

FAIR AWAY LAND

ROLE-PLAYING GAME



CREATURES: VOL 2

FAR AWAY LAND

role-playing game

Creatures Vol. 2

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INTRODUCTION



Introduction

The Far Away Land Creatures Volume 2 is an expansion book for the Far Away Land RPG. As this is an expansion, you will need the FAL Tome of Awesome or the FAL Quick Start Rules in order to use this book to the fullest.

Creatures Vol. 2 is full of different monsters, peoples, constructs, and undead from Far Away Land, other planets within the Materiosphere, and even other spheres of existence. This book includes 100 entries that can be used as encounters in your Far Away Land adventure campaigns. Each entry is listed in alphabetical order. Sections for creating custom creatures, plants, treasures, and non-human PCs have been included as well. Also offered are rules and guidelines for creating new treasures, new monsters and animals, size comparison charts, customization charts, and more. Finally, a detailed index has been included for easy navigation.

So, strap on your boots, pick up your sword, bribe a mage, threaten a bard, and grab your friends. It's time to begin exploring the twisted and often bizarre Far Away Land Creatures Vol. 2!

INTRODUCTION

Understanding Creature Entries

Making sense of creatures and their stats and abilities is easy. The following short guide explains how to read and understand creature attributes, scores, and descriptions.

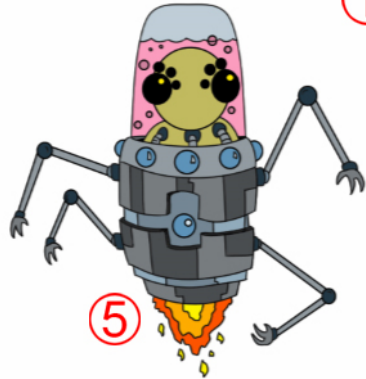
AXOMAS (4)

② Archetype: Construct
Size: Average (0)

③ HP: 22, AC: 3, ACT: 6
BRT: 1, DEX: 2, WIT: 3

The axomas are all that remains of an ancient civilization known as the Hur. These creatures encase their bodies and brains in bots filled with fluids which keep them alive. Axomas use guile and deceit to destroy their enemies, often plotting and calculating confrontations long in advance. They are known for their ruthlessness.

④



①

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Claw (1): 1d6 damage. **Energy Discharge (2):** Range 25'. 1d6+1 damage. **Flight:** Axomas can fly by means of their bot body. **Self-Destruct:** 6d6 damage. An axomas can initiate a self-destruct sequence and blow their body to smithereens.

⑥

1. The creature's name and LVL.
2. This block contains the creature's archetype as well as the creature's size. The number which follows the size (the number in parenthesis) indicates the melee damage modifier. This modifier is based on the creature's size.
3. This block contains the creature's stats. HP indicates the number of Hit Points, AC indicates the creature's Armor Class, and ACT indicates how many actions the creature has per round. The second line contains the creature's BRT (Brute) score, DEX (Dexterity) score, and WIT (Wits) score.
4. This block contains a brief description of the creature.
5. This area contains an image of the creature.
6. This block contains a listing of the creature's abilities, attacks, and any other useful combat information. The number in parenthesis which follows a specific ability indicates the ability score in that area (this number is added to the appropriate stat score to determine the total dice rolled when using that ability).

INTRODUCTION

Archetype Ability Summary

The following section is designed to give GMs and players a brief overview of creature abilities based on Archetype. Each entry possesses the attributes associated with their particular archetype unless noted otherwise in the entry's description or ability box. Weakness to something indicates that the archetype takes double damage. Resistance indicates that half damage is taken. Immune indicates that no damage is taken. For a more in-depth look at archetypes, see pages 138-144 in the Tome of Awesome.

Animals: One or two heightened senses (usually sight, smell, or hearing).

Bloppy: Immune to poisons/toxins.

Constructs: Weaknesses based on the materials they are made of (for example, if they are made of wood, they are prone to fire damage). Immune to poisons/toxins and diseases.

Demons: Demon blood is either poisonous or acidic (or both) to non-demons. Hate cold and water. Immune to fire/heat based damage. Resistant to poisons/toxins.

Elementals: Immune to poisons/toxins and diseases. Immune to attacks based on their elemental composition. Some elementals are resistant to physical attacks.

Ethereals: Can enter into a non-corporeal state equal to their LVL times per day for a number of rounds equal to their LVL. Dislike light. Immune to poisons/toxins and diseases. Immune to physical attacks while in a non-corporeal state.

Fairies: Immune to poisons.

Humanoids: Humanoids have no specific abilities associated with their archetype.

Immortals: Ancestral memory. Immortals can take on the form of any archetype. Immune to poisons/toxins and diseases. Regenerate HP twice normal rate. Can only be killed if decapitated.

Monsters: Monsters often have a specific resistance.

Plants: Weakness to extreme heat and cold. Immune to poisons/toxins. Resistance to electricity.

Undead: Dislike light and fire. Immune to poisons/toxins and diseases.

From the Journal of Beldron "Smokey" Yurts...

There are some creatures who do not age, some who do not breathe or sleep or need to eat. There are those who are made of jelly and can manifest in various amorphous forms. I have seen this firsthand. It happened within the dungeon called Maim which is east of Karg. There we spied upon a most terrible creature made of this jelly. It was without shape until one of the less fortunate in our group startled the thing. It became rigid in appearance and spewed forth its own body. This spit covered our colleague who instantly melted as if made of wax. We took to arms and found that the creature was terrified of light. With vengeance in our hearts we swung our torches. The wizard we had hired outside of Karg cast a fireball and struck the creature. The creature, being the coward that it was, slunk off into the darkness of the dungeon and we did not see it again.

AIR DEVIL (4)



Archetype: Elemental
Size: Small (0)

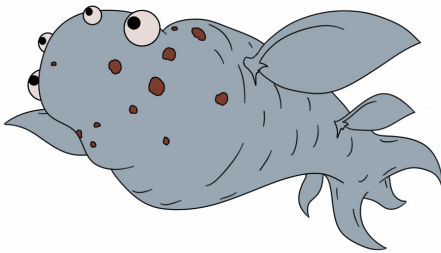
HP: 16, AC: 1, ACT: 5
BRT: 1, DEX: 3/5, WIT: 1

Air devils are little elementals who call the Elementalsphere's Plane of Air home. They are rambunctious little creatures who zip about in clouds of smoke (within the Plane of Air these creatures have a DEX of 5). They are not outright mean although they do like to destroy things using their wind powers. They are free spirited. They have a hilarious laugh.

Aerokinesis (2): Air devils can control the wind/air with ease. **Flight.**

Wyrd Portal: Air devils can open a wyrd portal once every 1d3 days by laughing. They can go into any sphere they choose (however, they never enter the Abyssmalsphere).

AIR WHALE (18)



Archetype: Animal
Size: Enormous (+6)

HP: 80, AC: 1, ACT: 7
BRT: 5, DEX: 2, WIT: 1

Air whales are giant, floating creatures who spend their entire lives in the skies of Far Away Land. Air whales feed on humidity and gasses in the atmosphere. They dislike conflict and tend to avoid danger. They love storms. Air whales have the ability to conjure up and discharge lightning from their bodies. Air whales "sing" using various tones and pitches.

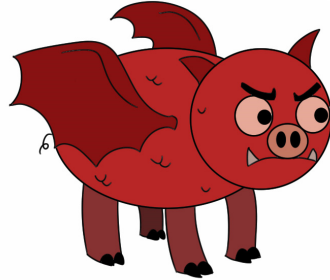
Flight. Static Discharge (2): Large radius. 3d6 damage. Air whales can build up an electric charge and release powerful bolts of energy 1d6 times per day.

ALGWA (2)

Archetype: Demon
Size: Average (0)

HP: 25, AC: 1, ACT: 4
BRT: 1, DEX: 1, WIT: 1

Inhabitants of the Abyssmalsphere, algwa are aggressive creatures, flying fire-breathing demonic pigs that graze on sulfur and in turn are preyed upon by other demons. Drifts of algwa are sometimes encountered in the Materiosphere, where the term “pigs might fly” is rightly considered a curse.



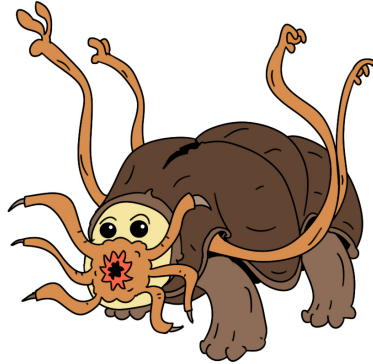
Fire Breath (1): Close range. 1d6 damage. **Flight.** **Gore (1):** 1d6 damage. **Immune to Demonic Control.** **Immune to Heat.** **Night Sight.** **Regenerate.**

ALKALOS (6)

Archetype: Monster
Size: Giant (+2)

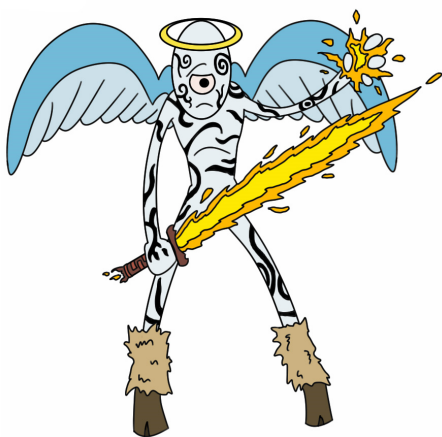
HP: 25, AC: 3, ACT: 5
BRT: 3, DEX: 2, WIT: 1

Alkalos are giant, turtle-like creatures with tentacles. They are well-known for their abilities to instantly turn metal into rusty meals. They are slow and lazy. If an alkalos smells metal in the area it will seek out the source of the smell and attempt to turn the metal to rust for sustenance. Alkalos like to hang out in deserts, mountains, and other iron rich environments.



Bite (1): 1d6 damage. **Rust Touch:** Any ferrous metal the alkalos touches will turn to rust. The rust effects a 1' radius around the touch.

ANGEL (15)



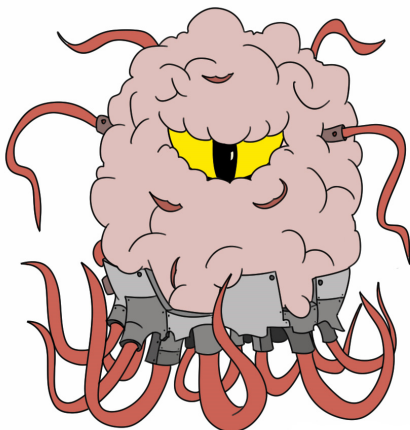
Archetype: Immortal
Size: Average (0)

HP: 50, AC: 1, ACT: 8
BRT: 4, DEX: 3, WIT: 2

Once servants of the immortals, angels rebelled against their masters and fled to the Materiosphere. Angels are fierce warriors. They are genderless. Angels have halos from which they draw magic energy. An angel's life is directly linked to its halo (the angel will survive as long as the halo remains intact). Angels have a hatred for string instruments (especially harps).

Angelic Halo: An angel's halo is its life source. The halo allows the angel to use magic up to LVL 5. If the halo is destroyed or taken, the angel will take 1d6 damage per round. **Flaming Angelic Blade (2):** 2d6+1 damage. The blade will appear only when an angel uses the weapon. **Flight. Magic (3):** LVL 5.

ANGOROCAN (20)



Archetype: Construct
Size: Massive (+4)

HP: 50, AC: 5, ACT: 8
BRT: 4, DEX: 3, WIT: 5

The angorocan are an ancient race of psionic brain beings who use cybernetics to create pseudo-immortality. They are known to use highly advanced technology (such as force shields and laser weapons) in combat. They move about creepily on thrashing tentacles. Angorocans are the creators of the soracan. Angorocan believe themselves to be superior to all other lifeforms.

Electro Pulse (2): Close range. 3d6 damage. **Force Shield:** The force shield has 20 HP and can be activated twice per day. The force shield only deflects ranged attacks. **Laser Eye (3):** Short range. 3d6 damage. **Various Augmentations:** Angorocan often use various cybernetic implants and weapons. They prefer lazer-type weapons. **Tentacle Thrash (2):** 1d6 damage.

ARACHNIS (2)

Archetype: Humanoid
Size: Average (0)

HP: 15, AC: 1, ACT: 6
BRT: 2, DEX: 1, WIT: 2

Arachnis are an arachnid race from the dark and creepy world of Helgard. They are known for their prowess in combat and their clever ways of manipulation. Arachnis can climb walls and ceilings with their freaky legs. They use a poison in their uppermost legs to harm enemies. Some arachnis can produce an extremely strong silk-like substance which can be fashioned into weapons.



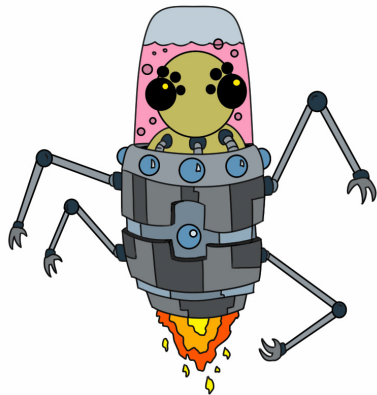
Light/Heavy Weapon (1). Poison Sting (1): 1d6 damage. LVL 2 poison.
Stab (1): 1d6 damage. **Night Sight. Wall Crawl.**

AXOMAS (4)

Archetype: Construct
Size: Average (0)

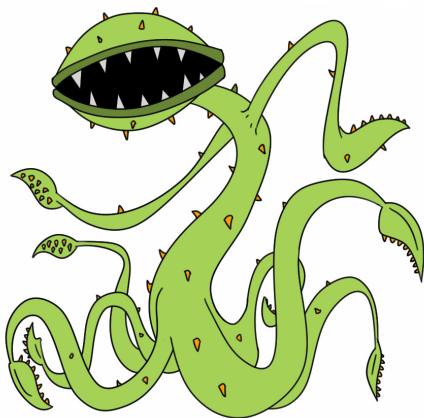
HP: 22, AC: 3, ACT: 6
BRT: 1, DEX: 2, WIT: 3

The axomas are all that remains of an ancient civilization known as the Hur. These creatures encase their bodies and brains in bots filled with fluids which keep them alive. Axomas use guile and deceit to destroy their enemies, often plotting and calculating confrontations long in advance. They are known for their ruthlessness.



Claw (1): 1d6 damage. **Energy Discharge (2):** Close range. 1d6+1 damage.
Flight: Axomas can fly by means of their bot body. **Self-Destruct:** 6d6 damage. An axomas can initiate a self-destruct sequence and blow their body to smithereens.

BLISTER WART (5)



Archetype: Plant
Size: Giant (+2)

HP: 22, AC: 0, ACT: 6
BRT: 2, DEX: 3, WIT: 0

This giant plant creature is all about eating raw flesh. The blister wart moves by means of its roots which it uses like tentacles. In battle, the blister wart thrashes at its enemies with limbs covered in prickly poison producing nettles. These creatures will often lay in wait and then surprise their victims.

Bite (0): 2d6 damage. **Thrash (2):** 1d6 damage. LVL 3 Poison.

BOOBAROOZA (5)



Archetype: Animal
Size: Average (0)

HP: 20, AC: 3, ACT: 5
BRT: 2, DEX: 1, WIT: 1

Boobaroozas are large beetle creatures who are often used as mounts by various humanoid species. Boobaroozas have strong exoskeletons which are bright red with black polka dots. They are herbivores and large swarms will often destroy forests and crops with ease. Boobaroozas are fairly docile and easily trained. They can fly. They have a fear of fire. They can climb sheer surfaces.

Bite (1): 1d6 damage. **Flight.**

BOOHOOHOO (12)

Archetype: Animal
Size: Massive (+4)

HP: 40, AC: 2, ACT: 7
BRT: 2, DEX: 3, WIT: 4

Boohooohos are giant owl creatures who live high in mountain cave nests. They are highly intelligent and renowned for their great wisdom. Their third eye provides them with enormous psionic abilities which they often use to evade contact with strangers. They have incredibly long lifespans.



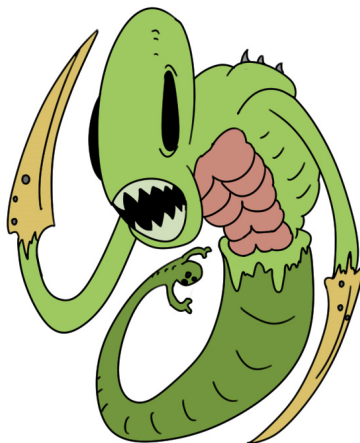
Bite (2): 1d6 damage. **Flight. Swoop Attack (2):** Boohooohos will attempt to swoop in and grab their prey, carry them high into the sky, and drop them to their doom. **Talons (2):** 1d6+1 damage. **Various Psionic Abilities (2):** These abilities include, but are not limited to Bend Will, Detect Magic, Illusory Form, and Trace.

BRAIN EATER (9)

Archetype: Monster
Size: Average (0)

HP: 24, AC: 0, ACT: 6
BRT: 2, DEX: 2, WIT: 3

This psionic creature lives on the brains of humanoids. It uses its long stabby arms to subdue its victims. Once a victim is near death, the brain eater will insert its bladed arm into the victim's head. It will then consume the victim's thoughts through a small hole in the tip of its blade. Brain eaters smell intelligence and will seek the smartest party member when attacking.



Bite (1): 1d6 damage. **Detect Intelligence:** The brain eater automatically knows which target is the most intelligent. **Night Sight. Stab (2):** 1d6+1 damage.

CATLING (1)



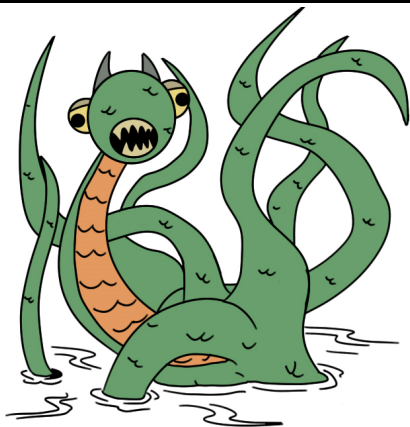
Archetype: Humanoid
Size: Average (0)

HP: 12, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 2

Catlings live in small communities made of several extended families. These communities are called clowders. Catlings are widely known for the deceptive combat styles and their love of martial arts and philosophy. They are extremely agile creatures. They are often regarded by other species as being selfish. Catlings dislike water (some having a phobia).

