Darkness and devils work closely together, although neither is in the other's chain of command. Both, however, have the shared goal of corrupting powerful humans and leading them into the Darkness.

7.6 Deep Devils

Character Level: 30

Character Classes and Levels: Warrior 8, Black Necromancer 8, Merchant 7, Scholar 7

Size: Huge (4ft/120cm long, 300lbs/150kg, wingspan 5ft/150cm)

Type: Darkness

Reproductive: No

Age expectancy: Immortal

Initiative modifier: None

Injury Points: 41

Base Defenses: Armor 15 (+5 Natural), Endurance 17, Reflex 15, Will 17.

Attacks: Attack Bonus +10. Weapon, damage by weapon. Claw 10d8 damage, Wing Slam 2d10 damage

Magical Attacks: Fiery breath

Magical Items: None

Armor: None

Speed: 30ft/9m, flying 50ft/15m

Resistances: Full temperature and element immunity

Abilities: Strength 20, Dexterity 10, Stamina 20, Magical Aptitude 10, Mechanical Aptitude 10, Knowledge 10

Special qualities: Vulnerable only to magic and iron weapons, Shapechange, Automatic Healing, Frighten animals.

Talent points: Special

Skills with Bonus: Appraise +10, Arcane Knowledge +50, Casting in Combat +20, Cleave +40, Concentration +50, Decipher Magical Script +10, Detect Magic +55, Forgery +30, Gather Information +40, Notice Objects & Movements +50, Open Locks +30, Power Attack +50, Read and Write Magic +70, Search +50, Sense Magic +20, Sense Motive +30, Spellcraft +70, Swim +40, Track +20.

Alignment inclination: Lawful evil

Fiery breath: Path 2ft/60cm wide and 10ft/3m long, 3d8 damage, once per round. Dexterity check DL 20.

Vulnerability: Can be wounded only by magic and iron weapons.

Shapechange: Can assume the shape of any living creature, but it retains its own abilities as long as they are consistent with the shape chosen. The shape transformation takes 1d4+1 rounds. During that time, the demon cannot act.

Automatic Healing: Automatically heal 2 injury points per round beginning in the round after which the wounds were sustained.

Frighten Animals: Animals probably have no idea what a deep devil is, but they do detect the evil, unnatural nature of a devil. If a devil comes within 30ft/9m of an animal, it will panic in absolute fear.

Much of the information on deep devils can be gleaned from the description of devils above. In their true form, deep devils inherited more characteristics from their dragon mothers, giving them the ability to fly and bird-like heads, although the transmutation left neither of these features in a dragon-like state. However, they not only are much smaller in their true form than devils, but also smaller than humans.

8. Dogfolk

Available Character Classes: Artisan, Healer, Herbal Witch, Commoner, Warrior, Ranger, Scout, Spy

Maximum Character Level: 20

Minimum Character Level: 1

Size: Huge (10ft/3m tall, 400lbs/200kg)

Type: Other magic

Reproductive: Yes

Age expectancy: 81-100 years (1d20+80)

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 12 (+2 natural), Endurance 11 (+1 natural), Reflex 8 (-2 natural), Will 9 (-1 natural). Add ability and class modifiers.

Attacks: Attack bonus by class, damage for fists (1d4 + bonuses) and bite (1d6 + bonuses)

Magical Attacks: None

Magical Items: Only found object

Armor: None, leather or chain mail likely

Speed: 40ft/12m

Resistances: Tolerant of cold to -40°F/-40°C

Abilities: Strength +2, Dexterity-2, Stamina+2, Magical Aptitude 1 (fixed), Mechanical Aptitude ±0, Knowledge -2.
Maximums: Strength 22, Dexterity 18, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 20, Knowledge 18.

Special qualities: Track by scent

Talent points: By class

Primary Talents: Athletics, Melee Combat, Mounted Combat

Secondary Talents: Perception, Skullduggery

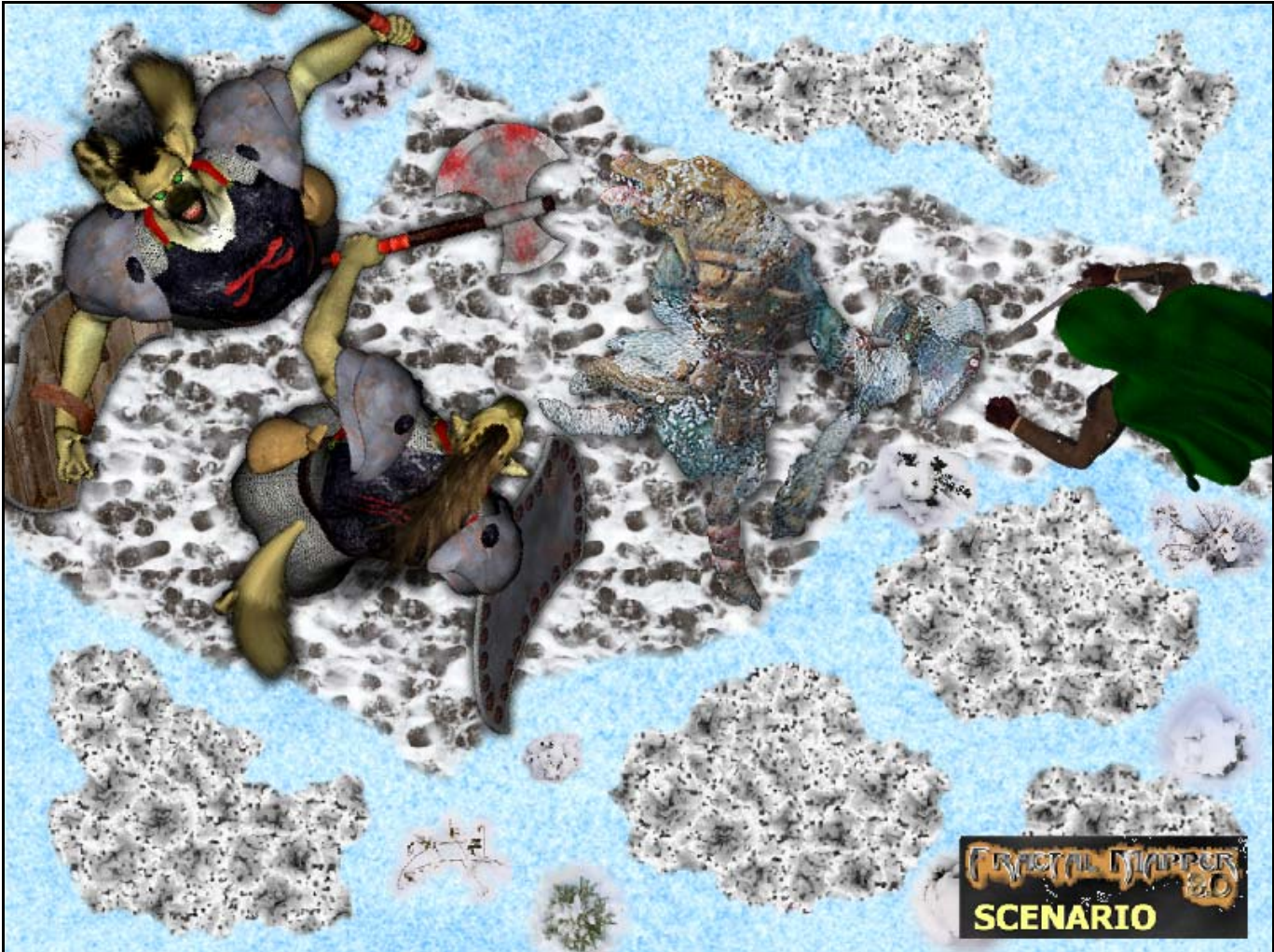
Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Alignment inclination: Any Neutral

The dogfolk have nothing to do with dogs. They resulted from an experiment by a human mage who wanted to create a protective force that followed his commands. With the help of magic, he succeeded in crossing orcs and wolves. The result was the so-called dogfolk, creatures that look like overgrown, spotted dogs in the eyes of some folk and like huge hyenas in the eyes of others.

When the Wizard who created them was slain in a battle of magic, the dogfolk fled his compound and made its way out into the world where it succeeded in procreating despite attempts by some human tribes to eradicate them. With time, most dogfolk migrated northward into the sparsely settled tundra lands, where the human rangers and ice giants left them in peace. Today, dogfolk are integrated members of those isolated northern societies, although they still might cause the fears and weapons of other folk to be raised in the south.

Dogfolk are somewhat more intelligent and talented than their orc ancestors. They also are talented at farming, hunting and smithing. In northern societies, they trade with their tundra ranger and ice giant neighbors, and they have been known to fight together with them when intruders have threatened northern settlements.



CSUAC demon graphic by Devil Dan and Heruca. Open Game Content.

Two members of the dogfolk, left, and a human Ranger examine the remains of a slain dogfolk tribe member in the tundra.

9. Dragons

Available Character Classes: Warrior and Sorcerer and one more class of the following: Healer, Scholar, Skáld or Ranger.

Maximum Character Level: 90 (30 per class)

Minimum Character Level: 30 (10 per class)

Size: Huge (30 to 100ft/9 to 30m long, wingspan 120% of length, height of head in sitting position 30% of length, weight 400lby/200kg per foot of length))

Type: Elven

Reproductive: No

Age expectancy: Immortal

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor stomach 10, rest 30 (+20 natural), Endurance 25 (+15 natural), Reflex 6 (-4 natural), Will 20 (+10 natural). Add class and ability modifiers.

Attacks: Attack Bonus: Class bonuses +10 for melee and breath weapon when not in motion, Class bonuses only for flying attacks including breath weapon. Bite 1d12 per Character Level, Claws 1d10 per Character Level, Tail Slam 2d12 per Character Level.

Magical Attacks: Cone-shaped fiery breath once per minute (12 rounds) useable once daily per character level. Length per Character Level: 1 inch/25mm at base, 1ft/30cm at end. Damage 1d10 per Character Level. The Dexterity check DL for half damage is equal to the Character Level. A successful hit is required to cause damage. A failure hits an area selected randomly with 1d8 that is 30ft/9m from the target point.

Magical Items: Individual

Armor: None

Speed: 120ft/36m, Flying 300ft/90m, Swimming 40ft/12m

Resistances: Immune to temperature, fire, electricity, gas, illness, attacks from non-magical weapons

Abilities: Strength +8, Dexterity -8, Stamina +8, Magical Aptitude +4, Mechanical Aptitude -8, Knowledge ±0. Maximums Strength 28, Dexterity 12, Stamina 28, Magical Aptitude 24, Mechanical Aptitude 12, Knowledge 20.

Special qualities: Chameleon scales, amphibious, alertness, scent, detect truth and lies, telepathy, free will (Dragons of the Light only), elven spirit (Dragons of the Light only), draug soul (Dragons of the Darkness).

Talent points: 5 per Character Level

Primary Talents: All except Religion

Secondary Talents: Religion

Skills with Bonus: List each skill of each available Talent for which the dragon has the prerequisites and the applicable bonus score.

Alignment inclination: Any

Chameleon Scales: A dragon can change the color of its scales at will. The color change takes 1d4 minutes (12-48 rounds). This ability is used mainly to provide the dragon camouflage, but it also is used to don festive colors.

Amphibious: A dragon can breathe underwater for 1d20+20 hours before it needs to resurface for at least 1d4+4 hours.

Alertness: A sleeping dragon remains alert. If a living creature comes within 100ft/30m of a sleeping dragon, the wyrm automatically makes an Alertness check at +1 per Character Level against the intruders' Sneak checks. It will detect the lowest failing Sneak check of an intruder first, if a party approaches the dragon. If a sleeping dragon detects intruders, it will be awake and able to deal with them within 1d4 rounds of detection. The Alertness check will make the dragon aware only of the number of intruders who fail their checks. Until it detects or notices them by other means, the dragon remains unaware of intruders who were not detected by its Alertness ability.

Scent: A dragon that is awake automatically can detect the scent of all creatures, living and undead, within 60ft/18m. If it already has had contact with such creatures, it also knows what type the creatures are. This ability does not tell the dragon the number or exact position of such intruders.

Telepathy: Dragons do not speak, but they can mentally transmit whatever words they wish to other creatures of their choice within 100ft/30m. The intended audience cannot avoid hearing the dragon's message. The dragon also can hear and understand spoken messages from listeners, and it can understand targeted mental messages that another creature intends for it. However, this does not give the dragon the ability to read others' minds, nor does it give others the ability to see into the dragon's thoughts.

Detect Truth and Lies: All dragons have the ability to sense to a certain extent whether another creature is telling the truth. The dragon uses its Sorcerer class to make a spell attack against the target's Will defense.

Free Will: Because Dragons of the Light are the offspring of elves in their alternate animal forms, they have inherited the free will of elves. They cannot be forced to do anything by magical or other means. However, like elves, they can surrender their will and be bound to the will of another creature. Dragons of the Darkness are further mutations of the Darkness, and they are bound to its will.



Dragons of the Light and Darkness in aerial battle during the Great Wars

With CSUAC graphics. Open Game Content.

Elven Spirit/Draug Soul: Dragons of the Light remain Light Elves in all non-physical respects and still have elven spirits. The enlightened spirit of a Dragon of the Light can ascend to the heavens as a star in the same manner as the spirit of a light elf. Dragons of the Darkness are mutations. Their spirits have been transmuted into human draug souls, although they are alive physically, and they share the fate of other human draug souls.

Dragons came to be during the era of light and enlightenment of the elven folk, before men or giants had come into being. Many believe that elves' greatest creation of this time was the unicorn, a creature of both life and magic. Others think that their ultimate achievement was the birthing of the first dragons. Both began as the offspring of light elves who mated while meeting in their alternate animals forms.

The first dragons were intended to be the powerful defenders of the elven forests and the elven kingdoms who later also would aid in the age of the men, when the Thirdborn would need help both in gaining wisdom and in war. The newborn dragons remained under the care and nursing of the elves for the first five years or so, until they had grown beyond the wyrmling stage. At that point they were freed to find their own place and lair in the world, to live as free magical beasts. They tended to lair in the elven woods, in temperate plains and forests that were largely unpopulated and in isolated mountain areas.

They were proud and mighty Warrior-Sorcerers sleek in form, swift in flight and powerful in battle and magic. It was their pride that led to the downfall of some dragons, causing them to turn to the Darkness. For that reason, we have Dragons of the Light and Dragons of the Darkness in today's world. Dragons of the Light remain elven in spirit, where Dragons of the Darkness have been transmuted into creatures with human draug souls, although they are not undead.

Dragons are very complex elven offspring. They resulted from several generations of births. Within their genealogy were elves in such diverse alternate forms as giant eagles, lizards and bats. All of these were mixed in various proportions that made the dragons physically half beast and half elf. They had armored scales and were huge.

The Darkness sought out the second most powerful of all dragons. Long the Darkness tried in vain to bend this worm to its will but without success. The dragon appeared to enjoy the contest of wills, taking pride and joy in its ability to withstand the Darkness. In this, the Darkness found its key. Within the thoughts that created this pride, the Darkness found greed, and it pursued a line of argument that eventually convinced the great dragon that it could gain treasure and knowledge greater than that of the first of the wyrm folk if only it entered into the service of the Darkness.

The Darkness fed the dragon potions, and it worked the magic necessary to transmute it into a being of its own fashion. The process at first drove order from the dragon's mind, gradually shifting its thought patterns toward chaos. It also used the dragon's innate greed to shift its already weakened good alignment element toward neutrality and then toward evil.

As a reward, the Darkness gave the dragon a great treasure, saying that it was free to roam the skies and hunt at will, but it expected the dragon to always guard its treasure and to prevent other creatures from reaching it. It also taught the dragon how to perform mutational magic upon dragon eggs. The dragon then called out to its five sons and won them over to the Darkness as well. The dragon sent its sons out to steal dragon eggs and bring them to him, where it transmuted them before they hatched. Thus did evil dragons come into the world.

Despite the might of the dragons, they have seen relatively little battle over the ages. Instead of being the vanguards of the armies of Light and Darkness, they turned into something of a mutual deterrent. The elves and the elven dragons both believed that if the Dragons of the Light were turned loose upon the denizens of the Darkness, the Dragons of the Darkness would retaliate, destroying much of that which the elves wished to protect.

Likewise, although the Darkness loves destruction, it was loath to unleash its dragons upon the forces of the Light, because it knew that dragon wars would bring about chaotic destruction. The Darkness needed planned destruction to win its goals. Thus, both sides left their draconic weapons of mass destruction at home, making dragons in effect into relatively reclusive beings that rose to battle only infrequently and briefly, when they or their domains were threatened.

So things remained until the Great Wars, when the Darkness at last sent its dragons into battle. The elven king did not become directly involved in the wars, but he did send the Dragons of Light forth. The wars between the Dragons of the Light and the Darkness were responsible for much destruction during the wars.

In those great conflicts, many Dragons of Light and Darkness fell in battle. Only the Darkness and the elven king know how many dragons still exist. Many scholars believe they are few in number. Once more, the great and ancient wyrms have become reclusive. It is believed that most Dragons of the Light have retreated into the forests of the forbidden elven kingdom, while the Dragons of the Darkness have returned to the posts they must guard, watching over them and the treasure they have hoarded there.

10. Elven Mutants

Elves were given birth to succeed the creator race and to perfect the primitive life the creator race had brought into the world. Although things worked out somewhat differently, they also were intended to teach the Second- and Thirdborn how to fulfill their roles in the world.

When strife broke out between the giants and the dwarves, however, the elves began withdrawing from the new races. That withdrawal has been almost complete since dwarves brought the demon Baphomet and then the bane of elves – iron – to the world's surface.

In the olden days, well before the Earth Mother withdrew the seed of life from the Firstborn, there were many elves who loved their world perhaps not wisely but too well, as Shakespeare once put it. Being creatures of free will, they left the path ordained for them and indulged in the elements of the world that pleased them the most, sometimes becoming one with them.

The highest creations of the elves were the unicorns and the dragons, but these were creatures that were born with elven spirits through the mating of elves in their alternate animal forms rather than elves that had transmuted themselves. One must note that the Darkness never has transmuted an elf into anything else. Elves are Children of the Light; their transmutation is beyond its ability.

In this section, we examine instead types of elves who transmuted themselves or were transmuted with the help of other elves in the olden times. Members of this group who live on today either belong to this group or they are the offspring of the original elven mutants of their kind.

Elven mutations retained their elven spirits, and their children were born with elven spirits. All of them have or have had the ability to claim the elven destiny, the ascension to the heavens to become stars, and some mutants indeed have taken this path. Others still are undecided. Some have chosen to become one with the elements of the world that they love. And still others have allied themselves with the Darkness.

The main forms of elven mutants are the Tree Herders, the Elven Trees and the many kinds of Nymphs.

10.1 Elven Tree Herders

Available Character Classes: Nature Druid or Ranger.

Maximum Character Level: 30

Minimum Character Level: None

Size: Huge (Various sizes corresponding to those of old, huge trees. Weight corresponds to size.)

Type: Elven

Reproductive: No

Age expectancy: Immortal

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor +35 (Natural +25), Endurance +30 (Natural +20), Reflex 2 (Natural -8), Will +40 (Natural +30). Add ability and class modifiers. In defense against weapons, only saws, axes and the like are able to cause more than 1 injury point damage per blow. See *Limited Weapon Availability* below.

Attacks: Attack bonus: By class. Armbranch slam 2d12 plus modifiers, Foot stomp 3d12 + modifiers.

Magical Attacks: None

Magical Items: Usually none.

Armor: None

Speed: 50ft/15m

Resistances: Immune to weather, electricity and gas.

Abilities: Strength +15, Dexterity -8, Stamina +20, Magical Aptitude +5 (druidic only), Mechanical Aptitude 1 (fixed), Knowledge +5. Maximums Strength 35, Dexterity 12, Stamina 40, Magical Aptitude 25, Mechanical Aptitude 1, Knowledge 25.

Special qualities: Tree march, command trees, fire vulnerability, limited weapon vulnerability.

Talent points: 4 per Class Level

Primary Talents: Applied Knowledge, Arcane Magic, Naturalism, Perception

Secondary Talents: All others

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Alignment inclination: All, usually non-lawful, most neutral

Immunities: Temperature, weather of all kinds, gases and the like have no effect upon tree herders. Their immunity to electricity is so complete that most tree herders already have been stuck many times by lightning, often without ever noticing it.

Command Trees: A tree herder has the ability to order trees to slam foes with their branches or to crush them in their roots. It also can stir up the emotions of trees in any manner it chooses.

Tree March: A tree herder has the ability to call all of the elven and natural trees in his or her territory to march in unison by moving their roots through the soil.

Fire Vulnerability: Tree herders are like fresh trees in relationship to fire. They have high water content and therefore are difficult to set ablaze. However, very intense heat or long exposure to fire will ignite them.

Limited Weapon Availability: Axes, saws and the like cause fear and anger in the hearts of tree herders. However, most weapons cause only minimal damage when they strike a tree herder's bark.

Elven Tree Herders are elves who have lost their interest in the rest of the world and who devote themselves entirely to trees and forests, above all those with strong stands of elven trees. There are no known examples of tree herders that have allied with the Darkness. That's not surprising. The Darkness has nothing of interest to offer a tree herder.

On the other side of the coin, servants of the Light and even light elves often are frustrated with tree herders, because they aren't much interested in questions of Light or good either, as long as their trees are getting enough sunshine. That's really the crux of the matter; tree herders care only about trees.

That also is the key to motivating a tree herder. If one can convince a tree herder that something is threatening its wood with damage, its ire can be raised quickly. There are few creatures that can resist the crushing death of a marching forest. The tree herder usually will want to convince itself personally of the matter before it will act.

In truth, tree herders seldom give their forests the battle call. They are a peace-loving folk that has no hatred of but little use for others. When intruders enter a tree herder's forest and it wants them gone, it usually orders them to leave. If they refuse, it simply picks them up in its great, bark-covered hands, carries them out of the forest and deposits them beyond its boundaries.

Tree herders have wooden heads with eyes, nose and mouth at the tops of their trunks. They usually can speak and understand the common and elven tongues. Unlike trees, they have no roots but rather two wooden feet, each 6 to 10ft/183cm to 3m long.

Ascension to the stars is an option open to dying tree herders. Many tree herders leave their chosen life path when they become old, tired and weary of the world. When that time comes, they postpone making eternal choices, instead choosing a permanent spot, letting roots sink from their feet and beginning to transform into elventrees.



A tree herder, left, in its forest with its elventrees and trees

With CSUAC tree herder graphic by Digger. Open Game Content.

10.2 Elventrees

Available Character Classes: None, plant.

Size: Huge (various tree sizes)

Type: Elven

Reproductive: Only as normal trees, not as elventrees

Age expectancy: Immortal

Initiative modifier: -10 (Dexterity -10)

Injury Points: 5d20+200

Life Points: 100

Base Defenses: Armor +35 (Natural +25), Endurance +30 (Natural +20), Reflex 0 (Natural -10), Will +40 (Natural +30). Add ability modifiers. In defense against weapons, only saws, axes and the like are able to cause more than 1 injury point damage per blow. See *Limited Weapon Availability* below.

Attacks: Attack bonus: +15. Armbranch slam 2d12+15, Foot stomp 3d12+15.

Magical Attacks: None

Magical Items: None.

Armor: None

Speed: 30ft/9m when animated by a tree herder

Resistances: Immune to weather, electricity and gas.

Abilities: Strength +15, Dexterity -10, Stamina +20, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge +5. Maximums Strength 35, Dexterity 10, Stamina 40, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 25.

Special qualities: Tree march, fire vulnerability, limited weapon vulnerability, root crunch, forest telepathy.

Talent points: None - plant

Alignment inclination: All, usually non-lawful, most neutral

Immunities: Temperature, weather of all kinds, gases and the like have no effect upon elventrees. Their immunity to electricity is so complete that most elventrees already have been stuck many times by lightning, often without ever noticing it.

Tree March: Elven trees are able to march by moving their roots through the soil. They also are able to stimulate normal trees into marching along.

Fire Vulnerability: Elventrees are fresh, living trees and have the same relationship to fire as normal, healthy, living trees. They have high water content and therefore are difficult to set ablaze. However, very intense heat or long exposure to fire will ignite them.

Limited Weapon Availability: Axes, saws and the like cause fear and anger in the hearts of elventrees. However, most weapons cause only minimal damage when they strike an elventree's bark.

Root Crunch: If a creature with which an elventree has a hostile interaction comes into physical contact with the elventree's roots, the roots can move quickly and grasp the creature. The hold can be broken only by sawing the root or with a successful Strength check against DL 33. Once the tree roots grasp the intruder, they will begin drawing the victim into the soil, eventually smothering it. It takes 1d4+4 minutes (60 to 96 rounds) for the roots to draw the victim deep enough into the soil that the victim no longer can breathe. Four minutes (48 rounds) after that, the victim dies automatically.

Forest Telepathy: Elventrees are sentient. Although they have neither eyes nor ears, they do have a strong sense of what is present in their environment. When lumberjacks, marauding orcs or the like enter their domain, they are aware of the threat immediately, and they are able to transmit telepathic warnings to any tree herders in the forest. The telepathy is transmitted from tree to tree until it reaches the tree herder. However, the telepathy works only when there is a clear, connecting path of trees between the tree herder and the elventree that is giving the warning. If the forest is divided into patches with gaps of more than 100ft/30m, the telepathic messages cannot cross the gaps.

Elves have a strange love for and bond to their forests and its individual trees, a relationship that is beyond the ken of men or other humanoids. Some elves have developed such a love for the sylvan life that they have bonded their spirits with those of normal trees, merging their own physical essence with that of the host tree to become one with it. Thus did the first elventrees come to be.

However, not all elventrees originated in this manner. There also have been a number of elven tree herders who have tired of their wandering and mundane lives. They have let roots grow from their wooden feet, anchoring them to a permanent position, where they gradually evolve into elventrees, in the end identical to those who chose this form from the start.

Physically, there is nothing that differentiates an elventree from a normal tree. Most elventrees are, after all, normal trees in which an elven spirit has merged with a tree spirit. Those elventrees that evolved from weary tree herders eventually become identical to a normal tree of the tree herder's choice.

Although they are sentient, elventrees usually are lost deep within their own thoughts. Their daily perception of their surroundings has to do with the season, the weather, the quality of the air and soil as well as the degree of water in the soil. Deciduous elventrees drop their leaves in autumn, hibernate in winter and awaken in spring, to sprout new leaves. Such elventrees are oblivious to most things in winter, when they enjoy a deep sleep.

Regardless of the season, however, elventrees always keep one part of their spirits alert and awake, ever ready to sense danger to themselves or the forest. That might be the approach of a human lumbering company, it might be a band of marauding mutations of some sort, or it could be the approaching flames of a wildfire.

Under such circumstances, even the deepest sleeping elventree will send a telepathic alarm to the nearest tree herder, if there is one in the forest. Tree herders know how to deal with most such dangers, and they can call the forests' trees and elventrees to their aid if the threat is great. However, wildfire is beyond a tree herder's means. When fire breaks out, a tree herder's only recourse is to seek help from Druids or Rangers.

At the time they became elventrees, most of these creatures generally were neutrally-aligned, but they do not always remain that way. In their new existence, elventrees have been transformed from Children of the Light into Children of our World. The world is truly neutral, but in an active sense, not a passive sense. The Light, the Darkness and the Balance all are equally active in the elements of the world. The leaves of elventrees breathe Light, Darkness and the Balance, and their roots drink of the deep waters of the Underworld, which also are made of all three in equal parts.

With their transmutation, elventrees do not sacrifice their free will. Light, Darkness and the Balance all speak to them with alluring voices, and some of them yield to the voices of the Light or the Darkness rather than remaining Children of the World and the Balance.

In the harmony of the wood, no healthy tree or elventree would consider attacking a creature without the confirmation of a tree herder unless the tree itself was under attack. However, elventrees that have turned to the paths of Light or Darkness no longer are in complete harmony with the rest of the wood.

Some of them then take matters into their own hands, or perhaps better said, into their own roots. When a good-aligned elventree believes that it has detected an evil creature of the Darkness in its presence, it might make a root attack on its own and slay the creature, without waiting for a second opinion from a tree herder. In such a manner, innocent creatures can be slain by elventrees that do evil deeds without evil intentions.

Elventrees that are drawn to the Darkness sometimes perform much more nefarious deeds. Some elventrees have turned utterly evil and take pleasure in slaying living creatures that approach its roots. However, one must keep in mind that even the vilest of elventrees is not a servant of the Darkness, only a servant of its own evil. The Darkness never has recruited a following among the elventrees. They have little to offer it. The power of the forests could serve the Darkness only under the leadership of the tree herders, who never have succumbed to it.

10.3 Nymphs

Available Character Classes: Nymphs are Rangers or Nature Druids.

Maximum Character Level: 15

Minimum Character Level: None

Size: Medium (5 to 6ft/150 to 183 cm, 70 to 150lbs/35 to 75kg)

Type: Elven

Reproductive: Half-elves

Age expectancy: Immortal

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 10, Endurance 10, Reflex +3, Will +2. Add Ability and Class Level modifiers.

Attacks: Attack Bonus per class. By weapon or by hand blow, 1d4 damage + modifiers.

Magical Attacks: Allure, traps initially willing victims.

Magical Items: Individual

Armor: None

Speed: 30ft/9m

Resistances: Individual

Abilities: Strength ± 0 , Dexterity +3, Stamina ± 0 , Magical Aptitude +4, Mechanical Aptitude ± 0 , Knowledge +3. Maximums Strength 20, Dexterity 23, Stamina 20, Magical Aptitude 24, Mechanical Aptitude 20, Knowledge 23.

Special qualities: Blend with terrain (land and wood nymphs only), amphibious (water nymphs only)

Talent points: By class

Primary and Secondary Talents: By class

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Alignment inclination: Usually neutral

Allure: All nymphs flourish physically from their close bonds with nature, making them extremely attractive beings. Their pointed ears are the only direct evidence of their elven origin. This attractiveness causes a great desire in members of the opposite sex to become a nymph's mate, although free will does allow one to ignore this attraction without any checks. However, a human, halfling or half-elf who becomes the mate of a wood or land nymph simply loses all desire to be anything else and remains forever with the nymph in its domain. The mate of a water nymph, on the other hand, is soon forgotten.



A female dryad nymph rushes through her forest.

With CSUAC dryad graphic by Devil Dan. Open Game Content.

Blend With Terrain: Land and wood nymphs have a magical ability to change the colors of their body and even their equipment and weapons to those of the surrounding terrain. When a nymph uses this ability, it can be spotted only with a successful *Notice Objects and Movement* check against a DL equal to the nymph's character level +10.

Amphibious: Water nymphs have gills in their necks that allow them to breathe underwater. However, their ability to breathe normally is very limited. They can remain out of the water for 1 hour (720 rounds) at the most before they begin to suffocate. They have no need to leave the water. They can survive without exposure to the open air.

In the common tongue, the word *nymph* often is used to describe a very attractive woman. In truth, however, elven mutant nymphs can be members of either sex. In practice, the nymph's calling reached more female than male ears among the elven tribes. Two out of three nymphs are female.

Many associate the word *nymph* with forests. While there certainly are many woodland nymphs, these creatures are found in many kinds of terrain. Human scholars have catalogued known nymph types as follows. As far as is known, the *Hesperides* are mythological creatures that do not really exist.



A nixie water nymph beckons to a human male it would woo.

With CSUAC nixie graphic. Open Game Content.

Land and wood nymphs

- Alseids: glens, groves
- Auloniads: pastures
- Dryads: oaks and tree nymphs in general
- Epimeliad: apple tree
- Hesperides: nymphs of the unknown mythological lands.
- Leimakids: meadows
- Leuce: white poplar tree
- Meliae: manna-ash tree
- Napaeae: mountain valleys, glens
- Saraesa: wind

Water nymphs

- Helead: fens
- Eleionomae: marshes
- Nokks (male) and Nixies (female): lakes and other non-flowing fresh water
- Oceanids: salty sea waters
- Pegaeae: springs
- Potameides: rivers

While all of these types of nymphs (except perhaps Hersperides) do exist, they are merely names. There are only two different types of nymphs: Water nymphs and land and wood nymphs. Even between these types there are few differences, albeit significant ones. Water nymphs live underwater. All other nymphs live on the surface. Water nymphs are amphibious. Land and wood nymphs can camouflage themselves in their surface domain.

Nymphs remain in most respects normal light elves with their original bodies changed. Spiritually, however, they have aligned themselves closely with the type of terrain they love the most, which has led to the physical transmutation which lends them their special qualities.

There is some truth to tales of male and female nymphs seducing humans of the opposite sex and binding them as their mates. Human scholars often have debated over the motives of the nymphs in taking human mates, seeing more than the desire for a sexual companion as their goal.

Although nymphs, like elves, no longer are capable of bearing their own children, male and female land and wood nymphs still can mate successfully with human, halflings and half-elves. The offspring always are half-elves, and experience shows that almost all of them remain in their parents' domain, active as Druids or Rangers. By raising families, land and wood nymphs assure continuity, even after their own passing from this world.

Water nymphs also are legendary for seduction of humans, but they form no lasting relationships, only fleeting but torrid affairs. It hardly could be otherwise. Humans, halflings and half-elves are unable to lead the amphibian life. When the brief union between a human and a water nymph ends, the female partner of necessity bears the child, a half-elf. The child almost always has a natural love of the nymph parent's waters and usually becomes a Druid or Ranger who tends and protects them.

When land and wood nymphs choose a human mate, they usually bind themselves to him or her for life, seeking another only after the first has died. Water nymphs have no such loyalty. After a night of love, the mate is forgotten and another is soon seduced.

This picture of tryst and romance in the lives of nymphs is, however, only one dimension of these unusual elven mutants. When an intruder attempts to damage their nature domain, nymphs are quick to call all able animals – including insects – to attack. When intruders are faced by hungry wolves, angry bears, slithering poisonous snakes and a dozen swarms of stinging bees, they usually flee as quickly as possible.

Those who would violate a wood nymph's forest domain may even face an angry tree herder. Water nymphs usually have little difficulty calling large schools of hungry butcherfish or, in salt water, white sharks. The wrath of a nymph whose domain is being violated never should be underestimated.

11. Flying Horses

Available Character Classes: Warrior.

Maximum Character Level: 10.

Minimum Character Level: 1.

Size: Large (up to 8ft/240cm long, wingspan up to 10ft/3m, weight up to 500lbs/250kg)

Type: Other magic

Reproductive: Yes, but normal horses only

Age expectancy: 20 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor +10, Endurance 12 (+2 natural), Reflex 8 (-2 natural), Will +10. Add class and ability modifiers.

Attacks: Attack Bonus per Warrior Level. Bite 1d4 + modifiers, wing slap 1d6 + modifiers, hooves 1d10 + modifiers.

Magical Attacks: None

Magical Items: Usually none

Armor: Usually none

Speed: 50ft/15m, flying 70ft/21m

Resistances: None

Abilities: Strength ± 0 , Dexterity -2, Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge ± 0 . Maximums Strength 20, Dexterity 18, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 20.

Special qualities: Flying

Talent points: 4 per Warrior Level

Primary Talents: Athletics, Melee Combat, Mounted Combat

Secondary Talents: Perception

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Alignment inclination: Usually neutral

Flying horses are the work of human magi who wanted a more reliable means to fly than with spells. They were made through magical intervention in the cross breeding of normal horses with eagles. Other than their ability to fly and to fight with a wing slap, they are identical to normal horses.

When flying horses breed with one another or with other horses, the offspring always revert to normal horses. Flying horses sometimes can be purchased at markets, but the lowest prices usually run at around 2,000 GP. Flying horses can be trained to bear riders in the same manner as with normal horses.

12. Gargoyles

Available Character Classes: Warrior.

Maximum Character Level: 15.

