

Eldritch Monsters



Monsters: the lifeblood of fantasy role-playing encounters. They creep into a Game Master's consciousness unbidden, disturbing sleep, demanding attention. No more story, they whisper, just action. Let us kill, eat, and survive. Give us heroes so that we may grind them into bloody pulps, smash their bodies to splinters of bone, or rend their flesh with our teeth and talons.



The GM's Duty

The GM has no choice; he must entertain his players, and there's no better way to do this than to threaten the lives of their beloved characters. There are myriad sources to draw from: myth and legend, fantasy literature and movies, or the numerous bestiaries of other role-playing games. Luckily, Eldritch Role Playing makes it easy to adapt any concept, whether creating NPCs who will serve as allies, or unleashing any number of frightening challenges against an adventuring party.

The core rules detailed the basic mechanics, discussing creatures only in terms of opponent rankings (fodder, standard, exceptional), and the underlying rules for building a creature's statistics. With those things understood, the GM can generate adversaries in minutes. But what's the best way to capture the best expression for a certain concept, whether that's a rat or a dragon? In this case, the GM may be in need of examples that are more useful. The sample creatures in the core rules (orcs, demons, goblins, and fire elementals) reiterated the combat mechanics, but this article offers further clarification of how creatures are built conceptually. Herein, we provide the tools to work with a larger palette, and add some color to the adversaries you create. A series of future articles will illustrate the guidelines and advice set forth here, each fully exploring a category of creature for the GM to throw into the mix. Those articles will grow eventually to be a comprehensive bestiary, but first we'll reveal how everything is put together, and provide a few rules updates that may make your job as GM easier.

Creature Types : The core rulebook explained creature types in terms of their function in action scenes. Fodder was described literally as "cannon fodder"—born-to-die adversaries that have about as much longevity as a two year old's toy collection. Standard creatures are a little tougher for heroes to deal with, and exceptional creatures allow the sadistic GM to throw lots o' damage dice at his hapless players' characters. If you've read the book, you know that these three categories measure creatures' potential to inflict Potential-Harm, which has little to do with a monster's actual "type". The general list of creature types is tucked away in a remote sidebar of the core rulebook (page 42 of the 1st printing), so it will serve to repeat it here: angel, animal, aquatic, demon, dragon, fey, giant, humanoid, eldritch beast, plant, shapechanger, undead, and vermin. The general creature types are each explained in greater detail below. The sidebar mentioned above also classified each listed creature type as typically Mundane, Preternatural, or Legendary. Mundane

creatures are just that—existing within the context of the everyday. Preternatural creatures possess a life force fueled by some source outside of ordinary nature, and Legendary creatures are usually the most dangerous, feared, awful, or even revered. Also in that sidebar is the correlating level of power: fodder, standard, or exceptional. Now it's time to shed a little extra light on these types, and consider some powers common to each.

Subtype Soup for the Soul

Explained below are the various categories for all manner of creatures. This is the primary guide to understanding how Eldritch Monsters are presented and used in the game, and though the specific creature examples are few, it serves as a point of reference for creating your own monsters and opponents. Each monster follows the following format:

Milieu Role: This does not drill down to the level of ecology for individual species, but does describe how and where they are typically used in a campaign set in the realm of Ainerêve, and how they usually rank on the scale from Mundane through Legendary. That's as specific as we get with types, because the possible variations are just about endless.

City of Phantos: After the general description, which outlines each creature's basic role in the world of Ainerêve, all creatures listed are described within the context of the "City of Phantos", a strange place located in one of the many small valleys in the Forest of Meath. The GM should use the descriptions as he sees fit in his campaign.

Threat Ranks (TR): This tells the GM what range of Potential-Harm is typical to the type; it's merely a suggestion. Also, do note that monsters aren't required to use "conventional" Ability Branches. It doesn't matter if a giant is using an ability branch as precise as *Unarmed > Brawling > Pulverizing*, or the dragon uses *Unarmed > Natural Weapons > Claws*. The Potential-Harm can be expressed as simply as 3D6 (pulverize), or 2D10 (fiery breath weapon).

Potential-Harm Bonuses: Some of the most powerful creatures can inflict extra Potential-Harm. This bonus is written next to any single Threat Rank category (Melee, Unarmed, Ranged, or Arcane), and ranges from +4 to +12 per strike. If a creature splits its dice pool into separate strikes, then use the standard multiple attack rules (see

p. 27 of the core rules, 1st printing), adding the bonus to each roll. The bonus does not apply to Extra Attacks, attacks which use a different Ability Branch, unless specifically stated in a creature description. Potential-Harm bonuses reflect a creature's unusual natural capacities, size, or nature.

Abilities/Advantages: This details the range of ability common to individual creatures. For example, many subtypes of fey are specialized in some form of arcane illusion. Many humanoids have some form of special perception power, whether it is low-light vision or the ability to detect magic emanations at will. Specific specializations or masteries may be listed, or just a typical die-rank range with nothing specific dictated. Abilities which normally contribute to DPs for full-fledged creatures do not do so for fodder, standard, or exceptional creatures.

Extraordinary Basic Ability: Some creatures are so amazing in a certain Ability that several dice are rolled for the basic rank alone. In other words, a creature may have Stealth at 2D6, before even considering specializations and masteries. Multiple dice in the basic tier must be all of the same polyhedral type, never mixed. Threat Ranks for many monsters are listed in this manner. No tier other than basic ought to use this guideline, as the basic tier of an Ability Branch deals with general knowledge or capability, while specializations and masteries deal with specific applications. For example, a creature may have 3D# in the basic tier, *plus* specialization and mastery. This obviously breaks the 3 dice in an Ability Branch limit, totaling up to five dice! Attack forms work in the same way. For example, if an attack form is listed as 3D8 (basic), that means 3D8 is rolled *before* specializations and masteries. A giant, for example, may have an Unarmed attack of 2D10 (basic) + 1D10 (Bludgeons). For less than full-fledged creatures, this naturally increases hitpoints, and Resilience. This rule is reserved for monsters that aren't used as Player Characters.