Better Hearing. Claws (1): 1d6 damage. **Land on Feet (2):** A catling can make a DEX check against a TN to land on their feet without damage (heights up to 30'). **Light/Heavy Weapon (1). Magic (1).** Equal to LVL. **Nine Lives:** Some catlings have nine lives, an innate ability to dodge death by sheer luck. A catling facing death can roll an extra die on any die roll in order to avoid death.

CEPHALOS, FRIGID (18)



Archetype: Monster
Size: Enormous (+6)

HP: 60, AC: 3, ACT: 8
BRT: 4, DEX: 4, WIT: 3

The frigid cephalos is a huge, tentacled creature that lives in freezing waters. It eats other aquatic creatures. It is known to stalk prey on the ice and then break through ambushing the unexpected victim. In combat, the frigid cephalos snatches folks up with its tentacles. It uses its sharp teeth to eat its prey. It hates loud noise. The frigid cephalos lays eggs underwater.

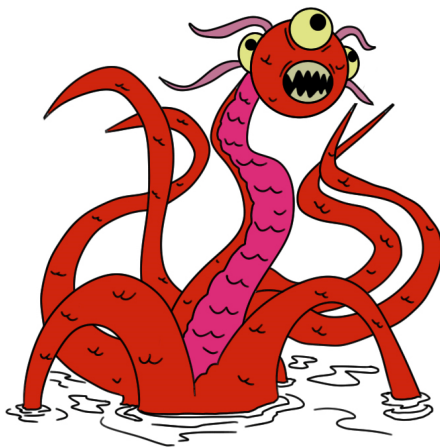
Bite (2): 3d6 damage. **Immune to Cold. Tentacle Squeeze (2):** 2d6 damage. **Tentacle Whip (2):** 2d6 damage. **Water Breathing.**

CEPHALOS, WARM (18)

Archetype: Monster
Size: Enormous (+6)

HP: 60, AC: 3, ACT: 8
BRT: 4, DEX: 4, WIT: 3

The warm cephalos is a mighty tentacled beast that lives in deep, warm waters. It is known to attack sailing vessels. According to sailors, this foul beast is the stuff of legend. In combat, the warm cephalos uses its tentacles to strangle and wrap its victims. It can also breathe fire. The warm cephalos is afraid of loud noise. The warm cephalos lays eggs underwater.



Bite (2): 3d6 damage. **Fire Breath (1):** Short range. 3d6 damage. **Immune to Heat.** **Tentacle Squeeze (2):** 2d6 damage. **Tentacle Whip (2):** 2d6 damage. **Water Breathing.**

CEREBRAL WITCH (8)

Archetype: Humanoid
Size: Average (0)

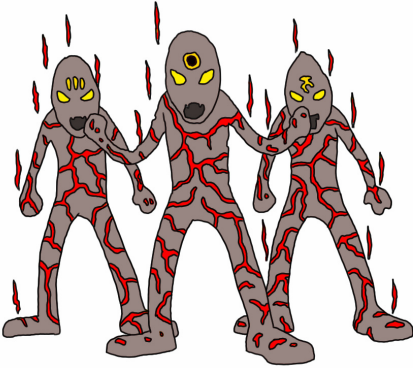
HP: 20, AC: 1, ACT: 6
BRT: 1, DEX: 2, WIT: 3

The cerebral witch is a powerful psionic creature from the dark world of Mrak. The cerebral witch is a highly logical and well-trained mrakian who has evolved into a psionic killing machine. Cerebral witches use their psionic abilities to overcome enemies in battle. They are well-known for their ruthlessness. Cerebral witches despise bright light. Their voices sound like hissing.



Ancestral Memory (limited): Cerebral witches possess fragmented memories of their ancestors. **Bend Will (2).** **Detect Magic (2).** **Directional Awareness.** **Forget (2).** **Illusory Form (2).** **Life Leech (2).** **Light/Heavy Weapon (1).** **Magic Weapon (2):** A cerebral witch often carries a magic staff which can be enchanted with 1d3 spells (LVL 6 or below).

CINDER DOLL (2)



Archetype: Elemental
Size: Tiny (0)

HP: 12, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Cinder dolls are tiny humanoid creatures with skin made of coals and blood made of fire. They hail from the Fire Plane of the Elemental-sphere. Cinder dolls are individualistic and represented by a mark on their foreheads. While not malevolent, they are considered dangerous due to their fondness of burning things.

Pyrokinesis (1): Cinder dolls can create and control fire. They will often create fire-based weapons (like flame whips, 1d6 damage). **Immune to Heat.**
Weakness to Water: A cinder doll will be instantly destroyed if immersed in water.

COTCODAC (7)



Archetype: Monster
Size: Small (0)

HP: 18, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Cotcodacs are little chicken-like creatures that live in small groups. They lay eggs. They sometimes live in nests in trees. They can flutter short distances. They take their name from the sound they make when they call out. The cotcodac uses its clucking song to put its prey to sleep. They eat meat.

Clucking Song (1): Cotcodacs sing a clucking song which can comatose their victims (10' radius) for 1 hour. The effects of this song can be avoided with a successful BRT check. **Flight (limited).** **Immune to Poison/Toxin.** **Peck (1):** 1d3 damage. **Night Sight.**

CREMATORU (28)



Archetype: Monster
Size: Enormous (+6)

HP: 280, AC: 10, ACT: 10
BRT: 6, DEX: 6, WIT: 2

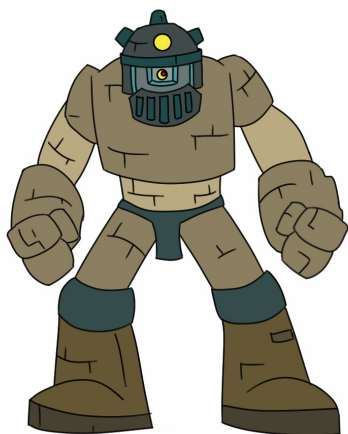
Bite (2): 4d6 damage. If the MoS of the bite attack is 3+ and the victim is giant sized or smaller, they will be swallowed whole. **Claws (3):** 3d6 damage. **Fire Breath (5):** Long range. 6d6 damage. **Immune to Heat. Immune to Poison/Toxin. Poison Gas (1):** 2d6 damage. Anyone within a small radius of the creature will feel the effects of the gas. **Regeneration:** The crematoru can regenerate 1d6 HP every round. **Resistance to Magic. Resistance to Physical Damage. Tail Slice (2):** 3d6 damage.

The crematoru is a terrible beast feared for millennia by all species on Far Away Land. The crematoru is enormous in size, covered in black, charcoal-like scales. Its body pulses with the magma blood that runs through its veins. Smoke rolls up from the body of the creature in blinding and sulfurous clouds. It has razor sharp teeth made of obsidian. Its tail is long and pointed and sharp like a sword. It breathes fire.

The crematoru (there is only one known to exist) sleeps deep beneath the surface of Far Away Land for 600 years. When it awakens, it feels a ravenous desire to feed. And feed it does. The crematoru will dig its way to the surface consuming all rock and dirt in its path (leaving a huge tunnel behind). Once on the surface, it will feed for 17 days. During this time the crematoru will devour anything and everything in its path including entire villages and towns. It will burn scars across the land turning once beautiful areas into burned out wastelands. Wherever the creature goes it leaves a trail of destruction in its wake.

Few have seen this terrible creature and lived to tell the tale. Entire armies have been slaughtered by the beast. Even the olantas had difficulty dealing with the creature and saw best to allow it to feed and leave it be until it returned to rest.

CRUSH MONGOR (14)



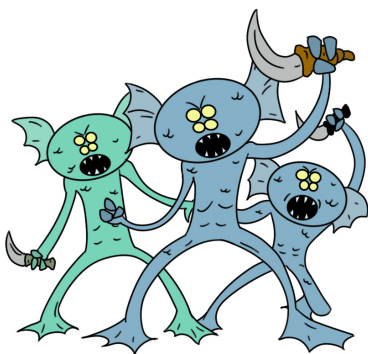
Archetype: Construct
Size: Giant (+2)

HP: 26, AC: 6, ACT: 7
BRT: 5, DEX: 2, WIT: 1

These heavy-duty fellows hail from the Galeosphere. They were originally created as workhorses to help the fashioning of the Galeosphere. When the Galeosphere was completed, they were given sapience and choice as a reward. They are nearly indestructible due to their stone/metal bodies. Crush mongors love a good fight.

Charge (2): Crush mongors will use their armored heads as battering rams on a charge. **Power Slam (2):** 2d6 damage. **Resistance to Physical Damage:** Crush mongors take only half damage from physical attacks.

DEEPLING (1)



Archetype: Humanoid
Size: Small (0)

HP: 4, AC: 0, ACT: 4
BRT: 1, DEX: 1, WIT: 1

Deeplings are sea-dwelling creatures. They swim or use basic watercraft to move about. They often live in rocky overhangs or coral castles. They like to be sneaky and invade unsuspecting ships. They are murderous little things. They often carve and use the bones of their victims as weapons. They hate fire.

Deep Diving: Deeplings can dive deep underwater. **Light Weapon (1).** **Night Sight.** **Water Breathing.**

DEMENTICORN (13)

Archetype: Monster
Size: Average (0)

HP: 28, AC: 1, ACT: 6
BRT: 2, DEX: 3, WIT: 3

The dementicorn is a rare creature capable of driving its victims insane. This six-legged abomination is dark purple in color. Its single horn is a prized magic item that can bring about insanity. The dementicorn is capable of casting a plethora of magic spells. Dementicorns eat meat and drink blood. They communicate with one another by stamping their feet.



Gore (1): 1d6 damage. **Horn of Insanity.** The horn of a dementicorn creates an aura of insanity around the creature. Anyone exposed to this aura (small radius) for more than 3 rounds must make a WIT check or go temporarily insane. **Magic (2):** Dementicorns can cast any spell (up to LVL 7). **Trample (1):** 2d6 damage.

DEMON, GOUGE (8)

Archetype: Demon
Size: Giant (+2)

HP: 43, AC: 3, ACT: 7
BRT: 3, DEX: 3, WIT: 2

Gouge demons are demons bred for tormenting folks in the Abyssmal-sphere. Like all demons, they are hateful things who take pleasure in harming others. They are mid-ranked demons often in charge of lesser demons. They come in a variety of shapes but all are equally cruel. They have a craving for blood wine. They love to feed on algwas, humans, elves, orka, and ozotum.



Control Lesser Demons: LVL 7 and below. **Control Undead (3).** **Demonic Telepathy.** Telepathy with other demons. **Giant Weapon (2).** **Hellish Blast (1):** Close range. 1d6+2 damage. Gouge demons can shoot a stream of fire from their third eye. **Immune to Heat.** **Magic (2):** LVL 4. **Night Sight.** **Regenerate.**

DEMON, IMP (1)



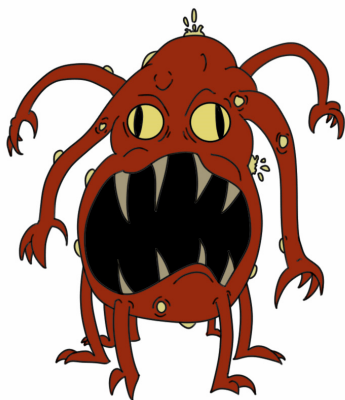
Archetype: Demon
Size: Tiny (0)

HP: 20, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Barely over a foot in height, imps are among the most common and tiny of demon kind. In the Abyssmalsphere they act as the servants, playthings, toadies, snacks, and experimental subjects of more powerful demons. In the Materiosphere they are known to serve powerful mortals as familiars.

Light Weapon (0). Night Sight.

DEMON, PUS (3)



Archetype: Demon
Size: Average (0)

HP: 25, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 1

These strange demons are born from pools of pus and bile in the bowels of the Abyssmalsphere. They are cannon fodder foot soldier demons who are produced on a massive scale. Their purpose in life is to march headlong into battle without fear of their imminent death. They are ravenous beasts who feed on the living.

Acidic Pustules. Pus demons have acidic blood which causes 1d6 damage when struck in melee combat. Their blood will corrode metal. **Light Weapon (0). Night Sight.**

DEMON, SCOURGE (17)

Archetype: Demon
Size: Giant (+2)

HP: 44, AC: 3, ACT: 8
BRT: 4, DEX: 2, WIT: 2

Scourge demons are terrible creatures who enjoy visiting other planes of existence and spreading pestilence and plague. They take a great deal of pride in harming others, making life difficult for those around them, and being generally evil. They carry fire whips and fire flails. They rely on lesser demon minions in battle.



Control Lesser Demons: LVL 9 and below. **Control Undead (3).** **Demonic Telepathy.** Telepathy with other demons. **Flaming Lash (2):** 2d6+2 damage. **Magic (3):** LVL 5. **Night Sight.** **Pestilence:** Any non-demon creatures suffer 1d3 damage per round (tiny radius). **Plague:** Any plants within touching distance of the demon will wither and die. **Regenerate.**

DEMON, SUCCUBUS (12)

Archetype: Demon
Size: Average (0)

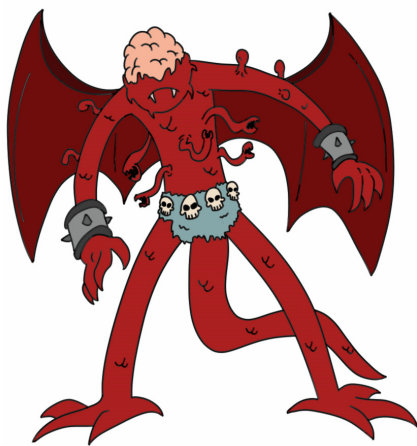
HP: 35, AC: 2, ACT: 7
BRT: 2, DEX: 3, WIT: 3

A succubus demon is a demon that uses its manipulative magic to coerce and control its victims. Often taking a more feminine appearance, the succubus, like all demons, is without gender. It uses its powers to control its victims through manipulation. The succubus is known to travel to various spheres to torment weak-minded creatures for enjoyment.



Bend Will (3). **Control Lesser Demons:** LVL 3 and below. **Control Undead (1).** **Demonic Telepathy.** Telepathy with other demons. **Light/Heavy Weapon (2).** **Magic (2):** LVL 4. **Mind Stunt (2).** **Night Sight.** **Regenerate.**

DEMON, WORM LORD (22)



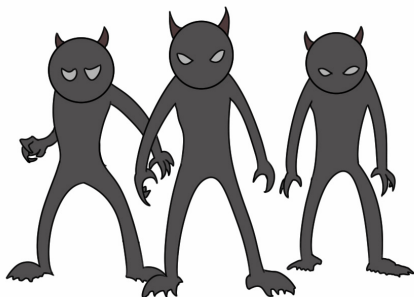
Archetype: Demon
Size: Massive (+4)

HP: 60, AC: 3, ACT: 9
BRT: 4, DEX: 4, WIT: 4

A worm lord is a powerful demon who has risen through the ranks of its contemporaries and claimed a spot as a general within the fiery sphere. Worm lords are some of the most powerful of demons. They are merciless beasts who crave only authority and control. They are the vilest and most evil of all demons. They love flame swords and wearing belts made of the skulls of those they kill.

Control Lesser Demons: LVL 10 and below. **Control Undead (4).** **Demonic Telepathy.** Telepathy with other demons. **Detect Magic.** **Immune to Heat.** **Magic (4):** LVL 10. **Magic Weapon (3):** Worm lords always carry an awesomely terrifying magical weapon. **Night Sight.** **Super Ugly.** Gazing on this hideous creature will make non-demons sick (BRT check). **Regenerate.**

DIMLING (1)



Archetype: Humanoid
Size: Tiny (0)

HP: 5, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Sometimes called shadow creatures, dimlings are tiny little shade like creatures. They are nocturnal and use darkness as a way to hide and travel. Dimlings dwell in remote areas away from civilization. They eat rats and raw fish. In battle, they use their claws and teeth. They rely on ambush to subdue their enemies.

Bite (0): 1d2 damage. **Claws (1):** 1d3 damage. **Dim Form (4).** **Shadow Skip:** Dimlings remain invisible while in shadows as long as they do not attack or take damage.

ELF, GLOOM (1)

Archetype: Humanoid
Size: Average (0)

HP: 11, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Gloom elves live in caves, tunnels, and other underground areas. They have glowing white eyes that allow them to see in darkness. They are the most wild of all elves. They feed on meat and blood. They are territorial and distrust outsiders. They find no kinship with other elves. Gloom elves love gold and gems.



Better Hearing. Better Sight. Askar Gloom Blade (2): 1d6 damage. **Light/Heavy Weapon (1). Magic (2):** Equal to LVL. Gloom elf magic is usually based on direct damage spells. **Night Sight. Subterranean Direction.** Gloom elves can always find north when underground.

ELF, ICE (1)

Archetype: Humanoid
Size: Average (0)

HP: 11, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 1

In the frozen wastes of the Cryosphere live the ice elves. These resilient folk are the masters of the Elvin Kingdoms within the Cryosphere. Some came to FAL during the Boom War. Ice elves hate bright light and heat. They are an introspective species with a history of art, music, warfare, and stories. They often ride mounts into battle.



Better Hearing. Better Sight. Elven Cold Blade (2): 1d6 cold damage. **Light/Heavy Weapon (1). Magic (2):** Equal to LVL. Ice elf magic is generally based around water/ice. **Night Sight. Resistance to Cold.**

FIRE GOAT (3)



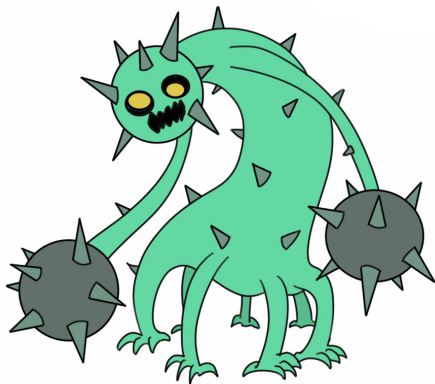
Archetype: Demon
Size: Small (0)

HP: 12, AC: 1, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Fire goats are creatures found in the Abyssmalsphere. They are often herded by demons and used as food by their angry masters. Fire goats are docile creatures for the most part. When they are excited they burst into flames which sears off their fur. New fur regrows in 1d3 days. Fire goats reproduce by holding their breath and exploding into 1d6 smaller fire goats.

Charge (1): 1d6+1 damage. **Explosive Temper (2):** Small radius. 3d6 damage. If enraged, a fire goat may explode (1 in 6 chance). **Flame Burst:** 1d6 damage. If a fire goat becomes excited it will burst into flames. Anyone within melee range will take fire damage.