Minimum Character Level: 1.

Size: Large (10ft/3m high, wingspan 12ft/3.6, weight 1 ton)

Type: Darkness and other Magic

Reproductive: No

Age expectancy: Until slain

Age expectancy: Individual

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Life Points: To be calculated. Add Stamina modifier.

Injury Points: To be calculated: Based upon Warrior Level plus Stamina modifier.

Base Defenses: Armor +20 (+10 Natural), Endurance +15 (+5 Natural), Reflex 5 (-5 Natural), Will ± 0 . Add class and ability modifiers.

Attacks: (Melee only) Attack bonus as Warrior + Strength modifier. Bite, damage 2d6 + Strength modifier. Wing blow, 3d6 + Strength modifier.

Magical Attacks: Non-healing wounds

Magical Items: Usually none

Armor: None

Speed: 10ft/3m, flying 30ft/9m

Resistances: Immune to temperature, weather, fire, electricity and gas.

Abilities: Strength +5, Dexterity -5, Stamina +5, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge -5. Maximums: Strength 25, Dexterity 15, Stamina 25, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 15.

Special qualities: Crushing landing, non-healing wounds

Talent points: None

Skills with Bonus: Notice Objects & Movement +10, Power Attack +10, Search +8, Sneak -5, Track +5

Alignment inclination: Usually lawful evil

Non-healing wounds: Normal healing will not help against wounds from gargoyles. Only herbal and magical cures are effective.

Crushing Landing: With a melee combat attack roll against the victim's Reflex score, a gargoyle can attempt to land upon a victim. If it succeeds it causes 4d12 crushing damage (no damage modifiers).



Two gargoyles guard a castle while a third fights.

With CSUAC graphics. Open Game Content.

The first gargoyles were made by the Darkness as a low investment means to guard structures that were used by its servants or that served its own needs. Because the magic used to make these mutations was relatively simple, human magi were unable to unravel it and make gargoyles to guard their own lairs.

They are made by cross breeding snakes and bats and then magically transmuting these hybrids and pure stone with the help of magic into gargoyles. The result is one of the most unintelligent fighting creatures that can said to be alive.

Gargoyles do not have the intelligence to do anything on their own. They simply carry out the current commands of the master who is bound to them with magic, and these commands must be extremely simple. The orders are passed telepathically to the gargoyles, creatures that understand no spoken words. If the master is slain, the gargoyles go completely inert and do nothing.

About the only command that can be given to a gargoyle is to attack whatever approaches. Because most gargoyle masters are magi, that poses few problems. A mage who has gargoyles in his or her service usually sets magical alarms on approach routes. If such an alarm is triggered, the mage can look into a crystal ball or other divining device, see what is approaching and order the gargoyles not to attack if the visitor is friendly.

13. Ghouls

Available Character Classes: Warrior

Maximum Character Level: 10

Minimum Character Level: 1

Size: Small to Medium (halfling to human-sized)

Type: Darkness

Reproductive: Yes, females only

Age expectancy: As original base race

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Warrior plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 10, Endurance 10, Reflex 10, Will 10. Add ability and class modifiers.

Attacks: By weapon or bite. Attack bonus per class level. Bite 1d4 + Strength bonus + paralysis.

Magical Attacks: Paralysis

Magical Items: Usually none

Armor: Individual

Speed: 30ft/9m

Resistances: None

Abilities: Strength ± 0 , Dexterity ± 0 , Stamina ± 0 , Magical Aptitude 1 (fixed), Mechanical Aptitude ± 0 , Knowledge ± 0

Special qualities: Flesh-Eating, Immunities

Talent points: Per Warrior Class Level

Primary Talents: Athletics, Melee Combat, Mounted Combat and Ranged Combat

Secondary Talents: All others

Skills with Bonus: Ghouls have additional bonuses of +10 each for Notice Objects and Movement and for Sneak.

Alignment inclination: Chaotic evil



Two ghouls prowl in a moonlit cemetery.

Paralysis: If a human, halfling or half-elf is bitten by a ghoul, it must make a successful Stamina check or it will be paralyzed for 1d4 hours (600-2,400 rounds). The DL for the check is the biting ghoul's Character Level + 10.

Flesh-Eating: Ghouls must feed on the living, dead or even rotting and decaying flesh of humans, halflings or half-elves.

Immunities: Ghouls are immune to the effects of all ranges of normal temperatures, and they suffer no ill effects from rain, snow, etc. Their digestive systems reject any substances except human, halfling and half-elf flesh, making them immune to poisons. They also are immune to all diseases.

Ghouls came into being long ago when a Black Necromancer dark draug offered settlers who rebelled against his forces the choice between transmutation into ghouls or death through impalement. Many chose death, but more chose to become mutants.

The magical transmutation forced the ghouls to feed on the flesh of humans, halflings or half-elves. It makes no difference if the ghoul takes a bite of flesh from a living person or eats rotting and decayed flesh, but it must feed or it will starve. The bite of a ghoul also can paralyze its victim.

Side effects occurred when the accursed humans accepted transmutation. They became hairless, and their skin color turned pale grey. Fangs also grew in their mouths. These things make ghouls easy to identify. In addition, the ghouls yielded their free will, becoming creatures of chaotic evil who are driven to eat. Ghouls gained the abilities of a Warrior, losing whatever other classes they had.

This accursed folk spread gradually in small clans across the lands. Most clans today have 9-16 (1d8+8) members. Although they have no adverse reactions to sunlight, ghouls usually are inactive by day and active by night. That, however, is a matter of survival. Whenever normal humans, halflings or half-elves become aware that ghouls are in their areas, they usually hunt them down mercilessly.

Male ghouls are sexually sterile. Female ghouls not only are driven by hunger for flesh, like their male counterparts, but they also are cursed by a craving to mate. As a result, when ghouls make quiet night raids in a settlement, they often abduct human, halfling or half-elven males and give them the choice of being eaten alive or mating with one of the female ghouls. Those who refuse are indeed eaten alive. So are those who agree to the mating demands, but only after they have mated.

Using their extended skills *Notice Objects and Movement* and *Sneak*, ghouls attempt to slip into settlements at night and remain unobserved. If there are guards, they attempt to slay them quietly and eat them. They then slip into cemeteries, dig up the remains of the recently buried and eat the rotting flesh. After that, they seek out males who can be abducted for mating and other living who can be taken quietly. The abducted are slain and eaten.

The ghouls then flee the settlement with their male captives in tow. After they put a few miles between themselves and the settlement they have raided, they force the abducted males to mate and then feast upon them. After that, they flee as quickly as possible, usually seeking paths through forests and other terrain where they will be difficult to spot or track down.

A settlement usually becomes aware that ghouls have raided it only on the next morning, when it finds the grisly remains of eaten guards and neighbors and opened graves in the cemeteries, where coffins of the recently buried stand open, revealing the flesh-stripped bones of the deceased.

Female ghouls have a high fertility rate and a low incubation time. There is an 80% chance (1-16 on 1d20) that any mating will impregnate a female ghoul. Ghoul mothers give birth within 21-30 days (1d10+20) after mating. As a result, a ghoul mother can bear many children in a year's time. The offspring always are ghouls in the form of the father, which is the reason why there also are halfling and half-elven ghouls. A newborn ghoul will begin growing in its first day, reaching maturity within 5-8 days (1d4+4).

Because of a ghoul mother's high incubation rate, there always is the danger that ghouls will multiply at a tremendous rate in an area where they are lairing. This threat has been kept in check to date by the merciless hunts that are carried out after a ghoul raid. Such raids usually result in several ghoul deaths.

If a ghoulish clan is reduced to five members or less, it usually will seek out a larger settlement where its chances of being noticed are smaller, and it will operate very carefully there until it has at least nine members again. In such cases, ghouls will stay out of cemeteries and hide the bones of any living victims they eat, in order to avoid betraying to others that ghouls are in the area. Victims usually are known only to be missing persons.

14. Gorgons



A gorgon enjoys the statuary in the fruit orchard she guards.

With CSUAC graphics. Open Game Content.

Available Character Classes and Levels: As in previous life

Size: Large with human-size from torso up, 8ft/240cm long, 4ft/120cm at shoulders, weight 200lbs/150kg.

Type: Other magic

Reproductive: No

Age expectancy: As in original form

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 10, Endurance 10, Reflex 10, Will 10. Add ability and class modifiers.

Attacks: Attack bonus by class and level. By weapon or bite, 1 injury point damage without modifiers.

Magical Attacks: Gaze

Magical Items: Individual

Armor: Usually none

Speed: 20ft/6m

Resistances: None

Abilities: Normal scores for Strength, Dexterity, Stamina, Magical Aptitude, Mechanical Aptitude and Knowledge.

Special qualities: Self-petrification

Talent points: By class and level

Primary Talents: By class

Secondary Talents: By class

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Alignment inclination: Any

Gaze: Any living or undead creature who gazes upon the face and snakes of a gorgon must make a successful Stamina check or become petrified. The DL is the creating mage's Spellcaster Level + 10. When a victim is paralyzed, it remains alive in its stone form. As long as the stone is not damaged severely, magic can be used to restore the petrified person. During the time a victim is petrified, all of its aging processes cease. A petrified victim can see all things in its line of sight and can hear normally. The mage who creates a gorgon is immune to the effects of its gaze.

Self-petrification: If a gorgon sees its own face and snakes in a reflection, it becomes petrified.

The first gorgon was created by a jealous and evil human mage who believed his wife was unfaithful to him. He paralyzed her and performed the magic upon her and a snake to complete the transmutation. He placed her in his garden, where he locked the gates to keep her contained. Anytime a welcome visitor came, the mage needed only to lock a sack over his gorgon wife's head.

When word of the mage's magic spread, some other evil magi purchased his spell secrets from him, and others developed their own versions of the gorgon spells. Knowledge of this magic is rare, but there are several gorgons that are known to exist.

Although the first gorgon was a woman, males also can be transmuted into gorgons. These creatures retain their human bodies from the waist to the tops of their heads, but instead of hair, a nest of headed, half-snake bodies rises from their heads. From their torsos downward their bodies are snakelike. With them, a gorgon slithers like a snake over the ground.

Unwilling gorgons can attempt to turn their gaze from potential victims and can warn victims verbally not to approach them, but once a victim sees the face and snakes of a gorgon, it is too late to reverse the magic.

15. Griffins

Available Character Classes: Warrior.

Maximum Character Level: 16

Minimum Character Level: 6

Size: Large (8ft/240cm long, wingspan 16ft/5m, 5ft/150cm at shoulder, 400lbs/200kg)

Type: Elven, Other Magic

Reproductive: Yes

Age expectancy: 205 to 300 years (200 + 5d20)

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Warrior Level plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 10, Endurance 12, Reflex 8, Will 10. Add class and ability modifiers.

Attacks: Attack bonus per Warrior Level and Strength score. Bite 1d6, 2 talons 1d8 each, lion hindpaws, 2d8 each. Add Strength modifiers.

Magical Attacks: None

Magical Items: Usually none

Armor: None

Speed: 10ft/3m, Flying 80ft/24m, Dive attack 120ft/36m for up to 1 minute (12 five-second rounds)

Resistances: None

Abilities: Strength ± 0 , Dexterity -2, Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge ± 0 . Maximums Strength 20, Dexterity 18, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 20.

Special qualities: None

Talent points: 4 Per Class Level

Primary Talents: Athletics, Melee Combat

Secondary Talents: All others except religion

Skills with Bonus: Notice Objects and Movement additional bonus of +15. Otherwise list each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Alignment inclination: All

The first griffins were transmuted by ancient elves as border guards, a duty that they still fulfill. In later times, human magi also learned how to produce these magical beasts and impress them into guard service. Griffins are a cross between eagles and lions, made by possible by magical intervention. In the process of transmutation, they are bound to their creator mage and do his or her will. If the creator mage dies, the griffin becomes a free beast in service to no one.

Griffins have the head and front talons of an eagle and the hindquarters and rear paws of a lion. Ancient tales claim that some elven warriors learned to ride griffins as flying mounts. A griffin will not refuse its master as a rider, but experiments on the part of humans to ride a flying griffin usually have ended fatally. A griffin's flight is too wild for most humans to be able to stay on board.

To ride a griffin, one must make a successful check for Dexterity against DL 33 once each minute (12 rounds), or the rider falls.



A griffin on patrol in flight over the elven wood.

With CSUAC griffin graphic by Pedrov. Open Game Content.

16. Harpys

Available Character Classes: Warrior.

Maximum Character Level: 15.

Minimum Character Level: 1.

Size: Medium (6ft/183cm tall, wingspan 9ft/270cm, 200lbs/100kg)

Type: Other magic

Reproductive: No

Age expectancy: 201-220 years (1d20+200)

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Warrior level plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 10, Endurance 10, Reflex 8, Will 12. Add ability and class modifiers.

Attacks: Attack bonus as Warrior + Strength modifier. 2 Talons, damage 2d4 + Strength modifier.

Magical Attacks: None

Magical Items: Usually none

Armor: None

Speed: 3ft/90cm, Flying 50ft/15m

Resistances: None

Abilities: Strength +2, Dexterity -2, Stamina ± 0 , Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed) Knowledge ± 0 . Maximums: Strength 22, Dexterity 18, Stamina 20, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 20.

Special qualities: Paralyzing Song

Talent points: None

Primary and Secondary Talents: None

Skills with Bonus: Dual-Handed Fighting (talons) +7, Notice Objects and Movement +10, Perform (harpy song only) +20, Search +7, Sneak -2, Two-Handed Fighting (talons) +7.

Alignment inclination: Chaotic evil,



A band of harpys seeks its prey.

With CSUAC harpy graphics by Digger. Open Game Content.

Paralyzing Song: Harpys have beautiful, entrancing female singing voices that tend to lure listeners to them, above all curious male listeners. However, once a listener comes within 60ft/18m of a singing harpy, it's possible that the magical song will paralyze him or her. A living or undead intelligent creature listening to harpy song within this range for more than 1 round must check for Will or be paralyzed for 3d10 minutes after the harpy stops singing. The DL for the check is the harpy's Warrior level + 10.

Harpys are one of the paradoxes of evil. Although the Great Wars were the huge confrontation between the Light and the Darkness that historians and Skáld claim, individual situations during the wars were less black and white. When the hordes of Darkness began rolling over the lands, they were opposed by many different foes, not all of them allies of the Light or goodness.

There also were evil human rulers whose lands and holds were in the path of the dark tide, and these rulers too were foes of the Darkness. Harpys were the product of the court mage of a powerful, evil human duke. He wished to turn the weapons of the dark foe back upon it, and thus, he gave his mage instructions to produce the mutant that turned out to be the harpy.

This result was considerably less than the duke had wished, but the harpys had their value. As a result, he had his mage produce more than 500 of them over several years. The magic of transmutation bound the harpys to the will and service of the duke, but after his death, they became free, evil predators that enjoy hunting victims, paralyzing them with their song, torturing them with their talons and finally, devouring them.

As far as is known, the formulas of the mage who created the harpys are lost. Nor is there any record of any other mage ever having created these strange mutants. The harpys were made by cross-breeding vultures with orc wives of the dark host that had been taken prisoner, a hybridization effected with the intervention of magic. Only by this means can new harpys come into existence. All harpys are female. No other creature can mate successfully with a harpy to impregnate her.

The duke who commissioned the transmutation of harpys wanted creatures who were half bird and half woman. The human aspect was to be magically beautiful. Upon seeing a harpy or hearing her song, human victims were to fall under a paralyzing magic trance that would allow the harpy to capture her prey and bring it as a paralyzed prisoner to the duke. The harpys were to be mutants of great fighting power as well.

What the duke got was a bizarre hybrid, mixing the body and face of an ugly female hag with that of a vulture, enlarged to human size. These creatures do have the entrancing, paralyzing song that the duke wished, but their Warrior abilities are mixed, ranging from the 1st to the 15th class levels.

Although they were less than the duke had wished, the harpys still were effective. The duke's goal had been the capture of human officers who commanded the orcs of the Dark Host. When orcs were left to the decisions of their own commanders, they often fought chaotically with little in the line of effective strategy. Before the duke's own fall, he used his harpys not only to snap up human officers of the dark host but also to paralyze human and orc prisoners who were being interrogated and to torture them with their talons.

It doubtless would be possible for some wizards or sorcerers today to subjugate harpys into their service, but there have been no known attempts to do so yet. If one encounters harpys, they usually are in bands of three to six (1d4+2). Harpys are less formidable foes than they could be. They are lazy, relying upon their song to do their work for them. When they fail to paralyze their prey and it attacks, they often flee rather than fighting. They also are quite stupid creatures of low intelligence.

In combat, they have no sense of strategy or defense. They are unable to analyze the actions of their foes and react accordingly. They simply flail away with their talons in hopes of hitting, even when this is a foolish strategy. They do not know how to defend themselves properly from the foe's attacks and are easy to hit.

17. Humanoid Mutants

Humanoid mutants are creations of the Darkness, forced upon it by the paradox of its own nature in a world of the living. They also are the most significant of all mutations in terms of their day-to-day effect upon the world.

In its striving for the victory of entropy over life, the Darkness faced the seemingly insurmountable contradiction of needing a powerful force in its own service to battle the opposed, living foes who served the Light, the Balance and life. Being the spirit of entropy – the end to all things – the Darkness is unable to create life. To do so would be to contradict its own existence.

Furthermore, fate declares that the victor in the unending strife of the Darkness with the Light and the Balance will be decided by the world's Thirdborn, the human race. It was unconceivable to the Darkness that its counterpart to a living human foe would be a living, human force of its own. Human life fighting for entropy would be hopeless, it concluded. Thus, it began forging its long-range plans to make as many humans as possible into non-living followers, the draugs or undead.

At that time, however, humans had not yet come into being. Furthermore, the Darkness recognized a substantial weakness in the draugs it had planned to make of them; the undead would be unable to reproduce. It would be much more difficult to build an army of sterile draugs, each of which would have to be coerced into acceptance and then be transmuted separately, than it would be to have powerful, living soldiers fully bound in its service.

Thus, the Darkness came upon the idea of making mutant races of the First- and Secondborn that would live and be able to reproduce but that also would be enslaved to its will. It demanded of the Earth Mother that its living mutants be allowed to reproduce and that they be allotted a share of the life force equal to that which would be given to elves, dwarves, giants and humans.

The Earth Mother is a spirit of the Balance, not a spirit of the Light. She acknowledged that fulfillment of the demands of the Darkness were in part required by the Balance. Only living beings, she said, are entitled to draw from the pool of life and give birth to new life. She said if the Darkness could draw living beings into its service, and if they would accept transmutation by the Darkness, they would be entitled to claim a measure of the life force corresponding to their numbers.

However, she also said that a day would come when she would withdraw the reproductive seed from elves, dwarves and giants. When that time came, she said, she also would withdraw a corresponding share of the seed from the mutants of the Darkness transmuted from those races. However, she left it for the Darkness to make its own decision which of its mutants would receive the human, elven, dwarven and giant shares of the seed of life.

The Darkness had no desire to allot the human share of life's seed to human mutants. It had no intention of making human mutants. Its only human servants would be draugs. Therefore, it could apportion its share of the seed of life of four races to three races of mutants it planned to transmute.

In the time that followed, then, the Darkness developed its notorious eitur, a poisonous and addicting concoction that magnifies the powers and abilities of its consumer but also begins to destroy its innards if new eitur isn't continually consumed. (See the description of the spell *Ensorcel Eitur* in Section VII *Creature Magic*.)

It then began wandering the paths of renegade elves, dwarves and giants who had turned evil without turning to the Darkness, and it began building a following of eitur addicts. It intended its main host of mutants to be made of fallen elves. Therefore, it waited until last to begin dealing with the elven eitur addicts, simply feeding their habits until their time would come.

It began with wayward giants, giving them the choice of death through eitur withdrawal or transmutation. Most of the addicted giants agreed to sacrifice their free wills and to submit to transmutation rather than dying the painful death of eitur deterioration.

They went through the rituals of transmutation, being turned into powerful trolls. However, the Darkness was less than satisfied with its first children. The transmutation changed the trolls' organs to free them of the eitur addiction. They were physically powerful creatures who could reproduce their own kind, but they also had paid for the increased strength through diminished intelligence.

An even worse fault was their inability to survive in sunlight and their severe weakening in any other daylight, a problem the Darkness knew that its human draugs also would have. The least direct ray of sunlight slays a troll immediately and petrifies its body. The spirits of petrified trolls are forever lost to the Darkness.

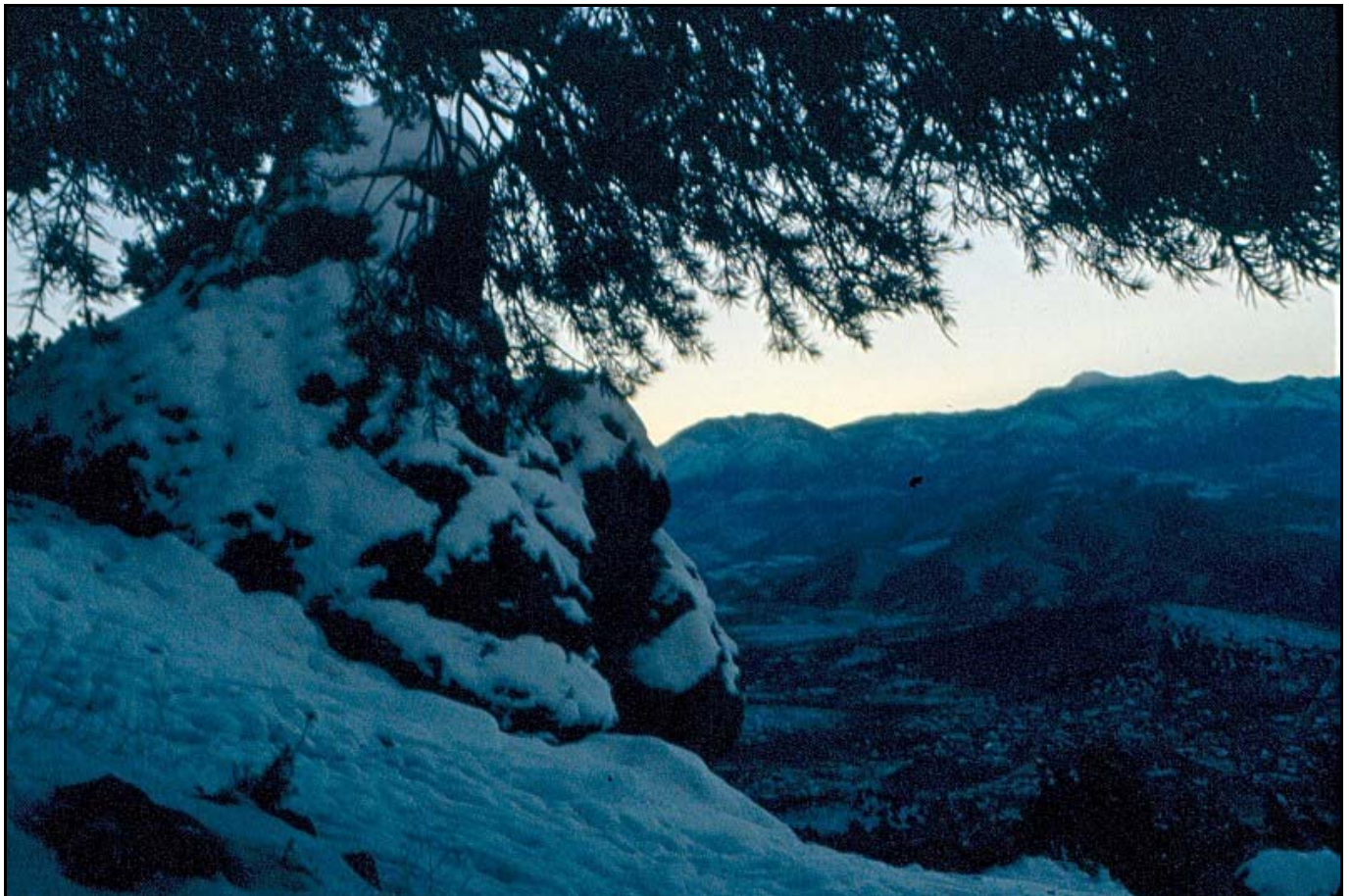
Recognizing these faults, the Darkness concluded that trolls would be of only limited usefulness to its cause. It allotted to the trolls the share of the life seed that corresponded to that of the giants. It then banned the trolls into the northern mountains of the giant kingdoms, telling them to remain there and multiply until they were called to service.

The Darkness rethought its transmutation procedures and refined them in an attempt to curb the drastic intelligence reduction and the vulnerability to daylight that had weakened the trolls. Next, it called its dwarven eitur addicts to it, giving them the same choices that had been offered to the addicted giants. Again, most of the addicts agreed to sacrifice their free wills and to submit to transmutation rather than dying the painful death of eitur deterioration.

They too went through the rituals, being turned into fierce ogres. The transmutation changed the ogres' organs to free them of the eitur addiction. They were physically tough creatures who could reproduce their own kind. The ogres were less powerful than the trolls, but they also suffered less reduction in intelligence. At the start, the Darkness was relatively satisfied with the ogres, but with time, its satisfaction diminished.

Dwarves are a cantankerous folk, and the transmuted ogres were just as cantankerous. They had been magically bound to the will of the Darkness, but they also developed an incredible and illogical ability to interpret what the orders of the Darkness meant, often concluding that they should do exactly the opposite of what they had been told.

Again, the Darkness found that its new children would be of only limited usefulness to its cause. It allotted to the ogres the share of the life seed that corresponded to that of the elves and dwarves. It then sent them to join with the trolls in the northern mountains of the giant kingdoms, telling them to remain there and multiply until they were called to service.



The first home of the trolls and ogres – the mountains of the giant kingdom

Many ogres did as they were told. Many didn't, spreading out instead into the world, stealing treasures and then trying to guard them like sleeping dragons. Because such ogres usually were loners, they often met an early death at the blades of soldiers, mercenaries or adventurers.

With the transmutation of the dwarves, only the addicted elves remained. Despite its own chaotic nature, the Darkness proceeded much more carefully with the elves, calling only small groups of addicts to it and repeating its experiments until it decided it had reached the best result that was possible. It had become clear to the Darkness that any transmutation would produce a mutant that retained some characteristics of its original race. It also had become clear to it that anything it did in the process of transmutation to strengthen certain characteristics of a creature would be balanced by weakening other characteristics.

The first elves that were transmuted were not quite up to the measure of the Darkness. Some were slain and others were put into service. When the Darkness finally produced mutants with which it was satisfied, it called the remaining addicts to it, giving them the choices that had been offered to the dwarves and the giants. Those who agreed to transmutation became the so-called *ancestor orcs*, from whom today's orcs descended. The goblin sub-races of the orcs also evolved later from this parentage.

The Darkness kept the ancestor orcs in their own compounds until it was ready to begin using them. At that time, it sent them out into the world to claim mostly unoccupied mountain areas as their own domains, and it sent many of the ogres who followed its orders to join them there.

These things, however, are ancient history. The ancestor orcs, ogres and trolls all were mightier creatures than their evolved descendants, the orcs, goblins, ogres and trolls that plague today's world. The first children of the Darkness, the trolls, never have played key roles in the world's events. In the decades before the outbreak of the Great Wars, the Darkness used them at times to draw the attention of giant tribes away from the main battlefields, but for the most part, trolls never have done much more than plague the northern giants and humans living at the foot of their mountains.

Before the outbreak of the Great Wars, the Earth Mother had withdrawn the seed of life first from elves and dwarves and then from the giants. When the elves and dwarves lost the ability to reproduce, the ogres did too. And when the giant race later became sterile, the trolls also lost the ability to reproduce. Orcs, however, still reproduce in large numbers as always and will continue to do so as long as humans can reproduce.

Ogres always have had a mixed legacy. As already mentioned, those who succeeded in misinterpreting the commands of the Darkness are loners, usually hunted monsters wherever they lair. Those who serve the Darkness played an important part in the dark host's strategies during the Great Wars. Ogres are particularly well suited as scouts, and they served the dark host well in this role.

The orcs, however, made up the massive numbers of foot soldiers in the army of the Darkness during the Great Wars. They were the huge battle force, following the commands of their human draug sergeants and officers. However, these things must be written in past tense.

Neither side won the Great Wars. They simply drew to a close when both sides became too weak and diminished in number to continue fighting. The Lands of Ruin still are scattered with bones of the orcs, ogres, draugs and humans who fell in the many battles, and the fallen heavily outweighed the survivors.

The orc and ogre soldiers of the Darkness whose draug captains survived the wars remain in the Lands of Ruin where they and the surviving dark draugs who have the high command slowly try to rebuild a dark host. However, many of the orcs and ogres that survived the wars were left without the draug commanders to whom they were bound in the Darkness.

Most of the leaderless orcs formed individual bands that since have spread across the lands, robbing and pillaging. Some of these orc bands have been evolving into the new goblin subrace, which poses a number of dark but unanswered questions over the world's future.

Some of the ogre scouts have remained with their orc units. Others have sought out lairs in widespread areas, living like their counterparts who found the necessary interpretations to avoid serving the Darkness. With the seed of life withdrawn from them, the number of ogres in the world constantly recedes. The trolls, as always, remain in the northern mountains of the giant kingdom, but their numbers too are diminishing.

17.1 Ogres

Available Character Classes: Warrior, Scout

Maximum Character Level: 7

Minimum Character Level: 20.

Size: Medium (4 to 5ft/120 to 150cm, 150-250lbs/75-125kg)

Type: Darkness

Reproductive: No

Age expectancy: 800 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 10, Endurance 12, Reflex 8, Will 10. Add ability and class modifiers.

Attacks: Attack bonus based upon class and Strength (melee) or Dexterity (ranged), with bonus +4 on crossbow attacks. By weapon. Preferred weapons: Mace, Axe, Hammer, Crossbow.

Magical Attacks: None

Magical Items: Individual

Armor: Usually leather or chain mail.

Speed: 30ft/9m

Resistances: None

Abilities: Strength ± 0 , Dexterity -2, Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude ± 0 , Knowledge ± 0 .
Maximums: Strength 20, Dexterity 18, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 20, Knowledge 20.

Special qualities: Mace Dexterity, Sunlight Sensitivity, See in Dark, Temperature Tolerance

Talent points: By class

Primary Talents: By class

Secondary Talents: By class

Skills with Bonus: Automatic skills and modifiers: Cleave +5, Escape Bindings +5, Notice Objects and Movement +15, Search +10, Sneak +7, Swim +5, Track +10, Weapon Proficiency (mace) +5, Wilderness Survival +5.
List each additional skill of each available Talent for which the creature has the prerequisites and the applicable bonus score and combine the automatic bonuses above with these scores.

Alignment inclination: All evil, usually chaotic evil

Mace Dexterity: The usually somewhat clumsy ogres are unusually dexterous in fighting with maces. Ogres always have Dexterity and Reflex bonuses of +2 for actions taken with maces. In addition, they have two attacks each time it is their turn when using a mace.

Sunlight Sensitivity: Sunlight impairs an ogre's sight and saps its abilities. This results in a penalty of -2 on all checks as long as the ogre remains in sunlight.

See in Dark: An ogre can see in the darkness over a range of 60ft/18m.

Temperature Tolerance: Ogres survive well under many temperature conditions. They can tolerate summer heat as high as 120°F/49°C and winter cold as low as -40°F/-40°C without the need for protection or winter heat.

Ogres are bald-headed and muscular creatures with more wiry bodies than the dwarves from which they ascended. They also have fangs and light brown skin. They can be ferocious in battle, particularly in melee with a mace as their weapon. They take special delight in hamstringing and slaying giants, perhaps an inherited remnant of their dwarven legacy.

In the process of transmutation from dwarves into ogres, the mutants developed unusual muscle pockets that make them clumsy and awkward in some movements and highly dexterous in others. Thus, ogres are quick-moving and effective when fighting with a mace and great marksmen with a crossbow. But they also are somewhat awkward and slow when wielding such traditional dwarven weapons as axes and hammers.

In the Dark Host, most ogres served as scouts, a military occupation for which they are well suited. They are excellent in such skills as *Notice Objects and Movement*, *Search*, *Sneak* and *Track*. They can master these skills without having the corresponding talents, because they come naturally to ogres.

Regardless of where they serve, ogres invariably are a cantankerous folk. The smallest provocation can cause an ogre to draw its weapon, prepared to fight, including against its own comrades in arms. The heated tempers of ogre scouts led to considerable strife within the Dark Host during the Great Wars. There were many occasions when a draug captain lopped the head off of an orc who had offended an ogre, not necessarily because the orc was in the wrong but because the commander preferred losing a common soldier to losing his only ogre scout.

Ogres that operate outside the dark legions often are compared to cranky dragons despite the size difference. Most ogres inherited the dwarven greed for treasure and valuables. Loner ogres tend to seek out lairs where they believe that they can hide without being found. Their scouting talents are a great help in this respect. They then hide their treasures in their lairs, which they leave only to hunt or to steal new valuables.



Two ogres, left, prepare to battle two bugbears, right.

With CSUAC graphics. Open Game Content.

17.2 Orcs

Available Character Classes: Artisan, Healer, Herbal Witch, Warrior, Sorcerer, Ranger, Assassin, Scout, Thief.

Maximum Character Level: 1

Minimum Character Level: 30

Size: Medium (Human size ranges but weight averages 20% more than the average human of the same height.)

Type: Darkness

Reproductive: Yes

Age expectancy: 81-100 years (1d20+80)

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor +12, Endurance +12, Reflex +8, Will +12. Add class and ability modifiers.

Attacks: Attack Bonus per Class and Strength (melee) or Dexterity (range). By weapon or fist blow, 1d6 damage + Strength modifier.

Magical Attacks: None

Magical Items: Individual

Armor: Mostly leather or chain mail

Speed: 30ft/9m

Resistances: None

Abilities: Strength +2, Dexterity -2, Stamina +2, Magical Aptitude -2, Mechanical Aptitude +2, Knowledge ±0.
Maximums: Strength 22, Dexterity 18, Stamina 22, Magical Aptitude 18, Mechanical Aptitude 22, Knowledge 20.

Special qualities: Sunlight Sensitivity, See in Dark, Temperature Tolerance

Talent points: By class

Primary Talents: By class

Secondary Talents: By class

Skills with Bonus: Automatic skills and modifiers: Cleave +5, Heal +5, Notice Objects and Movement +3, Power Attack +7, Ride Mount +5, Search +3, Swim +7, Track +3, Weapon Proficiency (first weapon) +5, Use Rope +5, Wilderness Survival +3. List each additional skill of each available Talent for which the creature has the prerequisites and the applicable bonus score and combine the automatic bonuses above with these scores.

Alignment inclination: All evil, usually chaotic evil

Sunlight Sensitivity: Sunlight impairs an orc's sight slightly and saps its abilities a bit. This results in a penalty of -1 on all checks as long as the orc remains in sunlight.

See in Dark: An orc can see in the darkness over a range of 60ft/18m.

Temperature Tolerance: Orcs survive well in all normal moderate temperatures. They can tolerate summer heat as high as 110°F/43°C and winter cold as low as 40°F/4°C without the need for protection or winter heat.

As far as "*monsters*" go, orcs probably are the biggest plague of all for mankind in your gaming world. Unlike ogres and trolls, they can reproduce and they tend to be quite prolific. Since the Great Wars and the loss of many of their draug captains, they have spread to corners of the world where they earlier were unknown. And within a few generations' time, some orcs have evolved into the new goblin subraces, which pose difficult to analyze threats of their own.

When the ancestor orcs first were transmuted, the Darkness gave them no purpose other than to serve it with violence. As a result, today's orcs also are relatively purposeless creatures. They derive no satisfaction from what humans deem to be the ordinary joys of life. Survival, hunting and at least occasional violent skirmishes seem to be their only goals.