Special Powers: Many creatures possess unusual powers, skills, and capacities, either due to a magical nature or because of their culture. Most innate powers can be modeled after one of the existing Effect types, using the rules for those Effect types as a guideline to answer any questions that may arise in-game. Each power parenthetically lists equivalent Effects (Augment, Conjure/Dismiss, Curse, Fortify, Harm, Influence, Obscure, Perceive, Protect, Restore, Transmute, Travel).

Each Innate Spell-Like Power mirrors any one spell in the game.

Addendum to Core rules: Magical Nature: In the core rules Resilience (RS) is modified by x2 RS if Preternatural (fey) or up to x5 RS if supernatural (angels, demons). Remember to calculate Resilience for creatures less than full-fledged at $\frac{1}{2}$ **the value of the Primary Threat Rank**, defined as the attack with the highest maximum damage in a single strike. This becomes 100% rather than $\frac{1}{2}$ if the primary attack rank is Arcane.

For example, if a creature's highest Potential-Harm is from his Arcane Attack, at a MV of 18, then his RS is 18. If his highest Potential-Harm is a Melee attack at 24 points, then his RS is half that, or 12 points. Special creatures (Preternatural or Legendary): Some monster attacks ignore armor (for these monsters, disregard distinctions about Preternatural armor mentioned in the core book).

In addition, Legendary Creatures have access to the 1D20 Die-Rank, and thus have a maximum of 3D20, plus up to +12 special damage per attack.

Too tough rule: Excessive hitpoints may add more time than excitement to battle, though that's a judgment call. The GM can rule that no single creature may have more HP than the party's total maximum Potential-Harm per round ($\times 1.5$). If any single creature has more HP than that, no matter the regular rules for calculating HP, then scale it back. Thus, a troll of 176 hitpoints facing the following party—a warrior with 2D6 in close combat, a wizard with 2D4 in magic, and a cleric with 3D8 in spirit magic (listing only the highest Potential-Harm branch for each)—would drop down to 66 HPs. Likewise, no creature should have a RS score greater than the party's total maximum arcane Potential-Harm (unmodified). The GM usually works this out in advance. Just ask each player what his single highest Potential-Harm Ability Branch, and add all of those up. The result is the groups maximum Potential-Harm per round.

Too weak rule: An important NPC or creature, if not already full-fledged, may have its HP increased to match the party's total max damage potential per round $\times 1.5$. This must be determined in advance, like the "too tough" rule. Thus, any creature is scalable according to the heroes' advancement and power.

Minor Addendum to core rules (1st Printing):

Slight change to abbreviations: Max-Rank-Value (MRV) is now stated as Max-Value (MV): MRV meant the maximum value of a single die, but was being used to describe the total of many dice. Shortening this to Max Value, or “MV”, is a better expression, because Max Value can pertain to a single die, ability Ability Branch, or an entire ability tree.

HP addendum to core rules: When calculating creature HP (less than full-fledged), add the highest MV of Unarmed or Melee to the HP score, not both. For example, a creature with Threat Ranks of Melee D10 > D8, Unarmed D8 > D6, Ranged D4, and Arcane D4 would have 18 hitpoints (and 9 RS) as a base, before modifiers.

Calculating the Challenge Score [revised]:

Calculate a creature’s CS score as follows: The creatures base HP equals base Challenge Score. Then, add up any modifiers to HP (not to both HP and RS) and consult the chart below, rounding up to find final CS score. Don’t worry about RS modifiers, as they really don’t factor into challenge in the same way. So, for example, a creature with 10 HP (base) x4 modified (+75%), and x2 to RS (not factored), would alter CS based

New Options for Action

Tap Resilience: Once per round, any level-based creature (full-fledged) can transfer points from its own Resilience to add to any one Ability roll, improving effectiveness and/or Potential-Harm. The maximum number of points “transferred” from the Resilience score to augment an action is limited by level—see chart below for the maximum number of points transferable per level. This should always be a number chosen by the player, not random, and cannot exceed the Resilience score (unlike dipping into Resilience for casting spells). Note that an arcanist cannot “tap Resilience” to cast a spell when out of spell points. In such a case any spell casting uses up Resilience anyway, and so the actions are similar. This cannot be used for instantaneous healing (the revitalize action is used for that), except when augmenting a Restore spell.

Level 1 to 2: +4 to roll

Level 3 to 4: +6 to roll

Level 5 to 6: +8 to roll

Level 7 to 8: +10 to roll

Level 9 to 10: +12 to roll

Level 11 to 12: +14 to roll

Level 13 to 14: +16 to roll

Level 15 to 16: +18 to roll

And so on...

The Common Treasure Table

Trinkets (1–5 Cr.) x 1d4, up to 5% gems and jewelry, plus 1% chance of 1 Magic Item
Small Cache (6–10 Cr.) x 1d4, up to 10% gems and jewelry, plus 5% chance of 1 Magic Item
Cache (11–100 Cr.) x 1d4, up to 15% gems and jewelry, plus 10% chance of 1 Magic Item
Small Trove (101–500 Cr.) x 1d4, up to 20% gems and jewelry, plus 20% chance of 1-2 Magic Items
Trove (501–1,000 Cr.) x 1d4, up to 25% gems and jewelry, plus 30% chance of 1-3 Magic Items
Hoard (1,001–5,000 Cr.) x 1d4, up to 30% gems and jewelry, plus 55% chance of 1-4 Magic Items
Large Hoard (5,001–10,000 Cr.) x 1d4, up to 35% gems and jewelry, plus 85% chance of 1-8 Magic Items

only on the x4, and using the chart below, his CS would be 17.5 (round up to 18). 100% is the highest modifier to CS, regardless of the final HPs (see the “too tough” rule, above).

x2 to HP = +25% to CS
x3 to HP = +50% to CS
x4 to HP = +75% to CS
x5 to HP = +100% to CS

You can also continue to allow an Arcanist’s Specializations and Masteries to serve as separate “active” Defense Pools against magic of the same source and school, but at 1/2 MV.

Spell Points and Spell Range: Spell points are now calculated by taking the MV of the Arcanum tree x2. This rule is for PCs and full-fledged NPCs. Regular monsters still determine spell points by calculating the MV of their Arcane attack form x1.5. Also, default spell radius and range should be increased to x3 specialization MV (adding mastery MV if possessed) in all instances in

the core rules.