FLAILTHORN (10)



Archetype: Plant
Size: Giant (+2)

HP: 28, AC: 0, ACT: 6
BRT: 3, DEX: 1, WIT: 1

The flailthorn is a most terrible plant creature whose arm growths resemble giant flails. Like most plant creatures, the flailthorn is constantly annoyed and angry. It uses its flail growths to hammer victims into submission before it devours them. Flailthorns make their homes in areas with dense plant growth. They prefer solitude and will often attempt to surprise their victims.

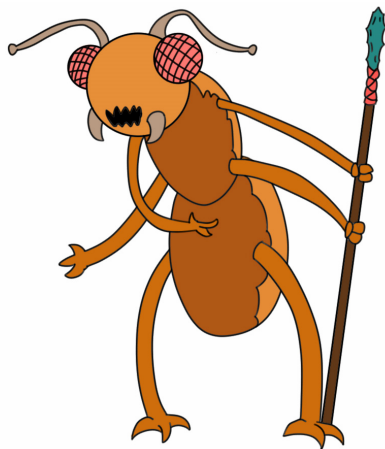
Bite (1): 1d6 damage. **Flail (2):** 2d6 damage. **Thorns:** 1d6 damage.

FORMICAN (1)

Archetype: Humanoid
Size: Average (0)

HP: 14, AC: 3, ACT: 5
BRT: 2, DEX: 1, WIT: 1

From the tunnels of Far Away Land come the formican, a sapient ant-like species of primitive folks who worship sugar. Formican have a hierarchical society of such complexity that not even they can understand it. The top tier of this society is the nobility which is ruled by a queen (who eats husbands). Formican will sometimes build huge fortress mounds above ground.



Bite (1): 1d6 damage. **Chemical Release:** Formican can release a series of chemicals that communicate with nearby formican. These signals can include such things as danger, food, sugar, or other types of basic ideas. **Light/Heavy Weapon (1).** **Night Sight.** **Nose for Sugar:** Huge radius. Formican have an incredible ability to sense sugar.

GALEON (2)

Archetype: Humanoid
Size: Average (0)

HP: 14, AC: 3, ACT: 5
BRT: 3, DEX: 1, WIT: 2

Galeons are a humanoid species who rule the Galeosphere. Galeons are half-organic, half-machine. They are fiery and strong-tempered. Their culture is over 100,000 years old. They have libraries that span miles and contain volumes of their histories. They love to create machines, constructs, and automata. They have a strong hatred for demons whom they consider their mortal enemies.



Augmentation: Galeons have bodies that have been augmented with various devices, tools, or weapons. Augmented eyes (motion sensors, infrared, etc.) and limbs (spring loaded legs, axe arms, shooting fists, etc.) are common. **Light/Heavy Weapon (1).** **Resistance to Poison/Toxin/Disease.**

GALOSTEED (4)



Archetype: Animal
Size: Average (0)

HP: 20, AC: 1, ACT: 5
BRT: 2, DEX: 4, WIT: 1

Galosteeds are two-legged creatures found in the Galeosphere. They are known for their speed and ability to traverse rough terrain. They are also known for their incredible endurance. Because of these characteristics, galosteeds are often used as mounts by galeons and other Galeosphere humanoids.

Bite (1): 1d6 damage. **Charge (1):** 3d6 damage. Galosteeds can charge targets and attempt to run them down. **Claws (1):** 1d6+1. Galosteeds will rear back on their tails and kick and scratch with their claws.

GINGOMEER (1)



Archetype: Monster
Size: Tiny (0)

HP: 5, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Cute and fuzzy with bucked-teeth and six eyes, gingomeers are native to the planet Otania Prime. Gingomeers are hunted and raised by the lazula who use them to create yeket slaves. Gingomeers possess the innate ability to teleport. This ability makes them both highly prized and incredibly elusive.

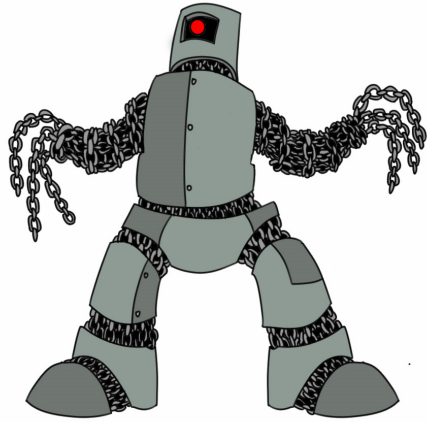
Teleport: Gingomeers can teleport 1d6 times per day. They can teleport up to 50' and have the ability to pass through solid structures.

GOLEM, CHAIN (10)

Archetype: Construct
Size: Giant (+2)

HP: 32, AC: 4, ACT: 6
BRT: 4, DEX: 1, WIT: 1

Chain golems are golems constructed from chains. Life has been breathed into these beings through magic. Chain golems, because of the nature of their bodies, are difficult to harm. They can use their chain bodies to wrap victims, to extend chains outward, or to use their chains as whip-like weapons.



Chain Wrap (2): 1d6 damage per round. The chain golem wraps the victim in constricting chains. The wrap can be escaped with a BRT check (TN 6).

Chain Whip (1): 1d6+1. **Light/Heavy Weapon:** Chain golems will sometimes use blunt weapons in combat.

GOLEM, HOOK (12)

Archetype: Construct
Size: Giant (+2)

HP: 35, AC: 3, ACT: 6
BRT: 2, DEX: 3, WIT: 1

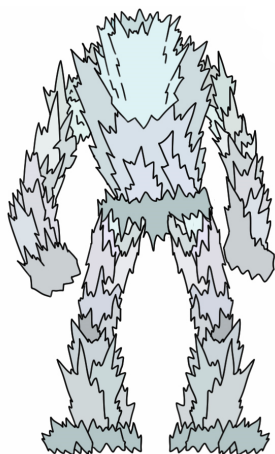
Hook golems are magical constructs created by necromancers. Hook golems use death magic as their power source. Their bodies are made of fashioned steel and iron and covered in blades and spikes. Their arms and feet are giant hooks which they use to tear their victims apart. Hook golems often turn on their masters. When a hook golem moves it sounds like screeching machinery.



Blade Slice (2): 1d6+1. **Impale (2):** 2d6 damage. **Wall Climb:** Hook golems can use their clawed feet and hooked hands to climb sheer surfaces.

Night Sight.

GOLEM, MIRROR (16)



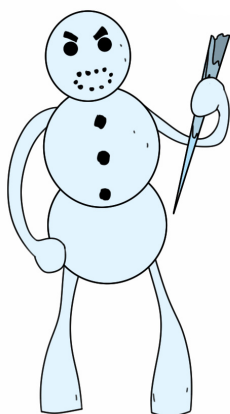
Archetype: Construct
Size: Giant (+2)

HP: 42, AC: 3, ACT: 6
BRT: 3, DEX: 3, WIT: 2

Mirror golems are powerful magical constructs created from mirrors. These golems may appear fragile but the very nature of their being allows them to reflect many energy attacks making them incredibly difficult to destroy. They hate being controlled by their creators and seek to escape. Many live in the Bolgosphere.

Detect Life (2). Detect Magic (2). Reflective Energy Combat: All energy attacks directed at a mirror golem have a 50% chance of being reflected toward the attacker. **Resistance to Magical Attacks. Resistance to Physical Attacks.** **Shard Throw (2):** Close range. 1d6+1 damage. Mirror golems can throw shards of magical glass slicing their enemies to shreds.

GOLEM, SNOW (2)



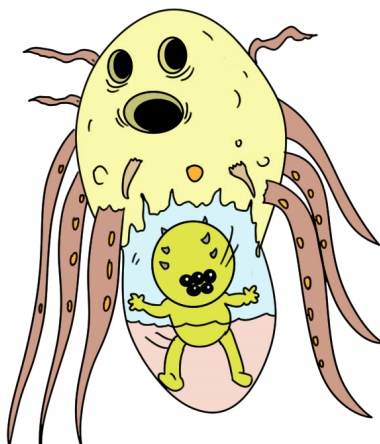
Archetype: Construct
Size: Average (0)

HP: 6, AC: 0, ACT: 4
BRT: 3, DEX: 1, WIT: 1

Snow golems are weak golems used primarily as slave laborers in cold climates. They are used to carve ice and stone and carry great weights. They are slow moving creatures and easily destroyed (as their bodies are only snow). Snow golems are afraid of fire and heat. They moan and complain a lot. Even though they are fairly strong, they dislike combat and will run at the first sign of trouble.

Freeze Touch (1): 1d3 damage. Liquid water will freeze at the snow golem's touch. **Ice Daggers (1):** Snow golems can create icy blades which they throw at enemies. **Immune to Cold. Weakness to Heat.**

GOLUS (14)



Archetype: Monster
Size: Giant (+2)

HP: 30, AC: 1, ACT: 7
BRT: 2, DEX: 1, WIT: 4

Bend Will. Farsight: Farsight allows a golus to see through the Materiosphere/Second Space and pinpoint specific golus portal destinations. In order to use this ability, the golus must spend one day in a meditative state. **Flight.** **Life Leech (2):** A golus can leech 1d6 HP per round from any target within a small radius. This HP is added to the creature's HP score (not to exceed the maximum score). **Tentacle Lash (1):** 1d6+1 damage. **Golus Portal:** A golus can open a portal into the Materiosphere/Second Space once a day.

Golus are creatures indigenous to the realm of Second Space. A golus will often enter the Materiosphere out of curiosity and a desire to consume the memories of living beings (golus love to collect memories). These memories are added to their own. Once in the Materiosphere, a golus will search out its prey so that it may consume the memories of the creature. A golus must feed on memories in order to exist outside of Second Space. Within the confines of its own realm, a golus can feed on residual energy within Second Space.

In combat, a golus uses its ability to leech life in order to kill its victims. Once the victim is dead, the golus will consume the remains in order to collect the memories of the victim. During this time, the golus adds these devoured memories to its own.

Some species hunt golus and use them as navigators aboard starships. The golus is generally imprisoned and forced to open portals under threat of death. In exchange for this service, the golus is fed living creatures for their memories.

HAINT (3)



Archetype: Ethereal
Size: Average (0)

HP: 18, AC: 0, ACT: 5
BRT: 1, DEX: 3, WIT: 2

Haints are restless spirits who enjoy tormenting the living. They are leftover spirits who have somehow avoided entering the Gray Planes. They are not always malicious and sometimes are simply searching for a place familiar to them (they often remain in these places after finding them). Haints can be dangerous, especially if ignored. They are quickly frustrated and often insane.

Darkness: The mere presence of a haint will cause light sources such as candles, torches, and other small flames to go out. This ability affects a small radius. **Flight. Ghostly Slash (1):** 1d6 damage. The haint will scratch its victim leaving a deep wound that requires twice the normal healing time. **Rattle:** A haint can move small objects at will.

HALLUCINOCORN (11)



Archetype: Monster
Size: Average (0)

HP: 25, AC: 0, ACT: 6
BRT: 2, DEX: 2, WIT: 3

Hallucinocorns are magical creatures whose bodies look like swirling rainbows. These are rare creatures on FAL. They often use the patterns in their bodies to invoke hallucinations in those that see them. Some hallucinocorns are said to be able to teleport short distances. They are like fairies. They desire grass and tranquility. Quick movement scares hallucinocorns. They live in nests.

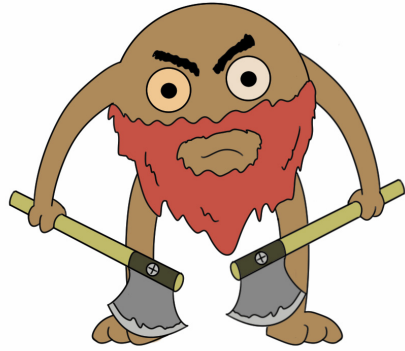
Hallucinatory Pattern (2): A hallucinicorn can use its colorful body to make its victims hallucinate. In order to avoid the hallucinatory effects, the target must make a WIT check. While the victim is hallucinating, the hallucinicorn will run away. **Teleport:** A hallucinicorn can teleport 1d3 times a day. **Trample (1):** 2d6 damage.

HEADMAN (1)

Archetype: Humanoid
Size: Tiny (0)

HP: 11, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Savage, tribalistic beings, headmen appear to be human heads with arms and legs but no bodies. They are fiercely territorial and xenophobic, often cannibalizing other tribes of headmen. They worship the Great Swollen Head and see it as their sacred duty to “free” the heads of other interlopers from bodily oppression and attachment.



Light Weapon (1).

HORROR (1)

Archetype: Humanoid
Size: Small (0)

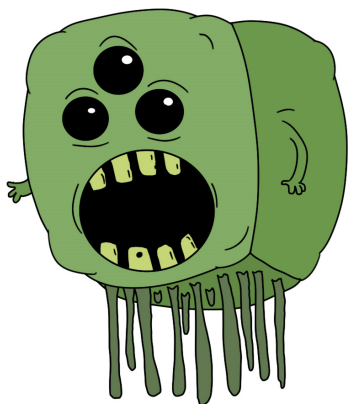
HP: 5, AC: 1, ACT: 5
BRT: 1, DEX: 1, WIT: 1

The horror are failed noknil clones. They are half the size of their noknil counterparts but they have twice the aggression. The horror wear the skulls of zog beasts. They love weapons with sharp blades. They love their noknil masters. In combat, the horror are nonstop little fighting machines who know no fear. Only the sight of their own face inspires fear in them (this is why they wear masks).



Hive Mind: The horror is a single, interconnected hive mind. What one horror experiences is transmitted to another horror within one mile. **Light/Heavy Weapon (1):** The horror like blades best. **Telepathy:** The horror can communicate telepathically with other horror and noknil.

HOWLOR (7)



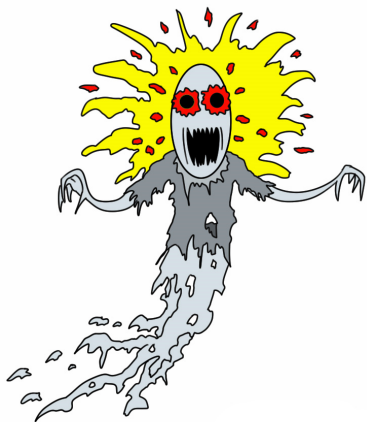
Archetype: Monster
Size: Average (0)

HP: 22, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Howlors are cube-shaped floating heads with little arms and tentacles. Howlors come from the Abyssmal-sphere where they spend the majority of their time setting things on fire and howling. Howlors like to eat alga. Howlors love flames and desire to be surrounded by the fires they create. Howlors have an internal organ called a charbroiler which allows them to spit fireballs.

Charbroiler: A charbroiler will explode if left in sunlight for 1d6 minutes. Exploding charbroilers do 8d6 damage to anything in a medium radius. **Explosive Fireball (2):** Short range. 3d6 damage. Howlors spit a ball of fire which will explode on contact. **Flight. Swoop Attack (1):** Howlors will attempt to grab their prey with their tentacles and fly into the sky so as to drop them.

HUNGRY GHOST (5)



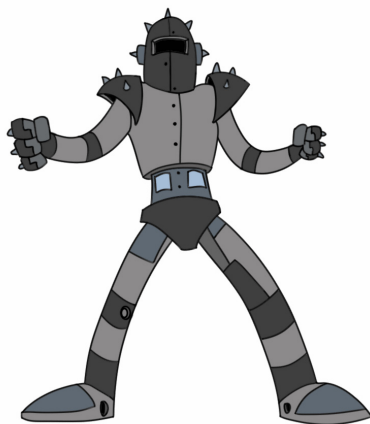
Archetype: Ethereal
Size: Small (0)

HP: 10, AC: 0, ACT: 5
BRT: 2, DEX: 3, WIT: 1

A hungry ghost is an ethereal creature with an appetite for the living. These terrifying spirits have a hunger that cannot be satiated. They feed on the living, stalking remote areas at night or during dense fogs. These creatures hide during the day as sunlight harms them. They desire only the flesh of the living. They are erratic spirits and think only of their continuous hunger.

Flight. Scare (2): A hungry ghost can scare a victim into panic. The target of the scare must make a WIT check versus the TN of the Scare to avoid panicking. The panic will last the duration of the encounter and results in -1 die penalties to all rolls. **Slash (1):** 1d6 damage. A hungry ghost will tear, claw, and bite at a target. **Weakness to Sunlight.** 1d6 damage per round of exposure.

IRON COLOSSUS (22)



Archetype: Construct
Size: Enormous (+6)

HP: 70, AC: 8, ACT: 6
BRT: 5, DEX: 2, WIT: 2

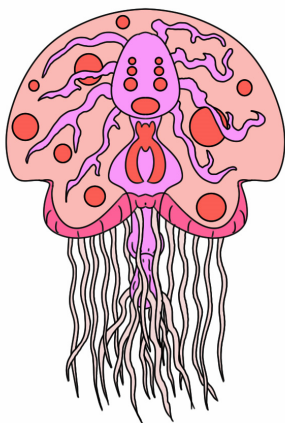
Light/Heavy Weapon (1). Smash/Stomp (1): 8d6 damage. Iron colossi will use their great size to smash enemies into the dirt.

Iron colossi are gigantic constructs once forged by picmics. These constructs are extremely rare in the world and are regarded as both sacred and living artifacts by the picmics who built them. Iron colossi are complex pieces of machinery infused with multiple magical enchantments. The original intent of the iron colossi was to create a living being in the form of the picmic gods. Thus, the rituals used to build these monstrosities is rife with religious connotation and ceremony.

Iron colossi are operated by a single picmic known as a dihunah. Dihunah picmic are specially selected picmic who are believed to be chosen by the iron colossi itself. This process is long and tedious, the tests of which are performed only on specific picmic who are believed by the priests to be called into duty. Once selected, the dihunah undergo rigorous training in order to come to understand the colossi with which it will eventually fuse. When training is complete, several picmic wizards perform spells in which the body, mind, and spirit of the dihunah are merged with the iron colossi.

Iron colossi rarely see combat. In the old days, these giants would be the single combatants to decide territory disputes between warring picmic. Now they are rarely seen in the open. Many have gone to sleep and live in solitude. While still venerated by the picmic, the details of constructing these metal giants has been lost to time.

JUZZELY (7)



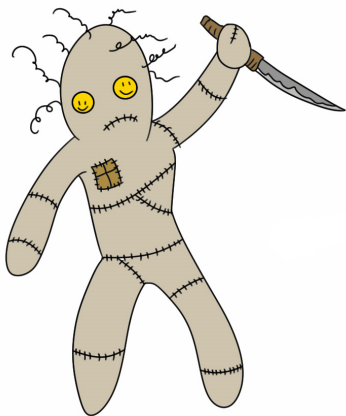
Archetype: Blobby
Size: Average (0)

HP: 20, AC: 0, ACT: 6
BRT: 1, DEX: 2, WIT: 4

Juzjely are sapient jellyfish who live in the seas and oceans of Far Away Land. Juzjely are highly intelligent beings who desire to bring about “the great slimification” of the world. They are territorial beings with an intricate and complex hierarchy. Juzjely are master strategists and tacticians.