Because they often are hunted, orcs seldom are found alone. Beyond that, however, there is no such a thing as a typical orc organization. There are many small nomadic groups of orcs ranging from three to 10 members. They usually make a few hit-and-run raids in an area and then head for the distance before they're hunted, tracked down and slain.

Quite a number of orc bands also roam the more remote settled areas doing the same. They usually have more than 10 members and may have nearly 50. There also are numerous orc tribes settled in more isolated areas where they can defend themselves. Tribes usually have between 50 and a few hundred members. Finally, in some of the remote mountain regions where the dwarves and giants have died out or were driven out, one even will find orc armies, numbering from several hundred into the thousands.

The latter often make large attacks upon settled areas in spring and in autumn, looting and pillaging before they retreat. During these attacks, they loot sufficient supplies to keep their strongholds fed and equipped for the summer and winter months that follow.

It's not unusual for a marauding orc army to leave nearly half of its members behind dead, but the losses often are balanced by heavy breeding in summer and winter. Orcs have a five-month incubation period, which means that an orc wife can bear young twice a year. Some scholars have noted that orcs would overrun the world in several decades if their constant battle losses weren't so high. Others argue that if orcs did overrun the world, they would starve out within a few decades, because they never have learned to provide for their needs except by hunting.

However, not all orcs have become independent. In the Lands of Ruin there still are many of orcs that survived the Great Wars and that continue to be in units of the Dark Host led by surviving draugs. The greater dark draugs of the fallen lands hope to slowly rebuild their armies. The prolific orcs make their contributions.



Orc invaders, right, meet resistance in the deep dwarven halls.

With CSUAC graphics. Open Game Content.

The orc mindset poses a number of difficulties for human scholars who are tackling the question of whether it's possible to "*tame*" orcs and, if so, how to do it. Many wise men consider it doubtful that orcs or the new goblin tribes into which they are evolving in some areas ever will be eradicated. Orcs slowly are becoming a natural part of the world's population rather than merely being mutants of the Darkness.

In ancient times, when the Darkness made ancestor orcs of fallen elves, it demanded that the new mutants yield their free will to their evil masters. The Darkness did the same with ancestor ogres and ancestor trolls. In the first few generations of all three races, the binding to the will of the Darkness was inherited. So things remained with ogres and trolls, because the Earth Mother had withdrawn the reproductive seed from them. Ogres and trolls who survive today are the last of the fourth and fifth generations descendant from the ancestor ogres and trolls, all of whom now are dead.

The tale of the orcs is an entirely different matter. Orcs are strong bearers of the seed of life, but their lives are much shorter than those of ogres or trolls. An orc's days number more or less those of a human. Generations come and go quickly. The ancestor orcs, whose lives measured about 300 years, died off long ago. Their offspring evolved into different creatures from their forbears.

The Darkness created the ancestor orcs as creatures bound to its will, creatures of great physical power and limited intelligence. But the seed of life has remained in the orc folk, and it has its own way with certain things. After the first few generations, the lifespans of orcs grew shorter, their binding to the will of the Darkness faded and then vanished, the great physical strength receded to a certain degree and a degree of their lost intelligence returned. Their green tinted skin also has taken on different hues in different areas. The seed of life is a gift of the Balance, not of the Darkness, and it tends to seek out Balance in the creatures in which it lives.

No one knows what an orc will be in the final stages of its evolution. But there is no doubt that orcs continue to evolve, as shown in the emergence of the evolved goblin subrace. Because of this evolution, some sages and scholars believe that the realization of mankind's hope for peace may rest in part in the eventual civilizing of the orcs, if, indeed, that is possible.

In many respects, today's orc is not so far removed from being human. Orcs still tend to be stronger and less intelligent than humans, but the wills of those outside of the Lands of Ruin no longer are bound to the will of the Darkness. In most cases, they are bound to no one. In this respect, however, they also have a weakness that is not shared by humans, halflings, half-elves, giants, dwarves or elves. It is possible with the help of powerful magic to dominate an orc, suppressing its free will and forcing it to do the will of the dominating spellcaster. Such magic is ineffective with humans, halflings, half-elves, giants, dwarves and elves.

The key problem the sages and scholars face is the question of how to bring purpose into the lives of orcs. No one has found that answer to date. If orcs ever are to be "*tamed*," they need to have goals for which they live. They need to learn to farm, to become more skilled with artisans' tools and to become productive.

Today's free orcs outside the Lands of Ruin are none of those things. They still are barbaric marauders. Whether they can be tamed and civilized is an open question. In battle, orcs are difficult foes. Orcs seem to place little value on their own lives. Most orcs will fight to the death rather than retreating from a fight, even if they recognize that their situation is hopeless. Orcs' opponents often are wise to do the same. Orc prisoners usually survive only until they can be eaten.

Both the free orcs and those still in the service of the Darkness in the Lands of Ruins live in barbaric tribal societies where survival of the fittest is the dominant rule. The draug captains that have led orc units of the dark host in battle always have left the internal hierarchies of those units up to the orcs. Most orc warriors have an instinctive yearning to be the boss. Anytime an orc thinks it can master the current boss in melee combat, it issues a challenge. The current leader, chieftain, king or whatever title it claims then must fight. The winner of the match is the leader. The loser is slain, if it hasn't already died in battle.

Orc society has no family structures. Male and female orcs mate with whomever they choose, often forcing weaker partners to submit. Orc mothers tend to their offspring until they're old enough to fend for themselves, usually in the fifth year after birth. After that, the young are left to their own devices. Their mothers will have nothing to do with them. Because of the frequent mating among orcs with constantly changing partners, no one ever knows who the fathers of orc offspring are, nor is anyone particularly interested in the question.

Orc society, is brutal, but that's a blessing for humanity. That very brutality also helps to contain the orc population. Many orcs are slain by their own kind as the result of trivial disputes or challenges for leadership.

17.3 Goblin Subrace

Although orcs have been around for a long time, it was only in the age after the Great Wars, when many orcs fled the Lands of Ruin that one first saw how quickly the mutant race was able to adapt to new environmental conditions and evolve into creatures more fit to survive in their chosen surroundings.

To date this has manifested itself upon the steppes, in the plains and in the moors, where smaller orcs known as goblins and moor goblins have evolved. There also are hobgoblins, but these are ordinary goblins of larger size and physical prowess than most members of their folk. Hobgoblins are found among both ordinary and moor goblin tribes. They tend to dominate their smaller kinfolk and rule them, often cruelly.

In the moors as well as on the steppes and plains, vegetation is sparse and game more infrequent than in more fertile terrains. Where there is game, it tends to be smaller. When orcs entered into these areas, they evolved into a smaller folk than they had been, apparently a result of the lean supply of food available to them.

Human sages and scholars are astounded at the speed with which orcs apparently are able to evolve. After orcs moved into these half-barren areas of the world, changes were seen within each generation of offspring, and the full round of evolution appeared to have been completed within a few generations.

Few wise men believe that this is the end of the tale of orc evolution. As orcs move into more and more corners of the world, scholars are convinced that additional evolved forms will begin to appear. They are keeping their ears open at present for news from the tundra regions, which become continually more troubled by orcs. Rangers who spend all but the cold season in the tundra report that orcs there are beginning to diminish somewhat in size and that their skin is beginning to gain a blue hue. Tundra goblins may be the next evolutionary phase for the orcs.



A hobgoblin, right, leads a hunting patrol of goblins over the prairie.

With CSUAC goblin graphics by Devil Dan. Open Game Content.

Goblins (Prairies and Steppes)

Available Character Classes: Healer, Herbal Witch, Warrior, Sorcerer, Ranger, Assassin, Scout, Thief.

Maximum Character Level: 1

Minimum Character Level: 30

Size: Medium (Dwarf size ranges)

Type: Darkness

Reproductive: Yes

Age expectancy: 81-100 years (1d20+80)

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor +11, Endurance +11, Reflex +10, Will +10. Add class and ability modifiers.

Attacks: Attack Bonus per Class and Strength (melee) or Dexterity (range) with a penalty of -1. By weapon or fist blow, 1d4 damage + Strength modifier.

Magical Attacks: None

Magical Items: Individual

Armor: Mostly leather or chain mail

Speed: 30ft/9m

Resistances: None

Abilities: Strength +1, Dexterity -1, Stamina +1, Magical Aptitude -2, Mechanical Aptitude +2, Knowledge ±0.

Maximums: Strength 21, Dexterity 19, Stamina 21, Magical Aptitude 18, Mechanical Aptitude 22, Knowledge 20.

Special qualities: Sunlight Sensitivity, See in Dark, Temperature Tolerance

Talent points: By class

Primary and Secondary Talents: By class

Skills with Bonus: Automatic skills and modifiers: Cleave +3, Heal +5, Notice Objects and Movement +5, Power Attack +3, Search +5, Track +3, Weapon Proficiency (first weapon) +3, Use Rope +5, Wilderness Survival +7. List each additional skill of each available Talent for which the creature has the prerequisites and the applicable bonus score and combine the automatic bonuses above with these scores.

Alignment inclination: All evil, usually chaotic evil

Sunlight Sensitivity: Sunlight impairs a goblin's sight slightly and saps its abilities a bit. This results in a penalty of -1 on all checks as long as the goblin remains in sunlight.

See in Dark: A goblin can see in the darkness over a range of 60ft/18m.

Temperature Tolerance: Goblins survive well in moderate temperatures and heat. They can tolerate summer heat as high as 130°F/55°C and winter cold as low as 40°F/4°C without the need for protection or winter heat.

In many respects, goblins are little more than orcs in miniature. Their hierarchies and societies function much the same as those of orcs. In the prairies and on the steppes, they build no settlements. They are completely nomadic, moving to new encampments every few days.

Goblins tend to be better archers than orcs, a skill they've honed by their need to hunt birds of prey. They have lean diets consisting not only of birds but also prairie dogs, other small animals and the little edible wild vegetation found in their terrain, such as Manzanita berries.

The evolution shifted the skin color of the goblins from the green hues of orcs into a bronze tone, perhaps to better protect the goblin from the hot summer sun. Unlike many orcs, goblins are forced to be active by day, even though sunlight hampers them. Most of the creatures that goblins need to hunt are active by day and difficult to find at night.

Hobgoblins (Prairies and Steppes)

Available Character Classes: Healer, Herbal Witch, Warrior, Sorcerer, Ranger, Assassin, Scout, Thief.

Maximum Character Level: 1

Minimum Character Level: 30

Size: Medium (Human size ranges)

Type: Darkness

Reproductive: Yes

Age expectancy: 81-100 years (1d20+80)

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor +12, Endurance +12, Reflex +8, Will +10. Add class and ability modifiers.

Attacks: Attack Bonus per Class and Strength (melee) or Dexterity (range). By weapon or fist blow, 1d6 damage + Strength modifier.

Magical Attacks: None

Magical Items: Individual

Armor: Mostly leather or chain mail

Speed: 30ft/9m

Resistances: None

Abilities: Strength +2, Dexterity -2, Stamina +2, Magical Aptitude -2, Mechanical Aptitude +2, Knowledge ±0. Maximums: Strength 22, Dexterity 18, Stamina 22, Magical Aptitude 18, Mechanical Aptitude 22, Knowledge 20.

Special qualities: Sunlight Sensitivity, See in Dark, Temperature Tolerance

Talent points: By class

Primary and Secondary Talents: By class

Skills with Bonus: Automatic skills and modifiers: Cleave +5, Heal +5, Notice Objects and Movement +5, Power Attack +5, Search +5, Track +3, Weapon Proficiency (first weapon) +5, Use Rope +5, Wilderness Survival +7. List each additional skill of each available Talent for which the creature has the prerequisites and the applicable bonus score and combine the automatic bonuses above with these scores.

Alignment inclination: All evil, usually chaotic evil

Sunlight Sensitivity: Sunlight impairs a hobgoblin's sight and saps its abilities. This results in a penalty of -1 on all checks as long as the hobgoblin remains in sunlight.

See in Dark: A hobgoblin can see in the darkness over a range of 60ft/18m.

Temperature Tolerance: Hobgoblins survive well in moderate temperatures and heat. They can tolerate summer heat as high as 130°F/55°C and winter cold as low as 40°F/4°C without the need for protection or winter heat.

Hobgoblins are identical to goblins in most respects except for their darker color, greater size, strength and fighting abilities. They appear to be genetic quirks that managed to resist the size reduction of the evolutionary process. Hobgoblins almost always are the leaders, chieftains, kings, etc. of goblin tribes.

Moor Goblins

Available Character Classes: Healer, Herbal Witch, Warrior, Sorcerer, Ranger, Assassin, Scout, Thief.

Maximum Character Level: 1

Minimum Character Level: 30

Size: Medium (Dwarf size ranges)

Type: Darkness

Reproductive: Yes

Age expectancy: 81-100 years (1d20+80)

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 11, Endurance 11, Reflex 8, Will 11. Add class and ability modifiers.

Attacks: Attack Bonus per Class and Strength (melee) or Dexterity (range) with a penalty of -1. By weapon or fist blow, 1d4 damage + Strength modifier.

Magical Attacks: None

Magical Items: Individual

Armor: Mostly leather or chain mail

Speed: 30ft/9m

Resistances: None

Abilities: Strength +2, Dexterity -2, Stamina +1, Magical Aptitude -2, Mechanical Aptitude +2, Knowledge ±0. Maximums: Strength 22, Dexterity 18, Stamina 21, Magical Aptitude 18, Mechanical Aptitude 22, Knowledge 20.

Special qualities: Amphibious, Sunlight Sensitivity, See in Dark, Grab, Temperature Tolerance

Talent points: By class

Primary and Secondary Talents: By class

Skills with Bonus: Automatic skills and modifiers: Heal +5, Notice Objects and Movement +8, Search +8, Swim +15, Track +6, Weapon Proficiency (first weapon) +3, Use Rope +5, Wilderness Survival +10. List each additional skill of each available Talent for which the creature has the prerequisites and the applicable bonus score and combine the automatic bonuses above with these scores.

Alignment inclination: All evil, usually chaotic evil

Amphibious: Moor goblins have small gills on their necks which allow them to remain underwater for extended periods and even breathe in quicksand for a time. A moor goblin can remain underwater for 1 hour + 3d20 minutes. It can breathe while submerged in quicksand for 7 to 12 minutes (6+1d6 - 84 to 144 rounds). Moor goblins also have webbed fingers and toes which enhance their ability to swim and make movement through quicksand possible.

Sunlight Sensitivity: Sunlight impairs a moor goblin's sight and saps its abilities. This results in a penalty of -1 on all checks as long as the moor goblin remains in sunlight.

See in Dark: A moor goblin can see in the darkness over a range of 60ft/18m.

Grab: Moor goblins hiding in the water or quicksand can make grabs and grip the ankles of unsuspecting foes or prey. To break that grip, a successful Strength check against the moor goblin's Strength check is necessary. In each new round, one can make a new attempt to break the moor goblin's grip.

Temperature Tolerance: Moor goblins have an optimum mean external temperature of 50°F/10°C. They can survive without protection in temperatures ranging from 32°F/0°C to 90°F/32°C. At higher temperatures they must submerge themselves in water for at least 10 minutes per hour or their bodies tend to dry out. Desiccation causes 1d4 injury points damage every 10 minutes beginning with the second hour in which the moor goblin is unable to submerge itself in water. Injury points lost through desiccation do not heal automatically; they must be healed with herbal remedies or magic.

In most respects, moor goblins are quite similar to their cousins in the prairies and on the steppes. The biggest difference is the moor goblin's amphibious characteristic. Other differences are in their ability to make a grab and in their more limited temperature tolerance.

Moor goblins also tend to be slightly less muscular than other goblins, and their skin has something of a red-brown tint. When they splay their fingers or toes, webbing spreads between them. This helps them swim and navigate through quicksand, but it also makes it difficult for them to use certain weapons.



Hunting moor goblins follow black, snake-infested waters.

With CSUAC moor goblin graphics by Devil Dan. Open Game Content.

Moor Hobgoblins

Available Character Classes: Healer, Herbal Witch, Warrior, Sorcerer, Ranger, Assassin, Scout, Thief.

Maximum Character Level: 1

Minimum Character Level: 30

Size: Medium (Human size ranges)

Type: Darkness

Reproductive: Yes

Age expectancy: 81-100 years (1d20+80)

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor +12 (+2 Natural), Endurance +12, Reflex +8, Will +10. Add class and ability modifiers.

Attacks: Attack Bonus per Class and Strength (melee) or Dexterity (range). By weapon or fist blow, 1d6 damage + Strength modifier.

Magical Attacks: None

Magical Items: Individual

Armor: Mostly leather or chain mail

Speed: 30ft/9m

Resistances: None

Abilities: Strength +2, Dexterity -2, Stamina +2, Magical Aptitude -2, Mechanical Aptitude +2, Knowledge ±0. Maximums: Strength 22, Dexterity 18, Stamina 22, Magical Aptitude 18, Mechanical Aptitude 22, Knowledge 20.

Special qualities: Amphibious, Sunlight Sensitivity, See in Dark, Grab, Temperature Tolerance

Talent points: By class

Primary and Secondary Talents: By class

Skills with Bonus: Automatic skills and modifiers: Heal +5, Notice Objects and Movement +9, Search +9, Track +7, Weapon Proficiency (first weapon) +5, Use Rope +7, Wilderness Survival +12. List each additional skill of each available Talent for which the creature has the prerequisites and the applicable bonus score and combine the automatic bonuses above with these scores.

Alignment inclination: All evil, usually chaotic evil

Amphibious: Moor hobgoblins have small gills on their necks which allow them to remain underwater for extended periods and even breathe in quicksand for a time. A moor hobgoblin can remain underwater for 1 hour + 3d20 minutes. It can breathe while submerged in quicksand for 7 to 12 minutes (6+1d6 - 84 to 144 rounds). Moor hobgoblins also have webbed fingers and toes which enhance their ability to swim and make movement through quicksand possible.

Sunlight Sensitivity: Sunlight impairs a moor hobgoblin's sight and saps its abilities. This results in a penalty of -1 on all checks as long as the moor hobgoblin remains in sunlight.

See in Dark: A moor hobgoblin can see in the darkness over a range of 60ft/18m.

Grab: Moor hobgoblins hiding in the water or quicksand can make grabs and grip the ankles of unsuspecting foes or prey. To break that grip, a successful Strength check against the moor hobgoblin's Strength check +2 is necessary. In each new round, one can make a new attempt to break the moor hobgoblin's grip.

Temperature Tolerance: Moor hobgoblins have an optimum mean external temperature of 50°F/10°C. They can survive without protection in temperatures ranging from 32°F/0°C to 90°F/32°C. At higher temperatures they must submerge themselves in water for at least 10 minutes per hour or their bodies tend to dry out. Desiccation causes 1d4 injury points damage every 10 minutes beginning with the second hour in which the moor hobgoblin is unable to submerge itself in water. Injury points lost through desiccation do not heal automatically; they must be healed with herbal remedies or magic.

Moor hobgoblins are identical to moor goblins in most respects except for their greater size, strength and fighting abilities. They appear to be genetic quirks that managed to resist the size reduction of the evolutionary process. Moor hobgoblins almost always are the leaders, chieftains, kings, etc. of moor goblin tribes.

17.4 Trolls

Available Character Classes: Warrior, Sorcerer (Minimum level 1, maximum level 7), Scout, Spy, Thief. Maximum level in any single class 15.

Maximum Character Level: 30

Minimum Character Level: 10

Size: Large, 10-12ft/3-3.6m tall, 700-800lbs/350-400kg.

Age expectancy: About 2,300 years.

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Stamina modifier plus double normal points for class.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 15 (+5 natural), Endurance 12 (+2 natural), Reflex 6 (-4 natural), Will 7 (-3 natural)

Attacks: Attack bonus by class, Great sword, damage 3d6+Strength bonus; Club, damage 3d4+2+Strength bonus, troll fist blow, 2d6+Strength bonus.

Magical Attacks: None

Magical Items: Individual

Armor: Usually leather, occasionally chain mail

Speed: 60ft/18m per round

Resistances: Frost tolerance

Abilities: Strength +5, Dexterity -4, Stamina +4, Magical Aptitude -4, Mechanical Aptitude 0, Knowledge -2.
Maximums Strength 25, Dexterity 16, Stamina 24, Magical Aptitude 16, Mechanical Aptitude 20, Knowledge 18.

Special qualities: Daylight vulnerability, magic vulnerability

Talent Points: None

Base Skills with Special Modifiers: Armor Proficiency (melee) +5, Armor proficiency (ranged) +5, Cleave +10*, Dual-Handed Fighting +8*, Notice Objects and Movement +4, Power Attack +10*, Search +3, Sneak ±0. Track +4, Two-Weapon Fighting +6*, Weapon Proficiency (melee) +5*, Weapon Proficiency (range) +5*, Wilderness Survival +3. (* These skills have an additional bonus of +1 per Character Level.)

Alignment inclination: Any evil, usually chaotic evil.



Trolls patrolling near their mountain lairs

Frost Tolerance: Immune to cold as low as -60°F/-51°C but has difficulty with heat higher than 75°F/24°C.

Daylight Vulnerability: When exposed to daylight, trolls are weakened substantially. All attack, defense and other check rolls have a penalty of -5. Even the thinnest ray of direct sunlight will slay a troll and turn its body to stone. There is no means, magical or otherwise, to reverse such a death or to recall the spirit of a petrified troll.

Magic Vulnerability: Trolls are more susceptible to magic than most creatures. Anytime a troll is subjected to magic for which a check is allowed, the trolls has a check penalty of -2.

The ancestor trolls were every bit as powerful, strong and vicious as the Darkness had imagined them, but they also were weakened by daylight and petrified dead by the rays of the sun. A large host of Night Walkers who need to hide from the sun is of limited usefulness. In addition, the Strength the Darkness gave to the trolls – greater than that of the giants they had been – came at the price of the sacrifice of much of their intelligence.

As a result, the trolls were banished into the mountains of the giant kingdom, where they made trouble for their erstwhile kin and the dwarves. Time continued on. The reproductive seed was taken from the trolls. From that time on, the gradual demise of the troll folk was programmed. There are less than half as many trolls in the mountains today as there once were.

Time also brought humans ever nearer to the foot of the giants' mountains and then into them, and conflicts between the Thirdborn and trolls became more frequent. Humans have a long-range advantage over trolls: The son of a slain human warrior can have many more sons. A slain troll is one troll less left in the world ... forever.

In the centuries before the Great Wars, the trolls had been bound to the will of the single high draug of the Darkness. However, it made only occasional use of them. One could say that the high draug kept the trolls on the periphery of history. When the stone giants began diminishing in number, they withdrew into the heart of their mountain kingdom, abandoning the outer mountains. The high draug then sent many of its trolls into the abandoned areas to claim them, with the intention of discouraging humans from entering the lands that the giants had abandoned.

When the Great Wars began to brew, the high draug did not want the fire giants to attack the humans it thought would play a role in its plan of conquest. It sent large numbers of trolls to the border of the fire giant kingdom, to keep the fire giants occupied and to divert them from their designs upon the human lands. However, such secondary roles were the only ones trolls played in the Great Wars. They never entered the great but fallen human empire we now call the Lands of Ruin, where the main battles of the Great Wars took place.

The high draug never had shared command of the trolls with its dark draugs in the Lands of Ruin. The high draug fell during the wars, and to date, no new high draug has come forward to take its place. Although some dark draugs survived the wars, they never have attempted to make contact with the trolls, much less dominate them. As a result, today's mountain trolls are free agents left to their own devices.

Most trolls have gathered into bands with anywhere from 4 to 40 (4d10) members. There is some rivalry between certain bands, but they have learned not to fight one another to the death. Trolls understand that they are a vanishing race and that no other creatures anywhere are on their side. They know that the fewer trolls there are, the easier it will be for giants, dwarves and humans to eradicate them. Therefore, rival tribes usually settle their differences by means other than combat,

Intertribal fighting, however, is the only combat trolls can avoid. Trolls were transmuted to make war. They were left with few other talents. There are no trolls with artisan talents, nor have they any knowledge of farming. Their ability to supply their own food depends upon their success in the hunt. They build no shelters, living instead in mountain caves.

Because of their limited talents, trolls, even when outnumbered, are forced to raid giant and human settlements to survive. They have become a substantial plague for farmers with small dairy farms or sheep herds who live at the foot of the mountains where the trolls live.

The one thing that works in the favor of the trolls' victims is the troll fear of magic, a power to which they are more vulnerable than most creatures. Spells and wards do not send trolls into panicky retreats, but trolls tend to keep their distance from users and objects of all but the most trivial magic. Instead, they tend to seek a way to circumvent the source of magic and reach their victims.

That notwithstanding, there are some trolls who have a natural sorcerer's talent with magic. However, their limited intelligence makes it impossible for them to understand magic used by sorcerers above the 7th level. In human areas that are plagued with trolls, most farmers have hired spellcasters to place protective wards on their houses which bar the trolls from entering. Such wards are expensive. Ordinary human settlers can barely afford to pay for the ward on their house. Therefore, barns and stalls tend to be unprotected.

Trolls are short on intelligence, but they do have an instinctive sense of wisdom that helps alleviate some problems that farmers have with them. When they first began raiding the homes of new settlers, trolls yielded completely to their bloodlust. They paid with their blood gluttony by watching some members of their bands starve to death.

New settlers often reacted to such raids by fleeing the area and settling elsewhere. But even where the new settlers held out, a farm that had been destroyed produced no more food for the trolls. Their instinctive wisdom taught them that they needed to limit their raids to gathering only the food they needed and never more than a farmer could afford to lose.

Once that wisdom set in, the trolls would take only one animal from a raided farm, rather than slaying all living creatures, and their leaders would try to see to it that no single farm was raided too often. The tithe in animal flesh that the trolls exacted was a severe financial burden for the farmers, but not so great a burden that most were willing to abandon their farms.

Today, in many sparsely settled areas where farmers are unable to defend themselves against trolls, there is something of an unspoken agreement between the two sides. When trolls prowl around a farm during the night but take nothing, they're giving the farmer notice that they intend to return on the following night to claim their due.

This gives the farmer a chance to decide for himself which of his animals he wishes to sacrifice. Before sunset, the farmer leads the chosen animal to a spot on the outskirts of his holdings and ties it to a post. In the night, then, the trolls come to claim their tithe, leaving the rest of the chosen farm in peace.

Trolls also make use of their instinctive wisdom in battle. Although they generally are poor in strategy, they are able to retain a good picture of the way a certain enemy has fought in the past, and they match their own fighting style to that of the foe. This has both advantages and disadvantages for the trolls:

- If the enemy fights in a standard manner, as expected by the trolls, the trolls gain bonuses of +1 on their attack and Dexterity check rolls in melee combat.
- However, if the enemy fights in an unexpected manner, it confuses the trolls. They then take penalties of -1 on their attack and Dexterity check rolls in melee combat.

Trolls look as vicious as they really are. Their bodies are broad and strong in muscle, broader than the giants from which they were transmuted. They have thick, leathery but pliable skin that gives them their armor defense bonus, making them somewhat difficult to injure in battle. The skin is a light cream shade, covered in short, wiry, curled brown hair in many places.

Their facial skin is stretched tightly over their faces, giving them the look of always wearing an evil smile that is made ferocious by their mouth fangs, which always are visible due to the stretching of the skin. Their feet resemble those of an elephant. The appendages at the ends of the arms look like a cross between hands and claws, each with three thick fingers that end in sharp nails.

Trolls usually can speak and understand the old and common tongues. However, due to their stretched facial skin, they are unable to make some lingual tones, making them difficult to understand.

18. Hydras

Available Character Classes: Warrior.

Maximum Character Level: 20

Minimum Character Level: 11

Size: Huge (25ft/7.5m long, 15ft/4.5m at the neck joint, 10ft/3m long neck and head appendages)

Type: Darkness

Reproductive: Yes, but seldom

Age expectancy: 500 years

Initiative modifier: To be calculated with Dexterity modifier

Injury Points: To be calculated as Warrior. The total is divided by seven with 1/7 to the body and each remaining 7th to each head.

Life Points: None – see below

Base Defenses: Scores for Armor body 15 (+5 natural), each head 20 (Natural +10), Endurance 10, Reflex 10, Will 10. Add class level and ability modifiers.

Attacks: Bite – six heads attack simultaneously. 6 Bites, damage 3d8 + Strength bonus each.

Magical Attacks: None

Magical Items: None

Armor: None

Speed: 10m/3ft, Swimming 30ft/9m

Resistances: Natural cold

Abilities: Strength +8, Dexterity ±0, Stamina ±0, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge 1 (fixed). Maximums: Strength 28, Dexterity 20, Stamina 20, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 1.

Special qualities: Grasping Bite, amphibious, restoration

Talent points: None

Skills with Bonus: Notice Objects and Movement +7, Power Attack +10*, Search +8, Sneak -5, Swim +20*, Track (in water only) +10*. (* plus 1 per Character Level.)

Alignment inclination: All evil, usually chaotic evil

Grasping Bite: When a hydra's head makes a successful attack with a natural roll of 20, it grasps any victim of up to man size in its jaws. Beginning in the next round, it can begin biting a grasped victim apart, causing damage in each round equal to 6d6 plus Strength bonus. Once the victim is dead, the head will ignore everything else to eat the dead victim, a process that takes 3-6 minutes (1d4+2 – 36 to 72 rounds). When it is eating, the head takes no defensive measure, making hits automatic.

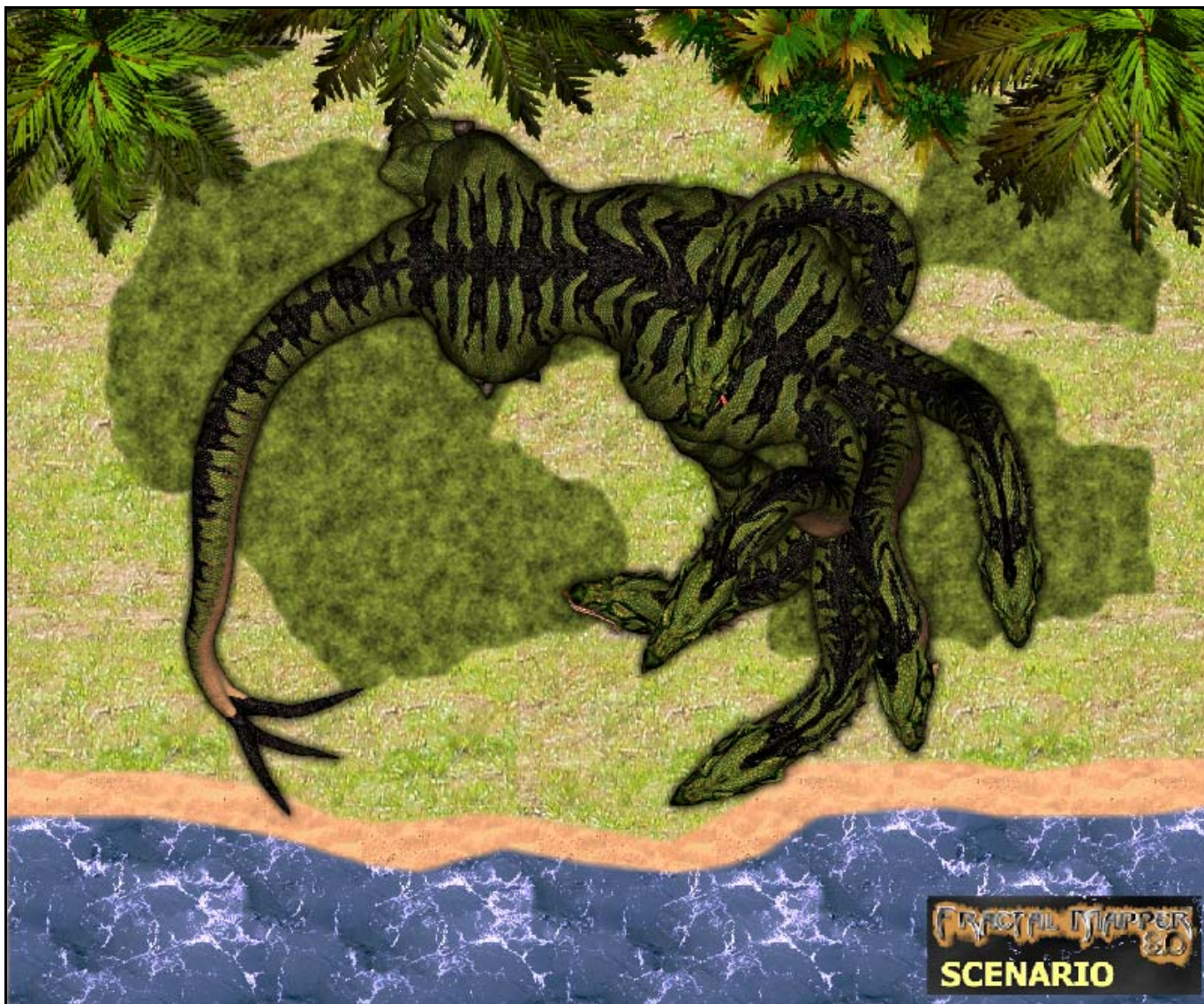
Amphibious: A hydra can live equally well on land or water, but it must spend at least six hours daily submerged and six hour daily in fresh air. Furthermore, three of the hours in water and three of those in fresh air each must be continuous.

Restoration: Any body part of a still living hydra that has been injured to the point where it is inanimate regenerates 3 injury points daily, beginning on the day after its battle.

Hydras often are called *Dragons of the Deep*, although they are not related to dragons in any way. They were mutated by the Darkness with the help of magic from the extinct breed of animals known as dinosaurs. They were created for a single purpose: To protect waterways and coastal strongholds of the Darkness from intruders.

These beasts are pure fighting machines. They have only enough intelligence to do what they must. In most cases, that amounts to eating, surviving and battling intruders. In the time before the Great Wars, all hydras were bound to the will of powerful draugs in the service of the Darkness. Those whose dark masters were destroyed in the Great Wars rollick now uncontrolled in waters of their choice, although they doubtless could be dominated anew, should a talented mage choose to attempt the task.

Hydras are difficult to slay. Before a hydra is dead, its body and each of the seven heads must be damaged to the point where it is inanimate. In other words, each must be reduced to 0 injury points. Any head that is inanimate falls lifeless to the ground, but the body and other heads can continue to act until each has been made inanimate. When all six heads and the body are inanimate, the hydra dies. As long as one of these elements remains alive, the others begin regenerating on the following day at the rate of three injury points daily.



A hydra guards its coastal lair.

With CSUAC hydra graphic by Devil Dan. Open Game Content.

19. Lizardfolk

Available Character Classes: Healer, Herbal Witch, Commoner, Warrior, Sorcerer, Nature Druid, Ranger, Scout, Spy.

Maximum Character Level: 20

Minimum Character Level: 1

Size: Medium (6 to 7ft/183-214cm, tail 4ft/120cm, 250-300lbs/125-150kg)

Type: Elven

Reproductive: Yes

Age expectancy: 200-250 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 15 (Natural +5), Endurance 10, Reflex 8 (Natural -2), Will 12 (+2 Natural). Add class and ability modifiers.

Attacks: Attack Bonus per Class Level. By weapon or 2 Claws, damage 2d4 + Strength modifier, Tail slap, 1d4 + Strength modifier.

Magical Attacks: None

Magical Items: Individual

Armor: Usually none

Speed: 20ft/6m, Swimming 10ft/3m

Resistances: Temperature, Domination, Telepathy

Abilities: Strength +1, Dexterity -2, Stamina +1, Magical Aptitude ± 0 , Mechanical Aptitude ± 0 , Knowledge ± 0 .
Maximums: Strength 21, Dexterity 18, Stamina 21, Magical Aptitude 20, Mechanical Aptitude 20, Knowledge 20.