Common Equipment: Individual monsters will carry different assortments of goods depending on culture, number encountered, and whether they are in their lair or out in the wilderness. Brief guidelines are described in each entry. This includes typical weapons and armor for the creature type. Common Treasure (contributed by Spencer Wright): Treasure is listed for individual creatures rather than by general creature type. Treasure, when listed, is formatted as follows; “Cr.” means crowns, each equivalent to \$1 or 1 oz. gold, silver, copper, etc. at the GM’s discretion. The percentage listed is the chance of finding magic treasure.

GM’s note on magic item creation: Following are some clarifications and updates to the magic item creation rules as presented in the core rules.

First, the rules state that a character creating magic items should be “specialized in Arcanum,” but specializing in Arcanum is a redundancy, so you should change this qualification to “mastery in artifice”. Any power source allows mastery in artifice. An Arcanist (including creatures) setting out to create a magic item must use the rules on pages 53–56 of the core book (1st printing). However, the book did not expand on the difficulty in casting the item enchantment rituals. For example, if an Arcanist creates a “whip of fire”, dealing an extra D8 of fire damage with every strike, the effectiveness of the magic falls into the first range of difficulty listed. His final ritual ability roll must exceed 2D4 (or target 4). That assumes he has the necessary time and materials (rituals can take many days to cast).

Key: *MV effectiveness range or permanent static bonus / Minimum Arcanum Rank required to create item / Difficulty to cast Enchant Ritual (with permanency)*

1–12 effectiveness or +1 / D4 Arcanum / vs. 2D4
13–18 effectiveness or +2 / D6 Arcanum/ vs. 2D6
19–24 effectiveness or +3 / D8 Arcanum/ vs. 2D8
25–30 effectiveness or +4 / D10 Arcanum/ vs. 2D10
31–36 effectiveness or +5 / D12 Arcanum / vs. 2D12

Favored Weapons: While not listed for an entire type, some species will list favored weapons. If noted in the creature description, then any use of the listed weapons grants the relevant harm bonus and initiative bonus. Only standard, exceptional, or full-fledged creatures can take advantage of this. An exceptional or full-fledged creature can also gain use of the mastery defense bonus, if a favored weapon is listed. This assumes that the Melee

Threat Rank is expressed as the ability succession of Melee > Specialized in favored weapon group > Mastered favored weapon. For full-fledged creatures this should be self-evident, as each ability branch is fully detailed, whereas fodder through exceptional creatures can have largely undefined skill successions.

Initiative: Please note, a creature gets one action per round (not one per sub-phase). Also, if the GM does not want to use the “phase” system, use one of these two options:

Simple Initiative: For quick battles, ignoring all modifiers to initiative, the GM can set action in order of Reflexes or Base Phase Die-Rank. If two creatures act on the same Rank, then they can roll an opposed roll and whoever wins goes first. Ties means simultaneous attacks with no use of ADP allowed.

Advanced Initiative: Every creature rolls its Reflexes or “Base Phase” Die-Rank, then adds weapon speed or other factors (like magic or bonuses based on specialization). Action goes in the resultant descending order.

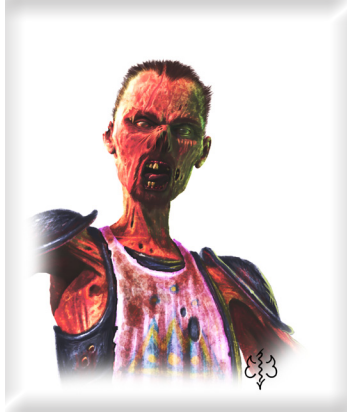
Other Options

Critical Mastery Hits (Optional): At the GM’s discretion, rolling the highest number on a Mastery die allows another roll of the same die type, adding to the total. This is the “exploding die mechanic”, another benefit of mastery, and simulates critical hits. This option is only available to PCs or full-fledged NPCs, and to monsters possessing some sort of mastery skill.

Languages Spoken: Most intelligent creatures will have a language unique to their type, but will also know the “common” trade language of the realm. Some creature types can be played as PCs. Typical Abilities are listed here, with the discounted price for the “bundled” race option. The standard races from the core rules will be repeated here to reflect updated rules on discounted racial bundles.

Eldritch Creatures Listing

Accursed, the (Fodder, Undead / CS 14)



TR: Melee D8 –Unarmed D6 –Ranged: D4
EA: D8 rotting attack, once per round [see below].
HP: 8
Armor: Natural toughness due to undead nature conveys 1D4 damage reduction.
RS: 8 (x2 due to undead nature).
BP: D3 (shambling zombies).

Milieu Role: The Accursed represent the typical, shambling, moaning zombies determined to eat the flesh of the living. They are found in unhallowed graveyards and defiled temples where the priesthood and acolytes were murdered by the minions of some rival, evil god.

Phantos Background: The Accursed represent all people murdered by the Priests of Phantos, whose bodies were deemed unfit to be “a good change of clothes” for the changeling tax-collectors. The city graveyard is called “The Dump”. Anyone who ages in the the City of Life, as Phantos himself calls it, are evidently undeserving of eternal life. So once a person starts to lose his youthful appearance (which can happen at about any age after 20 for humans), they are accursed by Phantos and hunted down for disposal, so the city can rid itself of “trash”.

Abilities and Powers: The Accursed are undead creatures devoid of will and without ability to speak of, other than inflicting harm on people who visit The Dump any time of day or night. They have no powers, but are immune to Curses, Influence Effects, and any Harm spells of an evil origin (that of necromantic or negative energy). Each Accursed also has a “rotting attack”. If this attack penetrates target’s chosen ADP, it drains Resilience. Exceeding Resilience causes 1D4 to be lost from Toughness each round until a Restore Effect is used to stop it.

Armor, Equipment, and Treasure: The Accursed do not generally wear armor; if one does, it’s falling apart and basically useless. As equipment, they cannot wield any weapon that provides specific bonuses (being fodder), but they can be described as wielding whatever the GM describes (mechanically, it makes no difference). For treasure, they carry only trinkets (1–5 Cr.), with only a 1% chance of holding 1 to 5 minor magic items (1–4 effectiveness max).