Hydrokinesis. Poisonous Cloud (1): LVL 9 poison. **Purify (1).**
Sting (2): 1d6+1 damage. LVL 5 poison. **Water Breathing.**

KILL DOLL (1)



Archetype: Construct
Size: Tiny (0)

HP: 3, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Kill dolls are creatures who were created by the seamstress witch Malora over 1,000 years ago. Originally, the kill dolls were the witch’s personal army. After the witch’s death, the kill dolls began to replicate and repair themselves. They learned of magic and combat and set forth upon the world with a hatred for non-doll kind.

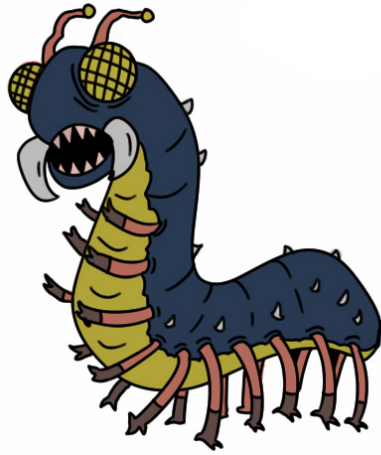
Light Weapon. Magic (1). LVL 3. **Regenerate:** Kill dolls can slowly sew their bodies back together using magical forces. A destroyed kill doll requires 1d3 days to fully regenerate.

KILLAPEDE (13)

Archetype: Monster
Size: Giant (+2)

HP: 32, AC: 3, ACT: 6
BRT: 3, DEX: 3, WIT: 1

This giant, multi-legged monster is often used by more dastardly races (such as goabs) as a battle mount. Killapedes are fast on their feet and have the ability to climb up walls and other steep surfaces. They use their powerful jaws to crush enemies. Some killapedes deliver a poison bite. They can carry several riders and make for intimidating foes in combat.



Bite (1): 1d6+1 damage. 50% chance of LVL 4 poison. **Night Sight.**
Trample (2): 3d6 damage. **Wall Walk:** Killapedes can climb vertical surfaces with ease.

LABYRINTHOR (9)

Archetype: Humanoid
Size: Giant (+2)

HP: 25, AC: 1, ACT: 6
BRT: 3, DEX: 2, WIT: 2

These giants take their name from the labyrinthine lairs they build. Labyrinthors enjoy enticing and tricking their victims into entering their mazy lairs. Once inside, labyrinthors will often play games with their victims before attacking them. Labyrinthors use their great size to overcome smaller foes in battle. They are fond of treasure and the feeling of outsmarting an opponent.



Directional Awareness. **Gore (1).** **Melee (2).**

LAZULA (2)



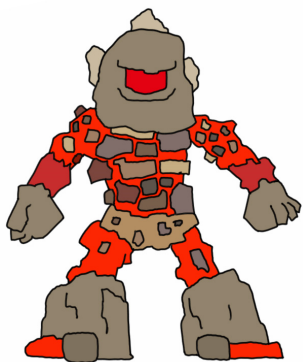
Archetype: Humanoid
Size: Average (0)

HP: 12, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 2

This female warrior race hails from the planet Otania Prime. They live a lifestyle built on conquest and war. Lazula train using various melee and ranged weapons from the time they are children. By the time they reach adulthood, their weapon is their best friend. Lazula use their yeket pets to fight alongside them in battle.

Lazula Weapon Proficiency (2). Almost all Lazula have a personal weapon which was bestowed upon them in late childhood. **Light/Heavy Weapon (1).** **Magic (1):** Equal to LVL. **Object History.** Lazula have the ability to recall the history of an object by touching it. They can use this ability once per day.

MAGMA DUDE (6)



Archetype: Elemental
Size: Small (0)

HP: 26, AC: 3, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Magma dudes are elemental creatures who live between the Plane of Land and the Plane of Fire in the Elementalsphere. These creatures are living magma. The surfaces of their bodies are hardened magma which creates a tough natural armor. Beneath their rocky exteriors, magma dudes are sapient magma.

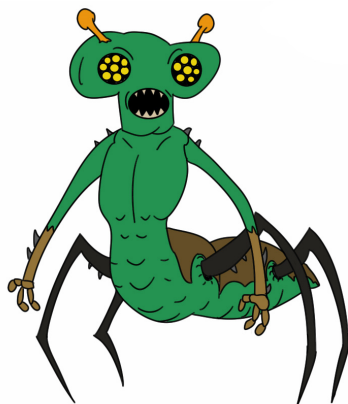
Fire Eye (2): Close range. 2d6 damage. The single eye of a magma dude can shoot a stream of fire incinerating its victims. **Pummel (1):** 1d6 damage. When not roasting their victims, magma dudes will beat them into submission. **Scalding Spray.** Melee range. 1d6 damage. If a magma dude is pierced, the molten liquid from within will spray forth potentially burning the attacker.

MANTIDA (3)

Archetype: Monster
Size: Average (0)

HP: 16, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 1

These insect creatures live in the remote jungles and forests of FAL. They are a social species dominated by a complex matriarchy. Mantida dislike humanoids and fear giants. Mantida live in large groups. They build massive lairs underground where they spend most of their lives in total darkness. Sometimes they build tall spires above ground. They worship a gigantic mantida queen.



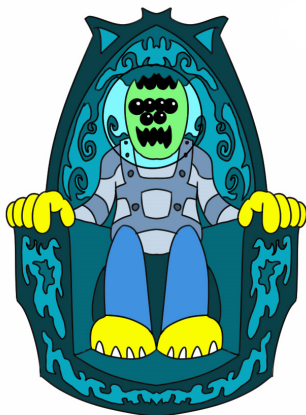
Bite (1): 1d6 damage. Echo Location: Mantida can use echo location to see in complete darkness. **Light/heavy Weapon (1).**

MARBLE HEAD (11)

Archetype: Humanoid
Size: Average (0)

HP: 24, AC: 2 (see below), ACT: 6
BRT: 2, DEX: 1, WIT: 4

Marble heads are humanoids who live in the Bolgosphere. They are inventors, scholars, explorers, and collectors. Marble heads are hoarders of junk which they repurpose and turn into amazing machines. Marble heads create elaborate, mobile thrones which they use to fly about the Bolgosphere. They wear helmets and breathe bolgogas. Marble heads never leave their thrones.



Alel Throne (2): Marble heads move about by means of flying chairs called Alel Thrones. These thrones are often capable of producing various energy and elemental attacks (1d6 to 3d6 damage). Some thrones can produce shields (AC 6). The thrones can fly allowing marble heads to move among bolgomotes with ease. Some thrones can teleport short distances.

MEMNOTZ (6)



Archetype: Humanoid
Size: Average (0)

HP: 20, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Memnotz are magically created humanoids who were given life by the Malangelstar. The memnotz rebelled against their maker and were placed in pyramidal anechoic chambers where they found clarity in the quiet. When boom fissures destroyed their soundproof chambers, the memnotz were once again exposed to noise and soon returned to their vicious tendencies and chaotic ways.

Light/Heavy Weapon (1). Magic (1): Equal to LVL. **Noise Osmosis.** Memnotz who are exposed to loud noise (yelling/screaming, explosions, alarms, etc.) gain +1 BRT per size increase. Memnotz will increase 1 tier in size every 3 rounds of loud noise exposure. They return to normal size within 1d3 rounds once the noise ends.

MIST FOLK (4)



Archetype: Humanoid
Size: Giant (+2)

HP: 22, AC: 1, ACT: 5
BRT: 2, DEX: 2, WIT: 3

Mist folk are a mountain dwelling giants who live in various mountain ranges across FAL. They are a quiet, peaceful people who practice magic and enjoy their solitude. They have a deep culture and history. Their libraries are some of the best in the world. They are a strange people who tend to watch and comment on history rather than participate directly.

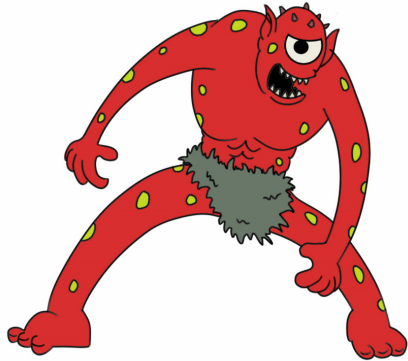
Magic (3): Equal to LVL. **Magic Staff (2):** Some mist folk carry magic staffs which are enchanted with various spells (the spell LVL should not exceed 8). **Ephemerate:** Twice a day, mist folk can use an ability called ephemerate which allows them to vanish into a vapor and reappear at a distance up to a mile.

MOUNTAIN LORD (18)

Archetype: Humanoid
Size: Enormous (+6)

HP: 58, AC: 3, ACT: 7
BRT: 5, DEX: 4, WIT: 1

Mountain Lords are massive humanoids who live deep in the mountains of FAL. They are a rare species left over from the ancient days. They are said to be the offspring of titans and demons. Mountain lords spend most of their time sleeping in canyons. They dislike being bothered and love to smash things. They are really, really stupid.



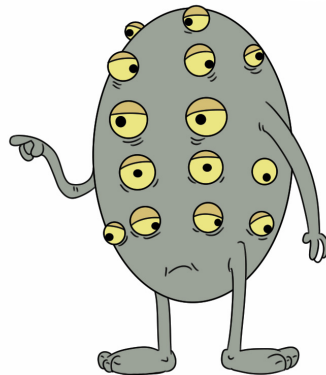
Crush/Smash/Stomp (2): 4d6 damage. **Hurl (1):** 6d6 damage. Mountain lords will often hurl huge boulders to crush their enemies.

NOD BEAST (7)

Archetype: Monster
Size: Massive (+4)

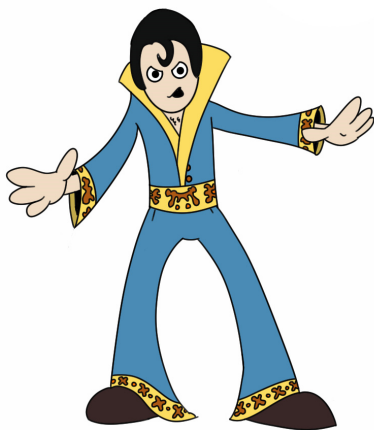
HP: 26, AC: 0, ACT: 6
BRT: 1, DEX: 2, WIT: 2

The multi-eyed nod beast is a bipedal anomaly. Its origins are unknown and it is thought to be one of the many creatures to enter Far Away Land during the Boom War. The nod beast looks nonthreatening but its only intent is to put its enemies to sleep in order to eat them. The digestive system of the nod beast exists in the Antiverse.



Antiverse Portal: Because a nod beast's digestive system exists within the Antiverse, some adventurers have used the nod beast as a portal. **Bite (1):** 1d6 damage. The nod beast rarely uses its bite as an offensive attack (normally just to eat folks). **Sleep Aura (2):** Any living being within a tiny radius of a nod beast must make a WIT check each round to avoid falling unconscious for 1d6 minutes.

OZOTUM (3)



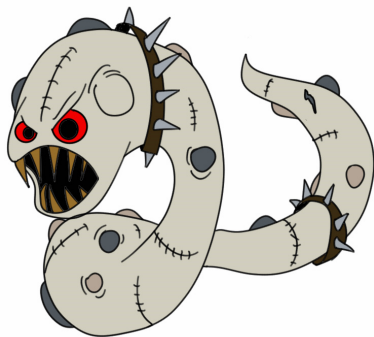
Archetype: Humanoid
Size: Average (0)

HP: 16, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 2

The ozotum are a race of humanoids from planet Urth in the Antiverse. Ozotum often serve as hosts for symbiotic creatures called quilquim. They merge with quilquim once in their life taking the creature's memories as their own. Ozotum hunt other species who fuse with quilquim. They believe that anyone who is not ozotum and who bonds with a quilquim is a deceiver.

Light/Heavy Weapon (1). Magic (1): Equal to LVL. **Quilquim Bond:** Ozotum naturally bond with quilquim. Many ozotum are bonded from childhood. Because of the quilquim's memories from previous hosts, some ozotum are experts in various skills from the time they are young. **Bird Mount:** Ozotum often ride rooks or other giant birds into combat.

PAIN WORM (14)



Archetype: Monster
Size: Massive (+4)

HP: 42, AC: 2, ACT: 6
BRT: 4, DEX: 4, WIT: 1

Pain worms are terrible creatures that live in caverns within Far Away Land. Pain worms surface in order to feed. When hunting, they often lie in wait and use waves of pain which emanate from their bodies in order to disable their victims before attacking. Hungry pain worms have been known to attack villages, giants, and even dragons. They are fearless and mean.

Aura of Pain (2): Anyone within a short distance of a pain worm will suffer extreme discomfort and take dice penalties (-1 to all rolls). These penalties can accumulate over time at the GMs discretion. **Bite (2):** 3d6 damage. The bite of a pain worm is incredibly painful. Anyone bitten must make a WIT check to avoid passing out from the pain.

PICMIC (1)

Archetype: Humanoid
Size: Small (0)

HP: 11, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 2

Picmic are inquisitive little humanoids who were once great engineers. They prefer to build contraptions, relax, and leave the world of adventuring to other races who are more curious than they. Most picmic are quiet folk who rarely leave the confines of their clave. They once built huge iron colossi for battle, but those ways are lost. Now, picmics practice peace and quiet living.



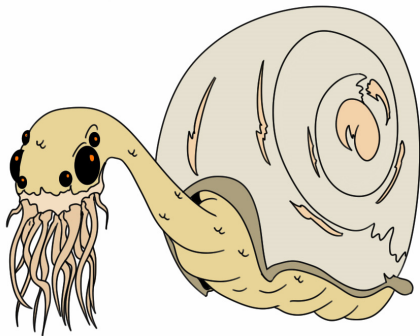
Light/Heavy Weapon (0). **Magic (1):** Equal to LVL. **Picmic Clave.** A picmic clave is a large, subterranean community composed of many picmic families. Picmic know all the hiding places and shortcuts within their claves. Claves often have traps to catch trespassers. **Picmic Pride.** Picmics in groups of five or more receive +1 die bonuses on all rolls.

POX SNAIL (13)

Archetype: Monster
Size: Massive (+4)

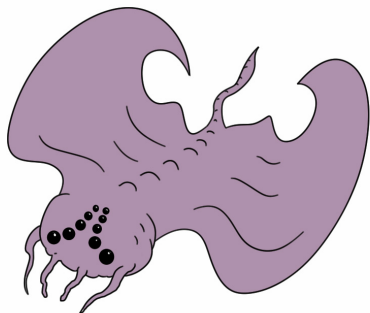
HP: 40, AC: 1/4, ACT: 7
BRT: 3, DEX: 3, WIT: 2

This terrible sea snail is well-known for the harm it brings to those who encounter it. The pox snail is a malevolent creature which spreads disease and plague. It also lays eggs in its victims (often times the victim is unaware of this). It has a thick shell for protection (AC 4) although its soft underbelly and neck are less protected (AC 1). Pox snails have limited psionic abilities.



Drain Strength (1). **Mind Missile (1):** 1d6 damage. **Poison Spray (2):** Close range. 1d6 damage. LVL 2 poison. Anyone exposed to this spray has a 1 in 6 chance of having pox snail eggs deposited into their throat (unknowingly). These eggs will hatch in 1d6+3 days in the form of burrowing grubs that cause 1d6 damage per day. The burrowing grubs can be removed with heat. **Water Breathing.**

QUILIQUM (1)



Archetype: Monster
Size: Tiny (0)

HP: 2, AC: 0, ACT: see below
BRT: 0, DEX: 0, WIT: 2

Quiliquim are symbiotic creatures who require a host in order to survive. They generally bond with ozotum, although since arriving in Far Away Land, they have been known to bond with other humanoids as well. Quiliquim carry the memories from all their previous hosts. Once they bond with a new host, fragments of these experiences and skills are carried over to the new host.

Bond: Quiliquim bond with humanoid hosts through a magical process where they teleport from the previous host (in a flash of light) and instantly fuse with the new host. A quiliquim can survive outside a host for 1d3 hours. Quiliquim can bond with any “unoccupied” ozotum. All other humanoids have a 50% chance of being able to bond. A quiliquim rarely leaves a living host.

REVENANT (8)



Archetype: Ethereal
Size: Average (0)

HP: 24, AC: 0, ACT: 6
BRT: 1, DEX: 2, WIT: 3

Revenants are ethereal creatures from the Gray Planes. Revenants are strongest when in the Gray Planes (in the Materiosphere, revenants must sleep during the day). Revenants despise living beings. They use powerful magic in battle. Revenants dislike daylight and music. Revenants are ancient creatures who were created to punish and imprison those who trespass in the Gray Planes.

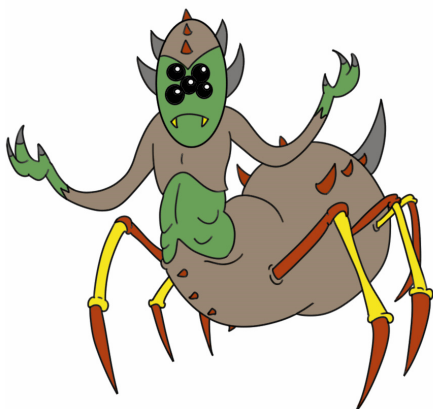
Magic (2): LVL 8. Revenants prefer magic spells that do direct damage.
Magical Scythe (2): 2d6 damage. A revenant will often carry a magical scythe. There is a 1 in 6 chance that the revenant’s scythe can remove the target’s spirit and teleport it to a holding chamber within the revenant’s castle or tower. The now “soulless” body is left alive, though spiritless.

SARKARATA (7)

Archetype: Monster
Size: Giant (+2)

HP: 25, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Sarkarata are a race of spider-like creatures from the planet Helgard. They are an ancient species thought to be distant ancestors of the arachnis. Sarkarata are evil and selfish. They love to play games and torment their victims. In combat, they fight dirty. They use claws, poison, and a stabbing barb to attack their victims. They will often attempt to ambush or confuse their opponents with tricks.