Special qualities: Amphibian

Talent points: By class

Primary and Secondary Talents: By class

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Alignment inclination: Any

Temperature Resistance: The lizardfolk is unaffected by temperatures between -40°F/-40°C and 130°F/55°C.

Domination Resistance: The lizardfolk has a +5 bonus on all checks to resist magical domination.

Telepathy: The lizardfolk cannot do mind-reading, but it can send messages into the minds of intelligent creatures within 60ft/18m, and it can receive telepathic messages from those capable of sending them.

Amphibian: The lizardfolk can live equally well underwater or in the open air. There are no minimum or maximum times that a lizardman or -woman can or must spend in either environment.

Unicorns and dragons were the summit of the elven mutations. In admiring these two wonders, one often overlooks other great creations of the ancient light elves. One of the main reasons that the creator race called the Firstborn to life was to use the talents given to them to transform the simple and primitive plants and animals that they had made into more refined hybridizations and mutations. The lizardfolk is an excellent example of such work.

The lizardfolk was developed with knowledge gained in the transmutation of dragons. It is another case where light elves were able to use their talent for hybridizing and their great knowledge of magic to produce a significant and fully intelligent new species.

However, intelligence is only one of the great milestones of the lizardfolk transmutation. Lizardmen and -women are among the great organic wonders of our world, surpassing even dragons and unicorns in their perfection. The lizardfolk can do most things that the slightly smaller human race can, it can tolerate almost any natural temperature the world has to offer outside the arctic zones, and its members are perfect amphibians. They can live equally well underwater or in the open air. Flight is the only key property the elves did not breed into them.

The Firstborn were not able to give their transmutations absolute free will like that of humans, giants and elves or their subraces, such as dwarves, halflings and half-elves. Even dragons can be dominated through magic, and that is true of the lizardfolk too. Nonetheless, lizardmen and -women have strong wills and the ability to resist magical domination more than is the case with most races.

The lizardfolk does not have the type of tongue and throat system necessary to be able to speak, but it can send what it otherwise would say telepathically into the minds of intelligent creatures within 60ft/18m. It also can receive telepathic messages from those capable of sending them. In most other respects, the lizardfolk's actions and dealings are not much different from those of humans. There are, however, some weapons that lizardmen and -women are unable to use because of the limitations of their claw-fingered hands.

The lizardfolk were transmuted from various types of lizards and salamanders. The intention of the elves was to create a race that would protect areas of the world that humans would tend to avoid, such as deserts and large swampy regions. Until the coming of iron and the retreat of the elves into the Middle Dimension, the lizardfolk were closely allied with elven Nature Druids and Rangers. Since the retreat of the elves, some of the lizardfolk have lost their ties to their original purposes and have wandered off into other parts of the world to seek their fortunes.

Although the original lizardmen and -women generally were good in alignment, one no longer can assume that to be the case today. Lizardfolk have become as varied in alignment as humans are. There are many bands of lizardfolk in sparsely populated areas or in lairs along trade routes who make their livings as evil brigands and bandits.

Those lizardfolk who still live in communities usually have settled in remote villages, often near swamp, desert or harsh mountain terrain. Their infrastructure is tribal in nature. Most settlements are led by a chieftain who is chosen by the tribe at large or by a tribal council. In some tribes, the chieftain's role is hereditary.



Two lizardmen on swamp patrol

With CSUAC lizardfolk graphics. Open Game Content.

20. Manticores

Available Character Classes: Warrior

Maximum Character Level: 15

Minimum Character Level: 6

Size: Large (8ft/240cm, tail 5ft/150cm, wingspan 15ft/4.5m, 500lbs/250kg)

Type: Other Magic

Reproductive: No

Age expectancy: Immortal

Initiative modifier: To be calculated based upon Dexterity modifier.

Injury Points: To be calculated: Based upon Warrior level plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 10, Endurance 10, Reflex 14 (+4 natural), 10. Add ability and class modifiers.

Attacks: Attack bonus per Class Level and Strength. Melee: Bite, damage 3d4 + Strength modifier: Claws 2d4 + Strength modifier. Melee (5ft/150cm range), damage 2d6 + poison.

Magical Attacks: None

Magical Items: None

Armor: None

Speed: 50ft/15m, Flying 30ft/9m

Resistances: Poison immunity

Abilities: Strength +2, Dexterity +4, Stamina ± 0 , Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed) and Knowledge -6. Maximums: Strength 22, Dexterity 24, Stamina 20, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 14.

Special qualities: Poisonous tail spikes

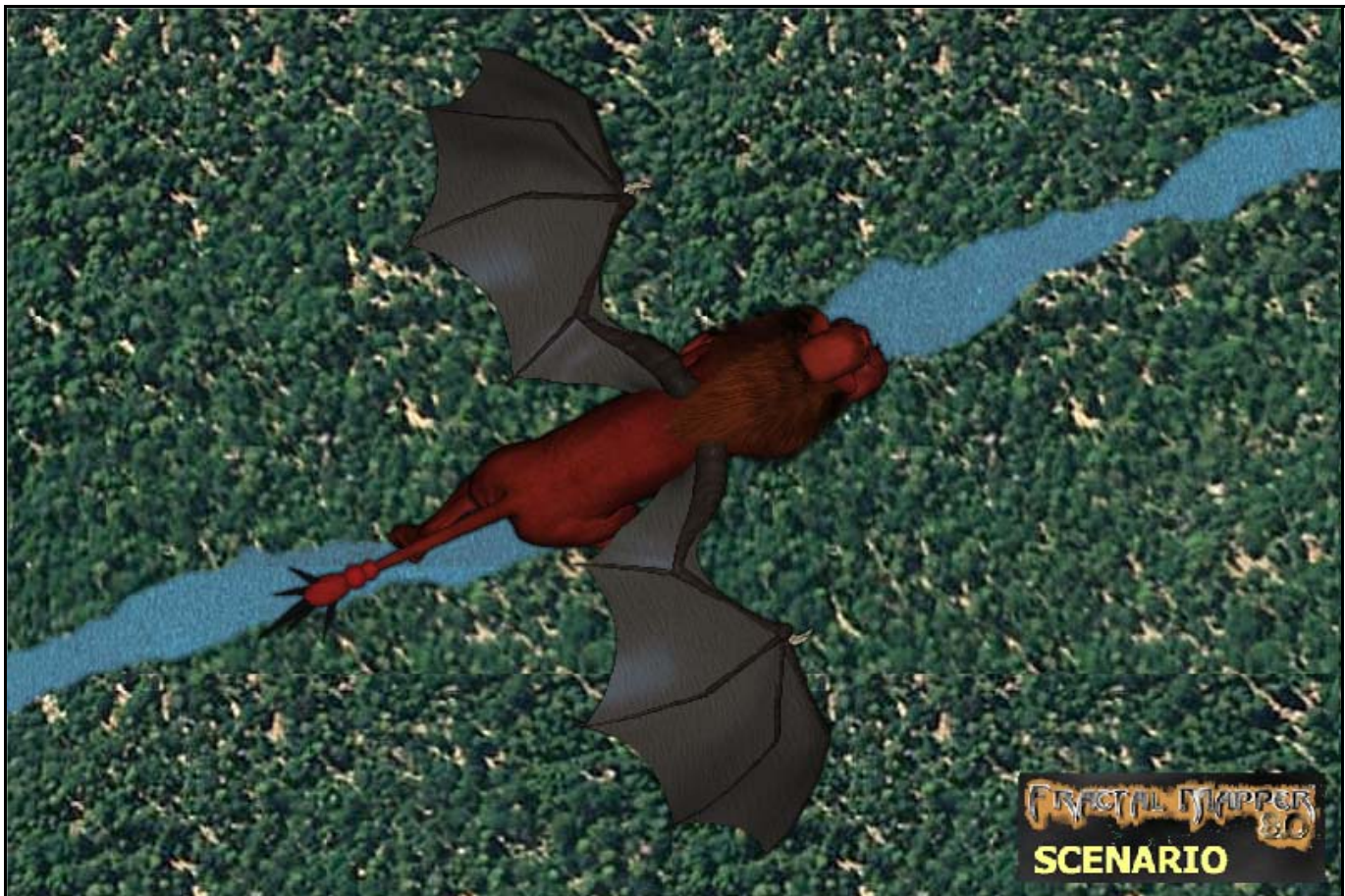
Talent points: None

Skills with Bonus: Notice Objects and Movement +20, Power Attack +5, Search +20, Sneak +30, Track +20.

Alignment inclination: Neutral evil

Poison Immunity: The manticore is immune to all *natural* poisons.

Poison Tail Spikes: Each manticore tail has five poisonous tail spikes. A successful tail spike hit causes not only damage totaling $2d6 + \text{Strength modifier}$, but it also poisons the target. It must make a successful Endurance check against DL 30 or die within 1d12 rounds (5 seconds to 1 minute). Even with a successful check, the victim is weakened for 2 to 8 minutes ($2d4$) and has a penalty of -4 on all rolls during that time.



A manticore on a hunting flight over a forest river

With CSUAC manticore graphic by Devil Dan. Open Game Content.

The first manticore was the creation of an evil human Transmuter who made the beast to guard his tower and holdings. After he succeeded, he sold the secrets of his work to other magi, who in turn created their own manticores. However, these beasts are not many in number. The world population is about 25.

The manticore has a human head with razor sharp teeth, the red-colored body of a lion, dragon wings and a lion's tail with a leather mace and five poisonous spikes at its tip. It's an extremely dangerous foe due not only to its attacks but also because of its extremely good ability to spot movement and strange elements in an environment as well as its uncanny stealth. Many manticore victims have suffered a poisonous tail snap without even being aware that the manticore was behind them.

Manticores have a ravenous hunger, forcing them to spend much of their time hunting. Their favorite food is human, halfling and half-elf flesh. They also will settle for wild animals and dwarves, but giants are a bit too tough for their tastes. It's not known whether manticores ever have attacked elves.

21. Minotaurs

Available Character Classes: Healer (female only), Herbal Witch (female only), Warrior, Sorcerer (female only), Nature Druid (female only), Ranger, Scout, Spy.

Maximum Character Level: 30

Minimum Character Level: 1

Size: Medium (human-sized)

Type: Other magic

Reproductive: Yes

Age expectancy: As a human

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 10, Endurance 11 (+1 Natural), Reflex 9 (-1 Natural), Will 10. Add Class Level and ability modifiers.

Attacks: By weapon or horn butt, damage 2d4 (male) or 1d8 (female) + Strength modifier

Magical Attacks: None

Magical Items: Individual

Armor: Usually none or leather

Speed: 30ft/9m

Resistances: None

Abilities: Strength +1 (male +5), Dexterity -2, Stamina +1, Magical Aptitude ± 0 (male 1 fixed), Mechanical Aptitude ± 0 and Knowledge ± 0 . Maximums: Strength 23 (male 25), Dexterity 18, Stamina 21, Magical Aptitude 20 (male 1 – fixed), Mechanical Aptitude 20, Knowledge 20.

Special qualities: None

Talent points: By class

Primary Talents: By class

Secondary Talents: By class

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Alignment inclination: Any

Minotaurs are unique in that they are the only known self-transmutations ever made by human magi. The first minotaur was female, a human female Sorceress who had been robbed, molested, misused and left to die in her earliest years as an adventurer. Only through magical healing was she able to save her life.

As she gained experience, she studied the works of others who had created mutants and, finally, dared to perform magic upon herself to make herself physically stronger. She transmuted herself with parts of a bull (male) and the magic succeeded, making a female minotaur of her.

In the years that followed, the Sorceress minotaur hunted down those who has misused and attempted to slay her, using her Warrior abilities and her magic to reduce each of them to a state of helplessness. Then she slowly gored them to death with her horns.

People tended to fear the minotaur, and she learned to avoid them for the most part. However, as her tale spread, other humans with similar experiences who sought greater strength and revenge began to seek her out. She began performing more transmutations, learning in the process that a human male required parts of a cow, while a female required parts of a bull.

The minotaurs she created banded together, forming a tribe. It took little time before the minotaurs discovered that they were fertile, and they began to reproduce. All minotaurs have strong differences dependent upon sex. Sages believe that this is a result of the male-female combinations used in the original magical transmutation and that these effects are inherited.

- **Male Minotaurs** have larger horns than females. The horns of a male minotaur each have a length of about 14 inches/36cm. Males also grow noticeably stronger than females, but they are lacking in magical aptitude and are unable to become Sorcerers, Nature Druids, Healers and Herbal Witches.

- **Female Minotaurs** have smaller horns than males and slightly smaller frames. The horns of a female minotaur each have a length of about 10 inches/25cm. Female minotaurs also develop less physical Strength than males, but they have a normal Magical Aptitude and include Sorceresses, Nature Druids, Healers and Herbal Witches among their numbers.

Minotaurs have the heads and feet of a bull. Their shoulders and legs have the build of a muscular human but are covered in hide with thin fur. The mid-section is human. Most minotaurs today tend to live in their own tribes, usually in sparsely settled areas. Their attitude toward humans varies, dependent upon experiences and their own alignment.



Minotaur hunters

With CSUAC minotaur graphics by Devil Dan. Open Game Content.

22. Rust Eaters

Available Character Classes: Scout

Maximum Character Level: 15

Minimum Character Level: 5

Size: Medium (7ft/210cm diameter, 250lbs/125kg)

Type: Elven

Reproductive: Yes

Age expectancy: 1,000 years

Initiative modifier: To be calculated: Dexterity modifier +4 (Interactive Reaction)

Injury Points: To be calculated: Based upon Scout level plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 10, Endurance 10, Reflex 15 (+5 natural), Will 5 (-5 natural). Add class and ability modifiers.

Attacks: None

Magical Attacks: None

Magical Items: None

Armor: None

Speed: 30ft/9m

Resistances: Wounds, Fire, Acid, Energy, Temperature

Abilities: Strength ± 0 , Dexterity +8, Stamina ± 0 , Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge 1 (fixed). Maximums: Strength 20, Dexterity 28, Stamina 20, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 1.

Special qualities: Magnetism, Fire Vulnerability, Acid Vulnerability

Talent points: None

Skills with Bonus: Interactive reaction +4, Notice Objects and Movement +10, Search (iron only) +20, Sneak +15, Track (iron only) +20.

Alignment inclination: Neutral

Wound, Fire, Acid, Energy and Temperature Resistance: Rust eaters cannot be damaged by wounds. Their gelatin substance simply divides and the reassembles itself in the following round. When attacked with fire or acid, damage starts to accumulate only after the rust eater harmlessly absorbs 1d4 damage per Character Level. No other forms of energy (i.e. electricity) affect a rust eater. Temperatures between -40°F/-40°C and 140°F/60°C have no effect upon rust eaters.

Magnetism: A rust eater's magnetism automatically draws all iron objects with a weight of up to 200lbs/100kg into its gelatin mass. A creature holding an iron object can resist this magnetism with a successful Strength check against DL 33.

Fire and Acid Vulnerability: Fire and acid are the only substances that can slay a rust eater. However, they cause damage only after the rust eater's resistance has been overcome.



A rust eater hunts iron in the elven wood.

With CSUAC rust eater graphic by Kepli. Open Game Content.

These strange creatures are among the most unusual transmutations ever made by the elves. The first of them were made after the dwarves brought elfbane – iron – to the surface world, forcing the elves to retreat into their own kingdom and the Middle Dimension. They are the only known mutations created by elves that used mutants made by human wizards as their base material.

The elves used their magic to further transmute the mutation *tunnel gelatin* into a rust eater. These creatures were made with the sole intent of protecting the elven domains from iron. Rust eaters have the unique ability to exist simultaneously in the same location on the middle dimension and the dimension of life.

In the first centuries after their creation, rust eaters were kept only in the border forests of the elven kingdom on both dimensions. However, the rust eaters were designed to reproduce prolifically and they continue to multiply. After the rust eaters were in sufficient number, the elves also sent many out beyond their kingdom's borders to destroy as much iron as possible throughout the world.

They have been successful enough to date that the dwarven attempts to sell iron are beginning to meet with dwindling sales. Rust eaters do not differentiate between forms of iron. If an object is small enough (200lbs/100kg or less, their magnetism usually will draw the object into the gelatinous body. If it is larger, the rust eater simply envelopes the object with its very flexible body. Once an iron object is in the rust eater's body, the rust eater digests it within 1d4 rounds per 100lbs/50kg and then deposits the object outside its body again as pure rust that is ready to crumble.

Although they are unable to attack a foe in any manner other than to destroy whatever iron it possesses, a rust eater is a genuine terror to creatures who bear iron. The rust eater's body is totally gelatinous and completely malleable. Attacking weapons simply go through it, separating the gelatinous flesh, which immediately joins together again undamaged. Only fire and acids can destroy a rust eater. However, the creature has substantial resistance to both. Only after that resistance has been overcome do they start dissolving in acid or burning in flame.

Like many plants, rust eaters have both male and female organs. They reproduce without mating. An adult rust eater usually gives birth to 7 to 10 (1d6+4) new rust eaters each year, making them the biggest hindrance of all to the threat of iron spreading through the world.

The creatures do need iron to exist. They prefer to gain the daily food from objects of pure iron, but in the elven kingdom, where no pure exists, they also can consume a large number of green plants and absorb the iron from their tissue.

23. Slimes, Gelatins and Molds

All slime, gelatin and mold mutants are products of human wizards who created them to protect dungeons and dungeon areas that were under their control. Light elves always have considered such manipulations of living matter to be repugnant and – with the exception of rust eaters - never have resorted to such transmutations. However, it should be noted that the rust eater, a mutant of the human-made mutation known as a *tunnel gelatin*, does no damage to living tissue. It merely destroys iron.

Slimes and molds are living, mutant, low-level animals that have an ability to move and that contain or exude materials that damage other living tissue. Gelatins also are living, mutant, low-level animals, but instead of destroying tissue, they enwrap it within its mass and eventually digest it. They also enwrap non-living objects which they tend to release at some later time.

Adventurers who have encountered these mutations, have been damaged by them and lived to tell the tale often rate them as extremely evil. In truth, there's nothing evil at all about slimes, gelatins and molds. They are among the most unintelligent animals that exist. They are just above the borderline between animal and plant life. Their intelligence is so minimal that they are incapable of being good or evil. The only evil that one can associate with them is the evil of the magi who make them.

23.1 Slimes

Available Character Classes: Commoner

Maximum and Minimum Character Level: 1

Size: Varies, small to huge

Type: Other magic

Reproductive: Through division or absorption

Age expectancy: Average of 10 years

Initiative modifier: None

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 0 (-10 natural), Endurance 10, Reflex 0 (-10 natural), Will 0 (-10 natural). Add Stamina modifier to Endurance score.

Attacks: None

Magical Attacks: None

Magical Items: None

Armor: None

Speed: 1ft/30cm or drop at rate of gravity

Resistances: By color (see below)

Abilities: Strength 1, Dexterity 1, Stamina ± 0 , Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 1. All scores except Stamina are fixed. Maximum: Stamina 20.

Special qualities: Sense living matter, water vulnerability, otherwise see below

Talent and Skills: None.

Alignment inclination: Neutral

Sense Living Matter: Slimes automatically sense the presence of living matter of animal level or higher within 20ft/6m.

Slimes are semi-liquid masses of animal tissue with a dispersed nervous and "*brain*" system and an ability to move slowly. The magi who created them gave them an instinctive element that allows slimes to sense the presence of living matter of animal level or higher. They also gave them another instinctive element that draws them to such living matter, causing them to cover it with their own liquid tissue.

The main thing that makes slimes dangerous is that they tend to go unnoticed. As a result, they begin to cover their target creature before it realizes that a slime is there. Slimes are most dangerous when they have attached themselves to a ceiling, because they can release their grip on it and fall upon the unwitting victim. One of their great weaknesses is their inability to sense hostile action. If a slime is detected and its potential target is preparing to take action against the slime, it has absolutely no defenses and is unaware of the pending attack. Any melee attempt or missile attempt within range automatically hits a slime.

The greatest weakness of all for slimes is their vulnerability to normal water. This is the reason why slimes never are found outdoors in the open air. Rainfall would destroy them quickly. Completely dousing a slime with or in water has the same fatal effect.

However, these weaknesses are offset in part by the near impossibility of damaging a slime by any other means. There are some herbal mixtures that will destroy slimes, but weapons have no damaging effect upon them. If, for instance, a sword blow is particularly successful, it might sunder a slime into two parts, but the result is, that there will be two smaller slimes rather than one larger one. This is one of two ways that slimes reproduce.

The other method of reproduction is through growth. Once a slime succeeds in completely covering and slaying a living creature, its flesh and bones are absorbed by the slime, which transmutes it into a part of its own mass. When slimes reach a diameter between 15 and 40ft/7.5 and 12m, they also divide, making two slimes of one.

Chameleon Slime

Resistances: Temperature. Chameleon slime is immune to temperatures between -300°F/-185°C and 212°F/100°C.

Special qualities: Sense living matter, water vulnerability, change color, paralyze and smother.

Chameleon slime is the most dangerous of all slimes. It instinctively changes its color to match that of the substance upon which it rests at the moment. When it moves from an object of one color to an object of another color, the change in color takes 1 to 4 rounds (1d4 – 5 to 20 seconds).

Once chameleon slime covers a part of a creature, that body part is paralyzed, and it remains paralyzed until the slime is destroyed or removed. There is no check against this paralysis because it is a direct chemical effect upon the muscular system of the victim rather than a magical effect. If chameleon slime is large enough, it can cover an entire creature, which will paralyze its respiratory system and heart, causing death in 2 to 5 minutes (1d4+1).

Clear Slime

Resistances: Fire. Clear slime is immune to temperatures up to boiling: 212°F/100°C.

Special qualities: Sense living matter, water vulnerability, transparent, paralyze and smother.

Clear slime is the little brother of chameleon slime. It is a bit less powerful and therefore can be transmuted by a mage of somewhat lower level than is necessary for chameleon slime. Clear slime is transparent. Its mass can be seen only in the appearance of a slight, seeming wetness at its location. However, it is so difficult to note that illumination is necessary, and, if with light, a successful *Notice Objects and Movement* check against DL 22 or a successful *Search* check against DL 18 is made. A *Search* check is allowed only if the character announces in advance that he or she actively is searching specifically for slime or mold.

If clear slime begins to cover a creature, the effect is the same as with chameleon slime. Once it covers a part of a creature, that body part is paralyzed, and it remains paralyzed until the slime is destroyed or removed. There is no check against this paralysis because it is a direct chemical effect upon the muscular system of the victim rather than a magical effect. If the clear slime is large enough, it can cover an entire creature, which will paralyze its respiratory system and heart, causing death in 2 to 5 minutes (1d4+1).

Green Slime

Resistances: Acid

Special qualities: Sense living matter, water vulnerability, alkali vulnerability, tissue destruction.

Green slime looks like thick but transparent green jelly. It is highly acidic, making it very vulnerable to substances that are alkaline in nature. A base substance that comes in contact with green slime will neutralize a mass of slime equal to its own mass in 1d4 rounds. The remainder of the slime, if any, is unharmed.

If green slime begins to cover a creature, its acid secretions will cause 2d4 points damage per round, totally destroying the attacked body part within 10 to 30 seconds (1d4+1 rounds). If the slime covers all of the body, such destruction means death.

Red Slime (or *Blood Slime*)

Resistances: None

Special qualities: Sense living matter, water vulnerability, poison gas vulnerability, blood absorption.



A green slime sneaks up on two goblin guards in a dungeon..

With CSUAC r graphics. Open Game Content.

Red slime looks like thick but transparent red jelly. In addition to water, it suffers the full injury point effects of poison gases.

Red slime draws the blood from a living victim's body, regardless of which body parts are covered. It draws 1 injury point of blood per round for each square foot/30cm square of the body it covers. Blood expands the slime's own mass, creating five quarts of new slime per quart of blood consumed.

Russet Slime

Resistances: None

Special qualities: Sense living matter, water vulnerability, smoke vulnerability, asphyxiation.

Russet slime looks like a thick, gooey cow pie. In addition to water, it suffers the loss of 1d4 injury points per round in thick smoke.

Russet slime releases miniscule particles into the air in all directions within a yard/meter of its mass. Anyone within the area of effect cannot help but inhale these particles. After 1d4+1 days, the particles begin expanding at the rate of 1 inch square/2.5cm square in the victim's lungs, covering that amount of inner lung with new russet mold. The victim dies of asphyxiation 3 to 10 (2d4+2) days later. In the last two days of life, the victim exhales russet slime particles within a yard/meter of its mouth, infecting all victims within that range.

A victim can destroy inhaled russet slime by drinking two quarts/liters of water within 41 to 60 (1d20+40) minutes after breathing the particles. After that, only magical cures can help it.

23.2 Gelatins

Available Character Classes: Commoner

Maximum and Minimum Character Level: 1

Size: Varies, small to huge

Type: Other magic

Reproductive: None

Age expectancy: Average of 100 years

Initiative modifier: None

Injury Points: Stamina modifier + 1 per area of 1 square foot/30 square

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 0 (-10 natural), Endurance 0 (-10 natural), Reflex 0 (-10 natural), Will 0 (-10 natural). Add Stamina modifier to Endurance score.

Attacks: None

Magical Attacks: None

Magical Items: None

Armor: None

Speed: 10ft/3m (wandering gelatin) or none (tunnel gelatin)

Resistances: Temperature

Abilities: Strength 1, Dexterity 1, Stamina ± 0 , Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 1. All scores except Stamina are fixed. Maximum: Stamina 20.

Special qualities: Frost Stasis, Fire Vulnerability, Transparency, Absorption and Digestion.

Talent and Skills: None.

Alignment inclination: Neutral

Temperature: Gelatins are immune to temperatures above freezing (32°F/0°C) and below boiling (212°F/100°C).

Frost Stasis: Temperatures that freeze water (32°F/0°C and lower) solidify gelatins and make them inactive; however, they become active again after thawing. It takes 5 to 8 rounds (1d4+4) to freeze a gelatin and the same amount of time to thaw one. When a gelatin is frozen, it can be broken apart with blows from a blunt instrument. Every four points of damage cause a piece of the gelatin in the size of a 1-foot or 30cm cube to break off. After thawing, these broken pieces become separate gelatins of the same type.

Fire Vulnerability: Gelatins are highly flammable. When touched even by a small flame, a gelatin will explode immediately into fire, causing 2d8 damage to all within 10ft/3m of it. Fire destroys a gelatin at the rate of 1 cube with one foot/30cm sides per round.

Transparency: A gelatin that contains no captured living tissue or non-living objects has perfect transparency; it is virtually invisible. The only way to detect the presence of a gelatin that contains no objects is to notice the slight reduction in light transmission that occurs when light passes through the gelatin. This is possible only if the gelatin is backlit and with a specific search for gelatins. Under these conditions, a creature searching for gelatins will notice the reduced light transmission with a successful Search check against DL 24.

Absorption and Digestion: Anything that enters a gelatin's substance automatically is held by it. A Strength check cannot free a person or an object from a gelatin's grip. Living tissue and bone that are trapped in a gelatin are subjected to internal digestive fluids that slowly dissolve them, expanding the gelatin's size. Such digestion causes 1d4 points of damage (but only to trapped body parts) per round. When the creature's full sum of injury and life points are expended, the trapped parts are destroyed. However, this damage is applied only to the trapped body parts, provided that they are non-essential to continued life. Gelatins expel non-living objects that they absorb within 4 to 7 (1d4+3) days.

Gelatins are the creations of human magi who seek to protect areas. Tunnel gelatins are immobile. They are placed in a specific position, and they guard that position, remaining there until destroyed. Wandering gelatins are given a certain area to guard and they wander continuously through the tunnels, passages or hallways of this area.

Tunnel Gelatins

Size: Tunnel gelatins usually are made to completely block a passage. They must have a thickness of at least 4ft/120cm. Other than that, they can have any height, width, radius, etc., that is required.

Tunnel gelatins are far more frequent than wandering gelatins because they can be created with less magical power than a wandering gelatin.

Wandering Gelatins

Size: Wandering gelatins seldom are larger than 6ft/183cm in any given dimension.

Special Check Circumstances: If a creature is searching actively for gelatins and its eyes focus upon an area where a wandering gelatin is in motion, the reduced light transmission is easier to see than is the case with a motionless gelatin. In this case, the DL for the Search check drops to 18.

Only the highest level magi can create wandering gelatins. Because gelatins are on the borderline of non-intelligence, an intense amount of magic must be invested to steer the gelatin to patrol its assigned area.

23.3 Molds

Available Character Classes: Commoner

Maximum and Minimum Character Level: 1

Size: Small (1 to 3ft/30 to 90cm radius)

Type: Other magic

Reproductive: None

Age expectancy: Average of 1 year

Initiative modifier: None

Injury Points: 1d4

Life Points: None. Destroyed at 0 injury points.

Base Defenses: Armor 0 (-10 natural), Endurance 0 (-10 natural), Reflex 0 (-10 natural), Will 0 (-10 natural).

Attacks: None

Magical Attacks: None

Magical Items: None

Armor: None

Speed: 3ft/90cm (released spores)

Resistances: None

Abilities: Strength 1, Dexterity 1, Stamina 1, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 1. All scores are fixed.

Special qualities: Spread Poison or Disease within 3ft/90cm radius.

Talent and Skills: None.

Alignment inclination: Neutral

Spread Poison or Disease: Molds release spores that contain disease germs or organic poisons. Any creature that inhales the spores of a mold can withstand its effects with a successful Stamina check against DL 18.

Molds are the weakest mutation in this group. Like slimes and gelatins, they are the creations of magi, who make them to protect areas from intruders. They can be transmuted with relatively low level magic, but their ability to cause damage also is limited.

Molds are the magical hybridization of natural mold with disease germs or poisonous plants. They are stationary. However, when a living creature comes within 3ft/90cm of a mold, it releases its mutated spores. They bear poison or disease, but they are not fertile; they cannot reproduce themselves. Mutant molds can be destroyed by the same means as the natural molds from which they were made.

24. Steed Mutations

24.1 Black Steeds

Available Character Classes: Warrior.

Maximum Character Level: 20

Minimum Character Level: 11

Size: Medium, 8ft/240cm long, 6ft/183cm at shoulder, 600lbs/300kg

Type: Corrupted elven

Reproductive: Yes, but erratically. See below

Age expectancy: 1,000+ years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Warrior level plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 12 (+2 natural), Endurance 12 (+2 natural), Reflex 9 (-1 Natural), Will 7 (-3 natural). Add modifications for abilities.

Attacks: Bite, Attack Bonus as Fighter of its level, Damage 1d6 + modifiers; Hoof, Attack Bonus as Fighter of its level, Damage 1d8 + modifiers

Magical Attacks: Fiery breath once per minute, 1d8 damage, range 5ft/150cm

Magical Items: None

Armor: None

Speed: 50ft/15m, Flight 100ft/30m

Resistances: None

Abilities: Strength +3, Dexterity +0, Stamina +3, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (Fixed) and Knowledge +0. Maximums: Strength 23, Dexterity 20, Stamina 23, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 20.

Special qualities: See in the Dark, Scent, Fearless

Talent points: 4 per level

Primary Talents: Athletics, Melee Combat

Secondary Talents: Perception

Alignment inclination: Any evil

See in the Dark: The eyes of a black steed can see normally in darkness over range of 60ft/18m.

Scent: A black steed automatically can detect all scents within 60ft/18m.

Fearless: A black steed is immune to fear.

Black steeds are the offspring of corrupted and mutated unicorns, which are non-reproductive mutations made by the elves. In ancient times, the Darkness learned that if the animal genes within a unicorn were allowed to dominate the elven genes in the reproductive process after mating with a normal horse, the offspring would be lower in intelligence than a unicorn and would be limited in its use of magic to its own natural magical powers, but the Darkness was not disturbed by this. Such a beast suited its purposes.

However, the breeding of the black steed was only a partial success. The Darkness fed its subjugated unicorns evil potions, many made with the blood of beasts, orcs and ogres. It sent them wading through putrid pools, and with time the steeds turned black and lost their horns while gaining wings. They also grew stronger in frame than they had been. However, as their strength grew, the spark of intelligence that had been in their eyes dwindled and faded somewhat. Instead, that spark turned into a fiery breath.

The Darkness also discovered that its black steed offspring, while combined into a creature both male and female, was unpredictable in the offspring it bred. Only about one newborn out of four was a full black steed. The others were similar but weaker creatures that again were distinctly male or female. The Darkness was not completely satisfied with this result, but it considered it to be acceptable. It named the weaker creatures night steeds. It sent the offspring of the first black and night steeds into the lands controlled by orcs, who were ordered to allow the magical beasts to live and multiply in peace.

Black Steeds know no fear of draugs, nor do they fear anything at all, making them excellent riding beasts for the undead. Nothing can spook a Black Steed. On the contrary, Black Steeds have not only greater combat strength than most horses, but they also have a malicious streak that gives them joy in killing, maiming and causing pain.

24.2 Night Steeds

Available Character Classes: Warrior.

Maximum Character Level: 10

Minimum Character Level: 6

Size: Medium, 8ft/240cm long, 6ft/183cm at shoulder, 600lbs/300kg

Type: Offspring of black steed

Reproductive: Yes

Age expectancy: 500 years

Initiative modifier: To be calculated with Dexterity modifier.

Injury Points: To be calculated: Based upon Warrior level plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 11 (+1 natural), Endurance 11 (+1 natural), Reflex 9 (-1 Natural), Will 9 (-1 natural). Add modifications for abilities.

Attacks: Bite, Attack Bonus as Fighter of its level, Damage 1d4 + modifiers; Hoof, Attack Bonus as Fighter of its level, Damage 1d6 + modifiers

Magical Attacks: None

Magical Items: None

Armor: None

Speed: 50ft/15m

Resistances: None

Abilities: Strength +2, Dexterity +0, Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (Fixed) and Knowledge +0. Maximums: Strength 22, Dexterity 20, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 20.



A draug Warrior leads her night steed down a moonlit trail.

Special qualities: See in the Dark, Scent, Fearless

Talent points: 2 per level

Primary Talents: Athletics, Melee Combat

Secondary Talents: Perception

Alignment inclination: Any evil

See in the Dark: The eyes of a night steed can see normally in darkness over range of 60ft/18m.

Scent: A night steed can automatically detect all scents within 60ft/18m.

Fearless: A night steed is immune to fear.

Night steeds are the weaker offspring of black steeds, which breed unpredictably. Only about one newborn out of four of a black steed is a full black steed. The others are similar but weaker night steeds that are distinctly male or female. Night steeds also lack their parent's fiery breath and wings.

The Darkness was not completely satisfied with this result, but it considered it to be acceptable. It sent the offspring of the first black and night steeds into the lands controlled by orcs, who were ordered to allow the magical beasts to live and multiply in peace.

Night Steeds know no fear of draugs, nor do they fear anything at all, making them excellent riding beasts for the undead. Nothing can spook a night steed. On the contrary, night steeds have a malicious streak that gives them joy in killing, maiming and causing pain.

25. Troll Wolves

Available Character Classes: Warrior

Maximum Character Level: 20

Minimum Character Level: 11

Size: Large (10ft/3c long, 6ft/183cm at the shoulder, 400-500lbs/200-250kg)

Type: Darkness

Reproductive: No longer

Age expectancy: 30 years

I Initiative modifier: To be calculated with Dexterity modifier + 4 (Interactive Reaction).

Injury Points: To be calculated: Based upon Warrior level plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 12 (+2 natural), Endurance 12 (+2 natural), Reflex 10, Will 10. Add Warrior class and ability modifiers.

Attacks: Attack bonus per Warrior level and Strength modifier. Melee: Bite, 2d8 + Strength modifier; Clawed paws 1d8 + Strength modifier; Pinning leap, 1d4 per 50lbs/25kg weight. Ranged: No attacks.