Archangel (Extraordinary, Angel / CS 104)



TR: Melee: 2D20 (+8) and D8 Harm Effect (Holy Weapon) (total 11–56) – Unarmed: 2D10+10 (12–30) – Ranged: 1D20 > D12+6 Bows (8–38) – Arcane: 1D20 > D12 Supernatural (2 to 32)
Spell points: 38 (once depleted, reduce RS).
HP: 104 (no mod to HP). Armor (typical): Plate D10 + 5.
RS: 100 (x5; supernatural nature)
BP: D12 or D20.

Milieu Role: Angels are beatific celestial beings, as one would probably imagine. There’s not some imperative that each has to have a pair of wings, much less a harp, but all will be powerful, not only in terms of might but in wisdom as well. Angels are symbolic of all that’s just and holy in the spiritual world. They often serve as proxies to the celestial gods. Their incarnation in the mortal realm is usually humanoid, but depends on its associated deity and culture. A high-ranking priest may summon one, or the master deity may send an archangel on a mission to the mortal realm. They are proud and willful, rarely merciful if provoked, and do not take direct commands unless issued by a higher power. An Archangel does not ordinarily stay around once its mission is finished, unless it must to guard some important, holy place.

Phantos Background: The angels of Phantos are called the Seraphim, and they are terrible creatures: humanoids with four heads and six wings. Just looking at one causes 4 points of damage to Resilience, then Toughness, every round. The average citizen would be incinerated after a few minutes of gazing at these angels. They are the enslaved proxies of the God of Limbo, which is the name given to the preexisting deity of the city by the new, dominant priesthood. The incredibly powerful Demon Lord Phantos collected their tortured, disembodied minds into four crystal jars, and keeps them on his mantelpiece in his palace in the center of the city. Phantos commands the Seraphim into action, always to kill or imprison their old priesthood wherever they may be hiding.

Abilities and Powers: The average ability for an angel is at a D12(basic)+D12(specialization). Notable abilities include Coercion and Knowledge, and just about any specialization imaginable is possible. Languages spoken include the common trade language, plus Celestial. Also, angels can invoke the following Powers, using their

Arcane Ability Branch:

Spiritual Blast (supernatural): School: N/A (innate power) Effect: Harm Manifestation: A harmful stream of brilliant, electric-blue light which sears the target's soul. Range: Area Effect (no difficulty) or Single Creature (no difficulty). D20 > D12. Aspect: Affects Toughness, bypassing target RS.

Command The Infidel (supernatural): School: N/A (innate power) Effect: Influence—Control Mind (maintainable). Manifestation: The angel intones a command, and the target cannot help but obey. Range: Area Effect (no difficulty for innate power) or Single Creature (no difficulty for innate power). Angel rolls D20 > D12. Aspect: Resilience > exceeding score means full effect occurs. Willpower roll versus original roll can break effect in second full round of influence.

Armor, Equipment, and Treasure: Any weapon and any armor, usually magical with up to +5 in bonuses to protection or damage. Angels may have any piece of equipment desired, but do not carry food or other sundries because they don't have bodily needs. Angels don't carry around coin, but will carry a magic item other than their weapons 85% of the time—usually an orb or wand of some kind with an Augment effect. Typically, angels carry a special holy weapon (any type), with the following properties:

Holy Weapon [as template] Item Type: Weapon (matching whichever wielded) Properties: The properties of the weapon match that of the type. Mastery bonuses do not factor for most angels, unless the GM adds a tier of mastery to the angel's Melee. Effect(s): Augment [permanent +5 Coercion checks], + 1D8 Harm [positive energy]. Energy Points: Permanent, usable once a round.

Capture Vine (Fodder, Plant / CS 15)



TR: Unarmed 1D12 (capture & constriction)
HP: 24 (x2 due to tough nature)
Armor: 1D8 (tough nature) RS: 9
BP: D20

Milieu Role:

There's always some sort of plant life out in the world that wants to kill you. Capture Vines prefer a slow death for their victims. The sentient vine will detect warm blood, lash out, wrap its vines around the neck or torso, and pull its victim to its central stalk, where thousands of hollow needles prick the skin and drain the blood. If the plant wins surprise, it can bring out a vine to capture and constrict with amazing speed, though its central stalk is rooted into something organic (which can be a dead body).

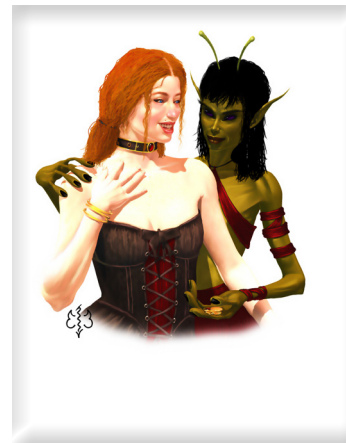
Phantos Background: The Capture Vine grows all

over the buildings of Phantos, climbing up the walls. The minions of Lord Phantos planted them all over the city to help capture runaways: the Accursed and the Low Born criminals. Oddly, their worst enemies are the Accursed. Undead Creatures wither Capture Vines instantly as they pass by within ten feet.

Abilities and Powers: In the first round, the vine rolls 1D12, and if that roll exceeds the target's Evade DP, it succeeds with capture. The next round begins an opposed roll of 1D12 versus the victim's Feat of Strength to escape. Otherwise the victim will take 1D12 points of constriction damage, with armor adding to the damage (roll its value and add).

Armor, Equipment, and Treasure: Capture Vine has natural "armor" of 1D8 because its stalks and vines are very tough to break or cut. Plants don't carry treasure.

Changeling Collector (Extraordinary, Fey / CS 72)



TR: Melee: 3D6—Unarmed: 2D8—Ranged: 3D10—Arcane: 3D8
HP: 72
Armor: Any
RS: 45 (x3 due to nature)
BP: D10+4

Milieu Role:

Doppelganger infiltrators are a familiar trope in fantasy worlds, spreading paranoia and dissension everywhere. If the GM

wishes to foster a campaign of distrust and mystery, the use of doppelgangers and shape-shifters is a favorite. In the Eldritch World, Changelings are part of the various societies of the Fey, living mostly in the great forest of Meath, waylaying travelers from settled lands to steal their shiniest possessions, or walking throughout the kingdoms, seeking to seduce or lure hapless folk into the dark forests, where human souls are forsaken and memories lost.