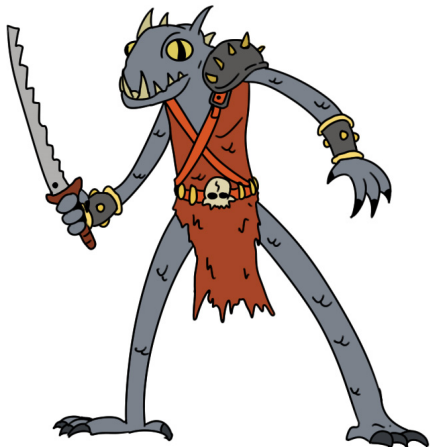
Bite (1): 1d6 damage. The bite of a sarkarata has a 1 in 3 chance of poisoning the victim with LVL 1 poison. This poison will make the victim incredibly lethargic for 1d3 hours. Dice penalties may apply. **Claws (1):** 1d6 damage. **Light/Heavy Weapon (1).** **Poison Barb (1):** 1d6 damage. LVL 3 poison. **Night Sight.**

SCALE FOLK (2)

Archetype: Humanoid
Size: Average (0)

HP: 12, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Scale folk are humanoids whose bodies are covered in a thick, scaly hide. Scale folk live mostly in small villages and towns. They spend their time hunting and farming. They have a regenerative ability that helps them regrow lost limbs. They are standoffish by nature and dislike outsiders. They use primitive weapons and tools.



Light/Heavy Weapon (1). **Magic (1):** Equal to LVL. **Regenerate.** Scale folk can regrow a lost limb over the course of 1d2 weeks. **Water Breathing.**

SEACLOPS (8)



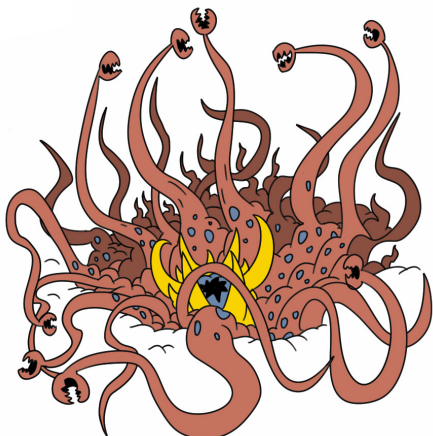
Archetype: Humanoid
Size: Giant (+2)

HP: 25, AC: 2, ACT: 6
BRT: 3, DEX: 2, WIT: 2

Seaclops are giants of the seas. These ancient folk rule underwater kingdoms and live in grand underwater castles. They are tough warriors on land and in the sea. Seaclops live long lives. They have the ability to call upon sea creatures to aid them in combat. They often use slurgoths as mounts. They are quick to anger and fast to fight. They are full of pride and slow to admit wrongdoing.

Control Sea Animal (3): A seaclops can attempt to control a sea creature within 30'. **Light/Heavy Weapon (2).** **Water Breathing.**

SEED BEAST (17)



Archetype: Monster
Size: Enormous (+6)

HP: 80, AC: 1, ACT: 8
BRT: 4, DEX: -, WIT: 0

The seed beast is a tentacle terror that lives in the ground. The beast grows slowly over hundreds of years getting ever larger in its hole. It feeds by means of long, powerful tentacles which it uses to pull victims into its gaping beak. These tentacles have small, toothed mouths that bite and tug at the victim. Much of the seed beast's body is underground.

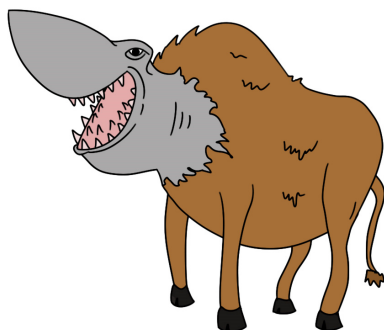
Tentacle Bite (1): 1d6+1 damage. **Tentacle Squeeze (3):** Close range. If caught by a tentacle, the victim must make a BRT check to escape or suffer 1d3 damage per round. After 1d3+1 rounds in the grip of the tentacle, the seed beast will pull the victim toward its mouth. **Terrible Maw (3):** Anyone falling into the mouth of the creature will suffer 3d6 damage each round.

SHARK BULL (6)

Archetype: Monster
Size: Average (0)

HP: 21, AC: 1, ACT: 6
BRT: 2, DEX: 3, WIT: 1

The shark bull is the fusion of a shark and a cow steed. These unnatural abominations were the result of boom fissures twisting the natural world. Shark bulls make awesome war mounts as they are savage and fearless in battle. They are often ridden by ogra and other malevolent folk. They are difficult to tame. They love to eat fresh meat.



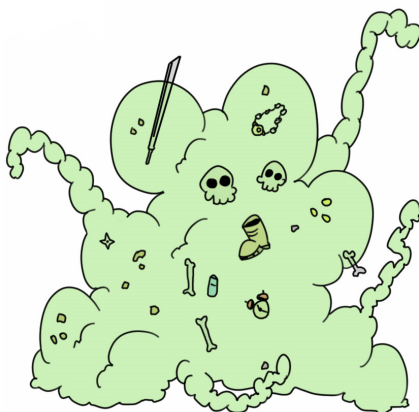
Bite (2): 1d6+2 damage. **Trample (2):** 2d6 damage.

SLORM (12)

Archetype: Blobby
Size: Massive (+4)

HP: 40, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 1

A slorm is a massive blobby creature composed of an acidic jelly-like substance. The jelly that makes the slorm's body is extremely sticky and difficult to escape once caught (BRT check vs. TN 5). Slorms have little control over the shape of their bodies. However, they will often create long, tentacle-like appendages which they use to pull their prey into them so they might feed.



Acidic Jelly: Close range. 1d6+1 damage. The slorm uses its body to dissolve fleshy prey and soft materials. It can sometimes throw pieces of its body. **Toxic Gas:** Tiny radius. 1d6 damage. A slorm gives off toxic gasses due to the nature of its acidic makeup. **Resistance to Physical Damage.** **Weakness to Heat/Fire.**

SLUGORN (5)



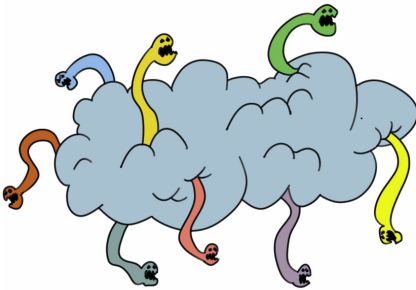
Archetype: Monster
Size: Average (0)

HP: 18, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 4

Slugorns are highly intelligent, slug-like creatures from Far Away Land's Underworld. They are renowned magic users and strategists. Slugorn tend sleeping olantas and make sure their giant friends are protected from outsiders. While not innately violent, slugorn will use force to defend their territories as well as the sleeping olantas.

Light/Heavy Weapon (1). Magic (2): Equal to LVL. **Night Sight. Telepathy:** Slugorns can communicate telepathically with other slugorns up to 1 mile away. They can communicate with olantas at any distance.

SNAKE CLOUD (5)



Archetype: Monster
Size: Average (0)

HP: 20, AC: 0, ACT: 5 (see below)
BRT: 1, DEX: 2, WIT: 1

Snake clouds are magical clouds full of snakes. Snake clouds fly about raining snakes and terror wherever they go. In the core of a snake cloud is a magical organ called a snake spawner which creates 2d6 snakes per day. The cloud itself is a gaseous byproduct of the spawner. The spawner uses the snakes to feed. A snake cloud can have up to 30 snakes inside.

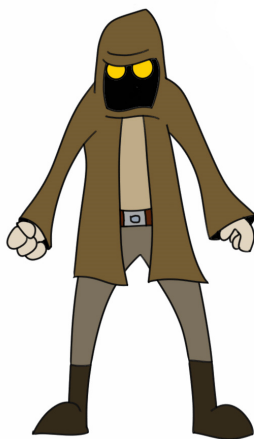
Flight. Multiple Bite Attacks (1). 1d6 damage. There is a 50% chance of the bite(s) having a LVL 3 poison. A snake cloud can make 1d3 attacks per round. These attacks are treated as a single ACT melee attack usage.

SOULLESS (4)

Archetype: Humanoid
Size: Average (0)

HP: 18, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Soulless are creatures whose spirits have been removed from their bodies by a revenant (or dark magic). Soulless are usually obsessed with finding their spirits and the party responsible for its loss. They are usually found within the Gray Planes, the Materiosphere, and the Antiverse. Soulless whisper when they speak. They have bright yellow eyes. This dislike strong emotions and hate laughter.



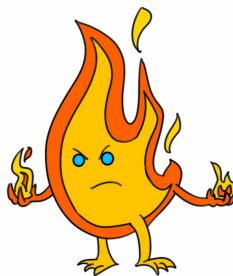
Detect Life. Light/Heavy Weapon (1). Move Silent: A soulless moves in silence all the time. **Night Sight. Weakness to Laughter.** Soulless hate laughter. Each round they are exposed to genuine laughter they suffer 1 point of damage.

SPARKSTER (2)

Archetype: Elemental
Size: Mini (-1)

HP: 3, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Sparksters are tiny elemental creatures who live on the Plane of Fire in the Elementalsphere. They are living flames thought to be the undeveloped children of fire elementals. They are angry little creatures who love to burn things. They move in large groups (3d6). When not in the Elementalsphere, sparksters enjoy living underground near lava vents or within volcanoes.



Fire Touch: The body of a Sparkster is always burning. These creatures can set fire to anything combustible. **Immune to Heat. Pyrokinesis (1).**

SPHINX (9)



Archetype: Monster
Size: Giant (+2)

HP: 28, AC: 1, ACT: 6
BRT: 2, DEX: 2, WIT: 4

Claws (2): 1d6+1 damage. **Energy Beam (2):** Short range. 2d6 damage. **Flight. Magic (2):** LVL 7. **Resistance to Mind Control. Resistance to Poison/Toxin. Serpent Form:** A sphinx can take the form of a giant serpent. The bite of the serpent does 2d6 damage. The serpent has a squeeze attack that does 1d6 damage per round. While in serpent form, the sphinx has an AC of 3.

Sphinxes are highly intelligent magical creature native to Far Away Land. In days of old, the sphinxes were of great fame and often worshiped as oracles. Today, there are few sphinxes, and those that do exist are steeped in mystery. A sphinx can transform into a giant serpent. The head of the creature remains the same in snake form while the body becomes elongated (the legs remain as dangly little things).

Sphinxes live in ruins and old temples where they once ruled. They are arrogant creatures who believe that their intelligence and wisdom makes them superior to others. When they encounter a being they deem inferior they will often resort to insults during the conversation. Beings whom a sphinx deems worthy of intellectual combat will be asked to play a game of riddles. The sphinx will often offer a prize to those who engage in intellectual combat. This prize is almost always something of great value and is used to lure the victim into the sphinx's game for the creature's own amusement. A sphinx will only allow its prey to leave unharmed if it can be beaten in an intellectual challenge. When this occurs, the sphinx will grow incredibly angry and be forced to give its adversary the stated reward. The sphinx will then ask the adversary to leave and never return on threat of death. A sphinx sounds like an old hippy.

TITAN (20)

Archetype: Humanoid
Size: Enormous (+6)

HP: 60, AC: 3, ACT: 7
BRT: 5, DEX: 2, WIT: 2

Titans are ancient humanoid creatures who helped shape Far Away Land. They are some of the first creatures to live in the world. Now, their numbers are few and they tend to live lonely lives in the mountains or in other secluded places. They feel as if the world has passed them by. They are often depressed and sad. They like to sculpt and build from stone.



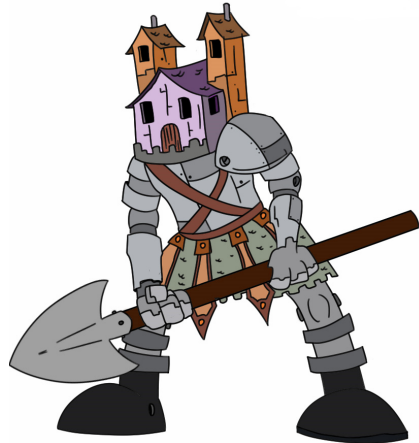
Hurl (1): Far range. 3d6 damage. Titans will sometimes hurl objects at their enemies. **Light/Heavy Weapon (2).** **Magic Hammer (2):** 3d6 damage. Titans carry magic hammers which they use to shape stone and smash enemies. The hammer of a titan can create lightning blasts which do 5d6 damage. The hammers can also summon powerful storms once a day.

TITAN, GALEO (20)

Archetype: Construct
Size: Enormous (+6)

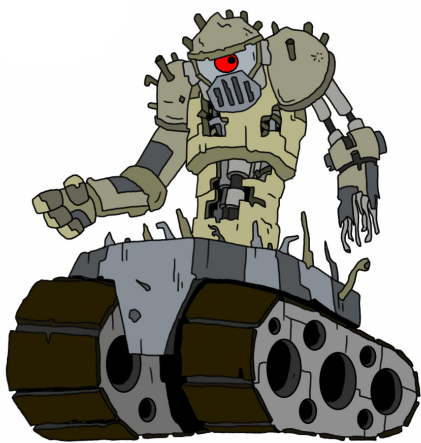
HP: 65, AC: 10, ACT: 7
BRT: 5, DEX: 1, WIT: see below

Galeo titans are giant constructs driven by dwarves. These titans often have homes as heads in which their operators live. They were originally created to aid the dwarves in building great structures. Now they serve as homes and war machines for the dwarves who remain living in them. Galeo titans are made entirely of metal and can take incredible amounts of damage.



Buried Alive (2): 2d6 damage. Titans dig up the ground and dump it on their enemies. The MoS of the titan's attack determines how many rounds it requires for the victim to dig out. If the MoS is greater than 3, the victim will be buried alive unless aided by someone outside. This attack is effective against multiple targets. **Shovel Slap (3):** 3d6 damage. **Smash/Stomp (1):** 4d6 damage. Galeo titans stomp enemies into the dirt.

TITAN, JUNK (20)



Archetype: Construct
Size: Enormous (+6)

HP: 65, AC: 9, ACT: 7
BRT: 5, DEX: 2, WIT: 3

Junk titans are ancient creatures who live in the Galeosphere. They were originally created as servants of Hom. Upon seeing how inventive the titans were, Hom granted them sapience and freewill and freed them from their slavery. Countless eons have passed since those days and the junk titans have fallen into disrepair. They still remember and long for the old days within the Galeosphere.

Crush (2): 6d6 damage. Junk titans have two huge tank treads which they can use to roll over enemies smashing them into the dirt. **Lazer Eye (1):** Far range. 3d6 damage. There is a 50% chance the lazer eye still works. **Light/Heavy Weapon (2).**

TITAN, SEA (22)



Archetype: Humanoid
Size: Enormous (+6)

HP: 72, AC: 3, ACT: 7
BRT: 5, DEX: 3, WIT: 4

Sea titans are the masters of the seas. These ancient creatures live in the deepest trenches of the oceans and seas of Far Away Land. Rarely do they come to land and when they do, they are often looking to make war. Sea titans live in underwater palaces. They are vengeful and proud. They view the seas as their universe, that all sea life is part of a great cycle of order of which they are the masters.

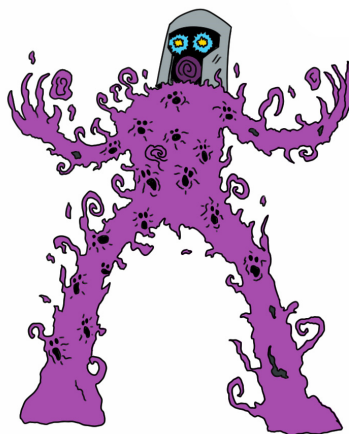
Light/Heavy Weapon (2). Magical Trident (2): 4d6 damage. Sea titans often carry magical tridents which are enchanted with spells (Lightning, Purify Water, Rain, Remove Disease, Water Will). **Resistance to Magic. Resistance to Poison/Toxin.** **Sea Life Telepathy:** Sea titans can communicate telepathically with most intelligent sea creatures. **Water Breathing.**

TITAN, SOUL (24)

Archetype: Ethereal
Size: Enormous (+6)

HP: 66, AC: 0, ACT: 7
BRT: 5, DEX: 4, WIT: 4

Soul titans are terrible creatures who wander the Gray Planes in search of spirits to add to their own collections. A soul titan is composed of large numbers of individual spirits which it assimilates into its own being. They are known to stalk the Gray Planes in search of prey. Soul titans use magic to overpower their enemies. When slain, the spirits imprisoned in a soul titan are freed.



Ethereal Melee Weapon (1): 2d6 damage. Soul titans sometimes use ethereal weapons in combat. **Magic (3):** LVL 9. Soul titans will use most any spells. **Wyrd Portal:** Soul titans can create a wyrd portal once a day and enter into any sphere they wish.

TRIKSEL (2)

Archetype: Humanoid
Size: Average (0)

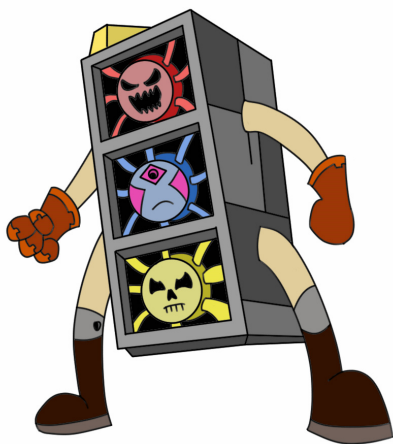
HP: 15, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 2

Triksel are a humanoid race. They come in various colors. They often wear elaborate clothing covered in archaic symbols. They have three eyes. Triksel have an affinity for magic. Their people are some of the most respected wizards in FAL. The triksel discovered the power of magic towers thousands of years ago and have since harnessed that power.



Light/Heavy Weapon (1). Magic (1): Equal to LVL. **Sixth Sense (1):** Triksel can sense surprise attacks, creatures moving in silence, hidden objects/traps/doors, and lies. This ability can be used equal to the Triksel's LVL per day.

TRILLEON (26)



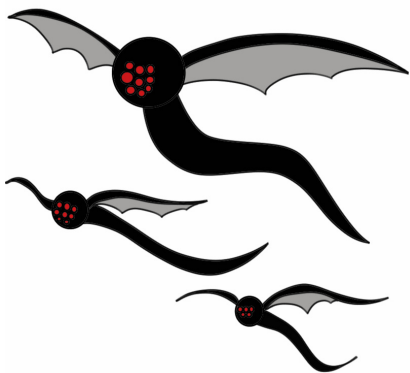
Archetype: Construct
Size: Enormous (+6)

HP: 62, AC: 6, ACT: 9
BRT: 5, DEX: 5, WIT: 5

These living constructs are the renegade children of the immortals. Trilleons are violent warmongers who judge and destroy. They have a warped sense of justice and will often enact elaborate court proceedings for enjoyment. They hate all immortals and seek to eradicate their creators so that the God Lands may be their own. The trilleons were nearly wiped out by the Umatotem.