Magical Attacks: None

Magical Items: None

Armor: None

Speed: 40ft/12m

Resistances: None

Abilities: Strength +2, Dexterity ±0, Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge -4. Maximums: Strength 22, Dexterity 20, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 16.

Special qualities: Bull rush charge

Talent points: None

Base Skills with Bonus: Cleave +10 + Strength modifier, Interactive Reaction +4, Notice Objects and Movements +10 without modifiers, Search +10 without modifiers, Sneak ±0 + Dexterity modifier, Swim ±0 + Strength modifier, Track +14 without modifiers, Wilderness Survival +10 without modifiers.

Alignment inclination: Any evil, usually chaotic evil

Bull Rush Charge: Instead of making a normal attack, a troll wolf can make a wild bull rush attack against a foe or a group of up to four opponents that are within an area no larger than 10x10ft/3x3m. To make such a charge, the troll wolf must at the start its rush 25 to 50ft/7.5 to 15m distant from its target(s). By the time the troll wolf has moved 25ft/7.5m from its starting point, it already is running at a temporary speed of 60ft/18m. If they have time and room to do so, the targets can attempt to jump out of the troll wolf's path with a successful Dexterity check against DL 17. Once the troll wolf has begun a charge, it is unable to change its path. If the troll wolf succeeds in hitting its initial targets, each is flattened to the ground and takes 3d8 points of damage. They also are unconscious for 1 round and, if they fail in a Stamina check against DL 15, they are unconscious for another 1 to 4 (1d4) rounds. The troll wolf slows to a speed of 30ft/9m after hitting its first target or group of targets, but it can stop its charging run only after moving a total of 75ft/25m from its starting point. If further creatures are upon that path and have time and room to do so, they can jump out of the troll wolf's path without a check. Any creatures that cannot evade the rush are hit automatically and knocked to the ground with 2 to 8 (2d4) points damage.



A troll wolf in a bull rush charge against a human and an orc in melee With CSUAC troll wolf graphic by Pedrov. Open Game Content.

The first troll wolves were created by the since fallen high draug of the Darkness as battle mounts for trolls to use in their attacks upon giants, dwarves and, in later times, men. Troll wolves are mutations created by magically hybridizing natural wolves with trolls.

In earlier times, these foul beasts were prolific and abundant. However, when the Earth Mother withdrew the reproductive seed from giants and trolls, the dominant troll genes of the troll wolves became infertile too. Thus, these fearsome beasts have become far fewer in number than they once were. They can be produced only singly, in individual transmutations of trolls and wolves into a single creature. However, some of the dark draugs in the north that survived the Great Wars appear to be transmuting new troll wolves again.

These creatures are avid and mostly chaotic warrior beasts that love the taste of the meat of humans, halflings, half-elves, dwarves and giants. They probably would enjoy sampling full elven fare too, if the opportunity were to present itself.

In battle, chaos sometimes overtakes troll wolves, making them unreliable. A battle fury easily sets in with troll wolves. Some scholars liken this fury to the dark berserker chaos that can affect a human warrior in battle. When the fury strikes a troll wolf, it often throws its rider and pitches head first and completely without discipline or strategy into a fray. This sometimes makes troll wolves easier prey for the enemies who hunt them.

Another battle disadvantage that troll wolves have is their hunger and thirst for blood and flesh. When a foe falls, a troll wolf often will stop in the middle of battle, disregarding the fighting around it, to devour the fallen enemy. This usually gives other foes the chance to slay the feasting troll wolf with little trouble.

Troll wolves also are somewhat unreliable allies of the orcs and trolls for whom they were made. They have nasty temperaments. If an orc or troll mistreats its troll wolf, the mutant is likely to attack its purported master with the same ferocity as it would attack its foe. When a troll wolf sees the chance to make a bull rush charge, it usually will do so regardless of the collateral damage it might cause. If it barrels down upon foes and its allied orcs in melee combat, it will flatten the warriors of both sides with equal glee.

Although these mutants originally were intended as mounts for trolls, they were seen more frequently during the Great Wars bearing charging orc warriors. The troll wolves being transmuted by draug wizards of the Darkness today are intended for orcs, not for trolls. Except for their color and huge size, troll wolves look almost identical to normal wolves. Their appearance differs largely in their silver fur and the dim, fey red light that sometimes appears in their eyes.

26. Unicorns

Available Character Classes: Unicorns have three classes: Sorcerer, Healer and Ranger.

Maximum Character Level: 90, with the same level in each class. A unicorn gains new Character Levels in steps of 3. Character Level, the unicorn gains a new level in each class.

Minimum Character Level: 30, 10 in each class

Size: Large

Type: Elven

Reproductive: No

Age expectancy: Immortal

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 11 (Natural +1), Endurance ± 0 , Reflex 12 (Natural +2), Will 12 (Natural +2). Add class and ability modifiers.

Attacks: Attack Bonus: Melee by Class Levels, Ranged none. Horn, damage, 3d8 + Strength bonus, Hooves, 2d8 + Strength bonus.

Magical Attacks: Sleep

Magical Items: None

Armor: None

Speed: 50ft/15m, for periods up to 1 hour, speeds up to 70ft/21m

Resistances: Magic

Abilities: Strength +2, Dexterity +3, Stamina +3, Magical Aptitude +3, Mechanical Aptitude 1 (fixed), Knowledge +3. Maximums: Strength 22, Dexterity 23, Stamina 23, Magical Aptitude 23, Mechanical Aptitude 1, Knowledge 23.

Special qualities: Heal, Accursed Wound, Draug wound, Teleport, Communicate with Intelligent Creatures, Communicate with Elves, Read Vegetation, Detect Light and Darkness, Free Will.

Talent points: By classes

Primary and Secondary Talents: By class

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Alignment inclination: Various good, usually chaotic good



A unicorn in the elven wood

With CSUAC unicorn graphic by Devil Dan. Open Game Content.

Magic Resistance: Unicorns have strong resistance against magic that is used upon or against them. This also includes stationary magic not directed specifically toward the unicorn and magic that affects a particular area. If, for instance, a unicorn encounters a magical barrier, it usually can pass it unaffected by the magic. Unicorns do not make standard checks to avoid or overcome magic. Instead, they make all checks against magic with their normal Strength bonus +20.

Heal: Up to three times daily a unicorn can touch a wounded but living creature with its horn and bring about the effects of a clerical *Heal* rite. Each usage of this ability costs the unicorn 15 exhaustion points. When the unicorn has accumulated 45 exhaustion points (regardless of the cause), it cannot use this ability again until the lost points have been regained.

Accursed Wound/Draug Wound: If a unicorn wounds an evilly-aligned creature with its horn, it can apply a curse to the wound. Such wounds cannot be healed by any natural means, only through magical healing. If the wounded is a draug, the lost injury points can be regained only through magical regeneration.

Teleport: Up to five times daily a unicorn can teleport itself safely to any location where it already has been. Each usage of this ability costs the unicorn 10 exhaustion points. When the unicorn has accumulated 50 exhaustion points (regardless of the cause), it cannot use this ability again until the lost points have been regained.

Communicate With Intelligent Creatures: A unicorn can send its thoughts into the mind of any intelligent creature within 60ft/18m of it, and these thoughts will be understood. It also can receive any mental message that an intelligent creature within 60ft/18m wishes it to understand.

Communicate With Elves: This special quality is almost identical to *Communicate with Intelligent Creatures*. The main difference is that a unicorn can communicate mentally with any elf it knows over *any* distance. In terms of this special quality, elven tree herders should be considered to be elves.

Read Vegetation: Trees and plants retain vague visual impressions of things that occur near them. A unicorn can read these impressions, but they are strictly visual.

Detect Light and Darkness: When a unicorn encounters one or more living or undead creatures, it can sense immediately and correctly whether these creatures serve the Light, the Darkness or neither.

Free Will: Unicorns were created with absolute free will, in the same manner as humans, halflings, half-elves, elves, dwarves and giants. It is impossible to magically dominate a unicorn.

War-minded folks might argue that dragons were the greatest mutations created by the light elves, but the Fair Folk would disagree. They consider the unicorns to be their great masterpieces.

Many latter day humans who tell tales of unicorns without ever having seen one (and some who tale the tales after seeing one) portray magic creatures made for their beauty alone, strange creatures who allow only virgin maidens to ride them.

Actually, these descriptions are in part correct. Real unicorns may allow or have allowed elves to ride them, but no unicorn ever has borne a human, virgin or otherwise. On the other hand, creating a creature of great beauty was one of the goals they elves had set when they first made these mutations. First and foremost, unicorns serve as the elves' wards and warrens of the forests.

In ancient times, when elves still were the world's dominant folk, their unicorns could be found in all of the forests. There they worked closely with elven Nature Druids, Rangers and tree herders to maintain healthy forests that were in balance with the rest of nature.

In the times after dwarves brought iron to the surface and the elves retreated into the Middle Dimension, unicorns remained in many forests, continuing to work with the tree herders and in some case with fledgling human Nature Druids and Rangers. However, there have been no reports of unicorns anywhere since the Great Wars.

Many scholars speculate that those unicorns who were in the Dimension of Life at the wars' outbreak either retreated with time into the elven kingdom or were slain. Other scholars are just as convinced that some unicorns remain, hidden deep in forests where few men and orcs have tread, continuing to support Rangers and Nature Druids in their protection for and care of the woodlands. However, neither side has evidence to support its theories.

27. Werebears

Available Character Classes: Nature Druid

Maximum Character Level: 30

Minimum Character Level: 11

Size: Medium in human form (Human sized) and Large in bear form (7 ft/210cm long, 4ft/120cm in the shoulder, about 500 lbs/250kg)

Type: Other magic

Reproductive: In human form with human offspring

Age expectancy: As humans

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: Human form: Per Nature Druid class and Stamina modifier. Bear Form: As in human form with an additional 10 point per Character Level

Life Points: Human form: Per Nature Druid class and Stamina modifier. Bear Form: As in human form with an additional point per Character Level

Base Defenses (Human Form): Armor 10, Endurance 10, Reflex 10, Will 10. Add class and ability modifiers.

Base Defenses (Bear Form): Armor 15 (+5 natural), Endurance 12 (+2 natural), Reflex 8 (-2 natural), Will 10. Add class and ability modifiers.

Attacks (Human Form): Attack Bonus per class and Strength modifier. By weapon, melee or ranged.

Attacks (Bear Form): Attack Bonus per class and Strength modifier with a bonus of +5 per attack. Melee: Leg blow, additional attack bonus +5, damage 3d6 + Strength modifier; Bite, damage 2d6 + Strength No ranged attacks.

Magical Attacks: None

Magical Items: Individual

Armor: Human form: Individual. Bear form: None.

Speed: Human form: 30ft/9m. Bear form: 40ft/12m.

Resistances: Human form: None. Bear form: Magic.

Abilities (Human Form): Strength ± 0 , Dexterity ± 0 , Stamina ± 0 , Magical Aptitude ± 0 , Mechanical Aptitude ± 0 , Knowledge ± 0

Abilities (Bear Form): Strength +5, Dexterity -2, Stamina +5, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge ± 0 . Maximums: Strength 25, Dexterity 18, Stamina 25, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 20.

Special qualities: Both Forms: Form Change. Human form only: None. Bear form only: Communicate With Intelligent Creatures, Call and Command Bears, Terrifying growl, No spells.

Talent points: By class

Primary and Secondary Talents: By class

Skills with Bonus: By Class.

Base Skills with Bonus (Bear Form): These bonuses are added to existing skill bonuses. If the werebear does not have these skills, these are the full skill bonuses. Cleave +12, Handle Animals (bears only) +30, Heal +20, Knowledge (Geography) +20, Notice Objects and Movements +10, Search +15, Sense Magic +5, Sense Motive +5, Track +25.

Alignment inclination: Neutral good or neutral.



A werebear in bear form chases a fleeing orc patrol.

With CSUAC werebear graphic by Kepli and orc graphics by Devil Dan. Open Game Content.

Magic Resistance: Werebears in bear form have strong resistance against magic that is used upon or against them. This also includes stationary magic not directed specifically toward the werebear and magic that affects a particular area. If, for instance, a werebear encounters a magical barrier, it may be able to pass it unaffected by the magic. Werebears do not make standard checks to avoid or overcome magic. Instead, they make all checks against magic with a Strength check +10.

Form Change: A werebear can switch between its human and bear forms at will, but the change takes 3 to 12 rounds (3d4 - 15 seconds to a minute). During the change, a werebear is helpless.

Communicate With Intelligent Creatures: A werebear in bear form can send its thoughts into the mind of any intelligent creature within 30ft/9m of it, and these thoughts will be understood. It also can receive any mental message that an intelligent creature within 30ft/9m wishes it to understand.

Call and Command Bears: A werebear in bear form can send a telepathic call out to all other bears within a 6-mile/10km radius. He or she can call all of these bears to him or her and lead them in battle against a foe. Called bears are not forced to answer the call or join the werebear in battle, but there is no known case of a natural bear ever refusing such calls or commands.

Terrifying Growl: At will, a werebear in bear form can unleash a horrible growl. Intelligent living creatures without absolute free will that hear this growl are terrified and unable to carry out actions for 1d4 rounds (5 to 20 seconds) after hearing the growl.

No Spells: Werebears are unable to use spells or do other works of magic when in bear form.

Werebears often are assumed to be relatives of werewolves. This assumption is 100% incorrect. Werebears aren't were-creatures at all but instead normal humans who have learned the magical secrets of form-changing. In part, it's this ability that leads many to wrongly assume that werebears are similar to werewolves. That reputation is enhanced by the fact that werebears – in human or bear form – tend to be unfriendly, and that leaves a strong impression that they are evil. In truth, they aren't very good by most standards but rather neutral.

Werebears tend to be found in remote, unpopulated areas where woodlands and prairies still are naturally healthy, but where the threat of orcs, trolls or other servants of the Darkness pose a serious threat to the balance. Folks of good alignment usually avoid such areas. When a stranger appears in a werebear's territory, it invariably comes with designs that are ill in the werebear's mind. Thus, the werebear assumes an intruder to be guilty of something until he or she is proven innocent.

Beyond that, werebears want no intruders in their territory. Even good intruders do little that is positive with unspoiled terrain, flora and fauna, and more often than not, they draw evildoers into areas where none were before. That notwithstanding, a werebear usually will give an intruder a chance to make its case or to turn back before it attacks. If the werebear is persuaded by the intruder's case, he or she may aid the uninvited guest.

However, werebears are unlikely to fight for any long-term causes other than their own. They know the world is a battleground between the Light and the Darkness, between good and evil. But they leave the great strife to achieve balance to others. The health of the trees in their own forest, the native animals that live in these woodlands and the fish that swim in the still unpolluted waters of its streams are paramount in the minds of werebears.

The first werebear mutations were made in the early ages of mankind, when high-level Nature Druids delved deep into the far recesses of the magic to attempt to emulate a natural ability of the woodland light elves, with whom they had worked closely. All elves can assume alternate animal forms. No elf can choose what his or her alternate animal form is. That is decided by the elves' own personal natures. But each can take the form of a certain animal.

Nature Druids who had gone into lands where other humans had not yet ventured began searching for a means to gain the elven ability to change forms. The focal point of their research was the black bear, because it appeared to be recognized by other animals of their northern territories as the king of the beasts, just as southern animals appeared to see lions as their leaders.

After considerable time, the magical experiments succeeded, and the highest of the Nature Druids in some remote regions transmuted themselves with the help of magic and the light of the sun, the moon and the stars into the first werebears.

From their viewpoint, their magical research had led to a complete success. On one level, the Nature Druids, in their alternate forms, could commune much more closely with the animals and plants of their territories. On another level, they were recognized quickly by the natural bears of their domains as being the strongest and wisest of their folk. Most natural bears answered willingly to the call of the werebears, and other animals followed, because the bears were the kings of their homelands.

Werebears tend to view any living creature that is not a natural inhabitant of their territories as a probable foe, but orcs always are their main foe. No folk has despoiled the virgin areas of the world as quickly or as pointlessly as orcs. When orcs near a werebear's territory, one can count on the werebear to call other bears and other combat-capable animals to it, to wage merciless war upon the orcs.

When a host of bears follows a werebear into a battle with orcs, the werebear usually returns to its normal form after the battle, severs the heads of the slain orcs from the rest of their bodies and then sets the heads upon stakes as a warning to other orcs of the fate that awaits them if they remain in the werebear's lands.

Most Rangers and many adventurers who have experience in remote areas know the meaning of a battlefield decorated with orcs' heads on stakes, and they usually will make a detour around such areas unless they feel certain that the business they have to do there will win the werebears' approval.

28. Werewolves

Available Character Classes: Any

Maximum Character Level: 30

Minimum Character Level: 1

Size: Medium (original size before transmutation)

Type: Darkness

Reproductive: Yes

Age expectancy: As for original race

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor human form 10, Armor wolf form 12, Endurance 10, Reflex 10, Will 10. Add ability and class modifiers.

Attacks: Both forms by weapon. Wolf form only: Bite, additional attack bonus +2, damage 2d4; Claws, additional attack bonus +2, damage 1d6.

Magical Attacks: None

Magical Items: Individual

Armor: Individual

Speed: 30ft/9m

Resistances: Individual

Abilities (human form): Strength ± 0 , Dexterity ± 0 , Stamina ± 0 , Magical Aptitude ± 0 , Mechanical Aptitude ± 0 , Knowledge ± 0 . Maximums: All scores 20.

Abilities (wolf form): Strength +2, Dexterity ± 0 , Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge ± 0 . Maximums: Strength 22, Dexterity 20, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 20.

Special qualities: Contagion, Bloodlust

Talent points: By class

Primary and Secondary Talents: By class

Base Skills with Bonus (wolf form only): Add the following to the class skills. Those skills that are not available as class skills stand alone without ability modifiers. Cleave +5, Dual-Handed Fighting +5, Interactive Reaction +4, Notice Objects and Movement +5, Power Attack +5, Search +5, Sneak +5, Weapon Proficiency (melee) +5.

Alignment inclination: Human form: Any. Wolf form: Any evil.

Contagion: A victim bitten by a werewolf in wolf form automatically is infected with the magical disease lycanthropy. This quality does not affect creatures that are immune to disease.

Bloodlust: After a werewolf in wolf form has drawn blood from a victim, it goes into a bloodlust frenzy that lasts until 1 to 4 rounds (1d4) after the combat has ended. During this time, the werewolf has the following qualities:

- Two melee attacks per round. The second attack is made after the target has made its first attack in the round.
- Strength and Stamina bonuses of +2 each.
- Dexterity penalty of -4.

These modifiers need to be applied to the defense scores and to all appropriate checks.



In the quiet of the night a werewolf slips through an alley.

With CSUAC graphics. Open Game Content.

Werewolves are fell creations of the high level dark draug magi of the Darkness. The disease lycanthropy makes a werewolf of the body of a humanoid with a soul. The humanoid can be a human, halfling or half-elf. These creatures were made long ago, not only to attack the enemy but also to humiliate and even criminalize foes of the Darkness.

The seed of lycanthropy is a simple type of bacteria that was magically hybridized with wolf's blood and body remnants of a draug that has been destroyed and whose soul inhabited no new body. Because it is a magical disease, it usually can be cured only with the white necromantic spell *Cure Disease* or the clerical rite of the same name. The one exception is an herbal concoction that herbal witches and healers can make from any of the various varieties of the wolf's milk plant family.

To understand both the treatment needed to cure lycanthropy and the reactions that most of the world has toward werewolves, one must understand what the disease does to its victim and how it works. Lycanthropy takes effect once monthly during the three main days of the full moon. The disease feeds on the neutralized power of the sunlight reflected by the moon. An infected person is spared the effects of lycanthropy during any full moon phase when the sky is overcast, because the necessary moonlight is missing.

However, when the moonlight is adequate, the disease drives the person's soul from its body. It then draws the soul of a bound draug that has no body of its own into the victim's abandoned body. The binding of the draug soul to the living victim's body occurs in the early stage of the disease without the living victim's knowledge.

The freed soul of the victim drifts over its detached body during the main phase of the full moon while the draug soul occupies its body. The victim soul can witness all that the draug does in and with its commandeered and transformed body, but it is unable to take any action itself. In the final phase of the full moon, the disease withdraws from the body and allows its proper soul to re-enter.

After the draug soul enters the stolen body, the body begins to transform into that of a somewhat furry, red-brown creature that is half man and half wolf with sharp teeth and clawed paws. It remains in this phase until the full moon phase subsides and the body's true soul can re-enter.

Few creatures in the world know anything of significance about werewolves, and even fewer know of lycanthropy or that it is a disease. As a result, when a werewolf is active in a populated area, people usually will try to hunt it down and slay it. If they succeed, they also slay the innocent person whose body is stolen once a month for use by the draug soul. However, the hunters know nothing about this unusual string of occurrences.

In areas where lycanthropy is understood by educated people, attempts usually are made to capture and cure the werewolf. The lucky werewolf is subjected to magical cures, which work immediately. The unlucky werewolf is cured with inexpensive herbal concoctions. However, these are neither easy nor painless to apply.

Wolf's milk concoctions must be applied on three separate, successive occasions when the werewolf is taking its wolf form. To succeed requires the firm restraining of the creature while it still is in human form. Once the form change begins, the wolf's milk concoction causes substantial pain. In the first part of the transformation, this pain is experienced by the human victim of the disease.

During the complete three-day phase of the full moon, the werewolf must remain restrained. It will do all in its power to break its restraints. It must be prevented from consuming as little as a drop of blood during this time. Instead, it is fed the antidotal wolf's milk concoction. After three successive full moon sessions in restraints and with the administration of the wolf milk's concoction, the bond between the victim's body and the draug soul is broken, and the lycanthropy is cured.

The first werewolves were made by powerful draugs long before the Great Wars with the dual purpose of having them ravage enemy settlements and of infecting selected enemy leaders with magical lycanthropic bacteria. Few if any werewolves come into existence by these methods today.

Almost all werewolves today were created by the infected bite of another werewolf. The majority of them are latent werewolves, completely unaware of their illness and also unaffected by it. Before latent lycanthropy becomes active, a Black Necromancer must complete the binding to a draug soul that has lost its body. Before an evil mage can do that, it must know that a lycanthrope exists.

Many of the dark draugs who were responsible for lycanthropic poisoning before the Great Wars fell in battle, but others exist on in the dark lands of ruin. Even over great distances, a Black Necromancer can detect the location and identity of a latent werewolf that descended from its own victims. Once such a latent werewolf is found, the Necromancer can complete the bindings, regardless of distance.

It is far more difficult to bind a latent werewolf that has a fallen dark draug in its lineage, because no existing draug can detect it from the distance. The Black Necromancers of the Dark school have invented a spell known as *Detect Lycanthropy*. With it a Black Necromancer can detect that a person is a latent lycanthrope and use this knowledge to bind it to a draug soul, making it into an active werewolf.

To use this spell, the Black Necromancer must be near the target of its detection attempt. Few dark draugs or other Black Necromancers walk the paths of living men in these times, making it unlikely that more than a few such latent werewolves will become active soon. However, the Darkness is in motion again in its northern enclaves. That situation may change.

Wolf's Milk Concoctions

These herbal concoctions are not listed in the *Players Guide*. However, knowledge of them can be introduced at any time the game master considers to be suitable for his or her campaign.

The herbal healing potion is a simple tea made of the leaves of any single plant of the wolf's milk family. It matters little which variety is used. Important is that all of the leaves come from the same wolf's milk variety. It also is important that such cures be used only when one is absolutely certain that the patient is a werewolf. Some types of wolf's milk are poisonous to non-werewolves.

During the time when the werewolf is restrained, it must be force fed at least one quart/liter of wolf's milk tea every six hours for three days. This must be repeated during the high three-day phase of the full moon over three successive months.

To make the tea, one must bring pure spring water to a sub-boil, reduce the flame and then simmer 25 wolf's milk leaves per liter for 15 minutes. At that point, the tea is done.

29. Wyverns

Available Character Classes: Warrior.

Maximum Character Level: 30

Minimum Character Level: 10

Size: Huge (30 to 100ft/9 to 30m long, wingspan 120% of length, height of head in sitting position 30% of length, weight 400lb/200kg per foot of length))

Type: Other Magic

Reproductive: Yes, but seldom

Age expectancy: 250 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Warrior level plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor stomach 10, rest 30 (+20 natural), Endurance 25 (+15 natural), Reflex 6 (-4 natural), Will 20 (+10 natural). Add class and ability modifiers.

Attacks: Attack Bonus: Class bonuses +10 for melee and tail weapon. Bite 1d12 per Character Level, Claws 1d10 per Character Level, Tail Slam 2d12 + Poison per Character Level. Ranged: Only flying claw snatch, maximum weight 250lbs/125kg, standard ranged attack bonus for class.

Magical Attacks: None

Magical Items: Individual

Armor: None

Speed: 120ft/36m, Flying 300ft/90m, Swimming 40ft/12m

Resistances: Immune to temperature, fire, electricity, gas, illness, attacks from non-magical weapons, domination

Abilities: Strength +5, Dexterity -6, Stamina +5, Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -2. Maximums: Strength 25, Dexterity 14, Stamina 25, Magical Aptitude 1, Mechanical Aptitude 16, Knowledge 18.

Special qualities: Chameleon scales, amphibious, alertness, scent, detect truth and lies, telepathy, poison tail.

Talent points: 5 per Character Level

Primary Talents: All except Religion

Secondary Talents: Religion

Skills with Bonus: List each skill of each available Talent for which the wyvern has the prerequisites and the applicable bonus score.

Alignment inclination: Any evil

Chameleon Scales: A wyvern can change the color of its scales at will. The color change takes 1d4 minutes (12-48 rounds). This ability is used to provide the wyvern camouflage.

Resist Domination: A wyvern has a bonus of +10 on its Will defense against the spell *Dominate Mutation*. If the Will defense fails, the dominating spellcaster must make a new attack against the wyvern's Will defense each time the wyvern gains a new Character Class, or it loses control of the wyvern permanently.

Amphibious: A wyvern can breathe underwater for 1d20+20 hours before it needs to resurface for at least 1d4+4 hours.

Alertness: A sleeping wyvern remains alert. If a living creature comes within 100ft/30m of a sleeping wyvern, the wyvern automatically makes an *Alertness* check at +1 per Character Level against the intruders' *Sneak* checks. It will detect the lowest failing *Sneak* check of an intruder first, if a party approaches the wyvern. If a sleeping wyvern detects intruders, it will be awake and able to deal with them within 1d4 rounds of detection. The *Alertness* check will make the wyvern aware only of the number of intruders who fail their checks. Until it detects or notices them by other means, the wyvern remains unaware of intruders who were not detected by its *Alertness* ability.

Scent: A wyvern that is awake automatically can detect the scent of all creatures, living and undead, within 60ft/18m. If it already has had contact with such creatures, it also knows what type the creatures are. This ability does not tell the wyvern the number or exact position of such intruders.

Telepathy: Wyverns do not speak, but they can mentally transmit whatever words they wish to other creatures of their choice within 100ft/30m. The intended audience cannot avoid hearing the wyvern's message. The wyvern also can hear and understand spoken messages from listeners, and it can understand targeted mental messages that another creature intends for it. However, this does not give the wyvern the ability to read others' minds, nor does it give others the ability to see into the wyvern's thoughts.

Detect Truth and Lies: All wyverns have the ability to sense to a certain extent whether another creature is telling the truth. The creature being tested must make a *Will* check to overcome this ability. The DL is equal to the wyvern's character level.

Tail Poison: A wyvern's tail ends in a poisonous barb. If the wyvern makes a successful attack with its tail, it makes a second attack roll against the victim's Reflex defense to determine whether the barb has hit. A comparison with the armor defense determines if the barb poisons the victim. If it succeeds, the poison slays the victim within 12 to 18 minutes (2d4+10). There is no Stamina check to counter wyvern poison. In most cases, only magical antidotes are effective against a wyvern's poison. However, if a poisoned victim is fed a cup of elderberry tea before death sets in, it is possible to stabilize the victim and fend off death. The poison will paralyze the victim's limbs and prevent any other non-magical healing, but the victim will not die for 24 hours after drinking the tea. Additional dosages of one cup of elderberry tea daily can keep the paralyzed victim alive until magic can be used to counter the poison and heal any other injuries. Not even the great mutations – unicorns, dragons, demons or devils – are completely immune to a wyvern's poison. They are entitled to a Stamina check to withstand the poison. The DL is the wyvern's Character Level. If they succeed they are slowed to 25% of their normal speed and can take a normal actions only once ever four rounds for a period of 12 to 18 minutes (2d4+10), after which the poison's effects wear off. Wyverns themselves also are just as vulnerable to wyvern poison as the lowliest halfling. As a result, when two wyverns fight, one or both usually end up dead.

In some circles, wyverns are referred to laughingly as the *poor man's dragons*. This description is partially true. Wyverns were created by men who intended them to be dragons. These men were anything but poor. They were among the more powerful and richest magi in the early human kingdoms and empires. What's more, wyverns indeed were intended to be dragons, duplicates of those the light elves had made in earlier ages.

However, no living human magic user ever has succeeded in creating one of the great mutations – unicorns, dragons, demons or devils – or anything that equals them. Wyverns lack many of a dragon's important characteristics, including a fiery breath, high intelligence and natural talents as a sorcerer. Wyverns are dragon-like combat machines of relatively low intelligence. That notwithstanding, not even dragons, devils and demons engage happily in combat with a wyvern.

Wyverns are completely immune to the effects of a dragon's fiery breath, but dragons have only a limited resistance to the poison of a wyvern's barbed tail. The fighting abilities of both of these mammoth wyrms is about equal. Therefore, the question of who wins when a wyvern and a dragon face each other in battle usually is a matter of what succeeds in striking the first fatal blow, the wyvern's barb or the dragon's magic.

Were wyverns as effective against other opponents as they can be against dragons, they might have come nearer to fulfilling their makers' wishes. Dragon servants often are most valuable in large scale battles. There they can make diving attacks against groups of foes whom they hit with a couple of spells in flight and then incinerate with their breath.

Wyverns, on the other hand, are almost useless in aerial combat, unless they are fighting with dragons or other flying foes. They have neither spells nor a fiery breath and they are clumsy. When they try to make a flying tail attack against foes on the ground, their attack bonus has a penalty of -7. If they fail to hit their target, you as game master need to make the following check with 1d20.

Result of 1d20	Result of failed attack
1-8	Wyvern continues to fly successfully
9-16	Wyvern crashes to the ground
17-20	Wyvern's tail backlashes upon the wyvern

If the result is between 9 and 20, use the following guidelines:

- **Wyvern crashes to the ground:** The wyvern takes 6d6 points of damage, cannot takes actions for 2d4 rounds and is unable to fly again for 10 minutes (120 rounds).
- **Wyvern's tail backlashes upon the wyvern:** Make an attack roll for the wyvern against its own Reflex defense. If the attack roll hits, the wyvern has poisoned itself with its barb.

In combat against foes that are in the air, a wyvern is most effective against groups of four to six foes. In such situations, it can use its attacks effectively. If a wyvern is grounded on a larger battlefield, its chances of survival dwindle. Barrages of magical and ranged weapon attacks usually take a respectable toll quickly.

However, most of the early makers of wyverns did not need to concern themselves with such matters for long. The majority of their magical mutations succeeded sooner of later in resisting the domination spells that the magi had used upon them. They then broke free to live and forage on their own.



A wyvern in flight over a mountain valley

With CSUAC wyvern graphic by Heruca. Open Game Content.

Almost all wyverns in today's world are free agents. They tend to live solitarily in isolated areas, hunting game and foolish adventurers who enter their domains. When they develop a hunger for a special treat, they may make a long flight to a distant, remote village and hunt and feast for a few days upon those who live there, but they know better than to stay long. Sooner or later, most settlements will hire capable adventurers or put together a large hunting party.

Wyverns fear humans that are armed in large numbers. Such people can be deadly. The wyvern's wings then carry it back to its distant lair, faster than hunting parties can move. And not even the greatest of Rangers can follow whatever aerial tracks a flying wyvern might make.

As far as is known, no magi have created wyverns in modern times, although some draug Necromancers did succeed in dominating wyverns during the Great Wars. In those times, on the few occasions when dominated wyverns were seen, they were used mainly in aerial combat to combat dragons serving the opposite side.

Wyverns are cantankerous beasts. They are no servants of the Darkness, but they are naturally evil. They are entirely self-serving creatures that love to kill and destroy other creatures, even when such slaying puts the wyvern's life at risk and brings it no benefits. They enjoy solitary life and tend to avoid one another. When one wyvern enters another's territory, the result almost always is a great aerial battle that ends in the death of one or both wyverns.

The one slight exception comes with mating. When male and female wyverns cross one another's paths, they almost invariably set aside their blood lust to mate. However, as soon as they have mated, they usually do battle until one or the other is dead.

It's easy to understand why wyverns are relatively rare even though female wyverns are fertile. After four months incubation, a female wyvern can lay an egg. After it has hatched, the wyvern mother will nourish and then wean its offspring, sending the young wyvern off rudely to seek its own domain.

However, wyvern eggs are relatively rare. Male and female wyverns seldom cross paths, and in the battle that follows the mating, females are slain just as often as males. However, enough females apparently survive the post-mating battles to keep their line from becoming extinct.



The wilderness – land of beasts and mutations

VI. Beasts

In the category beasts, we find normal, non-magical animals. In most cases, these will be animals that we know already from the real world. However, the campaign setting in which your adventure takes place also may have some fantasy animals without parallels in the real world. If so, you should decide at first whether the creature in question is a mutation or a beast.

Beasts are natural creatures in every sense. They have natural origins in your game world, and they are totally non-magical. No magic is needed to bring them into being. There is nothing magical about them. They have no magical aptitude. They can do nothing magical. Normal botanical and biological hybridization is not magical. Most strains of dogs and cats in the real world are the result of cross-breeding caused by humans. Natural hybrids still belong to the *Dungeons Daring* Beasts category.

If you create creatures that could not exist without the influence of magic, such creatures are mutations. They should be included in that category of creatures. Mutations do not necessarily need to be magical or need to be able to use magic. A mutation can be just as non-magical as a beast. The criterion is whether magic was needed to create the creature.

1. Templates

Your campaign doubtless will include many kinds of animals or beasts. The majority of them will belong to the environment for your adventure rather than being parts of a tale in which they play a genuine role. There are many kinds of animals such as mice, normal fish and house flies that would fall in this category. Many common animals are not defined in detail in this section. Instead, we have templates that you can use to quickly create definitions of these beasts based upon their size and strength. Temperament is another important element in defining a beast:

- **Aggressive:** Such beasts are likely to attack without provocation. Most either are very aggressive in protecting their domains or they are hunters and view adventurers as prey. Beasts that have been trained to stand guard and attack intruders also belong in this category.
- **Normal:** Such beasts will not attack without provocation, but they will defend themselves and their lairs.
- **Timid:** Such beasts will do their best to retreat rather than engaging in a fight, but even they will fight when driven into a corner.

Statistical blocks for beasts do not include Talent Points, Primary Talents or Secondary Talents. Beasts have relatively low to almost no intelligence. They deal with their world through instinct. As a result, beasts should be defined with a fixed set of skills appropriate for the type of beast. In some cases, skill scores also may increase as the beast gains new Class Levels.

Although beasts have Character Classes, you should eliminate any standard or special qualities of the class that are not sensible for the type of beast being defined.

1.1 Small Strong Beasts

Available Character Classes: Commoner, Warrior, Scout (dependent upon type of animal).

Maximum Character Level: 10

Minimum Character Level: 1

Size: Tiny or Small (up to 3ft/90cm in length or height, 100lbs/50kg)

Reproductive: Yes (some hybrid animals may be exceptions)

Age expectancy: Individual

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor (10 + possible bonus for tough hides, etc.), Endurance 11, Reflex 11, Will 11. Add ability and class modifiers.