Phantos Background: The changelings found a perfect home in the abode of Demon Lord Phantos. A city that welcomes them unconditionally without condemning their chaotic behavior, plus a master who rewards them with many glittering, shiny things. Why, it just couldn't be better for fey creatures! In return, the changelings collect the taxes from the downtrodden residents and slaves of the city. They also aid the New Guard with the task of hunting down and capturing the

Priests of Limbo—renegade priests who were part of the old religious order, before Phantos took over the city. The changelings, in return for having a new, wonderful playground, taught the leaders of Phantos City how to prepare human corpses as temporary bodies, granting even humans the ability to “shape-change” by switching bodies while in astral form.

Abilities and Powers: The Changeling Collectors are masters of deceit and trickery. As such, they are almost all quite skilled in areas such as Skulduggery, Stealth, Thievery, and Scrutiny (up to 3D12). In fact, they are so good at such things that the GM may assign Extraordinary Basic Ability of up to 3D12 for any related action. For example, is the changeling with a general Stealth of 3D10 sneaking around in the city? Fine, roll 3D10. Is he sneaking around in the forest? No different, just roll 3D10. In a dungeon... same thing. Specific specializations or masteries on top of that would quickly overwhelm PCs in opposed roll situations, so be cautious. Usually, creatures bestowed with supernatural gifts don’t bother with specialization. All changelings have Extraordinary Basic Ability in any use of the Transmute Effect (up to 3D8), but can only use sub-effects up to D8 in rank. A changeling’s Transmute powers are limited to the range of “self” but require no difficulty checks.

Armor, Equipment, and Treasure: Any weapon or armor is permitted, limited only by the size of the form assumed by the changeling at the time. Equipment melds into a new form during a shape-shift, but can be willed back onto the body and into hands after the change. Changelings often keep their treasure in a home base (Small Trove (101–500 Cr.) × 1–5, magic 20%). Otherwise they carry trinkets, and 20% encountered will have some sort of magic item. The kinds of magic items they prefer block psychogenic power or scrying.

Arch-Demon (Extraordinary / CS 184)



TR: *Melee:* 3D8+6 – *Unarmed:* 2D20+6 – *Ranged:* 2D6 – *Arcane:* 2D20 –
Spell points: 60 (then use *Resilience*).
HP: Up to 460 (x5 supernatural nature).
Armor: Any plus natural armor of 1D10.
RS: Up to 200 (x5 supernatural nature).
BP: D10

Milieu Role: Arch-Demons, like Archangels, are nearly demigods and are not to be thrown into the path of adventurers on a whim. Possessing supernatural strength and skill, these creatures inflict devastating amounts of damage, are cruel beyond measure, have high resistance to magic, and grant no mercy.

Further more, they can summon hordes of minions—up to 2D20 devilish imps (*fodder*—CS 4—*Melee* D4/*Unarmed* D4/*Ranged* D4/*Arcane* nil/*HP* 4/*RS* 2) per round—to aid them.

Phantos Background: The statistics shown illustrate the power of the Demon Lord Phantos himself. Summoned by a ill-equipped sorcerer years ago, the demon crushed his would-be master and created a “fertile glen” within the Forest of Meath, shaping the land around him. He overtook a small temple dedicated to a sun god, whose followers were fading in power. He killed the high priest of the sun god, dubbing that god’s followers the clergy of Limbo (because their god is lost in limbo). Then, by the power of his will and imagination, he transformed the temple, making it his Sanctum. Thereby he formed the City of Life, a place where any mortal creature who sacrifices his first born to the Demon Lord stops aging. This sacrifice must be performed in public, which pleases Phantos greatly. Residents who still have their youth (for Phantos likes a youthful form) face no coercion to convert, but once a citizen ages beyond a certain point he is hunted down. The authorities will label an older person “accursed” and kill him, dumping his body into a mass grave.

Abilities and Powers: Arch-demons know just about any skill, and possess any imagined ability. They can see in the dark, or cast any spell of the supernatural power source. Plus, they have some powers like those of an angel:

Infernal Blast (supernatural): School: N/A (innate power)
Effect: Harm Manifestation: A harmful bolt of fiery red energy sears the target. Range: Single Creature (no difficulty). 2D20. Aspect: Affects Toughness, bypassing target RS.

Command The Weak (supernatural): School: N/A (innate power) Effect: Influence—Control Body (maintainable).
Manifestation: The angel intones a command, and the target's body cannot help but obey. Range: Single Creature (no difficulty for innate power). 2D20. Aspect: Resilience > exceeding score means full effect occurs. Willpower roll versus original roll can break effect in second full round of influence.

Armor, Equipment, and Treasure: Demons wear any armor, wield any weapon (with weapon based bonuses), and possess vast treasure hoards in their abodes (Large Hoard (5,001–10,000 Cr.) × 1–5, plus 85% chance of 1D4 powerful magic items).

Dragon, Xoraxai of Phantos (Extraordinary / CS 208)



TR: Melee: N/A (dragons typically don't use melee weapons) – Unarmed: 3D12+12 (teeth) – Ranged: N/A (their ranged attack is an arcane breath weapon) – Arcane: 3D20 (fire; area effect 80' steam)

Spell points: 90 (then tap Resilience).

EA (claws): 2D10

EA (wings or tail): 2D6

HP: Up to 480 (x5 Legendary creature)

Armor: None.

RS: Up to 300 (x5 Legendary creature)

BP: D4 (ground) or D20 (flight)

Milieu Role: Dragons are the epitome of epic fantasy adversaries. They are greatest challenge, and often the reason some adventurers retire early. The name dragon brings to mind all sorts of giant flying serpents—some breathing flame, others commanding the weather or becoming one with the elements. The mightiest of the primordial creatures, the dragon should not be an easy adversary, but heroes can often avert death by using their guile and wits to escape.