Lazer Blast (3): Far range. 4d6 damage. **Light/Heavy Weapon (2):** Trilleons will use just about anything as a weapon. **Melee (2).** **Ranged (2).** **Resistance to Magic Attacks.**

VEIL BAT (14)



Archetype: Fairy
Size: Massive (+4)

HP: 24, AC: 1, ACT: 6
BRT: 2, DEX: 4, WIT: 2

Veil bats are giant black flying creatures with multiple red eyes who hunt at night. Veil bats are the reincarnated shadows of fairies who lived evil lives. As such, veil bats despise laughter and happiness. They hate sunlight. They often hunt in packs. They will sometimes fight one another over food and territory. Veil bats live in mountainsides and other high-up, hard to reach places.

Bite (2): 1d6+1 damage. **Flight.** **Night Sight.** **Swoop Attack (2):** Veil bats swoop down and use their long tails/teeth to grab victims and carry them skyward. **Weakness to Sunlight.** If exposed to sunlight for more than 3 rounds, veil bats explode in screams and flames.

VEK (7)

Archetype: Humanoid
Size: Giant (0)

HP: 24, AC: 0/3, ACT: 5
BRT: 2, DEX: 3, WIT: 2

From the Vek Cluster come the vek. These humanoids are known throughout Far Away Land for their ability as warriors as well as their secretive nature. They often operate in pairs with a master and apprentice. Vek wear specialized combat armor. They rarely remove their masks as their identities are considered sacred secrets. To reveal a vek's identity is to shame him/her.



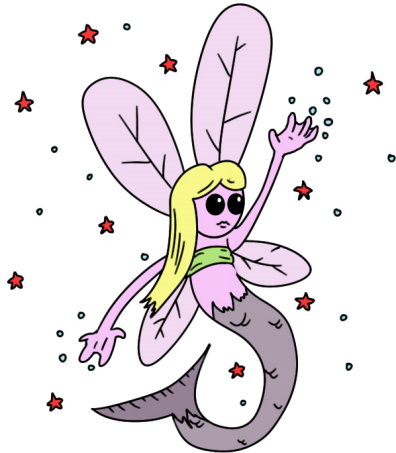
Light/Heavy Weapon (1). Lazer Pistol (1): Short range. 1d6+1 damage. **Plasma Blade (2):** 2d6 damage. **Vek Armor (AC 3):** Vek armor is made of a fibrous material which is hardened and rigid. The armor is lightweight and extremely durable. The helmets have air purifiers which protect the wearer from airborne toxins and poisons.

WIXIE (2)

Archetype: Fairy
Size: Mini (-1)

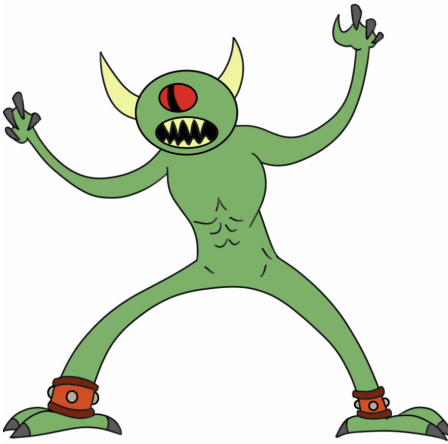
HP: 5, AC: 0, ACT: 5
BRT: 0, DEX: 3, WIT: 2

Wixies are sea pixies. They are tricky little creatures, often enchanting and cursing items and people for fun. They like to mess with sailors (causing hallucinations). Wixies are in love with seaclops and often live in or around seaclops castles. Wixies try and have fun all the time. They die if they cry.



Enchantment (1): Wixies can enchant items and peoples. These enchantments come in the form of blessings and curses. These enchantments are limited in power and generally result in single die bonuses or penalties. **Flight.** **Fun Magic (2):** Wixies can create magical effects such as fireworks, confetti, sprinkles, dancing lights, popping sounds, etc. **Water Breathing.**

YEKET (9)



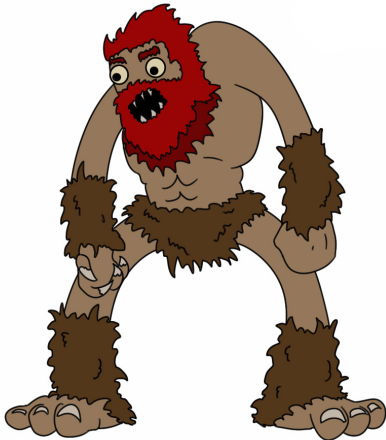
Archetype: Humanoid
Size: Giant (+2)

HP: 26, AC: 0, ACT: 5
BRT: 3, DEX: 2, WIT: 0

Yekets are the slave warriors of the lazula. They are created from the broth of gingomeers left to ferment. Yeket are without fear. They are servants of the lazula and obey their masters without thought. They are unable to harm lazula. They crave the rush of battle. Their voices sound like scraping. Yeket want only to fight and please their masters.

Bite (1): 1d6 damage. **Claws (1):** 1d6 damage. **Light/Heavy Weapon (1).**
Yeket Howl: Large radius. Yeket can create a howling sound which rallies all nearby yekets. All yeket within range of the howl gain +1 die to all rolls.

YETON (7)



Archetype: Humanoid
Size: Giant (+2)

HP: 20, AC: 1, ACT: 5
BRT: 3, DEX: 2, WIT: 1

These hairy folk come from the Cryosphere. They are nomadic. They generally live in groups consisting of several families. Yeton raise livestock as both food and beasts of burden. Yeton dislike ice elves. Yeton have a deep and rich oral history. On Far Away Land, yetons live in cold and mountainous regions. Yeton came to FAL during the Boom War.

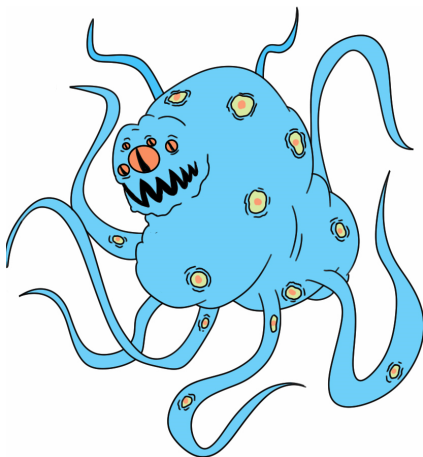
Claws (1): 1d6+1 damage. **Hurl (2):** 2d6 damage. Yeton will hurl massive stones or other projectiles. **Light/Heavy Weapon (0).** **Pummel (1):** 1d6 damage. Yetons like to smash stuff (and people).

YOBALOR (22)

Archetype: Monster
Size: Enormous (+6)

HP: 40, AC: 2, ACT: 7
BRT: 4, DEX: 2, WIT: 1

The yobalor is an aquatic beast fond of sinking ships, eating sailors, and killing other sea creatures. Yobalors are a nasty sort who spend their days in the warm waters near thermal vents. They leave these areas only to hunt. Some sea titans hunt yobalors for fun. Yobalors can create a poisonous ink-like substance to confuse and harm enemies.



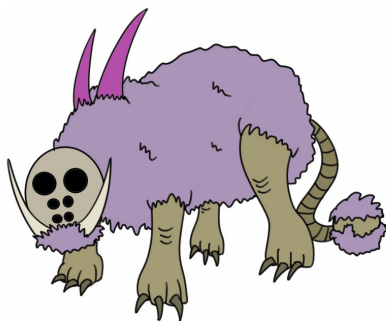
Bite (1): 4d6 damage. **Poison Ink (1):** Close range. The yobalor's poison ink is caustic and will burn flesh doing 1d6 damage. If the ink gets in the eyes it will cause temporary blindness. If the ink is inhaled, it does 2d6 internal damage. **Tentacle Thrash (1):** 3d6 damage. **Water Breathing.**

ZOG BEAST (2)

Archetype: Monster
Size: Average (0)

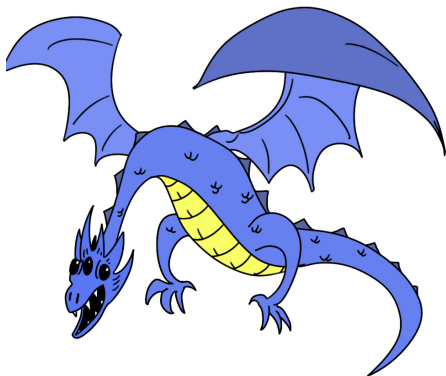
HP: 24, AC: 1, ACT: 5
BRT: 3, DEX: 2, WIT: 1

Zog beasts are beasts of burden and are used by a variety of humanoid species for labor as well as mounts. They are relatively harmless creatures who pass their time eating grass and singing strange songs. They are often hunted by the horror who use their skulls as masks. Zog beasts are known for the phonokinetic abilities.



Gore (1): 1d6 damage. **Phonokinesis (2):** Close range. 2d6 damage. Zog beasts can create an extremely high pitched, focused sound that can destroy solid objects and shatter bones. **Resistance to Poison/Toxin.** **Trample (1):** 1d6+1 damage.

ZYVERAX (14)



Archetype: Monster
Size: Massive (+4)

HP: 30, AC: 3, ACT: 6
BRT: 3, DEX: 3, WIT: 1

The zyverax is a tiny dragon known for its potent venom. Although it has no breath weapon, the bite of a zyverax is generally lethal due to the poison the creature injects into its victim. Zyverax live in mountains and subterranean places. They feed on small animals. They make a hissing sound. They hate loud noise.

Bite (1): 2d6 damage. Poison LVL 7. The bite of a zyverax has a 50% chance of poisoning the victim. **Claws (2):** 1d6+1 damage. **Flight.**
Tail Slash (1): 1d6+2 damage. The zyverax will use its tail to slash at enemies.





DRAGONS

Notes on Dragons

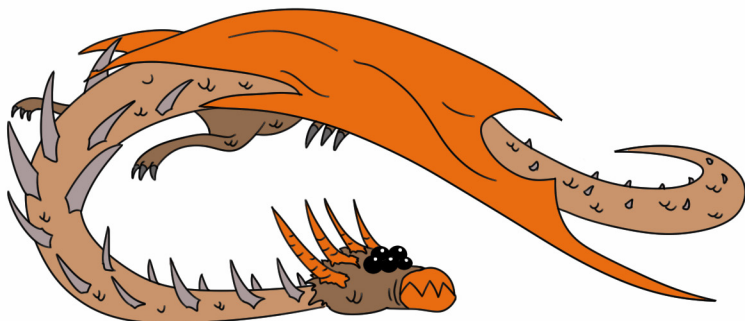
An overview of dragons was provided in Creatures Vol. 1. Rather than repeat that information, we have instead decided to include additional information concerning dragons. Specifically, ideas on how to use them in game.

Using Dragons in Adventures

Dragons are meant to be the baddest of the bad guys in Far Away Land. For the most part, dragons are old creatures who have been able to survive in the world since ancient days. They are generally cunning and ruthless, plotting and manipulative. They can be used to serve not only as a final boss but in the creation of stories and campaign settings as well. The following is a short list of considerations for GMs when using dragons in a Far Away Land campaign.

1. Dragons may command armies, worshippers, cults, or other marginalized groups of peoples who do their bidding. These groups may serve their dragon masters out of fear or reverence (or both).
2. Some dragons are intelligent and complex. This means their ways and schemes are complex as well. While some may simply guard their hoards of wealth, others might manipulate kingdoms, start wars, engage in subterfuge, or create elaborate plots in an effort to attain their goals and desires.
3. The death of a dragon is a big deal as dragons usually have hoards of wealth. When a dragon is no longer in control of that wealth, someone else will want it. This can lead to wars, destroyed economies, dissolution of kingdoms, and a plethora of other issues.
4. The lore surrounding a dragon is often deep and full of rumor. Adult, old, and ancient dragons have lived for centuries and their presence has shaped the world around them. PCs may have to determine what is truth and what is lie when dealing with dragons and the stories that surround them.
5. Dragons should require work. PCs wishing to hunt and kill a dragon need to do their homework, scout locations, gather information, plan their method of attack, etc. Simply walking into a dragon's lair is almost sure death.
6. Dragons are special. GMs should make dragons larger than life enemies with incredible backstories, histories, goals, and desires. Dragons are not everyday creatures who are to be merely hunted and forgotten.
7. Attacking or inciting a dragon should have broad consequences. If the PCs think they can antagonize a dragon without concern, they should think again. These consequences could be anything from simple revenge upon the PCs to the dragon awakening and burning a village to the ground (which the PCs may be blamed for?).

DRAGON, BOLGO (26)



Archetype: Monster
Size: Enormous (+6)

HP: 66, AC: 5, ACT: 10
BRT: 5, DEX: 5, WIT: 4

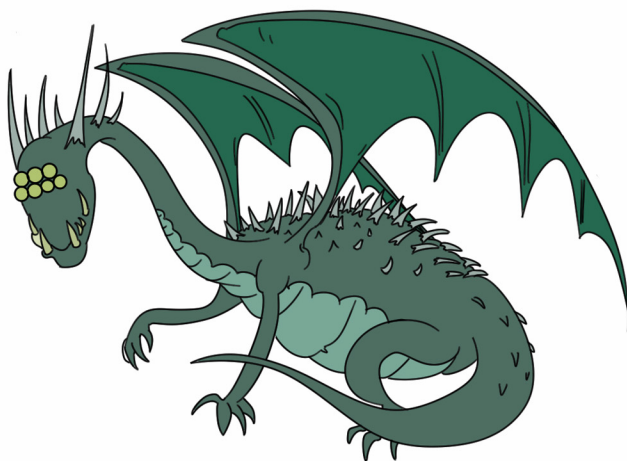
Bite (3): 4d6 damage. **Claws (3):** 2d6 damage. **Hopeless Aura:** Medium radius. A bolgodragon emanates an aura of hopelessness. Anyone who fails a WIT check will become terribly depressed and suffer -1 die penalties to all rolls. These penalties may increase depending on the level of exposure. **Flight.** **Immune to Poison/Toxin/Disease.** **Napalm Breath (4):** Long range. 5d6 damage. Bolgodragons breathe a sticky incendiary substance. **Tail Whip (3):** 2d6 damage. **Swoop Attack (2):** Bolgodragons will sometimes attempt to claw or lift their prey into the sky and drop them.

Bolgodragons are winged denizens of the Bolgosphere and some of the most feared of all beings in that realm. These mighty beasts love to collect junk and often hoard piles of Bolgosphere refuse in their ancient castle lairs. They are orange or light brown in color. They are covered in curved spikes which protrude from their scaly hides. Bolgodragons breathe a sticky, fiery substance that is nearly impossible to extinguish.

Bolgodragons live for centuries. They will often conquer a castle on the Inner Ring of the Bolgosphere and use that lair until their death. They feed on flame trolls, bolgocats, smeems and anything else they can find. They will often go on long journeys from bolgomote to bolgomote as they search for food.

Bolgodragons are extremely paranoid creatures. They believe that everyone wants their hoards. Because of this, bolgodragons will attempt to keep their lairs a closely guarded secret. Bolgodragons lay eggs twice during their lives. They bury their eggs on remote bolgomotes and have no contact with their young.

DRAGON, BRISTLEBACK (22)



Archetype: Monster
Size: Enormous (+6)

HP: 60, AC: 5, ACT: 9
BRT: 4, DEX: 5, WIT: 4

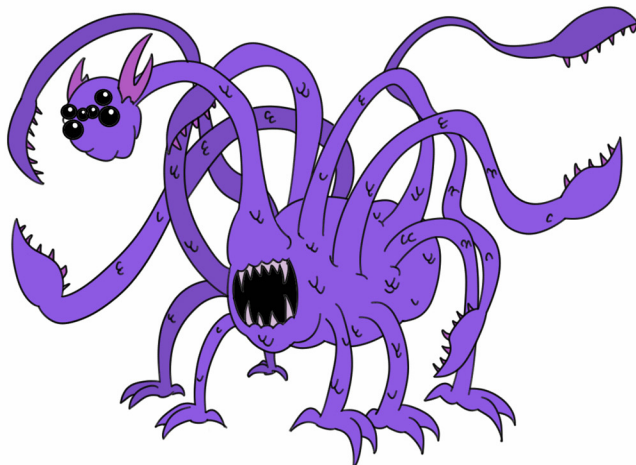
Acid Breath (4): Short range. 5d6 dmg. Bristlebacks breathe a stream of corrosive acid. **Bite (3):** 4d6 dmg. **Claws (3):** 2d6 dmg. **Flight. Gore (2):** 1d6+2 dmg. **Immune to Poison/Toxin/Disease.** **Tail Whip (3):** 2d6 dmg. **Scoop Toss (2):** 2d6 dmg. Bristlebacks will try and scoop a victim into the air and land them on the barbs of their backs. **Swoop Attack (2):** Bristlebacks will sometimes attempt to claw or lift their prey into the sky and drop them.

Bristleback dragons are terrible creatures known for their acidic breath and their cruel sense of humor. These winged beasts often make their homes in swampy lairs or in rotten woods. They love the smell of death and decay. Bristlebacks are vomit teal in color. They have a great many horns growing from their heads and backs.

Bristlebacks enjoy killing and hunt even when not hungry. They are not the most intelligent of dragons although they can be cunning and deceptive. They often wait for days in anticipation of their prey and then spring forth surprising the victim. This activity gives the bristleback dragon a great deal of pleasure.

Bristlebacks are known to store up large amounts of treasure. They love shiny objects including gold, silver, and jewels. They will often sleep on their hoards in order to be close to it. They are deeply paranoid about losing their treasure and will enact terrible and swift revenge against any they believe threatens their loot.

DRAGON, LASH (23)



Archetype: Monster
Size: Enormous (+6)

HP: 64, AC: 5, ACT: 9
BRT: 4, DEX: 5, WIT: 4

Radioactive Breath (4): Long range. 5d6 damage. Lash dragons breathe a concentrated blast of radiation. **Bite (3):** 4d6 damage. **Claws (3):** 2d6 damage. **Lash Attack (3):** 3d6 damage. A lash dragon uses its long tentacle-like arms to thrash its victims. **Regeneration.** A lash dragon can regenerate severed tentacles over time. **Trample:** 3d6 damage.

Lash dragons are terrible, wingless dragons who are constantly angry. They are filled with intense hatred. Their thrashing tentacles are the physical embodiment of their tormented hatred and can be used to determine just how angry a lash dragon is (the longer the tentacle, the angrier the dragon).