Attacks: Individual

Speed: Individual

Resistances: Individual, usually none

Abilities: Strength +1, Dexterity +1, Stamina +1, Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -4. Feel free to modify these base values to match animal type.

Special qualities: Individual

Skills with Bonus: List each skill and the applicable bonus score.

Temperament: Any

Alignment inclination: Always neutral

1.2 Small Normal Beasts

Available Character Classes: Commoner, Warrior, Scout (dependent upon type of animal).

Maximum Character Level: 10

Minimum Character Level: 1

Size: Tiny or Small (up to 3ft/90cm in length or height, 100lbs/50kg)

Reproductive: Yes (some hybrid animals may be exceptions)

Age expectancy: Individual

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor (10 + possible bonus for tough hides, etc.), Endurance 9, Reflex 12, Will 9. Add ability and class modifiers.

Attacks: Individual

Speed: Individual

Resistances: Individual, usually none

Abilities: Strength -1, Dexterity +2, Stamina -1, Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -4. Feel free to modify these base values to match animal type.

Special qualities: Individual

Skills with Bonus: List each skill and the applicable bonus score.

Temperament: Any

Alignment inclination: Always neutral

1.3 Medium Strong Beasts

Available Character Classes: Commoner, Warrior, Scout (dependent upon type of animal).

Maximum Character Level: 15

Minimum Character Level: 1

Size: Medium (up to 7ft/210cm in length or height, 300lbs/150kg)

Reproductive: Yes (some hybrid animals may be exceptions)

Age expectancy: Individual

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor (10 + possible bonus for tough hides, etc.), Endurance 12, Reflex 10, Will 12. Add ability and class modifiers.

Attacks: Individual

Speed: Individual

Resistances: Individual, usually none

Abilities: Strength +2, Dexterity ±0, Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -4. Feel free to modify these base values to match animal type.

Special qualities: Individual
Skills with Bonus: List each skill and the applicable bonus score.
Temperament: Any
Alignment inclination: Always neutral

1.4 Medium Normal Beasts

Available Character Classes: Commoner, Warrior, Scout (dependent upon type of animal).
Maximum Character Level: 15
Minimum Character Level: 1
Size: Medium (up to 7ft/210cm in length or height, 300lbs/150kg)
Reproductive: Yes (some hybrid animals may be exceptions)
Age expectancy: Individual
Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.
Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.
Life Points: To be calculated. Add Stamina modifier.
Base Defenses: Armor (10 + possible bonus for tough hides, etc.), Endurance 10, Reflex 10, Will 10. Add ability and class modifiers.
Attacks: Individual
Speed: Individual
Resistances: Individual, usually none
Abilities: Strength ± 0 , Dexterity ± 0 , Stamina ± 0 , Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -4. Feel free to modify these base values to match animal type.
Special qualities: Individual
Skills with Bonus: List each skill and the applicable bonus score.
Temperament: Any
Alignment inclination: Always neutral

1.5 Large Strong Beasts

Available Character Classes: Commoner, Warrior, Scout (dependent upon type of animal).
Maximum Character Level: 20
Minimum Character Level: 1
Size: Large (up to 10ft/3m in length or height, 1,500lbs/750kg)
Reproductive: Yes (some hybrid animals may be exceptions)
Age expectancy: Individual
Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.
Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.
Life Points: To be calculated. Add Stamina modifier.
Base Defenses: Armor (10 + possible bonus for tough hides, etc.), Endurance 14, Reflex 8, Will 14. Add ability and class modifiers.
Attacks: Individual
Speed: Individual
Resistances: Individual, usually none
Abilities: Strength +3, Dexterity -2, Stamina +3, Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -4. Feel free to modify these base values to match animal type.
Special qualities: Individual
Skills with Bonus: List each skill and the applicable bonus score.
Temperament: Any
Alignment inclination: Always neutral

1.6 Large Normal Beasts

Available Character Classes: Commoner, Warrior, Scout (dependent upon type of animal).

Maximum Character Level: 20

Minimum Character Level: 1

Size: Large (up to 10ft/3m in length or height, 1,500lbs/750kg)

Reproductive: Yes (some hybrid animals may be exceptions)

Age expectancy: Individual

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor (10 + possible bonus for tough hides, etc.), Endurance 12, Reflex 8, Will 12. Add ability and class modifiers.

Attacks: Individual

Speed: Individual

Resistances: Individual, usually none

Abilities: Strength +1, Dexterity -1, Stamina +1, Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -4. Feel free to modify these base values to match animal type.

Special qualities: Individual

Skills with Bonus: List each skill and the applicable bonus score.

Temperament: Any

Alignment inclination: Always neutral

1.7 Huge Strong Beasts

Available Character Classes: Commoner, Warrior, Scout (dependent upon type of animal).

Maximum Character Level: 20

Minimum Character Level: 1

Size: Huge (more than 10ft/3m in length or height or 1,500lbs/750kg in weight)

Reproductive: Yes (some hybrid animals may be exceptions)

Age expectancy: Individual

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor (10 + possible bonus for tough hides, etc.), Endurance 16, Reflex 5, Will 16. Add ability and class modifiers.

Attacks: Individual

Speed: Individual

Resistances: Individual, usually none

Abilities: Strength +4, Dexterity -4, Stamina +4, Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -4. Feel free to modify these base values to match animal type.

Special qualities: Individual

Skills with Bonus: List each skill and the applicable bonus score.

Temperament: Any

Alignment inclination: Always neutral

1.8 Huge Normal Beasts

Available Character Classes: Commoner, Warrior, Scout (dependent upon type of animal).

Maximum Character Level: 20

Minimum Character Level: 1

Size: Huge (more than 10ft/3m in length or height or 1,500lbs/750kg in weight)

Reproductive: Yes (some hybrid animals may be exceptions)

Age expectancy: Individual

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor (10 + possible bonus for tough hides, etc.), Endurance 14, Reflex 7, Will 17. Add ability and class modifiers.

Attacks: Individual

Speed: Individual

Resistances: Individual, usually none

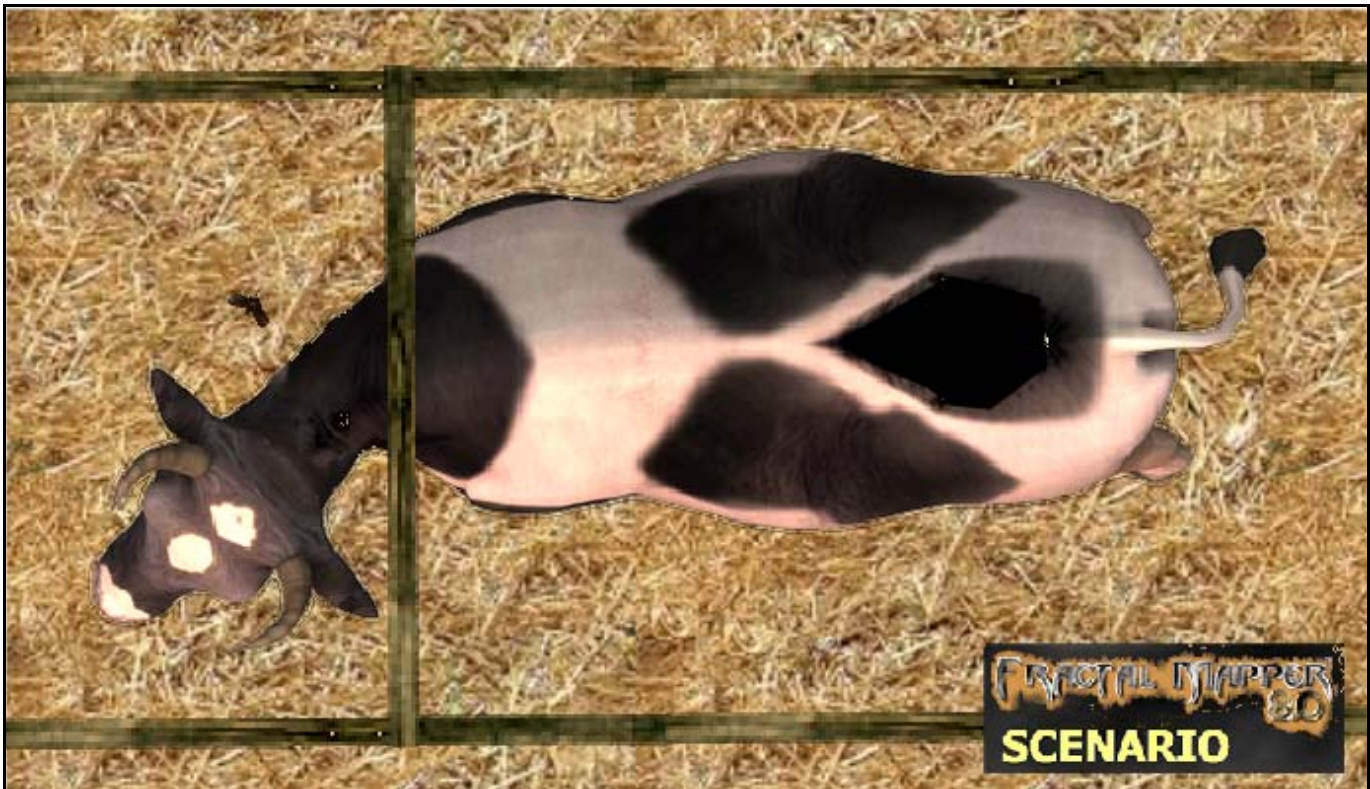
Abilities: Strength +3, Dexterity -3, Stamina +3, Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -4. Feel free to modify these base values to match animal type.

Special qualities: Individual

Skills with Bonus: List each skill and the applicable bonus score.

Temperament: Any

Alignment inclination: Always neutral



A small vampire bat zeroes in on the head of a cow in its stall.

(See next page)

With CSUAC graphics. Open Game Content.

2. Catalog of Beasts

2.1 Bats, Vampire

Available Character Classes: Commoner

Maximum Character Level: 1

Minimum Character Level: 1

Size: Tiny (5 inches/75mm, 1.5 ounces/40 grams).

Reproductive: Yes

Age expectancy: 9 years

Initiative modifier: None

Injury Points: 1

Life Points: 1

Base Defenses: Armor 10, Endurance 8, Reflex 12, Will 8.

Attacks: Melee attack bonus: +1, Bite, no injury points damage. No attack roll necessary against a sleeping victim, but it can make an Alertness check against DL 17 to detect the bite.

Speed: 20ft/6m, Flying 50ft/15m

Resistances: None

Abilities: Strength 10, Dexterity 20, Stamina 10, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 1. All of these values are fixed.

Special qualities: Blood sucking

Skills with Bonus: Notice Objects & Movements ±0, Search +2, Sneak +15

Temperament: Timid

Alignment inclination: Always neutral

Blood Sucking: When the vampire bat bites, it can be detected only in the first round through an *Alertness* check against DL 17. After that, the vampire's saliva injects a natural anesthetic and a natural coagulant into the victim's blood. The results are that the victim feels no pain from the bite, and the blood flows more freely than usual.

Vampire bats are similar to ordinary bats except that they feed only on the blood of mammals. Usually, their instinct will have them avoid humans and humanoids, but that is not always the case. In a single feeding, a vampire bat will draw about ⅓ ounce/20 grams of blood over a span of 20 minutes. With such a low consumption, one might be inclined to classify the vampire bat as a minor irritant. However, many bats are rabid and pass rabies on to their victims, which for the most part are animals.

2.2 Bears

Bears tend to be solo animals (except in mating season) that are most active in the night and twilight hours. They have an excellent sense of smell, can run fast and are good climbers and swimmers. They lair in burrows or caves that usually are called dens. They hibernate in their dens in the winter months.

Most bears tend to avoid settled areas, however, when they are drawn to them, they can be irritating and dangerous visitors. Their temperaments range from normal in most locations to somewhat aggressive in areas where they are hunted. In most settled areas where bears have dens within reasonable traveling distance, hunters track them down and trappers snare them. Bears are treasured for their meat and fur.

Most bears have a timid to normal temperament, although they will fight viciously to defend their cubs. However, polar and grizzly bears are aggressive and will hunt humans and humanoids.

Black Bears

Available Character Classes: Commoner, Warrior, Scout (dependent upon type of animal).

Maximum Character Level: 15

Minimum Character Level: 1

Size: Medium (5 to 6 ft/150-183cm in height and 250-600lbs/125-300kg in weight)

Reproductive: Yes

Age expectancy: 15-30 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 12 (+2 natural), Endurance 12, Reflex 10, Will 12. Add ability and class modifiers.

Attacks: Melee attack bonus per Class Levels and Strength. Bite 1d6 + Strength bonus. Two front paws with five claws each, 3d6 + Strength bonus. Arm blow 1d8 + Strength bonus. No ranged attacks.

Speed: 90m/27ft, Swimming 20ft/6m, Climbing 10ft/3m

Resistances: None

Abilities: Strength +2, Dexterity ± 0 , Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -4. Feel free to modify these base values to match animal type.

Special qualities: Scent.

Skills with Bonus: Dual-Handed Fighting +5, Notice Objects & Movements +8, Search +3, Sneak +3, Swim +15, Track +15, Wilderness Survival +15. (Add a bonus of 1 per skill for every three Character Levels beginning with the fourth.)

Temperament: Usually Timid

Alignment inclination: Always neutral

Scent: Bears can detect and identify the scent of a living creature that is within 500 yards/meters.



A brown bear forages in the brush.

With CSUAC brown bear graphic by Kepli. Open Game Content.

Brown Bears

Available Character Classes: Commoner, Warrior, Scout (dependent upon type of animal).

Maximum Character Level: 15

Minimum Character Level: 1

Size: Medium (4 to 7 ft/120-210cm in height and 200-500lbs/100-250kg in weight)

Reproductive: Yes

Age expectancy: 25-50 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 12 (+2 natural), Endurance 11, Reflex 10, Will 11. Add ability and class modifiers.

Attacks: Melee attack bonus per Class Levels and Strength. Bite 1d6 + Strength bonus. Two front paws with five claws each, 3d6 + Strength bonus. Arm blow 1d8 + Strength bonus. No ranged attacks.

Speed: 90m/27ft, Swimming 20ft/6m, Climbing 10ft/3m

Resistances: None

Abilities: Strength +1, Dexterity ±0, Stamina +1, Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -4. Feel free to modify these base values to match animal type.

Special qualities: Scent.

Skills with Bonus: Dual-Handed Fighting +5, Notice Objects & Movements +8, Search +3, Sneak +3, Swim +15, Track +15, Wilderness Survival +15. (Add a bonus of 1 per skill for every three Character Levels beginning with the fourth.)

Temperament: Normal to aggressive

Alignment inclination: Always neutral

Scent: Bears can detect and identify the scent of a living creature that is within 500 yards/meters

Brown bears have less fear of humans and humanoids than black bears and a greater tendency to consider them prey. They are a serious problem when they near settled areas and begin hunting farm livestock. They are particularly fond of sheep and goats. They tend to live in coastal areas.

Grizzly Bears

Available Character Classes: Commoner, Warrior, Scout (dependent upon type of animal).

Maximum Character Level: 20

Minimum Character Level: 1

Size: Medium (4½ to 8 ft/135-240cm in height and 360-1,500lbs/180-750kg in weight)

Reproductive: Yes

Age expectancy: About 30 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 14 (+4 natural), Endurance 13, Reflex 9, Will 13. Add ability and class modifiers.

Attacks: Melee attack bonus per Class Levels and Strength. Bite 1d8 + Strength bonus. Two front paws with five claws each, 3d8 + Strength bonus. Arm blow 1d12 + Strength bonus. No ranged attacks.

Speed: 90m/27ft, Swimming 20ft/6m, Climbing 10ft/3m

Resistances: None

Abilities: Strength +2, Dexterity -1, Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -4. Feel free to modify these base values to match animal type.

Special qualities: Scent.

Skills with Bonus: Dual-Handed Fighting +5, Notice Objects & Movements +8, Search +3, Sneak +3, Swim +15, Track +15, Wilderness Survival +15. (Add a bonus of 1 per skill for every three Character Levels beginning with the fourth.)

Temperament: Aggressive

Alignment inclination: Always neutral

Scent: Bears can detect and identify the scent of a living creature that is within 500 yards/meters.

Grizzlies are large members of the brown bear family. They tend to attack any intruders within a few miles of their dens and consider humans and humanoids to be hunting prey. They usually lair in wooded inland areas.

Polar Bears

Available Character Classes: Commoner, Warrior, Scout (dependent upon type of animal).

Maximum Character Level: 20

Minimum Character Level: 1

Size: Medium (6 to 10ft/180-300cm in height and 330-1,500lbs/150-750kg in weight)

Reproductive: Yes

Age expectancy: 15-30 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 15 (+5 natural), Endurance 14, Reflex 8, Will 14. Add ability and class modifiers.

Attacks: Melee attack bonus per Class Levels and Strength. Bite 1d10 + Strength bonus. Two front paws with five claws each, 3d10 + Strength bonus. Arm blow 2d8 + Strength bonus. No ranged attacks.

Speed: 90m/27ft, Swimming 20ft/6m, Climbing 10ft/3m

Resistances: Cold

Abilities: Strength +3, Dexterity -2, Stamina +3, Magical Aptitude 1 (fixed), Mechanical Aptitude -4, Knowledge -4. Feel free to modify these base values to match animal type.

Special qualities: Scent.

Skills with Bonus: Dual-Handed Fighting +7, Notice Objects & Movements +8, Search +3, Sneak +3, Swim +20, Track +15, Wilderness Survival +15. (Add a bonus of 1 per skill for every three Character Levels beginning with the fourth.)

Temperament: Normal

Alignment inclination: Always neutral

Scent: Bears can detect and identify the scent of a living creature within 500 yards/meters.

Cold Resistance: Polar bears can tolerate temperatures as low as -60°F/-51°C..

Polar bears are the world's largest known land predators. Their diet is almost exclusively meat. Usually they will attempt to avoid humans and humanoids unless they are provoked, although they ferociously guard their dens when they have cubs. Despite their usual disinterest in humans and humanoids, a hungry polar bear can become unpredictable and may hunt adventurers if it catches their scent. Such situations are, of course, rare, because polar bears seldom encounter humans or humanoids except for ice giants that live year round in some tundra regions. Because of the giants' greater size, even hungry polar bears are less likely to attack them.

2.3 Boars

Available Character Classes: Warrior

Maximum Character Level: 7

Minimum Character Level: 1

Size: Medium, Large, Huge

Reproductive: Yes

Age expectancy: 15-20 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Warrior level plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 14 (+4 Natural), Endurance 13, Reflex 9, Will 12. Add ability and class modifiers.

Attacks: Melee only, with Attack Bonus as Warrior. Tusk gouge (male only), damage 2d4 + Strength bonus. Bite (female only) dame 1d6 + Strength bonus. Running trample, 4d4 damage. If there is space, victim can make a Dexterity check against the boar's Character Level + 10 to evade the charge.

Magical Items: None

Aarmor: None

Speed: 30ft/9m, running charge 50ft/15m

Resistances: Injury

Abilities: Strength +3, Dexterity -1, Stamina +4, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge -6.

Special qualities: Spring

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Temperament: Timid

Alignment inclination: Neutral

Injury Resistance: A boar in battle suffers no penalties with the loss of injury points. A boar continues to fight at full ability until it reaches 0 (zero) life points and dies.

Spring: A boar can make a running leap of 3 to 4 ft/90 to 120cm.



Hunters pursue a wild boar.

With CSUAC graphics. Open Game Content.

Boars also are known in some areas as *wild pigs*, *wild sows* or *black game*. They are the biological ancestor of the domestic farm pig, an animal that was produced by humans through cross-breeding. Domestic pigs would have little chance to survive in free nature. Boars, on the other hand, are among nature's more accomplished survivors. Feral pigs also can be found at times, the offspring of boar and domestic pigs that have escaped their stalls.

Male boars are loners that play no part in boar tribal life other than mating. Female boars are tribal animals, living in groups of 20 to 50 animals that are called *souanders*. A souander usually has two to three sows and their boar piglet offspring. When the time comes to give birth, a sow usually leaves her souander and goes to a more isolated area to *farrow* or give birth, usually yielding 8 to 12 piglets.

It is during a female's farrowing cycle that a female boar is at her most dangerous. A boar will fight ferociously to protect its brood.

Boars are night foragers. They seldom are seen during the day, unless one comes close enough to the young piglets of a sow that recently has farrowed or to the piglets of a sounder that the sow or sows prepare to defend their young.

With the coming of sunset, however, boars begin to wander in search of food, staying active until shortly before sunrise. They eat almost anything including grass, nuts, berries, carrion, roots, tubers, garbage, insects, small reptiles and even young deer and lambs. In settled areas boars can be a real plague for farmers, so much so that they often are hunted mercilessly. Boars dig for their food. As a result, a farmer might look contented on a summer evening at a field filled with crops, only to find the next day that boars have uprooted large areas of it.

There are substantial differences between male and female boars:

- **Male Boars** reach lengths between 5ft and more than 6ft/150 to 200cm and weights between 160 and 400lbs/80 and 200kg. Tusks – in reality canine teeth – protrude from the mouth of a male boar. The tusks continue to grow over the boar's life span, reaching eventual lengths between 8 inches and a foot/20 and 30cm. Only about half of the length protrudes from the mouth. The preferred attack of a male boar is to lower its head, charge and then wound with an upward thrust of the tusks.
- **Female Boars** reach lengths of about 50 inches/75cm and weights between 150 and 200 pounds/75-100kg. Females are tuskless. When they fight, they charge with their heads up and mouth open, attempting to bite upon contact.

All boars have thick, black fur, in part bristled, in part fine. The fur grows thicker in the winter months.

As dangerous as they are, boars are timid creatures. As long as their brood isn't being threatened, boars will attempt to avoid humans and humanoids. However, any boar that is cornered or any boar that finds its brood or sounder being threatened will fight viciously and ferociously.

Most victims of boar bites and gouging are hunters who make prey of the animals. In areas where the population is partly or completely dependent upon hunters and trappers rather than farmers for meat, boar, bear and venison are the main meats consumed. Boar is similar to pork in flavor, albeit it a bit tougher and with a gamier taste.

2.4 Butcherfish

Available Character Classes: Warrior

Maximum Character Level: 1

Minimum Character Level: 1

Size: Tiny (up to 8 inches/20 cm long, weight up to 16 ounces/450g)

Reproductive: Yes

Age expectancy: 4 years

Initiative modifier: Dexterity Modifier + 8 (Interactive Speed)

Injury Points: 1

Life Points: 1

Base Defenses: Armor 10, Endurance 9, Reflex 12, Will 9. These scores do not change.

Attacks: Attacks hit automatically. Attack bonus +1. Attack roll is against the victim's Armor defense, to determine whether the victim is wounded. If not, no injury points are lost, otherwise: Bite, 1 injury point.

Speed: Swimming. 30ft/9m

Resistances: None

Abilities: Strength 11, Dexterity 22, Stamina 9, Magical Aptitude 1 (fixed), Mechanical Aptitude 1, Knowledge -4. All of these scores are fixed.

Special qualities: School Attack, Track in Water

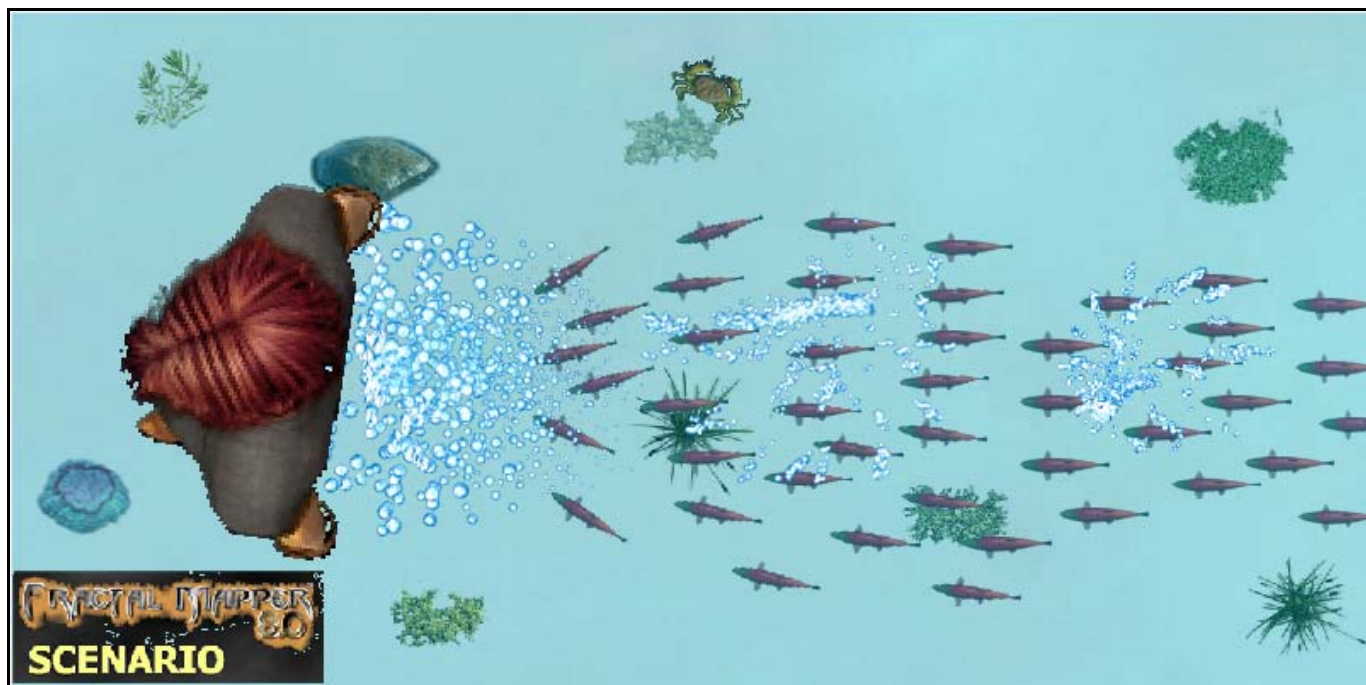
Skills with Bonus: Interactive Speed +8, Notice Object & Movement +5, Sneak +10, Swim (all checks succeed automatically)

Temperament: Aggressive

Alignment inclination: Neutral

School Attack: Butcherfish never act alone. They always are in schools of 101-200 (5d20+100) fish. A single, human-sized target is hit automatically in any given attack by 22-40 (2d10+20) butcherfish. The attack roll is made for the entire school, but it is compared only to the victim's Armor defense to determine whether the victim has been wounded. If so, it has been wounded by 22-40 (2d10+20) butcherfish for a loss of one injury point per wound. In contrast to other combat, the victim dies when it has lost **half** of the injury points it had at the start of the encounter. This is the case because the butcherfish, by that time, will have devoured so much of the victim's body that it no longer can survive.

Track in Water: Butcherfish can detect the presence of warm-blooded living bodies within 50ft/15m of the school and of blood in water within 200ft/60m of the school.



A school of butcherfish attacks an unsuspecting, wading human.

With CSUAC graphics. Open Game Content.

Game Master's Note: Butcherfish are fantasy beasts. They do not exist in the real world. They were created to make the crossing of waterways and adventures in the water more interesting.

Butcherfish are similar to the often exaggerated tales told about piranhas in the real world. There are two varieties of butcherfish: Salt- and freshwater cousins. Saltwater butcherfish cannot survive in fresh water and vice versa.

A butcherfish alone is not particularly dangerous, but butcherfish never are found alone. They always are active in large schools. That's what makes them extremely dangerously foes, along with the fact that their natural habitat is water, an environment where most mammals are at a disadvantage.

When butcherfish detect a mammal in the water, the entire school descends upon it and with razor sharp teeth, the fish begin eating the victim. Because the fish can swim faster than any humanoid, a person who falls in the water usually is doomed unless he or she can reach the bank quickly or be pulled out by someone else. Otherwise there is little but bones left of the victim in short order.

Butcherfish have grey heads and red backs, with a length of up to 8 inches/20 cm.

2.5 Deer

Available Character Classes: Ranger

Maximum Character Level: 5

Minimum Character Level: 1

Size: Small to Large, based upon age and gender. Length 3ft/90cm to 8ft/240cm, Weight 50 to 300lbs/25 to 150kg.

Reproductive: Yes

Age expectancy: Usually 3 to 10 years, some up to 20 years

Initiative modifier: Dexterity modifier + 8 (Interactive Speed)

Injury Points: Based upon Ranger level and Stamina score

Life Points: Based upon Ranger level and Stamina score

Base Defenses: Armor 11 (+1 natural), Endurance 10, Reflex 15, Will 8. Add class and ability modifiers.

Attacks: Attack bonus as Ranger, melee only. Kick: 1d4 damage, small; 1d6 damage, medium; 1d8 damage, large. Add Strength modifier.

Magical Items: None

Armor: None

Speed: 60ft/18m

Resistances: None

Abilities: Scores for Strength -2, Dexterity +4, Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge -4

Special qualities: Night vision

Skills with Bonus: Interactive Speed +8, Notice Objects and Movement +12, Search ±0, Sneak +12..

Temperament: Timid

Alignment inclination: Neutral

Night Vision: Deer can see clearly over a range of 100ft/30m and poorly over a range of an additional 100ft/30m at night. With strong moonlight, these ranges double.



A hunter examines a buck slain by wolves.

With CSUAC graphics. Open Game Content.

Deer are among the most timid of animals. Tales of a deer attacking a human are rare indeed and probably not true when they're told. Deer are included in this section only because they are one of the main types of prey sought by hunters and trappers, along with boars and bears. Adventurers in the wilderness also often hunt these three animals.

Deer are found above all in heavily-forested areas with good brush cover on the forest's edges and along meadows in the interior. Most deer live in groups of various sizes that are called herds.

There are various names for different deer based upon size and age:

- **Males** are called stags, bucks, harts or bulls.
- **Females** are called does, hinds or cows.
- **Young deer** are called fawns or calves.

All deer are vegetarian. Their diet consists mainly of digestible shoots, young leaves, fresh grasses, soft twigs, fruit, fungi, and lichens.

2.6 Dogs

There are just as many breeds of dogs available in the *Dungeons Daring* game as there are in the real world and also one fantasy creation, the trollhound. Rather than try to define each breed separately, we have made three dog templates and three special dog categories into which most can be placed,

Dog Templates

- **Large Dog:** This includes large but not particularly vicious dogs, such as collies, St. Bernards, Labradors, etc.
- **Middle-Sized Dog:** Most common, not especially vicious breeds of middle size dogs belong in this category.
- **Small Dog:** Smaller dogs including dachshunds and Chihuahuas would be found here.

Special Dog Categories

- **Watchdog:** Such dogs have been trained to guard and protect people, places and/or objects. They tend to become vicious anytime they think that whatever they are protecting is being threatened, and some always are vicious. Doberman Pinschers, German shepherds, Rottweilers and the like belong in this category.
- **Hunting Dog:** This category is for middle to large sized dogs that are trained to work with hunters. They are no more vicious than most other average dogs, but they have been trained to find game and to seek out fallen prey.
- **Trollhound:** These fantasy dogs are crossbreeds hybridized and trained to hunt trolls. In modern times, they also hunt orcs, goblins and ogres as well, although they seldom are seen outside of troll-infested areas. When not hunting trolls, orcs and the likes, trollhounds are among the tamest and most loyal dogs known.

Large Dog (Template)

Available Character Classes: Warrior

Maximum Character Level: 5

Minimum Character Level: 1

Size: Large, at least 135 inches/450cm in length, ca. 100 mlbs/50kg and more

Age expectancy: 10-15 years

Initiative modifier: Dexterity modifier + 4 (+4 Interactive Reaction)

Injury Points: To be calculated as for a Warrior

Life Points: To be calculated as for a Warrior

Base Defenses: Armor 10, Endurance 12 (+2 natural), Reflex 12 (+2 natural), Will 10.

Attacks: Bite, Attack Bonus per Warrior level and Strength modifier; Damage 1d8 + Strength Bonus.

Magical Items: Usually none

Armor: None

Speed: 50ft/15m

Resistances: None

Abilities: Strength -1, Dexterity +1, Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed) and Knowledge -2. Maximums: Strength 19, Dexterity 21, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 18, Knowledge 18.

Special qualities: None.

Skills with Bonus: Concentration +5, Interactive reaction +4, Notice Objects & Movement +7, Search +7, Sense Traps +5, Sneak +10, Swim +10, Weapon proficiency (bite) +10, Wilderness Survival +7. Add +1 per odd-numbered Character Level beginning with Level 3.

Temperament: Normal

Alignment inclination: Neutral, but non-wild dogs act in accordance with their master's alignment.

Medium Dog (Template)

Available Character Classes: Warrior

Maximum Character Level: 3

Minimum Character Level: 1

Size: Medium, at least 70 inches/64cm in length, ca. 40-100 mlbs/20-50kg

Age expectancy: 10-15 years

Initiative modifier: Dexterity modifier

Injury Points: To be calculated as for a Warrior

Life Points: To be calculated as for a Warrior

Base Defenses: Armor 10, Endurance 11 (+1 natural), Reflex 13 (+3 natural), Will 10.

Attacks: Bite, Attack Bonus per Warrior level and Strength modifier; Damage 1d6 + Strength Bonus.

Magical Items: Usually none

Armor: None

Speed: 45ft/12.5m

Resistances: None

Abilities: Strength -1, Dexterity +2, Stamina +1, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed) and Knowledge -2. Maximums: Strength 19, Dexterity 22, Stamina 21, Magical Aptitude 1, Mechanical Aptitude 18, Knowledge 18.

Special qualities: None.

Skills with Bonus: Concentration +5, Notice Objects & Movement +7, Search +7, Sense Traps +5, Sneak +10, Swim +10, Weapon proficiency (bite) +10, Wilderness Survival +7.

Temperament: Normal

Alignment inclination: Neutral, but non-wild dogs act in accordance with their master's alignment.

Small Dog (Template)

Available Character Classes: Commoner

Maximum Character Level: 1

Minimum Character Level: 1

Size: Small, starting at 10 inches/25cm in length, ca. 5-50 mlbs/2.5-25kg

Age expectancy: 10-15 years

Initiative modifier: Dexterity modifier

Injury Points: To be calculated as for a Commoner

Life Points: To be calculated as for a Commoner

Base Defenses: Armor 10, Endurance 10, Reflex 14 (+4 natural), Will 10.

Attacks: Bite, Attack Bonus per Warrior level and Strength modifier; Damage 1d4 + Strength Bonus.

Magical Items: Usually none

Armor: None

Speed: 40ft/12m

Resistances: None

Abilities: Strength -2, Dexterity +4, Stamina -1, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed) and Knowledge -2. Maximums: Strength 18, Dexterity 24, Stamina 19, Magical Aptitude 1, Mechanical Aptitude 18, Knowledge 18.

Special qualities: None.

Skills with Bonus: Concentration +5, Notice Objects & Movement +7, Search +7, Sense Traps +5, Sneak +10, Swim +10, Weapon proficiency (bite) +10, Wilderness Survival +7.

Temperament: Normal

Alignment inclination: Neutral, but non-wild dogs act in accordance with their master's alignment.

Watchdogs

Available Character Classes: Warrior

Maximum Character Level: 10

Minimum Character Level: 1

Size: Medium

Age expectancy: 10-15 years

Initiative modifier: Dexterity modifier + 8 (+8 Interactive Speed)

Injury Points: To be calculated as for a Warrior

Life Points: To be calculated as for a Warrior

Base Defenses: Armor 10, Endurance 12 (+2 natural), Reflex 14 (+4 natural), Will 0.

Attacks: Bite, Attack Bonus to be calculated; Damage 2d4 + Strength Bonus.