Phantos: The city officials of Phantos have low tolerance for large, aggressive serpents spreading terror. It

tends to undermine the town militias' efforts to terrorize the populace themselves. The demon lord Phantos did battle with one marauding dragon in the first year of his reign, and victorious in battle, he enslaved the magnificent beast to his will. The dragon Xoraxai, an ancient fire drake, remains chained to the side of a cliff to this day, in a remote location far outside the city gates. Phantos keeps the dragon alive, just in case he tires of ruling and decides to unleash the fury of the dragon on the city.

Abilities and Powers: Dragons are always of an ancient, primordial race of intelligent reptiles. Not all of them fly with conventional wings, unless they conform to the typical European archetype. Some travel through the sky as if one with the wind, or meld into the waters of the sea. Others, closer to the earth, burrow through the ground without a ripple. Most dragons speak several languages, including Draco, and may master any skill that doesn't require dexterous hands. Dragons are famous for their treasure hoards, and heroes might find as many skeletons as gems in their trove, but these creatures are also rich in their knowledge of things magical and esoteric. Some of them may even be willing to exchange ideas or possessions without deciding to eat the gift-bearer.

Armor, Equipment, and Treasure: Dragons don't wear armor, and have few physical needs other than a mountain home or a cozy cave. If lacking the traditional avarice, a dragon may find his bed in a great mound of dirt, or just roam the wilderness looking for the next snack, sleeping in short bursts between burning villages. Their treasure may be a product of a town the dragon just destroyed, and could be rather scattered as a result. If encountered in a lair, and of the classic type, the dragon may be found atop a Large Hoard (5,001–10,000 Cr.) × 1–5, magic 85%.

Giant Rat (Fodder / CS 4)



TR: Unarmed: 1D4

HP: 4

Armor: N/A

RS: 2

BP: D10

Milieu Role: What adventurer worth his salt hasn't bravely faced down some rodent of unusual size? For the

neophyte, it's practically a rite of passage! Next to goblins, it's what many aspiring kings and would-be Destroyers of Worlds start with, early in their careers. In a land rich in heroes, these creatures are often placed on the king's endangered species list.

Phantos Background: Giant rats are a staple food of the Low Born in Phantos, as well as the Accursed zombies in The Dump. Some say they taste particularly delicious if they recently feasted on changeling flesh, but few believe the rumor.

Abilities and Powers: Giant rats only have the power to scare children or give warriors a reason to wear thick boots, although in greater numbers they can rise above the level of mere annoyance. Some are capable of inflicting disease on somebody after penetrating armor, causing 1D8 Resilience harm per round until penetrating to Toughness, at which point it deals 1 point of harm per round until the victim falls unconscious and starts to die from a wasting disease.

Armor, Equipment, and Treasure: These rodents have no equipment or treasure, save perhaps a gold coin or two in their stomachs.

Guardian of the Sanctum (Extraordinary / CS 33)



TR: Melee: 1D4 – Unarmed: 1D6 – Ranged: 1D4 – Arcane: 3D6
EA1: Push with Mirror Shield 1D10+10 vs. RS (see below)
EA2: Push with Mirror Shield 1D10+10 vs. RS (see below)
EA3: Push with Mirror Shield 1D10+10 vs. RS (see below)
HP: 18 **Armor:** 1D10+4+1D8 (magic Protect).
RS: 36
BP: D8

Milieu Role: All places, sacred or profane, have their guardians. Sometimes this is a non-sentient protection, such as a glyph or runic trap, but often it's a creature created or summoned for the purpose of guarding something important. Because a “guardian” can be just about any imposing creature, the statistics shown here are specific to the Guardian of the Sanctum in the city of Phantos.

Phantos: Adjacent to the palace sits the the Sanctum.

Its guardian is actually a minion of the demon lord Phantos, summoned to guard the Spirit Gate, where the priesthood may enter into their god's realm. Its form and visage is that of a small boy, making the priesthood feel welcome but unnerving trespassers. Trying to get by the Impassable Child may prove to be quite a feat, as it's capable of bringing several magical shields to interpose, pushing back any creature trying to get past him.

Abilities and Powers: The Impassable Child appears with three strange mirror-like shields floating in a circular motion about his small body. Each round he can use these mirrored shields to “push” his opponent back from the Spirit Gate. He gets three extra attacks per round to do this; each shield causes 11–20 Points of damage to Resilience, and exceeding a target's Resilience score causes them to fall back a number of feet equal to the amount by which the score was exceeded. His arcane attack also has this “push” effect, manifesting as a visible, kinetic energy blast, and is even stronger: Damage exceeding Resilience also causes damage to Toughness.

Armor, Equipment, and Treasure: The Child has magic armor with a static bonus, but it crumbles if taken by mortal hands. His random die increase is extra armor, rolled against every attack whether physical or magical, and it uses the Protect Effect rules. The Child may use his mirror shields to counter spells or attacks, countering any effect or strike with a roll of 1D10+10, the result of which reduces the opponent's results by the same amount. He may do this up to three times in a round, at any time, but thereby loses one of his extra “push” attacks.

Horse (Fodder to Extraordinary / CS 13 to 45)



TR: Unarmed: 1D10 or above (or matches owner's Animal Handling > Warhorse)
HP: 20
Armor: Up to 1D12 (as fitted by rider).
RS: 10
BS: D8

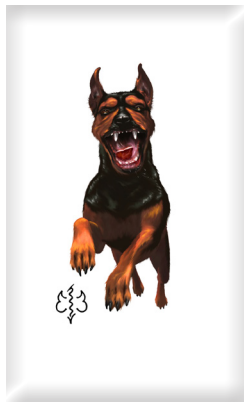
Milieu Role: Horses are important in any medieval society, and even in lands where magic functions, nothing beats their reliability and strength. Magic remains taxing, and the effects relatively short-lived, so most still need conventional modes of transportation. The average riding horse can carry 250 pounds thirty miles for eight hours.