Although lash dragons are indigenous to the Antiverse, they live in other spheres as well. Lash dragons feed on their own anger. Whenever they feel pain, their anger is increased thus making their tentacles grow. They reproduce asexually laying 1d3 eggs every 108 years. After laying the eggs, they immediately abandon them.

Lash dragons were once intelligent but their species has evolved into tangled messes of anger and hostility. Their past has long been forgotten and replaced with hatred. They make their homes in solitary places where they seek some sense of calm and peace. Lash dragons will attempt to kill anything that enters their territory as they see it as a direct affront to their sense of calm and well-being. In combat, they strike at their enemies with claws and tentacles. They also breathe a radioactive substance that is extremely deadly.

DRAGON, MINDSHARK (17)



Archetype: Monster
Size: Enormous (+6)

HP: 56, AC: 5, ACT: 8
BRT: 3, DEX: 3, WIT: 6

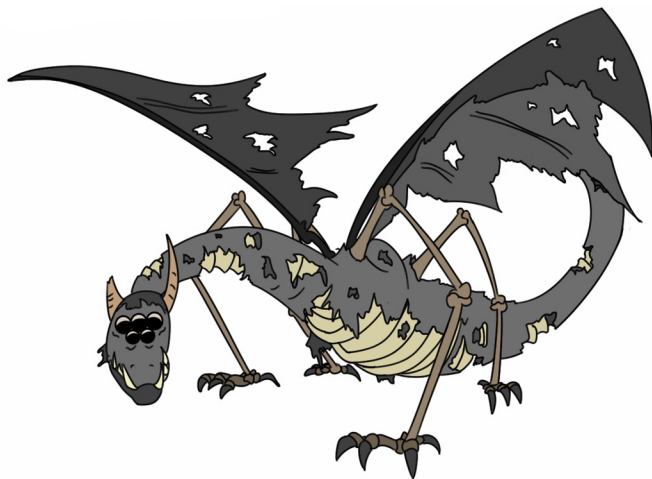
Bite (1): 2d6 damage. **Claws (3):** 2d6 damage. **Flight. Tail Whip (3):** 1d6 damage. **Psionics (2):** Mindshark dragons can use any psionic ability associated with mental attacks. **Swoop Attack (1):** Mindsharks will sometimes attempt to claw or lift their prey into the sky and drop them.

Mindshark dragons are highly intelligent creatures who have evolved fantastic brains capable of extraordinary psionic abilities. They are cunning and deadly creatures who make their homes wherever they please. They often use their psionic abilities to warp and control those with weak will. They often create mindless slaves to do their bidding.

The mindshark dragon is easily identified due to the giant brain it has attached to its neck. It is almost always blue in color with reddish-orange belly scales and gray wings. It has large yellow eyes. Unlike most dragons, this dragon has no breath weapon.

Mindshark dragons often hatch elaborate schemes in which they manipulate lesser beings over long periods of time. They take great pleasure in the manipulation of others and view such actions as a sport. Mindshark dragons will often engage in competitive manipulations and make wagers with other mindshark dragons. The losers of these contests often become enraged and vow revenge. These feuds can last centuries and leave swaths of devastation.

DRAGON, ROTTEN (18)



Archetype: Undead
Size: Enormous (+6)

HP: 40, AC: 3, ACT: 8
BRT: 3, DEX: 3, WIT: 3

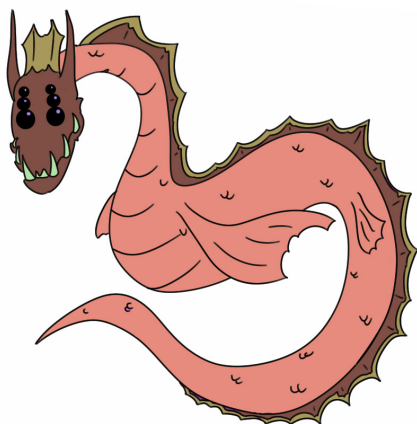
Corpse Bite (2): 2d6 damage. Corpse bite does an additional 1 point of damage per round for 1d6 rounds. This damage causes a rotting of the victim's flesh. If the victim dies of wounds sustained from the corpse bite, she will return as a zombie in 1d3 hours. **Flight.** Rotten dragons have a 1 in 6 chance of being able to fly. **See description for additional attack notes.**

Rotten dragons are undead dragons who were reanimated by powerful necromancer magic. These beasts were often created for a specific purpose by a foolish magic user who had no idea the power of what was being conjured (or they knew full-well and didn't care). Rotten dragons take their names from their nasty, rotten appearance and stinky smell.

Because of their very nature, rotten dragons are quite rare. They can exist within any sphere but tend to remain on the lower levels of the Gray Planes or isolated places within the Materiosphere. They enjoy fighting and are filled with vile hatred for all things living.

A rotten dragon retains the abilities of whatever dragon it was before being reanimated. Along with its previous abilities, it also possesses a powerful bite which can instantly rot the victim's flesh and cause unhealable wounds. Those who die of these wounds return in 1d3 hours as zombies. Although they tend to be solitary creatures, rotten dragons have been known to attack small villages, often turning the villagers into zombies.

DRAGON, SEA (20)



Archetype: Monster
Size: Enormous (+6)

HP: 48, AC: 5, ACT: 8
BRT: 4, DEX: 5, WIT: 4

Bite (3): 3d6 damage. **Putrid Breath (1):** Short range. 4d6 acid damage. Twice a day the sea dragon can use its breath attack. **Ram (2):** 5d6 damage. A sea dragon will sometimes ram larger targets (like ships). **Tail Whip (3):** 2d6

Sea dragons are a sailor's worst nightmare. These aquatic beasts are known to sink ships with ease. Many a sailor has spoken of the terrible sea dragon and the atrocities it has brought to those unfortunate enough to meet one.

Sea dragons are covered in pinkish scales. They have several sets of flippers which they use in conjunction with their tails to move through the water at great speeds. Their teeth are razor sharp needles which they use to tear their enemies to shreds. Sea dragons use a putrid breath attack which is a disgusting blast of undigested seafood and deadly stomach acid. This breath weapon is both poisonous and nauseating (the nature of this attack limits its use).

Sea dragons often live in underwater caves or deep trenches. They feed primarily on large aquatic creatures. They will often troll the surface of seas in search of sailing vessels which they will attack and devour. Sea dragons have the ability to speak and are quite intelligent. Some can use magic (1 in 6 chance). Their magic ability should not exceed LVL 3 spells.

CREATURE SIZE COMPARISONS

Creature Size Comparisons

The following section presents size comparisons for the creature entries found within this book. On each page, a number of entries are given. A human has been provided on each page to serve for scale. Each creature's size is an approximation for the average size of that species. GMs and players should use this section as an addendum to the creature's listed stats. Dragon size comparisons are listed in their own section following the non-dragon entries.

From *Blaine McDaine's Guide to Far Away Land*

I've seen beasts as tall as mountains and as small as a flea. I've seen creatures with mouths like caves, tentacles like great vines, eyes as many as stars in the skies. I've seen creatures whose claws are as sharp as razors and I've survived it all thanks in no small part to my incredible guile and resolve in combat, my ability to lead those who seek direction, and my incredible humility...





Human

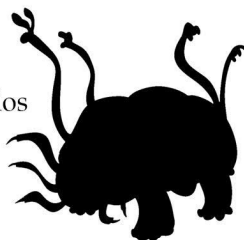


Air Devil



Algwa

Alkalos



Air Whale



Angel



Axomas



Angorocan



Arachnis



Blister Wart



Boobarooza



Human



Boohooohoo



Brain Eater



Catling



Cerebral Witch



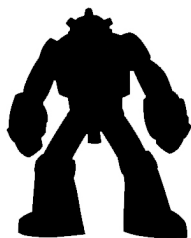
Cinder Doll



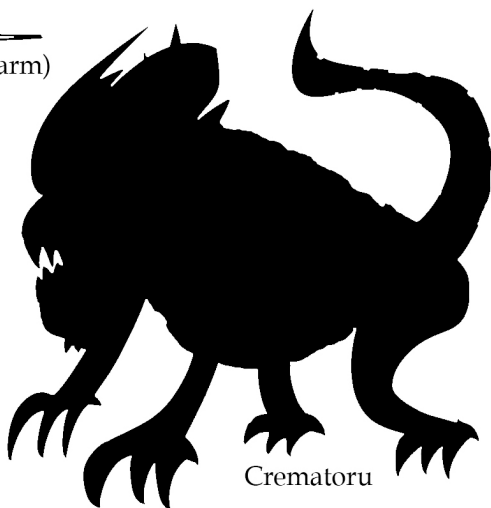
Cephalos (Frigid/Warm)



Cotcodac



Crush Mongor



Crematoru



Human



Deeplings



Dementicorn



Demon, Gouge



Demon, Imp



Demon, Scourge



Demon, Succubus



Demon, Pus



Demon, Worm Lord



Dimling



Elf, Gloom



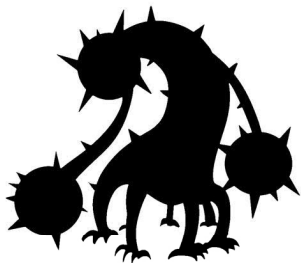
Elf, Ice



Fire Goat



Human



Flailthorn



Formican



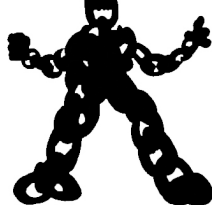
Galeon



Galosasteed



Gingomeer



Golem, Chain



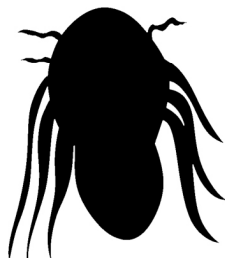
Golem, Hook



Golem, Mirror



Golem, Snow



Golus



Haint



Hallucinocorn



Headman



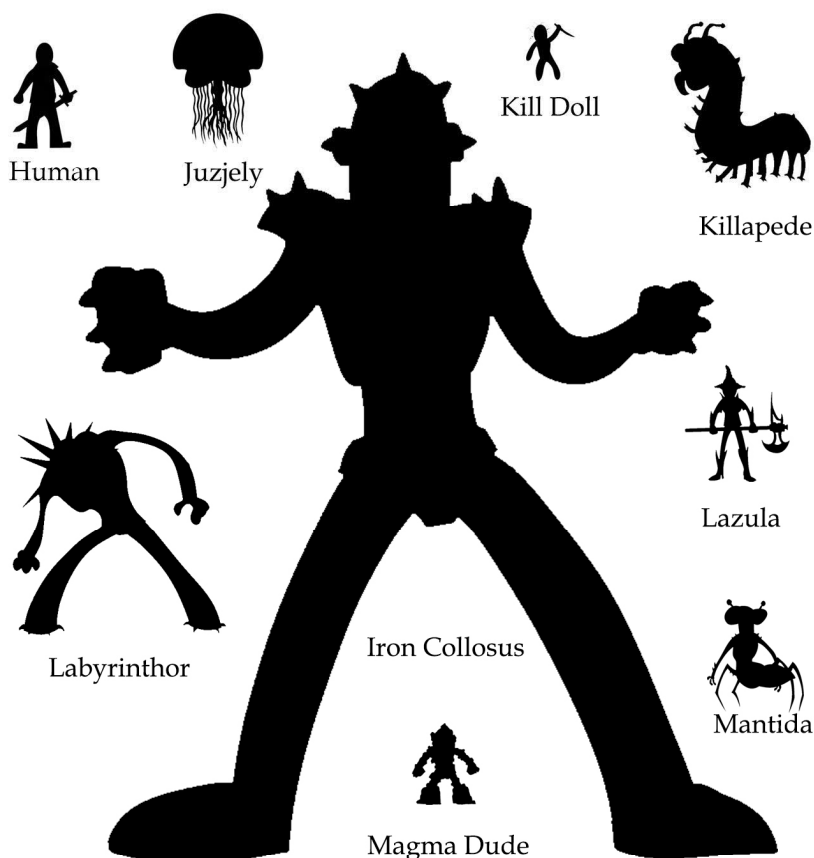
Horror



Howlor



Hungry Ghost



From *The Picmic Tome of Epic History*

...Even the mines from which the ore was mined to build the colossi were considered sacred. Day and night the mines were guarded over by elite picmic warriors. During the day the priests said their prayers, blessing both the ore and the hands who pulled it from the ground. The forges of the blacksmiths were also considered sacred. Each plate hammered, each bolt, each gear was blessed by the priests. Even the fires used to shape the ore were said to have been guided by the hands of the olden gods.

Among all of this, the dihunah was trained from infancy, that one day he or she would sit within the head of the colossi and merge with it, thereby merging with a god to be a living emissary to the people of a lost world.



Human



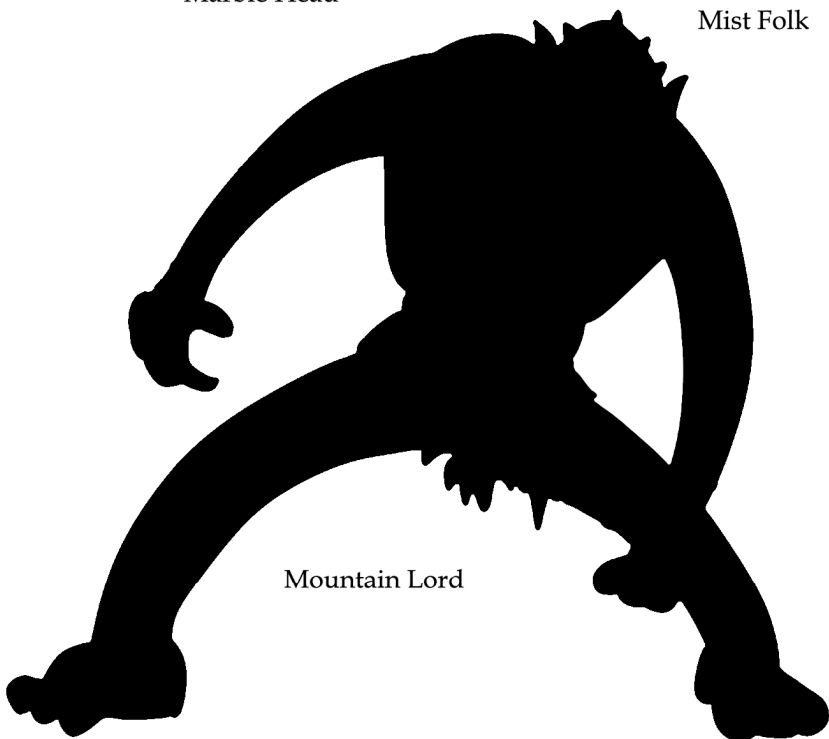
Marble Head



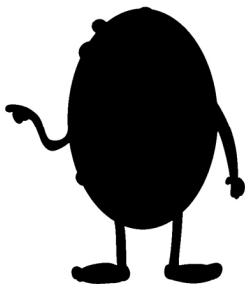
Memnotz



Mist Folk



Mountain Lord



Nod Beast



Ozotum



Pain Worm



Human



Picmic



Quilquim



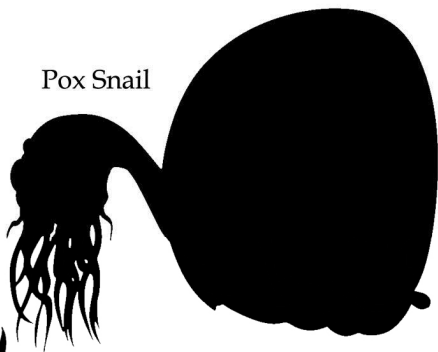
Revenant



Sarkarata



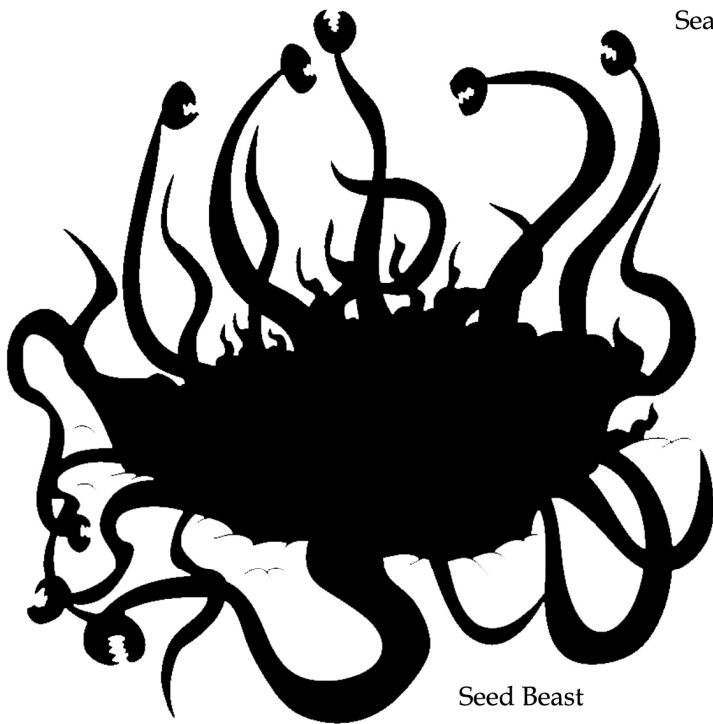
Scale Folk



Pox Snail



Seaclops



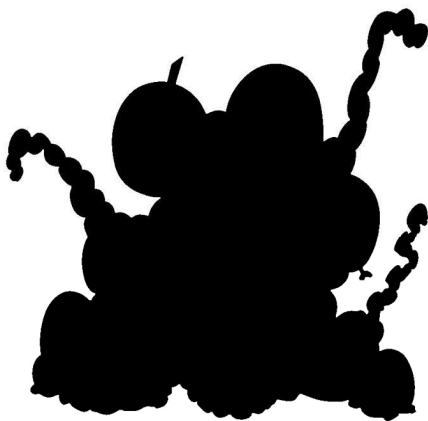
Seed Beast



Human



Shark Bull



Storm



Slug



Snake Cloud



Soulless



Sparkster



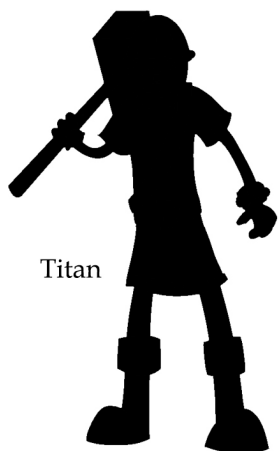
Sphinx

From A Scribe's Account of the Battle of the Morung Plateau

The orka stood at the ready, their pole arms dull and blood soaked, the last light of the day dying around. Nawgrin's goab army thrust their rusty blades in the air. The cavalry sat mounted on shark bulls who had not been fed in the five days prior to the battle. The shark bulls snapped at the air in anticipation of the orka meal that awaited.