Magical Items: Usually none

Armor: None

Speed: 50ft/15m

Resistances: None

Abilities: Strength -1, Dexterity +4, Stamina +2, Magical Aptitude (fixed) 1, Mechanical Aptitude 1 and Knowledge -2. Maximums: Strength 19, Dexterity 24, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 18, Knowledge 18.

Special qualities: Pounce and Pin.

Skills with Bonus: Concentration +5, Interactive reaction +10, Notice Objects & Movement +7, Search +7, Sense Traps +5, Sneak +10, Swim +10, Weapon proficiency (bite) +10, Wilderness Survival +7. Add + 1 per odd-numbered Character Level beginning with Level 3.

Temperament: Usually aggressive

Alignment inclination: Neutral, but non-wild dogs act in accordance with their master's alignment.

Pounce and Pin: As a full one-round action, a watchdog can use a melee attack to spring upon a target creature. The dog makes a normal attack against the target's Reflex Defense. If the target is attacked from behind, it has a -4 penalty on its check. If the target fails its check, the dog succeeds in knocking down and landing upon the target. The dog also succeeds in pinning one of the target's arms (game master's choice). In any round, as a full one-round action, the victim can try to free itself with Strength check against the dog's Strength check. Because the dog has the character pinned, its check does not qualify as an action. As long as the target is pinned, it loses its Dexterity bonus, if any, and it cannot use the pinned arm. While the target is pinned, its Armor bonus in the Armor defense, if any, is lost for any parts of the body that are not covered by the armor. In other words, if the target is wearing only a chainmail shirt, its face and hands are not protected by its armor.

Watchdogs are trained to protect and often also are trained to attack a target when a particular command word, gesture or the like is given. They also can be trained to take commands only from specific beings and to refuse food or anything else offered by anyone but their masters. If a watchdog loses its master through death, separation or abandonment, it often slowly turns its protective instinct toward self-protection. As a wild animal, a watchdog can become especially vicious and dangerous.

In an urban area where they may be many watchdogs that have gone wild, it is not unusual for them to form in packs. They usually will fight one another for pack leadership, with the best fighter winning and gaining the unwavering following of the rest of the pack – or at least until another dog thinks it's ready to challenge the pack leader. Such a pack often includes other dogs with a background other than that of a watchdog, but the dog that wins pack leadership in most cases will be a former watchdog. If not, it's usually a former hunting dog.



CSUAC maiden graphic by Kepli. CSUAC Doberman graphic by Pedrov. Open Game Content.

A maiden need not fear when her Doberman is near.

Hunting Dogs

Available Character Classes: Warrior

Maximum Character Level: 7

Minimum Character Level: 1

Size: Medium

Age expectancy: 10-15 years

Initiative modifier: Dexterity modifier + 8 (+8 Interactive Speed)

Injury Points: To be calculated as for a Warrior

Life Points: To be calculated as for a Warrior

Base Defenses: Armor 10, Endurance 13 (+3 natural), Reflex 14 (+4 natural), Will 0.

Attacks: Bite, Attack Bonus to be calculated; Damage 2d4 + Strength Bonus.

Magical Items: Usually none

Armor: None

Speed: 50ft/15m

Resistances: Individual

Abilities: Strength -2, Dexterity +5, Stamina +3, Magical Aptitude (fixed) 1, Mechanical Aptitude 1 and Knowledge -2. Maximums: Strength 18, Dexterity 25, Stamina 23, Magical Aptitude 1, Mechanical Aptitude 18, Knowledge 18.

Special qualities: Pounce and Pin, Hunter's Commands.

Skills with Bonus: Concentration +7, Interactive Speed +8, Notice Objects & Movement +10, Search +12, Sense Traps +3, Sneak +15, Swim +10, Weapon proficiency (bite) +5, Wilderness Survival +10. Add + 1 per odd-numbered Character Level beginning with Level 3.

Temperament: Normal to aggressive

Alignment inclination: Neutral, but non-wild dogs act in accordance with their master's alignment.

Pounce and Pin: As a full one-round action, a hunting dog can use a melee attack to spring upon its prey. The dog makes a normal attack against the target's Reflex Defense. If the target is attacked from behind, it has a -4 penalty on its check. If the target fails its check, the dog succeeds in knocking down and landing upon the target. The dog also succeeds in pinning one of the target's arms (game master's choice). In any round, as a full one-round action, the victim can try to free itself with Strength check against the dog's Strength check. Because the dog has the character pinned, its check does not qualify as an action. As long as the target is pinned, it loses its Dexterity bonus, if any, and it cannot use the pinned arm. While the target is pinned, its Armor bonus in the Armor defense, if any, is lost for any parts of the body that are not covered by the body. In other words, if the target is wearing only a chainmail shirt, its face and hands are not protected by its armor.

Hunter's Commands: Hunting dogs are trained to learn and obey a wide variety of commands from the hunter who serves as their master.

Several canine races can be trained to work as hunting dogs. It takes more than a year of training before a hunting dog is fully trained. After that, it can and will fulfill almost any command that its master gives to it. It also assists the hunter in the hunt. Some examples:

- **Finding Bag:** A hunting dog can note the path of the hunter's projectile, find the scent of wounded prey, if any, and track the animal down. Search checks are unnecessary unless special (such as magical) conditions make it necessary.
- **Bringing in the Bag:** A hunter who believes he has successfully brought down small game (duck, rabbit) can tell the dog to bring in the bag, and the dog will do it if the bag has been downed. No check is necessary. If the prey still lives, the dog can slay it with a neck bite that breaks the prey's neck.
- **Scenting Prey:** A hunting dog knows what its master hunts. If it scents prey, it alerts the hunter and leads him or her in the right direction.
- **Sense Danger:** A hunting dog can smell and even feel danger in the area. When it does so, it alerts the hunter and master.
- **Finding Lost Items:** If the hunter has lost an item in the last hour, it can tell the dog to seek something lost. The dog understands, follows the hunter's steps backwards and locates the item, if it's still there. If the item is small enough for the dog to carry, it brings it back to the hunter. If not, it returns and leads the hunter to the item.
- **Protect the Master:** If the hunter comes under attack, the dog will fight to its death to defend its master. When doing so, the dog has a bonus of +2 on all attack rolls, for damage, on all defenses and on all checks.
- **Seek help:** If the hunter is wounded, injured or even unconscious, the dog will seek the scent of other men and attempt to bring help.

Most hunting dogs tend to be non-aggressive except for when they are fulfilling their duties on the hunt. However, they serve as pets only to the hunter and members of his or her family or hunting group. They have little interest in other persons. When an intruder enters a hunter's property, a hunting dog will bark an alarm, but it usually will not attack the intruder unless it believes the hunter to be threatened. Hunting dogs should not be mistaken for watchdogs.

Trollhounds

Trollhounds are hunting dogs that originally were trained by settlers in troll-infested areas to hunt trolls. In some areas, they now are equally successful against ogres, orcs and goblins. Trollhounds have intensive training in battle with such creatures. They have bonuses of +3 for Dexterity, Reflex and bite damage when fighting these mutations of the Darkness.

2.7 Elephants

Available Character Classes: Warrior

Maximum Character Level: 30

Minimum Character Level: 1

Size: Adults Huge (At birth about 5ft/150cm long and 250lbs/125kg, can reach a length of 30ft/9m, a shoulder height of 12ft/360cm and a weight of 12 tons/12,000kg)

Reproductive: Yes

Age expectancy: Up to 70 Years

Initiative modifier: Per Dexterity modifier

Injury Points: Per Warrior Class and Stamina score

Life Points: Per Warrior Class and Stamina score

Base Defenses: Armor 22 (+12 natural), Endurance +13 (+3 natural), Reflex -4 (-4 natural). Will 10. Add class and ability modifiers.

Attacks: Melee only: Attack bonus as Warrior with Strength modifier. Tusk blow, damage 6d4 + Strength modifier. Trunk lash, damage 4d4 + Strength modifier + thrown 20ft/6m, Foot stomp, damage 20d8 + Strength modifier. If the target has a chance to dodge any of these attacks, the elephant makes its attack rolls without its Strength modifier.

Magical Items: None

Armor: None

Speed: 60ft/18m, fast gait 120ft/36m

Resistances: None

Abilities: Strength +20, Dexterity -8, Stamina +3, Magical Aptitude 1 (fixed), Mechanical Aptitude -3, Knowledge ±0. Maximums: Strength 40, Dexterity 12, Stamina 23, Magical Aptitude 17, Mechanical Aptitude 1.

Special qualities: Intelligence

Skills with Bonus: Heal +15, Notice Objects and Movement 0, Search +10, Sense Motive +5, Swim +10.

Temperament: Normal

Alignment inclination: Neutral

Intelligence: The elephant is among the most intelligent animals. This is evidenced in behavior that includes grief, making music, art, altruism, mothering, play and the use of tools.



CSUAC elephant and victim graphic by Alyn Alizza. Open Game Content.

A human ivory hunter who picked on the wrong elephant loses his head.

Elephants are found only in tropical and sub-tropical areas. Their habitats are grasslands, marshes, lakeshores, forests and rain forests. They are herbivores (vegetarians) that spend up to 16 hours daily gathering food. Their diet consists of at least 50% grasses. The rest includes leaves, bamboo, twigs, bark, roots, and small amounts of fruits, seeds and flowers.

These creatures have a number of unique earmarks. Among beasts, they are the largest of all known land mammals, although they are only a small replica of their ancestors, the extinct mammoths that walked the lands in the age of the elves, before the first giants or men were born. The large ears and round legs and feet also are unique in the animal world.

Another remarkable elephant feature is the set of tusks that protrude from both males and females. Elephant tusks can grow to lengths of more than 10ft/3m. Elephants use them to dig for water, salt and roots and to remove bark from trees. They also use them as bulldozers, to move trees and branches when clearing a path. When one elephant fights with another, tusks become weapons. And when a bull elephant (male) wants to mark his territory, he uses his tusks to scratch boundary markings into trees.

Tusks offer elephants one of their greatest tools and one of their greatest disadvantages: There is a huge market for ivory in some parts of the world, which has led many adventurers to become ivory hunters. They track down elephant herds and attempt to slay the older elephants with the largest tusks.

Elephants are not timid creatures, nor are they aggressive. But elephants will battle ivory hunters and others who cause trouble in their herd territories. It is difficult for an elephant to fight a humanoid successfully with its tusks, but trunk lashes and foot stomps make for effective and often fatal blows.

The social structures of male and female elephants are different. Females live in tribe-like herds consisting of mothers, daughters, sisters, and aunts. The leader is the eldest female, the matriarch. Adult males live mostly solitary lives.

Female elephants have a large social circle. They mate with the local males that live on the fringes of one or more herds. They also interact with other herds. Most family herds range from 5 to 15 adults, as well as a number of young males and females. When a group gets too large, some of the elder daughters may break off and form their own herd. Elephants know which local herds are relatives and which are not.

2.8 Gorillas

Available Character Classes: Commoner, Ranger, Warrior, Scout

Maximum Character Level: 20 (Commoner 1)

Minimum Character Level: 1

Size: Medium (Adult male: 5 feet 6 inches to 6ft/166-183cm, 310-440lbs/155-220kg; adult female: about 4ft 7 inches/140cm tall and 220lbs/110kg)

Reproductive: Yes

Age expectancy: 30-50 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 12 (+2 natural), Endurance 12 (+2 natural), Reflex 8 (-2 natural), Will 8 (-2 natural). Add class level and ability modifiers.

Attacks: Melee only: Attack Bonus per Class Level and Strength modifier. Fist slam 2d8 + Strength bonus. Large club 2d8 + Strength bonus.

Magical Items: Usually none

Armor: Usually none

Speed: 40ft/12m

Resistances: Individual

Abilities: Strength +2, Dexterity -2, Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude -2, Knowledge -2.
Maximums: Strength 22, Dexterity 18, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 18, Knowledge 18.

Special qualities: Use Tools and Weapons

Skills with Bonus: Dual-Handed Fighting +8, Heal +5, Knowledge (local) +5, Knowledge (nature) +5, Notice Objects & Movement +8, Power Attack +8, Search +5, Sneak +3, Swim +5, Track +12, Wilderness Survival +10. Bonus increases per 3 levels starting with Level 4.

Temperament: Normal

Alignment inclination: Neutral

Use Tools & Weapons: The hands of gorillas and their brains are advanced enough to be able to employ simple tools and weapons. The latter usually are large clubs, but a gorilla conceivably could use many simple melee weapons such as swords, maces and morningstars that were taken from the bodies of adventurers it has slain.



One silverback, right, challenges another for troop leadership.

With CSUAC gorilla graphics by Heruca and Hurltim. Open Game Content.

Among all animals, only chimpanzees are closer to humans than gorillas in biological similarity and in intelligence. These large, monkey-like creatures can be found in tropical or subtropical forests at elevations ranging from swamp and lowlands to mountain forests as high as 14,000ft/4,300m.

Gorillas eat fruits, leaves, and shoots. They sometimes also ingest small insects, but for the most part, they are herbivores or vegetarians. Gorillas spend most of their waking time eating. Lowland gorillas feed mainly on fruit. Mountain gorillas have a diet of herbs, stems and roots

Young male gorillas are called blackbacks. They become sexually mature at the age of 11. Adult males that are more than 12 years old are called silverbacks because of the distinctive patch of silver hair on the back. Groups of gorillas are called troops. Silverbacks are the strong, dominant troop leaders. Such leaders have troops with 5 to 30 (5d6) other gorillas under their command.

The silverback leader is in the focal point of the troop's attention. It makes all of the troop's decisions, mediates conflicts, decides to where the troop moves, leads its followers to feeding sites and takes responsibility for the safety and well-being of the troop.

Blackbacks begin to leave their troops when they are about 11 years old. They travel alone or with a group of other males for two to five years, when they begin attracting females. They then form a new troop and breed.

If challenged by a younger male or an outsider male, a silverback screams, beat his chest, breaks branches, bares his teeth and charges forward. The winner of the battle takes over the leadership of the troop.

If the leader is killed by disease, accident or poachers, the troop usually splits up. The animals then disperse to look for a new protective male. Occasionally, a group might be taken over in its entirety by another male who may kill the infants of the dead silverback.

When contact with humanoids occurs, gorillas are unpredictable. Gorillas usually view intruders into their domain as a threat. If the intruders don't flee upon discovering that they are in gorilla territory, a troop leader will order his followers to attack.

2.9 Lions

Available Character Classes: Warrior.

Maximum Character Level: 20

Minimum Character Level: 1

Size - Lion: Large (5 feet 7 inches to 8 feet 2 inches/170-250cm long, 330-530lbs/165-265kg)

Size - Lioness: Large (4 feet 7 inches to 5 feet 9 inches/140-175cm long, 270-400lbs/135-200kg)

Reproductive: Yes

Age expectancy: About 20 years

Initiative modifier: Lion – Dexterity + 4 (+4 Interactive Reaction), Lioness – Dexterity + 8 (+8 Interactive Speed)

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 12 (natural +2), Endurance 8 (natural -2), Reflex male 9 (natural -1) and female 11 (natural +1). Will 10. Add class and ability modifiers.

Attacks: Attack bonus per Warrior level + Strength bonus. Strangle, damage if successful death. Bite: 2d8 + Strength bonus. Claws 1d8 + Strength bonus.

Magical Items: None

Armor: None

Speed: 40ft/12m, Running 100ft/30m for up to 1 Minute (12 rounds)

Resistances: None

Abilities - Lion: Strength +3, Dexterity +1, Stamina -3, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge -6. Maximums: Strength 23, Dexterity 21, Stamina 17, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 14.

Abilities - Lioness: Strength +3, Dexterity +3, Stamina -3, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge -6. Maximums: Strength 23, Dexterity 23, Stamina 17, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 14.

Special qualities: Strangle (lioness only)

Skills with Bonus - Lion: Concentration +5, Interactive Reaction +4, Knowledge (geography) +5, Notice Objects and Movement +10, Search +10, Sneak +15, Track +15, Wilderness Survival +15. Each skill increases by +1 every three Character Levels beginning with the fourth

Skills with Bonus - Lioness: Concentration +10, Interactive Speed +8, Knowledge (geography) +10, Notice Objects and Movement +15, Search +15, Sneak +20, Track +20, Wilderness Survival +20. Each skill increases by +1 every three Character Levels beginning with the fourth.

Temperament: Aggressive

Alignment inclination: Neutral

Strangle: With a successful hit, a lioness can begin strangling its victim to death. To make a stranglehold, the lioness must succeed in a Strength check against the victim's Strength check. The prey dies within 2 to 5 minutes (1d4+1). For each minute (12 rounds) that the prey still lives, it is entitled to a new Strength check against the Strength check of the lioness to break the stranglehold.



A male lion without a pride hunts alone in moonlight.

With CSUAC graphics. Open Game Content.

Lions are found in savanna, grasslands, brush and forest in subtropical zones. These large cats live in prides that consist of a group of blood-related lionesses (female) and offspring as well as a few lions (male). The key figures in a pride are the smaller lionesses rather than the larger, maned male lions. The lionesses also are the pride's hunters.

The male lion's role is to guard the pride. It spends most of its time on the perimeters of the pride's territory, watching for intruders. Male lions usually hunt only when the lionesses are planning to stalk large and dangerous prey, such as buffalos and giraffes, or when the male lion is alone and not a member of a pride.

Lions are carnivores; they live almost entirely on meat. Their hunts are conducted by groups of lionesses from the pride that attempt to encircle the prey. The lioness closest to the prey then makes a rapid sneak attack. It usually is made when the lioness is within 100ft/30m of the prey, because a lioness lacks the stamina to make prolonged runs due to its small heart size. Although lions have very sharp teeth, they seldom slay their prey by biting. Instead, they almost always resort to strangulation.

Lionesses prefer various types of mammals weighing between 400 and 1,200lbs/200 and 600kg. They usually do not hunt for humanoid prey, but they also would not be beyond attacking humanoids if they encountered them while they were on the hunt. Lionesses that have fallen and eaten humanoids sometimes develop a taste for them and then actively hunt them.

Lion cubs usually begin hunting when they are a year old and become effective hunters when they are two. Most lionesses keep only a few males in their prides, enough to mate and perform guard duty. Other male cubs are forced out of the pride when they are two to three years old.

Other lions are the lion's only natural predators. Because male lions perform guard duty, they are the main victims of clashes among lions, which often occur when a solitary male attempts to enter a pride's territory. When a pride's male guards are slain, the females will accept outside males into the pride, but outside females never are tolerated.

2.10 Snakes (Deadly)

There is just as wide a variety of snakes in the *Dungeons Daring* game as in the real world, where nearly 3,000 different species are known. There are four official templates that can be used to define any specific deadly snake:

- Small venomous snakes
- Medium-sized venomous snakes
- Large venomous snakes
- Constrictors

If a specific real world snake is being used, the data for poison or constriction in the template should be modified to resemble that of the real world snake.

Venomous snakes, general

Venomous snakes hunt and live on small animals which they swallow whole. Some also eat other snakes. They slay or paralyze their prey with venomous poison injected through the fangs. Venomous snakes do not consider humanoids to be prey. When a human is nearby, most venomous snakes will try to avoid them. However, any movement by a humanoid that the snake might interpret to be an attack usually will provoke a counterattack.

Venom: There are no official *Dungeons Daring* statistics for venom. Venom should be defined individually for each snake based upon its real world prototype. Include the following information:

- How long does it take for the venom to begin working?
- What non-lethal damage does the venom cause, if any?
- Under what circumstances is the venom fatal, if at all?
- Can Stamina checks be made to partially or fully resist the venom?

In the *Dungeons Daring* environment, herbal and magical remedies should be available to stop all poisoning from snake venom, if it is applied within a defined time frame.

Small venomous snakes (Template)

Available Character Classes: Warrior

Maximum Character Level: 2.

Minimum Character Level: 1.

Size: Tiny to Small, 4 inches/10 cm to 4ft/120cm long

Reproductive: Yes

Age expectancy: 10 to 25 years, varies with species

Initiative modifier: Dexterity modifier + 4 (+4 interactive reaction)

Injury Points: Per Warrior level and Stamina modifier

Life Points: Per Warrior level and Stamina modifier

Base Defenses: Armor 10, Endurance 10, Reflex 12 (+2 natural), Will 8 (-2 natural). Add class and ability modifiers.

Attacks: Attack roll per Warrior Class Level + Strength modifier. Bite, damage 1d4.

Magical Items: None

Armor: None

Speed: 20ft/6m

Resistances: None

Abilities: Strength -2, Dexterity +2, Stamina ± 0 , Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge -4. Maximums Strength 18, Dexterity 22, Stamina 20, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 16.

Special qualities: Venom

Skills with Bonus: Concentration +5, Interactive Reaction +4, Notice Objects and Movement +15, Search +5, Sneak +15, Swim +20 (water snakes only), Track +20 (land snakes and natural prey only), Wilderness Survival +10. Skills do not increase with new levels.

Temperament: Timid

Alignment inclination: Neutral

Medium venomous snakes (Template)

Available Character Classes: Warrior

Maximum Character Level: 4.

Minimum Character Level: 1.

Size: Medium, 4ft/120cm long to 6ft/183cm long

Reproductive: Yes

Age expectancy: 10 to 25 years, varies with species

Initiative modifier: Dexterity modifier + 8 (+8 interactive speed)

Injury Points: Per Warrior level and Stamina modifier

Life Points: Per Warrior level and Stamina modifier

Base Defenses: Armor 11 (+1 natural), Endurance 10, Reflex 11 (+1 natural), Will 8 (-2 natural). Add class and ability modifiers.

Attacks: Attack roll per Warrior Class Level + Strength modifier. Bite, damage 1d6.

Magical Items: None

Armor: None

Speed: 30ft/9m

Resistances: None

Abilities: Strength -1, Dexterity +1, Stamina ± 0 , Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge -4. Maximums Strength 19, Dexterity 21, Stamina 20, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 16.

Special qualities: Venom

Skills with Bonus: Concentration +5, Interactive Speed +8, Notice Objects and Movement +12, Search +5, Sneak +12, Swim +20 (water snakes only), Track +20 (land snakes and natural prey only), Wilderness Survival +10. Skills do not increase with new levels.

Temperament: Timid

Alignment inclination: Neutral

Large venomous snakes (Template)

Available Character Classes: Warrior

Maximum Character Level: 6.

Minimum Character Level: 1.

Size: Large, 6ft/183 to cm to 50ft/15m long

Reproductive: Yes

Age expectancy: 10 to 25 years, varies with species

Initiative modifier: Dexterity modifier

Injury Points: Per Warrior level and Stamina modifier

Life Points: Per Warrior level and Stamina modifier

Base Defenses: Armor 12 (+2 natural), Endurance 10, Reflex 12 (+2 natural), Will 8 (-2 natural). Add class and ability modifiers.

Attacks: Attack roll per Warrior Class Level + Strength modifier. Bite, damage 1d8.

Magical Items: None

Armor: None

Speed: 40ft/12m

Resistances: None

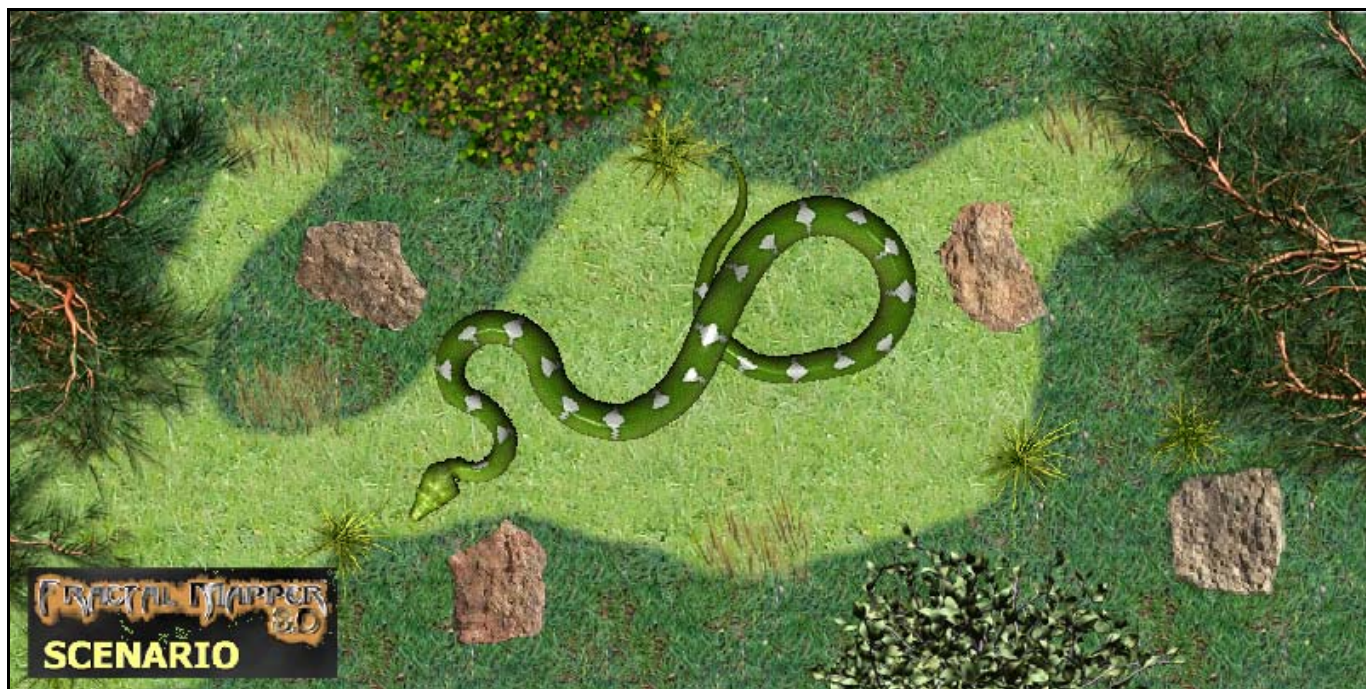
Abilities: Strength ± 0 , Dexterity +2, Stamina ± 0 , Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge -4. Maximums Strength 20, Dexterity 22, Stamina 20, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 16.

Special qualities: Venom

Skills with Bonus: Concentration +5, Notice Objects and Movement +10, Search +5, Sneak +10, Swim +20 (water snakes only), Track +20 (land snakes and natural prey only), Wilderness Survival +10. Skills do not increase with new levels.

Temperament: Timid

Alignment inclination: Neutral



Always beware a snake in the grass. Here, a tree python.

With CSUAC graphics. Open Game Content.

Large constrictor snakes (Template)

Available Character Classes: Warrior

Maximum Character Level: 6.

Minimum Character Level: 1.

Size: Large, 6ft/183 to cm to 50ft/15m long

Reproductive: Yes

Age expectancy: 10 to 25 years, varies with species

Initiative modifier: Automatic if the snake has not been noted, otherwise Dexterity modifier

Injury Points: Per Warrior level and Stamina modifier

Life Points: Per Warrior level and Stamina modifier

Base Defenses: Armor 14 (+4 natural), Endurance 12, Reflex 10 (+2 natural), Will 8 (-2 natural). Add class and ability modifiers. (+2 natural)

Attacks: Attack roll per Warrior Class Level + Strength modifier. Stranglehold, see below. Bite, damage 1d8.

Magical Items: None

Armor: None

Speed: 40ft/12m

Resistances: None

Abilities: Strength +2, Dexterity ± 0 , Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge -4. Maximums Strength 22, Dexterity 20, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 16.

Special qualities: Strangulation

Skills with Bonus: Concentration +5, Notice Objects and Movement +10, Search +5, Sneak +20, Track +10 (natural prey only), Wilderness Survival +10. Skills do not increase with new levels.

Temperament: Aggressive if large enough to hunt humanoids

Alignment inclination: Neutral

Strangulation: A constrictor wraps itself around its prey and constricts its muscles to strangle the prey. A victim caught in the hold of a constrictor must make Strength checks against the snake's Strength check to break the hold. Death sets in within 2 to 5 minutes (1d4+1). A victim can make a new check in each round in which it lives. However, breaking the hold does not prevent the snake from trying to gain a new stranglehold in the following round. To strangle, the snake makes a normal attack roll. The Dexterity comparison decides whether the snake has succeeded in hitting the target. The Armor comparison decides whether the snake has succeeded in wrapping itself around the victim to constrict it.. If it fails, no damage results.

The largest members of this category of non-venomous snakes can be just as dangerous to adventurers as venomous snakes. The best known members of this family are boas, pythons and racers. Constrictors eat animals. If the snakes are large enough, they also consider humanoids to be good prey.

2.11 Spiders (Deadly)

Available Character Classes: Warrior

Character Level: 1

Size: Tiny (½ to 1 inch, 12 to 25mm)

Reproductive: Yes

Age expectancy: Average of 2 years

Initiative modifier: +1

Injury Points: To be calculated: Stamina modifier + 1.

Life Points: 1.

Base Defenses: Armor none (see below), Endurance 10, Reflex 12 (natural +2), Will 8 (natural -2).

Attacks: No attack rolls. Bite, no physical damage

Magical Items: None

Armor: None

Speed: 6 inches/15cm

Resistances: None (Ice spider only, Cold)

Abilities: Strength -6, Dexterity +2, Stamina ±0, Magical Aptitude 1 (fixed), Mechanical Aptitude 1 (fixed), Knowledge 1 (fixed). Maximums: Strength 14, Dexterity 220, Stamina 20, Magical Aptitude 1, Mechanical Aptitude 1, Knowledge 1.

Special qualities: Poison (black widow and brown recluse), Pus (ice spider)

Skills with Bonus: List each skill of each available Talent for which the creature has the prerequisites and the applicable bonus score.

Temperament: Timid

Alignment inclination: Neutral

This category includes two real world spiders and one fantasy spider. None of them has any attack capable of injuring humanoids, but two of them can inject poisonous venom into the body that sometimes can be fatal. The spiders do not need to make an attack roll to bite. They need only reach the victim's flesh unnoticed. Likewise, a potential victim does not need to make an attack roll to kill a spider.

Black Widows

Poison: The venom of a female black widow is extremely poisonous, but the spider can inject it only in miniscule quantities, reducing the danger to life and limb. A victim who is bit makes a Stamina check against DC 12. If the check fails, the victim will die within 1d4 days if it is not treated. Otherwise the victim is fully incapacitated for 1d4 days. The poison of a male is weaker. A victim who is bit also makes a Stamina check against DC 12. If the check fails, the victim is fully incapacitated for 1d4 days. Otherwise it feels only strong pain in the area of the bite for 1d4 days. Herbal and magical cures can deal with the poison of black widows.

Black widows are widespread in subtropical and temperate climate zones. They usually bite and inject their venom only when they are attacked. Unfortunately, attacks against these spiders often occur without the victim even realizing that a black widow is there, much less that it is attacking the spider.

Brown Recluses

Poison: The venom of a brown recluse spider leads only occasionally to serious health problems. If the game master determines that a brown recluse has bitten a victim, there is a 5% chance (1 on 1d20) that the bite is serious. Once that has been established, there is a 5% chance (1 on 1d20) that the poisoning will be fatal. If so, the victim will die within 1d6 days. Otherwise the wound may grow to a size up to 10 inches/25 cm. Such bites become painful and itchy within 2 to 8 hours (2d4). Pain and local effects worsen 12 to 48 hours (4d12) after the bite. Serious systemic effects may occur before that time, because the venom spreads throughout the body in minutes. Symptoms include nausea, vomiting, fever, rashes, and muscle and joint pain. Herbal and magical cures can deal with the poison of brown recluses.

These small brown spiders have a line though their backs that make them look somewhat like a violin. Brown recluses are not at all aggressive. They bite only when they are pressed so tightly against the victim's skin that their life is in danger. Brown recluses are found only in warm temperate zones.



A black widow spider in its web.

Ice Spiders

NOTE: These are fantasy spiders that do not exist in the real world.

Pus Poison: The pus that seeps from the wound of an ice spider is deadly poisonous if one consumes it or if it is injected into the blood stream. However, because ice spiders dwell only in arctic regions and because they are rare, there are no known cases of such poisoning among humanoids. The pus of an ice spider, when consumed or injected, stops the function of all internal organs within 4 days, causing a 25% loss of remaining injury points daily. When the victim has lost all of its injury points, it also loses its remaining life points within 3d6 minutes and dies. Such poisoning can be reversed by magical methods and stopped with herbal antidotes, however, when herbal antidotes are used, they do not repair damage already sustained. Such healing must be done separately.

Pus Eitur: The high lords of the Darkness know how to brew a magical concoction with ice spider pus that is addictive. Victims are offered the eitur with the promise that it will strengthen them (see *Eitur* in Section VII *Creature Magic*) but they are not warned that it is fatally addictive. The eitur does what it promises to do, but at the end of four weeks, the pus in the eitur begins to stop the function of the body's internal organs. At that point, only other ingredients in the eitur can stimulate these organs to operate properly again. The lords of the Darkness then offer their victims the choice of dying from lack of more eitur or yielding their free wills and enslaving themselves. *Dungeons Daring* describes no official antidote for eitur, but it is suggested that each game master who uses eitur in his or her campaign also develops an antidote that can play an important role in the adventure.

Cold Resistance: Ice spiders can tolerate temperatures as low as -70°F/-57°C.

Ice spiders are small blue spiders that are found only in air pockets between the arctic ice and the water beneath it. They live mainly on a diet of single cell organisms that lair in these areas.

2.12 Tigers

Available Character Classes: Warrior

Maximum Character Level: 20

Minimum Character Level: 1

Size: Large (Up to 12ft/4m long, male weights from 220 to 500lbs/110 to 250kg, female weights from 150 to 310lbs/75 to 155kg)

Reproductive: Yes

Age expectancy: 10 to 20 years

Initiative modifier: Dexterity modifier +8 (interactive speed +8)

Injury Points: Per Warrior Class + Stamina Bonus

Life Points: Per Warrior Class + Stamina Bonus

Base Defenses: Armor 10, Endurance 10, Reflex 13, Will 10. Add Warrior Level and ability modifiers.

Attacks: Strangle, damage if successful death. Bite: 2d8 + Strength bonus. Claws 1d8 + Strength bonus.

Magical Items: None

Armor: None

Speed: 40ft/12m, Running 100ft/30m

Resistances: None

Abilities: Scores for Strength, Dexterity, Stamina, Magical Aptitude, Mechanical Aptitude and Knowledge

Special qualities: Leap

Skills with Bonus: Cleave +8, Concentration +5, Interactive Speed +8, Knowledge (Geography) +5, Notice Objects & Movement +15, Power Attack +8. Search +15, Sneak +20, Track +20, Wilderness Survival +15.

Temperament: Aggressive

Alignment inclination: Neutral

Leap: Tigers can leap as high as 15ft/5m and as long as 33ft/10m. Among mammals, only cougars can jump higher.

Tigers are the world's heaviest cats, but their size varies greatly. They can live in any landscape from tropical swamps to the far northern and southern lands bordering on tundra beneath the polar regions. In general, the farther they live from the equator, the larger they tend to be.

In contrast to lions, who hunt in packs of females, tiger males and females are solitary hunters, almost always attacking their prey in ambushes. They prefer to bite the throat and use their muscled forelimbs to hold onto the prey, bringing it to the ground. The tiger remains latched onto the neck until its prey dies of strangulation.

Once a tiger has made its kill, it usually shares the treat with others and not only those of its own family. If the successful hunter is a male, it will stand aside and let a tigress and her cubs eat before it feasts, even if they are not of the male's own family.

The normal prey of the tiger includes sambar, gaur, domestic buffalo, chital, boar, nilgai, leopards, pythons, sloth bears, crocodiles, elk, boar, deer, tapir, antelope, camels, wisent, yak, wild horses, monkeys, fowl, hares, fish, young elephants, rhino calves and domestic animals such as dogs, cows, horses, and donkeys. Usually tigers will avoid humanoids, but in some areas where tiger habitat and humanoid settlements are nearby, tigers also will add humanoids to their menu.