Phantos: Horses in Phantos are not necessary for transportation, but are considered a delicacy by the priesthood. Transportation in the city is usually by

carriage, wagon, or for the aristocracy, the Sedan Chair. Large demonic hounds typically pull the wagons (Type Standard / CS 40 / TR 2D8 unarmed / 2D8 arcane (fire breath weapon) / HP 64 (x2) / RS 16 / BP D12) used for public transportation, and eat those who fail to pay their fare. Travelers who come into the city by horse usually find themselves without a mount, and perhaps fighting for their horse's life as the Wild Goblin guard (called the Horsekillers Tribe by some) tries to take it to the butcher.

Abilities and Powers: Horses can also be used in combat, and warhorses typically have a higher Unarmed Rank (usually as high as its trainer's Animal Handling ability). Armor, Equipment, and Treasure: Horses, especially warhorses, may be fitted with armor, granting general protection, with the same armor types listed in the core rules.

Hunting Dog (Fodder, Animal / CS 5)



TR: Unarmed: 1D4+1 (bite)
HP: 4
Armor: N/A
RS: 2
BP: D10

Milieu Role: Nobles often use hunting dogs in sport, or when tracking down escaped prisoners. They're either scent hounds like coon hounds, or sight hounds like whippets.

Phantos: The Changeling Collectors often use Pointers to track down the Swipes, who frequently steal from the barracks coffers. Many changelings are fond of taking on the form of a hunting dog as well, taking on canine abilities, if the real thing isn't available. Of course, a changeling hunting dog won't tolerate leashes!

Abilities and Powers: Hunting dogs can follow even the faintest scent trails, with a roll of 3D12, or spot small quarry (including Swipes) with the same level of ability. Their hearing is also very good, with a default Scrutiny check of 1D6+4.

Armor, Equipment, and Treasure: Most owners don't fit their hunting dogs with armor, or allow them to carry treasures.

Jotterthug Giant (Standard, Giant / CS 45)



TR: Melee:
 2D10+6 –
 Unarmed: 2D10+8
 –Ranged: 1D10
HP: 90
Armor: Usually
 1D4 (hide)
RS: 10 BP: D4

Milieu

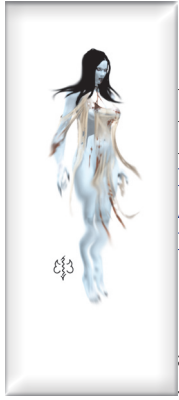
Role: Giants are big, stupid, greedy, and enjoy eating humans or other fleshy creatures. They are primordial creatures, existing since the dawn of the human imagination, and personify the terrible strength of the earth. They come from the Unsettled Lands, striding into civilized places to wreak havoc and terrorize the populace.

Phantos: The city of Phantos is located in a valley of the great and mysterious Forest of Meath. On the north side of the valley is a forested, slightly mountainous area called the Jotters' Hills, named after a race of giants that would kill travelers and "jot" down the kill score total on the side of a cliff, near their main lair. Phantos, lord of the so-called City of Life, thought this immensely amusing, and has several of the giants captured each year. He uses them for gladiatorial sport in the city's amphitheatre, called JotterThug Stadium. Captured adversaries of greater prestige or rank than the Low Born find themselves facing these huge humanoids in a battle to the death.

Abilities and Powers: The Jotterthug giants are incredibly strong. A hero defending himself may only use a magical or exceptional wrought weapon to parry its unarmed attack, or else lose it to breakage. The use of Deflect DP also depends on quality shields, with anything less than a medium shield useless against their might. There is a 5% chance per threat point inflicted that an opponent's parrying weapon or shield will break.

Armor, Equipment, and Treasure: Most armorers avoid making armor for giants due to the expense and difficulty in proper fitting. On the other hand, most giants don't need armor. Equipment is just about non-existent, unless it's a great big tooth-pick to get the human flesh out from between the giant's crooked, stained teeth. Treasure depends on whether the giant is encountered in its lair. The treasure awarded to victors in the JotterThug Stadium usually amounts to 1000 in the gold coin of the realm, and temporary freedom from harassment.

Limbo Espirit (Standard, Undead / CS 30)



TR: *Melee: 1D10 (base) + 1D8 (Supernatural Harm) – Unarmed: 1D8 (base) + 1D6 (Supernatural Harm) – Ranged: N/A – Arcane: 1D6 (Positive Energy)*
HP: 30
A armor: N/A **RS:** 27
BP: Static 20.

Milieu Role: Ghosts and spirits act as guides, allies giving clues to the living, wandering souls, or guardians of holy or unholy places.

Phantos: The city of Phantos is created from the desecrated ground of an old religious order that worshiped a sun god. Their god was cast out of the forest by Demon Lord Phantos, the high priest murdered, and the priesthood hunted down like dogs. Renegade priests of the old religious order are killed when discovered. However, some of the more powerful escape the city's evil grasp by transforming into a spirit form. They accomplish this by merely touching the robes of the Seraphim. The archangels were proxies of the sun god, until their minds were enslaved by the city's power, but their essence remains good. Touching their robes grants the faithful of the old sun god the power to transform themselves into powerful spirits. These are vengeful spirits, attacking officials of the city without mercy until contained by powerful necromancers. These spirits are called "Espirits of Limbo" by the denizens of Phantos, and are rarely encountered.

Abilities and Powers: These ghosts seem almost solid, if not for a faint shimmering, but can turn invisible at will. Striking at one with non-magical weapons is pointless, as they are immune. Arcanists can affect them with spells of supernatural, mystic, or psychogenic nature, but cannot harm them with primordial magic. The weapons of an Espirit appear real, but are actually dense energy fields. Their weapons cannot be used to parry, but ghosts don't often use such tactics. All damage from their attacks bypasses non-magical armor. They can blast a foe with positive energy, a bolt of light that has no effect on other Celestial creatures.

A armor, Equipment, and Treasure: These spirits don't carry real equipment or treasure.

Raptor (Fodder, Animal (Bird) / CS 8).



TR: *Melee: N/A – Unarmed: 1D8+1 (beak or talons) – Ranged: N/A*
HP: 8
A armor: None.
RS: 4
BP: 16 (static flight speed).

Milieu Role: Raptors are birds of prey, and hunt game for their trainers, who are either called falconers (for falcons) or austringers (for hawks).