CSUAC tiger graphic by Alyn Alizza and prey graphic by Ardak 2000. Open Game Content.

A male tiger prepares to feast after sharing its prey with tigresses and cubs.

2.13 Trail Animals

This collection includes the following:

- Wild horses
- Riding horses
- Warhorses
- Draft horses
- Ponies
- Donkeys, Asses and Burros
- Mules

For your campaign, you may also wish to define specific types such as mustangs, palominos and roans. In that case, simply choose the appropriate template and tweak the statistics so that they more closely match the specific characteristics of your prototype.

All of the trail animals listed in this group are members of the greater horse family. Wild horses, depending upon species, can be broken and trained to be riding, war or draft horses. Riding horses are breeds that are swift, somewhat agile and can carry a rider. Warhorses are stronger, less agile and somewhat slower riding horses that can carry a well-armed rider with full gear. Draft horses are slow, strong but somewhat clumsy animals that are used for work. Ponies are a small horse type bred from wild horses of smaller structure. Donkeys, asses and burros are horse-like animals that are slow but very useful as pack and work animals. Mules are hybrids of horses and donkeys that are less suited for riding than horses but better work and pack animals than horses, ponies or donkeys.

Wild Horses (Template)

Available Character Classes: Warrior

Maximum Character Level: 15

Minimum Character Level: 1

Size: Large (At the withers: 58 inches/147cm to 64 inches/163cm, weight: 900 to 1,200lbs/450-600kg)

Reproductive: Yes

Age expectancy: Usually 25 to 30 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 11 (+1 natural), Endurance 13 (+3 natural), Reflex 12 (+2 natural), Will 10. Add Warrior class and ability modifiers.

Attacks: Melee: 2 trampling front hooves, Attack bonus per Warrior level and Strength modifier. Damage 5d4 + Strength modifier.

Magical Items: None

Armor: None

Speed: 40ft/12m, running 200ft/60m

Resistances: None

Abilities: Strength +2, Dexterity +3, Stamina +4, Magical Aptitude 1 (fixed), Mechanical Aptitude 5 (fixed), Knowledge 5 (fixed). Maximums Strength 22, Dexterity 23, Stamina 24, Magical Aptitude 1, Mechanical Aptitude 5, Knowledge 5.

Special qualities: Bucking and Breaking

Skills with Bonus: Cleave +5, Notice Objects and Movements +15, Power Attack +5, Swim +5, Wilderness Survival +15.

Temperament: Aggressive

Alignment inclination: Neutral

Bucking and Breaking: Any attempt to ride an unbroken wild horse will cause it to buck. To avoid being thrown off the horse a rider must make a *Ride Mount* check against the horse's Strength check. A fall causes 2d6 injury points of non-fatal damage, which means that the fall cannot cost the rider his or her last remaining life point. If the rider does not have the *Ride Mount* skill, he or she is not skilled enough to break a wild horse. The horse is broken when it is tamed and accepts riders. To break a horse, a rider must succeed in staying on it 11 to 18 (1d8 + 10) times.

All feral horses belong to this group, regardless of whether they are true wild horses. In other words, it includes the descendants of once tamed domestic horses that succeeded in surviving the wilderness.

All wild horses tend to live in herds and can be found in remote or sparsely settled areas with prairies or other grazing lands. When an attempt is made to catch a wild horse, it will flee at full speed. If cornered, the animal will defend itself by attacking with its front hooves, and if one succeeds in mounting its back, the horse will buck. However, once broken, a wild horse usually will serve its master as well as any riding or warhorse.



A rider on a warhorse passes a farmer with buckboard and draft horse.

With CSUAC graphics. Open Game Content.

Riding Horses (Template)

Available Character Classes: Warrior

Maximum Character Level: 8

Minimum Character Level: 1

Size: Large (At the withers: 56 inches/142cm to 64 inches/163cm, weight: 850 to 1,200lbs/425-600kg)

Reproductive: Yes

Age expectancy: Usually 25 to 30 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 11 (+1 natural), Endurance 12 (+2 natural), Reflex 12 (+2 natural), Will 10. Add Warrior class and ability modifiers.

Attacks: Melee: 2 trampling front hooves, Attack bonus per Warrior level and Strength modifier. Damage 4d4 + Strength modifier.

Magical Items: None

Armor: None

Speed: 40ft/12m, running 200ft/60m

Resistances: None

Abilities: Strength +2, Dexterity +3, Stamina +2, Magical Aptitude 1 (fixed), Mechanical Aptitude 5 (fixed), Knowledge 5 (fixed). Maximums Strength 22, Dexterity 23, Stamina 22, Magical Aptitude 1, Mechanical Aptitude 5, Knowledge 5.

Special qualities: Spooking

Skills with Bonus: Cleave +2, Notice Objects and Movements +15, Power Attack +2, Swim +7.

Temperament: Normal

Alignment inclination: Neutral

Spooking: When surprising events occur that frighten a riding horse, it may bolt in panic, causing it to run wildly at full tempo. A rider can use his or her *Handle Animals* check to bring the panicked horse back under control.

Riding horses are tamed steeds that are somewhat light in weight and fast in pace. They are well suited for normal riding from destination to destination but they lack the strength to bear heavily armed and armored Warriors carrying large amounts of gear. However, they are strong enough to serve most adventurers well, although it's possible that some Warrior adventurers would overburden them.

When threatened, riding horses will attempt to flee, if possible. If not they will attempt to defend themselves vigorously. They will do the same if their offspring are threatened.

Warhorses (Template)

Available Character Classes: Warrior

Maximum Character Level: 15

Minimum Character Level: 1

Size: Large (At the withers: 60 inches/150cm to 68 inches/173cm, weight: 1,200 to 1,600lbs/600-800kg)

Reproductive: Yes

Age expectancy: Usually 25 to 30 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 12 (+2 natural), Endurance 13 (+3 natural), Reflex 10, Will 10. Add Warrior class and ability modifiers.

Attacks: Melee: 2 trampling front hooves, Attack bonus per Warrior level and Strength modifier. Damage 6d4 + Strength modifier.

Magical Items: None

Armor: None

Speed: 30ft/9m, running 100ft/30m

Resistances: None

Abilities: Strength +3, Dexterity ± 0 Stamina +4, Magical Aptitude 1 (fixed), Mechanical Aptitude 5 (fixed), Knowledge 5 (fixed). Maximums Strength 23, Dexterity 20, Stamina 24, Magical Aptitude 1, Mechanical Aptitude 5, Knowledge 5.

Special qualities: None

Skills with Bonus: Cleave +7, Interactive Reaction +4, Notice Objects and Movements +20, Power Attack +7, Swim +5.

Temperament: Normal

Alignment inclination: Neutral

Warhorses are heavy, somewhat slow horses, comparable in many ways to draft horses. They not only are more powerful than riding horses but they also have been trained for battle. They do not spook nor do they flee from threats but instead counter their foes with hoof attacks. Some warhorses develop a positive thirst for battle.

Draft Horses (Template)

Available Character Classes: Warrior

Maximum Character Level: 10

Minimum Character Level: 1

Size: Large (At the withers: 64 inches/163cm to 72 inches/183cm, weight: 1,500 to 2,000lbs/750-1,000kg)

Reproductive: Yes

Age expectancy: Usually 25 to 30 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: Per Warrior level and Stamina modifier

Life Points: Per Warrior level and Stamina modifier

Base Defenses: Armor 12 (+2 natural), Endurance 14 (+4 natural), Reflex 8 (natural -2), Will 10. Add Warrior class and ability modifiers.

Attacks: Melee: 2 trampling front hooves, Attack bonus per Warrior level and Strength modifier. Damage 5d4 + Strength modifier.

Magical Items: None

Armor: None

Speed: 20ft/6m, running 60ft/18m

Resistances: None

Abilities: Strength +3, Dexterity -2 Stamina +5, Magical Aptitude 1 (fixed), Mechanical Aptitude 5 (fixed), Knowledge 5 (fixed). Maximums Strength 23, Dexterity 18, Stamina 25, Magical Aptitude 1, Mechanical Aptitude 5, Knowledge 5.

Special qualities: Spooking

Skills with Bonus: Cleave +5, Notice Objects and Movements +10, Power Attack +5, Swim +1.

Temperament: Normal

Alignment inclination: Neutral

Spooking: When surprising events occur that frighten a draft horse, it may bolt in panic, causing it to run wildly at full tempo. Its master can use his or her *Handle Animals* check to bring the panicked horse back under control.

Draft horses are powerful but slow and slightly clumsy animals that are excellent for doing work but ill-suited for riding. Draft horses are used by adventurers to pull wagons and sometimes also as pack horses, although many prefer donkeys or mules. Draft horses also are used as team horses for freight wagons, and farmers use them to pull their plows and other field equipment.

Ponies (Template)

Available Character Classes: Warrior

Maximum Character Level: 5

Minimum Character Level: 1

Size: Medium (At the withers: 58 inches/147cm or smaller, weight: 800lbs/400kg or less)

Reproductive: Yes

Age expectancy: Usually 25 to 30 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 11 (+1 natural), Endurance 11 (+1 natural), Reflex 10, Will 10. Add Warrior class and ability modifiers.

Attacks: Melee: 2 trampling front hooves, Attack bonus per Warrior level and Strength modifier. Damage 2d4 + Strength modifier.

Magical Items: None

Armor: None

Speed: 30ft/6m, running 80ft/24m

Resistances: None

Abilities: Strength +1, Dexterity ±0, Stamina +1, Magical Aptitude 1 (fixed), Mechanical Aptitude 5 (fixed), Knowledge 5 (fixed). Maximums Strength 21 Dexterity 20, Stamina 21, Magical Aptitude 1, Mechanical Aptitude 5, Knowledge 5.

Special qualities: Spooking

Skills with Bonus: Notice Objects and Movements +20, Swim +7.

Temperament: Normal

Alignment inclination: Neutral

Spooking: When surprising events occur that frighten a pony, it may bolt in panic, causing it to run wildly at full tempo. Its rider can use his or her *Handle Animals* check to bring the panicked horse back under control.

Ponies are members of the larger horse family, but they are smaller than horses, have thicker manes and often more muscular frames. They are the descendants of now extinct wild horse strains.

Ponies generally serve as pack and work animals and also as riding animals for small adults, children and halflings. They also would make good mounts for dwarves, but dwarves usually refuse to ride any type of animal at all.

Donkeys, Asses and Burros (Template)

Available Character Classes: Warrior

Maximum Character Level: 5

Minimum Character Level: 1

Size: Medium (At the withers: 36 inches/90cm to 5ft/150cm, weight: 400-800lbs/200-400kg)

Reproductive: Yes

Age expectancy: Usually 25 to 30 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 12 (+2 natural), Endurance 12 (+2 natural), Reflex 8 (-2 natural), Will 12 (+2 natural). Add Warrior class and ability modifiers.

Attacks: Melee: 4 kicking front hooves, Attack bonus per Warrior level and Strength modifier. Damage 3d4 + Strength modifier.

Magical Items: None

Armor: None

Speed: 20ft/6m, running 40ft/12m

Resistances: None

Abilities: Strength +2, Dexterity -2, Stamina +3, Magical Aptitude 1 (fixed), Mechanical Aptitude 3 (fixed), Knowledge 3 (fixed). Maximums Strength 22 Dexterity 18, Stamina 23, Magical Aptitude 1, Mechanical Aptitude 3, Knowledge 3.

Special qualities: None

Skills with Bonus: Notice Objects and Movements +20.

Temperament: Normal

Alignment inclination: Neutral

The members of the donkey family also belong to the greater horse family. They have a tougher digestive system, a broader temperature tolerance and better hearing than horses. However, they also are slow. Although they can be ridden, members of this equine family usually are used as work or pack animals or to draw carts and wagons.

Larger donkeys are called asses, and smaller donkeys often are referred to as burros.

Mules and Hinnies (Template)

Available Character Classes: Warrior

Maximum Character Level: 5

Minimum Character Level: 1

Size: Medium (At the withers: 4 to 6ft/120 to 183cm, weight: 600-1,600lbs/300-800kg)

Reproductive: Male mules: no; female hinnies, yes

Age expectancy: Usually 25 to 30 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 13 (+3 natural), Endurance 13 (+3 natural), Reflex 7 (-3 natural), Will 13 (+3 natural). Add Warrior class and ability modifiers.

Attacks: Melee: 4 kicking front hooves, Attack bonus per Warrior level and Strength modifier. Damage 3d6 + Strength modifier.

Magical Items: None

Armor: None

Speed: 20ft/6m, running 40ft/12m

Resistances: None

Abilities: Strength +3, Dexterity -3, Stamina +4, Magical Aptitude 1 (fixed), Mechanical Aptitude 3 (fixed), Knowledge 3 (fixed). Maximums Strength 22 Dexterity 18, Stamina 23, Magical Aptitude 1, Mechanical Aptitude 3, Knowledge 3.

Special qualities: None

Skills with Bonus: Notice Objects and Movements +20.

Temperament: Normal

Alignment inclination: Neutral

A mule is the offspring of a male donkey and a female horse, where a hinny is the offspring of a male horse and a female donkey. Mules and hinnies have the short thick head, long ears, thin limbs, small narrow hooves, short mane and tail of a donkey and the height and body, shape of neck and croup, uniformity of coat, and teeth of a horse.

They serve mainly as pack animals. When they are available, most buyers prefer mules over donkeys, asses and burros. Mules have the patience, endurance and sure-footedness of donkeys and the vigor, strength and courage of horses. Mules show less impatience than draft horses under the pressure of heavy weights. Their skin is harder and less sensitive than that of horses, which makes them able to better resist sun and rain. Their hooves are harder than those of horses. They also have a natural resistance to disease and insects.

A female mule is called a *molly*. A male is simply called a mule. Mollies are fertile and can mate with horses, although it often takes a long time before a stallion succeeds in impregnating a molly. Male mules are sterile. When threatened and some times also when merely irritated, mules make vicious kicking attacks. They can attack with all four legs.

2.14 Wolves

Available Character Classes: Warrior

Maximum Character Level: 5

Minimum Character Level: 1

Size: Medium (26-38 inches/66-97cm high at the shoulder, weight 44-137lbs/20-62kg). The farther they are from the equator, the larger wolves tend to be. Females weigh 20% less than males.

Reproductive: Yes

Age expectancy: 6 to 10 years

Initiative modifier: To be calculated: Dexterity modifier + bonus for Interactive Reaction or Interactive Speed, if any.

Injury Points: To be calculated: Based upon Class Levels plus Stamina modifier.

Life Points: To be calculated. Add Stamina modifier.

Base Defenses: Armor 11 (natural +1), Endurance 14 (natural +4), Reflex 14 (+4 natural), Will 10. Add Warrior class and ability modifiers.

Attacks: Melee only. Attack Bonus per Warrior level and Strength bonus. Bite 2d4 + Strength modifier.

Magical Items: None

Armor: None

Speed: 60ft/18m, running 120ft/36m

Resistances: Cold, Domination

Abilities: Strength -1, Dexterity +3, Stamina +3, Magical Aptitude 1 (fixed), Mechanical Aptitude 6 (fixed), Knowledge 7 (fixed)

Special qualities: Disease

Skills with Bonus: Interactive Speed +8, .

Temperament: Usually timid, at times aggressive

Alignment inclination: Neutral

Cold Resistance: Wolves easily can tolerate temperatures as low as -40°F/-40°C.

Resist Domination: Dominated wolves break their magical domination automatically when they have gone more than 14 days without food.

Disease: Wolves are carriers of many diseases and disease-causing parasites including rabies, brucellosis, deerfly fever, listeriosis, foot and mouth disease and anthrax. They also are hosts for rabies. Wolves and can carry over 50 different kinds of harmful parasites, including echinococcia, cysticercocci and coenuri.



CSUAC horse graphic by Grey Tale and wolf graphics by Pedrov. Open Game Content.

Grey wolves feed on the carcass of a wild horse that they have downed.

Wolves – officially grey wolves – are complex animals. They are intelligent, cunning and highly organized in their social structures, which revolve around the packs in which they live. Most of the time, wolves are timid in the presence of humans. They even have been known to abandon fallen prey and flee when humans approach. However, there are a number of situations in which wolves will attack humans and even feed upon them:

- Some wolf packs that live near settled areas begin to consider humans to be part of their food chain. Such wolves hunt solitary humans, predominantly children, and eat them. Occasionally adult females may also be hunted. Wolves almost always avoid human males. Once a wolf pack mentally begins to place humans in its food chain, the only cure appears to be to hunt down and destroy the entire pack.
- Rabid wolves not only will attack humans but will do so with furious violence.
- Powerful draug magi have been known to dominate wolf packs magically. When he or she dominates a pack, a mage can call the pack to his or her service, ordering it to hunt down and slay foes or to defend the mage. Vampire draug magi are particularly inclined to dominate and enslave wolf packs.

Wolves are carnivores, feeding almost exclusively on the meat of mammals. They prefer to hunt smaller prey that they can fall easily, but hungry wolves have been known to go after bison, horses, cougars and even grizzly bears. Their success in hunting is not due to skill but rather to numbers. There is little strategy in a generally chaotic attack

by a pack of wolves. The animals instead strike individually and without coordination, hoping eventually to bring their prey down. Their target is the prey's neck. This contrasts to the target area chosen when wolves attempt to defend themselves against attacking humanoids. In such cases, the wolves' main targets are the hunters' hands and feet.

Society in a wolf pack is highly structured. A pack's hierarchy is based primarily upon reproductive success and secondarily upon hunting success. At the top of this structure, one finds the dominant breeding pair, a male and a female. They resolve disputes, control food and other resources and have exclusive breeding rights. Other wolves in the pack may breed too, but preference is given by all in the pack to the dominant pair's brood. Pups of other wolves often die before reaching maturity, due to lack of care.

The dominant pair retains its position until one member of the pair dies or is driven from the pack. At that time, the surviving member of the pair accepts its mate's replacement as the new dominant wolf of the opposite sex. Anytime another wolf in the pack wants to become one of the dominant pair, it can challenge the dominant wolf of its sex to a fight.

The winner then is the dominant wolf of that sex. The loser usually is driven from the pack and sometimes is slain by other members of the pack. Fights for the dominant positions usually produce injuries and sometimes cause death. Dominant wolves in some packs have slain as many as four challengers.

Directly beneath the dominant pair in the hierarchy is a secondary dominant pair. Its job is to take care of the pack's brood when the dominant pair is away. Most but not all challenges to the dominant pair come from members of this pack echelon. Other rank within the pack usually is resolved by ritualized fighting rather than battle intended to produce injury and possible death.

Most young wolves, however, *disperse* or leave the pack once they reach maturity. They search for a mate and, when they find one, usually remain bound to it until death. After finding each other, they attempt to breed and begin a new pack.

Others that disperse as well as those that are driven from a pack may remain alone in the wilderness for the rest of the lives, which often are short. These are the proverbial *lone wolves*. They must live carefully and fend for themselves. Lone wolves need to keep alert for the scent of other packs and avoid their living and hunting territories. Packs usually will not tolerate lone wolves in their territories.

There have been a number of attempts to tame and domesticate wolves, and there even have been those who have tried to tame teams of wolves to pull sleds, husky style. All of these attempts have met with only limited success, at best. Humanoids who attempted to use wolves in sled teams invariably gave up. The wolves spent more time fighting one another than in pulling the sled, and they ignored most commands that they were given.

Limited successes have been realized when wolf cubs have been taken from their mothers and raised by humans. The wolves recognized the humanoid who raised them – and only that humanoid – as their master. Even then, the wolves' yearning for the open spaces usually led them sooner or later to dig their way out of their cages or to jump fences. The freedom of such wolves usually is brief. One or another natural foe tends to slay them, above all other wolves that refuse to tolerate such outsiders in their territory.

Only some Nature Druids, Green Druids and Rangers have been known to draw lone wolves into their service. These humanoid servants of nature have developed an empathy with some wolves that has led to them working together, as equals and companions. This is a magical binding, and the magic that makes it possible emanates from the lone wolf, not the humanoid. (Also see Section VII. *Creature Magic*.)

When wolves enter the service of draugs or evil persons, they do not do so of their own free will. The draug's domination magic robs the wolves of their will and some of their instinctive abilities, forcing them instead to do their magical master's will. However, the power of hunger is stronger in the wolf than the domination magic of the magi. A wolf can go 14 days without food and suffer no ill effects, but after that, the wolf's hunger will break the domination magic automatically.

This should not be too surprising. Wolves have existed longer than draugs or evil magi. They are children of the creator race, first seen in the world's Ice Age, before the earliest elves were born. The elven hybridizers had nothing to do with their making. Instead, they used the wolves as their raw material for the making of dogs, coyotes and the like.

VII. Creature Magic

This section continues magical spells that are not described in the *Players Guide* or the *Game Masters Guide*. The magic in this section is presented separately because it is not widely known. These spells usually are used exclusively by certain groups of creatures.

This does not necessarily mean that other magi and other non-clerical spellcasters cannot learn this magic. However, if they do come to master any of it, it probably will be a result of developing the magic through their own research. The creatures that have developed the spells and other magic described here usually will have hidden it in such a manner that it is unlikely for adventurers to simply come upon these secrets by chance.

The classes and point levels listed for spells do not indicate that these spells already are available to the classes named but rather that these are the classes which could learn and employ this magic.

1. Blackwitch Magic

Blackwitches and blackwarlocks serve the Darkness by developing evil magic and sending the magical results of their work out from their hidden lairs into the world to do its evil tasks. The following are some of the spells blackwitches and blackwarlocks are known to use.

Dominate Insect Swarm

School: Enchantment
 Spell/Magic Points: Bardic Class: 3, Magi Class: 5,
 Green/Nature Druids: 4
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Level
 Range: 1 mile/1.6km
 Target: One swarm
 Alignment: All

You can control the actions of a swarm of mosquitoes, gnats, etc., through a telepathic link that you establish with the swarm's collective instinct. The spell requires a successful spell attack against the swarm's Will defense. You generally can force the swarm to perform as you desire, within the limits of its abilities, as long as you do not command it to knowingly harm itself. Once you have given a dominated swarm a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival. Blackwitches and blackwarlocks use this spell to take control of swarms that they infect with disease germs. They then command the swarm to fly into enemy territory and to begin infecting its residents.

Dominate Rat Pack

School: Enchantment
 Spell/Magic Points: Bardic Class: 5, Magi Class: 7,
 Green/Nature Druids: 6
 Attack Throw? Will
 Gestures or Wand? Yes

Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Level
 Range: 1 mile/1.6km
 Target: One rat pack
 Alignment: All

You can control the actions of a pack of rats through a telepathic link that you establish with the pack's collective instinct. The spell requires a successful spell attack against the pack's Will defense. You generally can force the pack to perform as you desire, within the limits of its abilities, as long as you do not command it to knowingly harm itself. Once you have given a dominated pack a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival. Blackwitches and blackwarlocks use this spell to take control of packs that they infect with rabies or the black plague. They then command the swarm to fly into enemy territory and to begin infecting its residents.

Imbue with Venom

School: Transmutation
 Spell/Magic Points: Magi Class: 7, Green/Nature
 Druids: 6
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: 100ft/30m
 Target: One snake or spider
 Alignment: Evil

You can change a non-poisonous snake or spider to make a deadly venomous creature of it. With this spell, you can make even the usually harmless blindworm snake into a venomous snake as deadly as the asp. Such snakes and spiders can be used to slay unsuspecting foes that recognize only the non-venomous natural variety of the transmuted snake.

Infect Mass

School: Transmutation
 Spell/Magic Points: Magi Class: 7, Green/Nature
 Druids: 6
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: 100ft/30m
 Target: One mass of insects, rats, etc.
 Alignment: Evil

You can infect a mass of dominated rats, insects, etc. with a disease that it then will spread wherever it goes. Blackwitches and blackwarlocks frequently use this spell to infect dominated rat packs with rabies or the black plague. They then send the packs out into enemy territory with the orders to bite and infect as many living creatures as possible.

Voodoo Doll

School: Black Necromancy
 Spell/Magic Points: Magi Class: 9

Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? Wax Doll, needles, hair or other part of target
 Casting time: 1 hour
 Duration: Permanent
 Range: Touch
 Target: One doll, one set of needles and one victim
 Alignment: Evil

To work this spell, you first must fashion a wax doll at least 1 foot/30cm long in the likeness of your target. You then must assemble a collection of needles that are used to *work* the doll. Finally, you need a part from the body of a victim. Usually such trivial things as a lock of hair or a discarded fingernail are used. You then must perform the necessary rite uninterrupted for one hour upon this assembled collection of objects. At the end of the rite, you must make a spell attack against the target's Will defense. If the attack succeeds, the doll is bound magically to the target's body. If it fails, the doll is bound magically to *your* body. However, the only way you can determine whether the doll is bound to you or the target is to use one of the needles to make a light scratch upon the doll. If no such scratch appears on your own skin, you know the binding to your target has succeeded. Light scratches cause no damage and do not expend the magic in a needle. You can ensorcel up to 20 needles. Each needle can be used one time to make a puncture wound, which disperses the needle's magic. Every wound made causes 2d8 points of damage upon the bound creature. The spells *Ban Magic* and *Unbind Doll* will end the doll's magical binding and make the use of the needles harmless.

2. Draug Magic

During the Great Wars, many of the spells and magic in this section were used with some frequency. As a result, they are better known than other creature magic such as the blackwitch spells listed above. It well may be that some of this magic also is in used today by evil spellcasters who operate in their own interest rather than having bindings to the Darkness.

Ashes to Ashes, Dust to Dust

School: Evocation
 Spell/Magic Points: Magi Class: 14
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Long
 Target: One Creature or Creatures in 20ft/6m radius
 Alignment: Evil

This is a favored spell of Autumn Draugs. It is an

advanced form of the *Slay* spell. You either can slay a single creature or a group and immediately turn the victims remains to ashes and dust. In that form, the target's body cannot be restored to life. If the spell is targeted at a single creature, that creature dies and deteriorates if it has 200 or fewer injury points. If the spell is cast as an area spell, it kills and destroys the bodies of creatures within a 20-foot/6-meter radius that have 50 or less injury points. It slays up to a total of 200 injury points of such creatures. The spell affects creatures with the lowest injury point totals first until the next creature would put the total over the limit of 200. The caster makes a single spell attack against the Endurance defense of each potential victim. It has no effect upon those targets against whom the spell attack fails.

Bind Soul or Spirit

School: Black Necromancy
 Spell/Magic Points: Magi Class: 15
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: One moon cycle
 Range: Close
 Target: One Soul or Spirit of the dead in 20ft/6m radius
 Alignment: Evil

If the spell attack succeeds, the target's soul or spirit is bound to remain bodiless upon the Dimension of Life for one full moon cycle. It cannot ascend to the stars, in the case of an elven spirit, nor can it answer Hela's call, in the case of other souls or spirits. The spell can be broken only by countermagic or Hela's direct intervention. In most campaign settings a moon cycle lasts 28 to 30 days. If your campaign uses a moon cycle of a different length or type, you should use that definition. If your adventure or campaign setting does not define a moon cycle, you should feel free to define your own.

Dominate Spiders

School: Black Necromancy
 Spell/Magic Points: Magi Class: 9
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? Spiders
 Casting time: 1 Round
 Duration: Permanent
 Range: 30ft/9m
 Target: Spiders
 Alignment: Evil

This spell is used almost exclusively by autumn draugs. Unlike most *Dominate* spells, this magic does not enchant the target. Instead it uses Black Necromancy to manipulate the spirit of the spiders. You can affect up to 10 spiders within range per caster level. You can control the actions of the spiders through a telepathic link that you establish with their collective group instinct. The spell requires a successful spell attack against the spiders' collective Will defense. You generally can force the spiders to perform as you desire, within the limits of their abilities, as long as you do not command them to knowingly harm themselves. Once you have given dominated spiders a command, they continue to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival.

Dominate Wolf Pack

School: Black Necromancy
 Spell/Magic Points: Magi Class: 10
 Attack Throw? Will
 Gestures or Wand? Yes

Words? Yes
 Material? Wolf Pack
 Casting time: 1 Round
 Duration: Permanent
 Range: 1 mile/1.6km
 Target: One wolf pack
 Alignment: Evil

Unlike most *Dominate* spells, this magic does not enchant the target. Instead it uses Black Necromancy to manipulate the spirit of the target wolves. You can control the actions of a wolf pack through a telepathic link that you establish with the pack's collective instinct. The spell requires a successful spell attack against the pack's Will defense. You generally can force the wolf pack to perform as you desire, within the limits of its abilities, as long as you do not command it to knowingly harm itself. Once you have given a dominated wolf pack a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival.

Ensorcel Eitur

School: Black Necromancy
 Spell/Magic Points: Magi Class: 20 (absolute magic only)
 Attack Throw? None
 Gestures or Wand? Yes
 Words? Yes
 Material? Eitur ingredients
 Casting time: 1 hour
 Duration: Permanent
 Range: 10ft/3m
 Target: One batch of unfinished eitur
 Alignment: Evil

The horrible eitur potion is a creation of the Darkness itself. It passed it on to its high draug long before the Great Wars took place. The high draug, in turn, taught some of its dark draugs how to make eitur. The high draug fell in the Great Wars and does not appear to have returned, but a number of its dark draugs did survive the wars and still no how to make eitur.

The key ingredient of eitur is the pus from a wounded ice spider, a creature described in Section VI.2.11 *Spiders (deadly)* of this book. A specific type of eitur must be brewed for each type of target creature, because the potion must contain blood of that type of creature. In other words, eitur designed for humans must contain some human blood, etc.

Once the physical eitur has been brewed, it must be magically ensorcelled with this spell before it can do its evil work properly. The magic in eitur works only if its target drinks it as an act of free will. It is not necessary for the victim to understand anything about eitur or to know what it is drinking, but it must be consumed of free will. Eitur consumed due to coercion, threats, etc. still is effective, because the consumption was an act of free will.

If a creature is forced against its will to drink eitur, the magic will not work. The result is ice spider pus poisoning, which is described in Section VI.2.11 *Spiders (deadly)* of this book.

A person who voluntarily drinks eitur for the first time will fall unconscious immediately and remain unconscious for 13 to 24 hours (1d12+12). Upon awakening, the drinker will find that its scores increase by +3 each for all six of its abilities – Strength, Dexterity, Stamina, Magical Aptitude, Mechanical Aptitude and Knowledge.

So things will continue for 30 days, beginning on the day when the drinker awakens. On the 31st day, however, the drinker will awaken mortally ill and die within 4 to 24 hours (4d6). The only way the creature can remain alive is to drink a new potion of eitur, which will restore the victim within 3-12 rounds (3d4). This second draft of eitur and each subsequent draft will maintain the imbiber, who now is an addict, for 90 days. At the time, however, a new draft must be consumed, or the death process will set in anew.

Eitur destroys the ability of the internal organs to function independently. After that ability is destroyed, only more eitur can stimulate the organs into functioning properly. Any addict undergoing the 4-to-24-hour death process suffers incredible pain, exceeding even that suffered in many torture chambers.

The Darkness originally used eitur to make addicts of the elves, dwarves and giants who became the ancestor orcs, ogres and trolls. They were given the choice of dying the horrible deaths of eitur addicts or submitting of their own free will to the transmutation into the mutant creatures that they became.

In the ages that followed, the dark draughts of the Darkness brewed and used eitur to bind others into their service, and they still may be doing so today.

Antidote:

Anytime eitur is introduced into a campaign, an antidote also should be defined. We have not developed a specific antidote for *Dungeons Daring*, because we believe it should be tailor made for the setting in which you're campaigning. An example of the kind of antidote a

game master might invent can be found in the *Jörðgarð*™ campaign setting being developed for *Dungeons Daring*. There, the only known antidote for eitur is water taken directly from the Pool of Life.

Summon Pack

School: Conjuration
Spell/Magic Points: Magi Class: 7
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? Dominated Wolf Pack
Casting time: 1 Round
Duration: Permanent
Range: 25 miles/40km
Target: One dominated wolf pack
Alignment: Evil

This spell functions only upon a wolf pack that you personally dominate. With a mental command you can summon the pack to you if it is within 25 miles/40km of your location. The wolf pack, upon receiving your summons, will drop whatever it is doing and head to your location at a speed of 60ft/18m.

Summon Spiders

School: Conjuration
Spell/Magic Points: Magi Class: 4
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? Dominated Spiders
Casting time: 1 Round
Duration: Permanent
Range: 1,000ft/300m
Target: Dominated spiders
Alignment: Evil

This spell functions only upon spiders that you personally dominate. With a mental command you can summon them to you if they are within 1,000ft/300m of your location. The spiders upon receiving your summons, will drop whatever they are doing and head to your location at a speed of 6 inches/15cm.

3. Countermagic

Just as the forces of the Darkness can develop evil spells like those described above, magi who serve the Light or the Balance can devise their own spells to counter such dark arcana. They usually begin doing so as soon as they have the time and opportunity necessary to study and understand the magic that they must counter.

The following are examples of such spells. They are not as widely known as those spells listed in the *Players Guide*, but they already are in use in areas subjected to attacks by draughts, blackwitches, blackwarlocks and the like.

Detect Sending

School: Divination
Spell/Magic Points: Bardic Class: 5, Magi Class: 5,
Green/Nature Druids: 5
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Concentration - 1 minute/level
Range: 50 miles/80km per caster level
Alignment: All

When insect swarms, rat packs, snakes, dominated wolves or spiders and the like are sent on an attack mission, they emanate a magical aura that is lacking when they make their own normal, instinctive movements. You can detect that aura with this spell. The amount of information revealed depends on how long you study the area from which a sending is traveling:

1st Round: Presence of an unnatural swarm, pack, etc.

1st Minute: Type of creatures in the swarm or pack.

2nd Minute: The number of creatures in a swarm or a pack.

Reverse Sending

School: Enchantment
Spell/Magic Points: Bardic Class: 7, Magi Class: 9,
Green/Nature Druids: 9
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent
Alignment: All

When an insect swarm, rat pack, snakes, dominated wolves or spiders and the like are sent and detected on an attack mission, you can attempt to break the domination and turn the threat around and back it upon the caster who sent it. That caster will be aware of your attempt. Each of you makes a Magical Aptitude check. If you succeed, the sending is turned back upon the original caster. If you fail, the attack continues onward. This spell cannot be used to reverse a sending that already has been reversed. If you succeed in sending a swarm or the like back to its original caster, he or she can turn the attack back upon you only by successfully dominating the swarm, pack, etc. anew and ordering it back to its original target.

Trace Sending

School: Divination
Spell/Magic Points: Bardic Class: 6, Magi Class: 5,
Green/Nature Druids: 6
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent
Range: 50 miles/80km per caster level
Alignment: All

If you have detected an insect swarm, rat pack, snakes, dominated wolves or spiders or the like, you can read the magical influences that are upon it and trace them back to their commanding source. This will show you the location of the mage who sent the sending against you.

Unbind Doll

School: White Necromancy
Spell/Magic Points: Magi Class: 5
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? None
Casting time: 1 hour
Duration: Permanent
Range: Touch voodoo victim
Alignment: Any Non-Evil

To work this spell, you must touch a victim of voodoo doll magic. The spell breaks the binding of the doll to the victim, but it does not heal damage already done by the evil voodoo doll magic.

Unbind Soul or Spirit

School: White Necromancy
Spell/Magic Points: Magi Class: 13
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent
Range: Close
Target: One Bound Soul or Spirit of the dead in 20ft/6m radius
Alignment: Any Non-Evil

The soul or spirit of a creature that has been bound to remain bodiless upon the Dimension of Life is freed from the binding and can ascend to the stars, in the case of an elven spirit, or answer Hela's call, in the case of other souls or spirits.

VIII. Legal and Technical Data

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The search for beauty and harmony is elusive when the Darkness and evil threaten.

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