Phantos: Raptors are feared in the city of Phantos, because some of the Low Born slaves get taken away to become "Raptor Hosts". These poor souls are chained into a cell, their eyes carefully removed from their skulls and used to replace the raptor's eyes. Then, with the aid of a sorcerer's spell, the bird and the man are connected forever, and he sees through the bird's perspective. If the Raptor Host's body is killed, his soul immediately travels to the bird's body and takes over its mind. Therefore, some Raptors are as intelligent as humans. All of them are controlled by the city's few Raptor Keepers, who are usually aristocrats.

Abilities and Powers: The birds of prey trained to attack or retrieve are highly valued. They have a "static" speed score of 16, which means they rarely lose initiative in a fight, and are incredibly fast when flying.

A armor, Equipment, and Treasure: None.

Sea Serpent (Extraordinary / CS 120)



TR: *Unarmed: 3D20+10 (any attack)*
HP: 300
A armor: N/A
RS: 30
BP: D6

Milieu Role: Sea serpents are the bane of the oceans and great

lakes of the world. Those who travel by sea had better keep an arcanist on board who may summon the wind, and speed their travel before such a beast appears. Rare though they may be, just one of these death-dealing beasts quickly sinks ships and their treasures.

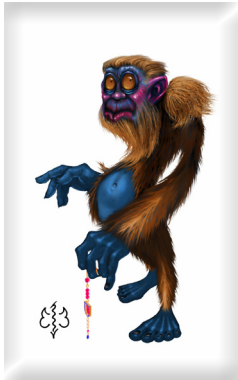
Phantos: The moat around the demon lord's palace actually harbors a sea serpent of middling size (120

HP), much to the surprise of any unwelcome guests. Its nickname, known only to the palace Seneschal, is “Slick”.

Abilities and Powers: Sea serpents can capsize a large galley in only five rounds, crushing the hull like matchsticks. Any natural attack is delivered with a staggering 3D20+10, and can be split into two attacks: one 2D20+10 bite and one 1D20+10 bite.

Armor, equipment, and treasure: None.

Swipes (Astral Footpads) (Standard, Extra-Planar / CS 24)



TR: Melee: D4 (small weapons only) – Unarmed: D4+2 (claws) – Ranged: D10 > D8 – Arcane: D6 > D4 (confusion power only)
HP: 24
Armor: 1D4 astral field. R
S: 9
BP: D12 +4.

Milieu Role: Small and fleet of foot, Swipes look like small,

fuzzy monkeys with huge eyes. As a species, they are mostly thieves with the most annoying hideout possible: the astral plane. They can shift at will into unsettled territory. These “astral footpads” are capable of traveling great distances, teleporting upon mental command. A Swipe will steal your coin purse, and then with a brief shimmering and a “pop” sound, it’s gone. They are as intelligent as humans, and organized into tribal, nomadic societies that invade small towns, quickly depleting food sources and other items, then moving on.

Phantos Background: Swipes are useful to some in the city of Phantos. Easily bribed, the monkey-like creatures make for great spies and filchers. These creatures are reviled by the aristocracy and priesthood, who view them as the Low Born’s method of challenging their authority and stealing their riches.

Abilities and Powers: If using the advanced initiative option, the Astral Footpad gets +4 to its roll. Swipes can see in total darkness. Their teleportation ability may be used once per round for short distances, but if the Swipe shifts into the astral plane, it can’t return for a few minutes (it must get reoriented). They speak the common language, as well as Astral, which allows them to converse with travelers of all sorts. Unbeknownst to most, the Swipes are experts at navigating the chaos of unsettled lands, and once a place is described to them, they can guide anybody there in a short amount of time. Once per round, the Swipe can use an innate Influence Power (D6 > D4), which, exceeding Resilience, stuns all targets in

a radius of 20’. They possess the advantage of “Eldritch Focus” for this as well, meaning after the initial roll of D6 > D4, they roll another D6—without causing any actual Potential-Harm—and if that result exceeds each target’s current RS, the stunning takes effect. Victims remained stunned for one full round (affecting each in the area for a single action).

Armor, Equipment, and Treasure: Swipes are strange creatures, as their bodies exist almost in two places at once: the Astral and the Mundane realms. As such, they have some natural resistance to normal forms of damage, and get a 1D4 damage reduction against every physical attack. They are immune to Travel Spells if they are unwilling to be affected by them. If found traveling alone, a Swipe may only have a trinket or two, but if adventurers invade a Swipe community in the Astral, they’ll have a Trove (501–1,000 Cr.) x1–5, magic 30%.

Wild Goblin (Fodder, Humanoid / CS 14)



TR: Melee: 1D8 – Unarmed: 1D6 – Ranged: 1D6
HP: 14
Armor: 1D6 (leather)
RS: 4
BP: D10

Milieu Role: The “wild goblin” is the common humanoid marauding and harassing travelers.

Phantos: Most communities dislike the idea of large, roving bands of violent goblins hanging around their town or city. But in Phantos it’s welcomed, as the goblins serve as the de facto “gate guards”. Common in the Fertile Glen surrounding the city of Phantos, the Wild Goblins prevent most adventurers from proceeding too far, due to their great numbers. Only the more powerful explorers make it to the center of the valley, which suits the leaders of the city just fine. If some powerful individuals make it through to the city, they can be conscripted into service or set to face the Jotterthug giants in gladiatorial combat. The goblins are also involved in a strange sort of “horse trade”, as they enjoy eating them, as do the officials of the city. Many travelers will have their mounts killed on the spot, and attempting to defend their mounts usually results in capture and jail time.

Abilities and Powers: Goblins lack any remarkable skills, but grow into adulthood learning how to kill with any implement they may find. They are ruthless, lazy, greedy, and sadistic as a species, growing out of the

nightmares of humankind. They breed among their own kind, but the first is said to have stalked out from the unsettled lands.

Armor, Equipment, and Treasure: Goblins normally make and wear leather armor. That's part of the reason they love to kill horses; they prefer horse hide and hair for various things. Individually a goblin's treasure amounts to little more than trinkets: (1–5 Cr.) × 1–5, magic 1%. Or, if found in a lair, small cache: (6–10 Cr.) × 1–5, magic 5%.



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