The heavens broke forth in a crack of thunder and the fall of a heavy rain. The orka and the goabs rushed headlong into one another beneath the angry sky. Lightning shattered the cloud cover. Steel and tooth and claw. Broken bones and lacerated skin. The shark bulls feasted but the orka held their ground, their pole arms extensions of their own courage, they cut through the bulls and the goabs. The bodies stacked and the rain fell. The ground ran red with the blood of both orka and goab.

When the fury cleared, the orka stood victorious.



Titan

Titan, Galeo

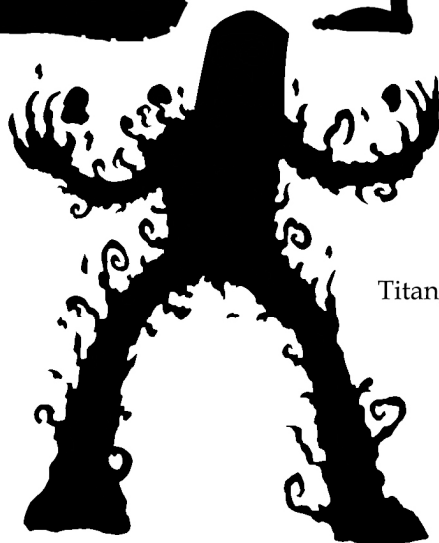
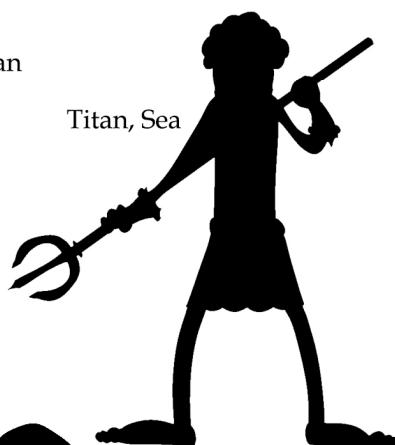


Human



Titan, Junk

Titan, Sea



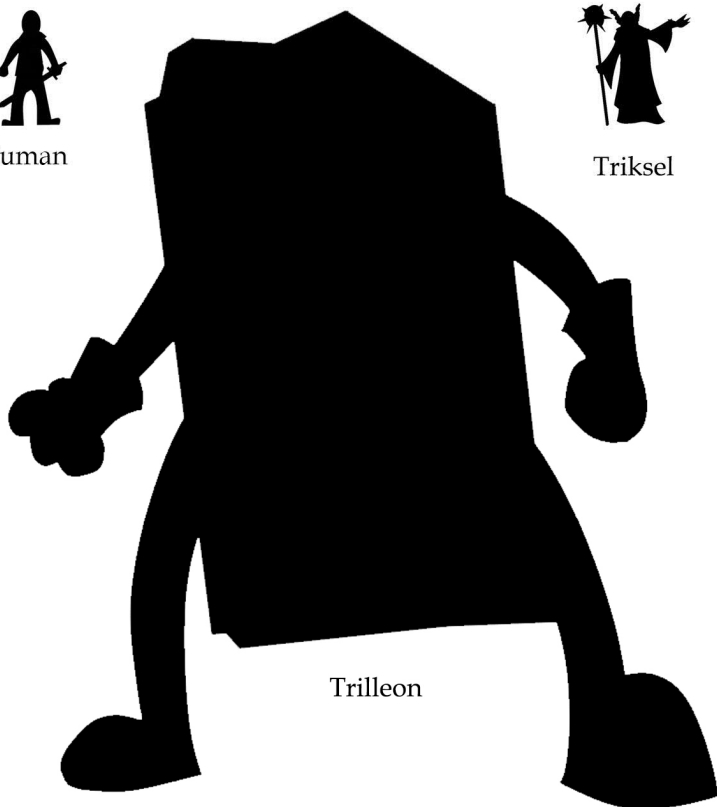
Titan, Soul



Human



Triksel



Trilleon



Veil Raider



Veil Bat



Wixie



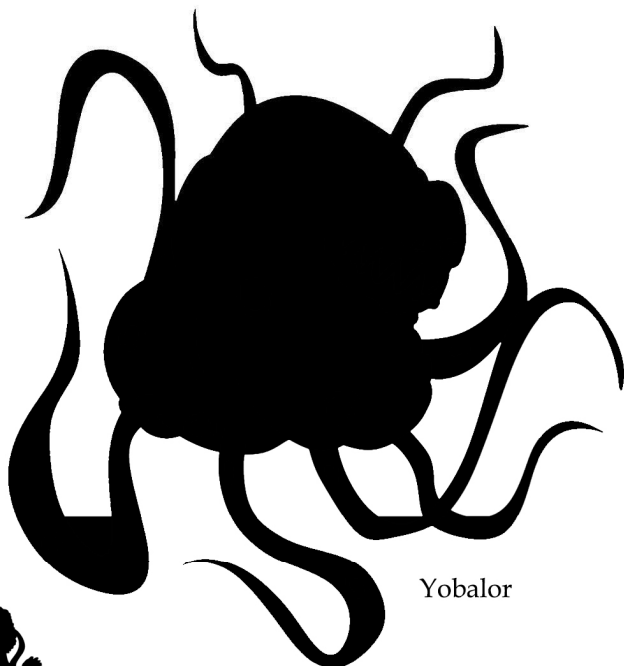
Yeket



Yeton



Human



Yobalor



Zog Beast



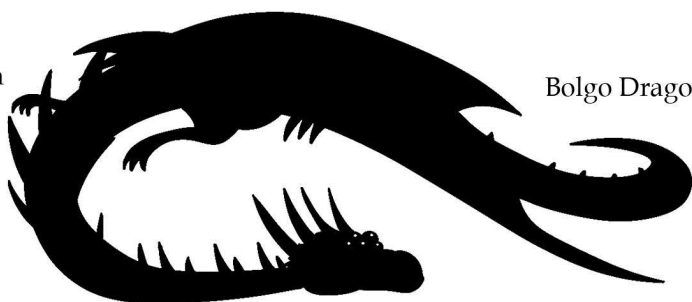
Zyverax

A Fisherman's Tale

The beast thrashed about the ship without mercy, as if it had been injured and angered by our being there. We were a simple fishing boat, our crew simple folk who made a living from the sea. The beast, a yobalor as it was called by the old sailors, took our ship from the water and launched it into the air where it fell hard and split in the middle. It sank near instantly. All souls were lost save for me. How I came to survive I don't know. The last thing I remember was the beast vanishing into the murky depths of the sea.



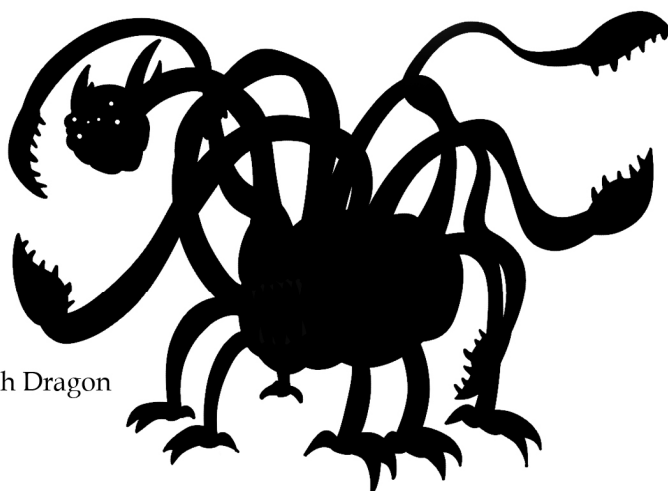
Human



Bolgo Dragon

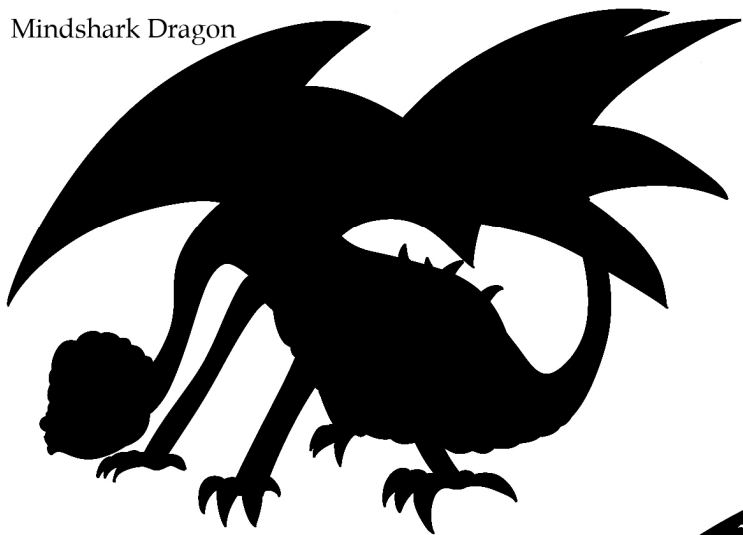


Bristleback Dragon



Lash Dragon

Mindshark Dragon



Rotten Dragon



Sea Dragon



Human

CREATURE LOOT DROPS



Creature Loot Drops

The following section contains an alphabetical list of drops from specific creatures found within this manual. These drops are intended to give GMs and players a basic idea of what a particular monster may have to offer as loot when killed. These drops include natural items (like the skin of the monster), carried items (like a weapon), and lair items (like a treasure trove).

Air Devil (4)

Air devils have a 1 in 6 chance of dropping their voice box. The voice box of an air devil can recreate their laugh and open weird portals.

Air Whales (18)

Air whales have an organ called a static condenser located in their heads. This organ can be removed and used to create lightning guns. The thin hide of the air whale is waterproof.

Algwa (2)

Algwa meat tastes like hot python. Algwa have a charbroiler organ which allows them to breathe fire. The organ will explode if left exposed to sunlight for 1d6 minutes. The charbroiler explosion delivers 8d6 damage.

CREATURE LOOT DROPS

Alkalos (6)

The hide of the alkalos has an AC of 3 and is sometimes used as armor. The lair of an alkalos never has metal.

Angel (15)

The halo of an angel allows the wearer the ability to cast LVL 5 magic. Angels drop the hilt of their flaming angelic blades (however, the blade will only appear when the weapon is used by an angel). Angels will sometimes have gold or gems in their lairs.

Angorocan (20)

Angorocan drop all manner of cybernetics and augmentative hardware. This can include anything from weapons to devices. Angorocan often have elaborate lairs in which they store all manner of wealth and technologies.

Arachnis (2)

Arachnis carry weapons and items. The stinger of an arachnis can be cut from the creature and used as a weapon to deliver up to 1d3 stings.

Axomas (4)

Axomas drop various cybernetic and augmentative parts when killed. There is a 1 in 6 chance that their self-destruct mechanism will remain intact after they are killed. They may have loot from previous victims nearby or within their lairs.

Blister Wart (5)

The poison in blister warts nettles will remain potent for 1d3 days after the creature has died. Parts of the blister wart can be eaten. Blister wart tastes like bloody celery.

Boobarooza (5)

Boobarooza have a thick shell (AC 3) which can be used as armor. The head

of a boobarooza can be used as a mask/helmet.

Boohooohoo (12)

The feathers of a boohooohoo are waterproof. The talons can be made into blade weapons. The meat of the creature can be eaten. The beak can be used as a helmet or head ornament (AC 1).

Brain Eater (9)

The stabbing extremities of the brain eater can be used as blade weapons.

Catling (1)

Catlings carry weapons and items. Catling fur is super soft and warm. The claws of catlings can be used to make slashing gloves. Catlings are fond of gold and other items of value.

Cephalos, Frigid (18)

The meat of the frigid cephalos tastes like fish. The hide of this creature can be used to make armor (AC 3).

Cephalos, Warm (18)

The meat of the warm cephalos tastes like fish. The warm cephalos has an organ called a charbroiler. When exposed to the sun (1d6 minutes), the charbroiler will explode (8d6 damage). The hide of this creature can be used to make armor (AC 3).

Cerebral Witch (8)

Cerebral witches carry weapons and items. They almost always have a magic weapon on their person. The home of a cerebral witch will contain various items of value.

Cinder Doll (2)

Cinder dolls drop ashes when they die.

CREATURE LOOT DROPS

Cotcodac (7)

The meat of the cotcodac can be eaten.

Crematoru (28)

You will never kill this thing anyway so don't worry about it.

Crush Mongor (14)

Crush mongors aren't interested in keeping souvenirs. When their bodies are destroyed they turn into useless rocks.

Deeplings (1)

Deeplings carry primitive little weapons and items.

Dementicorn (13)

The horn of a dementicorn allows the user to cast spells up to LVL 7. The hides, bones, and tendons can be used to make dementicorn glue.

Demon, Gouge (14)

Gouge demons carry weapons and items. They carry a giant weapon. Gouge demons hoard gold, shiny things, and other valuables.

Demon, Imp (1)

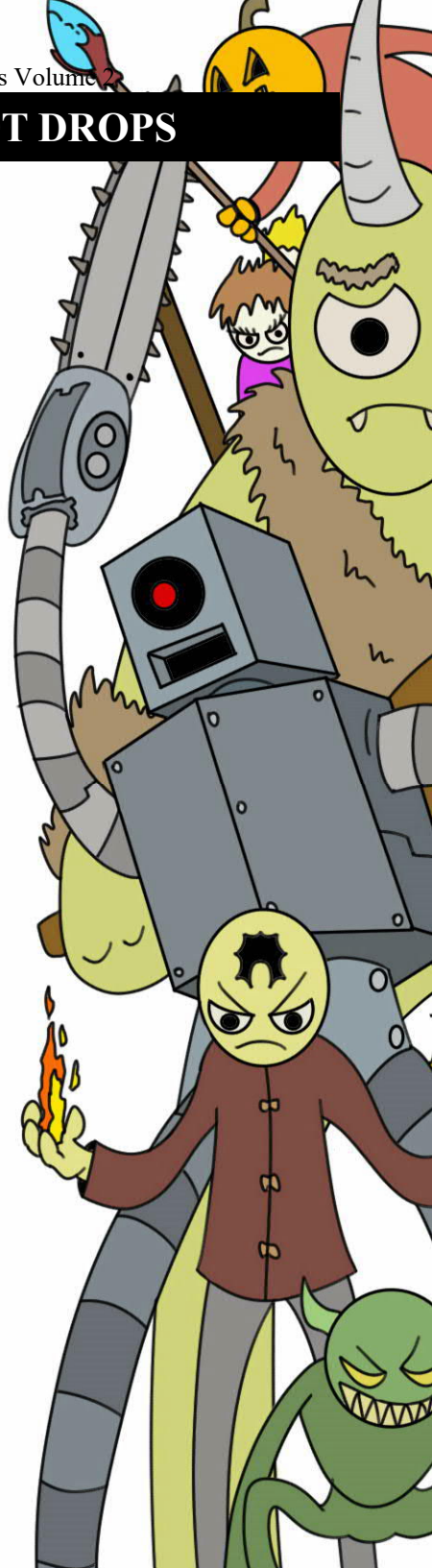
These guys carry a light weapon and some basic items.

Demon, Pus (3)

Pus demons sometimes have light weapons and basic items. The blood of a pus demon is made of an acidic substance which can be carefully gathered and used for all sorts of nastiness.

Demon, Scourge (17)

Scourge demons carry a flaming lash. The skin of a scourge demon is scaly and thick and used to make demon skin armor (AC 3). The lair of a scourge demon may contain a great deal of wealth and items.



CREATURE LOOT DROPS



Demon, Succubus (12)

Sometimes carry weapons and items. The lair of a succubus may contain a great deal of wealth and items.

Demon, Worm Lord (22)

A worm lord will always carry a magic item of terrifying power. The lair of a worm lord may contain a great deal of wealth and items.

Dimling (1)

Dimlings evaporate into shadows when killed. They drop nothing.

Dragon, Bolgo (26)

The scaly hide of a bolgo dragon can be used to make bolgo dragon armor (AC 5). Bolgo dragons are hoarders and keep ridiculous amounts of junk and treasure in their lairs. The teeth and claws of the dragon are often used as daggers.

Dragon, Bristleback (22)

The scaly hide of a bristleback dragon can be used to make bristleback dragon armor (AC 5). The back bristles of this dragon can be used to make piercing weapons and spearheads. The acidic blood of a bristleback can be gathered. The teeth and claws of the dragon are often used as daggers. Bristlebacks hoard items of value and shininess.

Dragon, Lash (23)

The corpse of a lash dragon is radioactive and extremely dangerous.

Dragon, Mindshark (17)

The scaly hide of a mindshark dragon can be used to make mindshark dragon armor (AC 5). The teeth and claws of the dragon are often used as daggers. Mindsharks hoard items of value and shininess.

CREATURE LOOT DROPS

Dragon, Rotten (18)

The teeth of a rotten dragon can be used to make zombie daggers which have a chance (1 in 6) of turning the victim into a zombie in 1d6 hours. Rotten dragons may hoard (50% chance) items of value.

Dragon, Sea (20)

The scaly hide of a sea dragon can be used to make sea dragon armor (AC 4). Sea dragons have underwater hordes of plunder from ships they have sunk. The bile of a sea dragon can be used to make a water breathing potion.

Elf, Gloom (1)

Gloom elves carry weapons and items.

Elf, Ice (1)

Ice elves carry weapons and items.

Fire Goat (3)

The hide of a fire goat is magical and remains constantly warm, even after the creature has died.

Flail Thorn (10)

Flail thorns rarely have any items of value. Any items they do possess will be taken off recent victims.

Formican (1)

Formican carry weapons and items. The exoskeleton of a formican can be used as armor (AC 3).

Galeon (2)

Galeons have various augmentations which have a great deal of value on black markets. Galeons carry weapons and items.

Galosasteed (X)

The fur of a galosasteed can be used to make clothing.

Gingomeer (1)

Dead gingomeers are ground up and mixed with magical reagents to create yekets.

Golem, Chain (10)

Once killed, chain golems leave a heap of sturdy chains.

Golem, Hook (12)

When killed, hook golems leave a pile of melted metal and hooks.

Golem, Mirror (16)

A mirror golem will leave shattered fragments of mirrors when it's killed. These fragments can be forged into powerful weapons and armor.

Golem, Snow (2)

Snow golems leave a pile of slush behind.

Golus (14)

Most golus will leave behind vast empires and trade routes. Complex wills and contracts of how these trade route empires are divided at the time of a golus' death are often held by third parties. In addition to these empires, golus may also have ships, armies, and fortunes acquired over time.

Haint (3)

Haints leave nothing.

Hallucinocorn (11)

The horn of a hallucinocorn will allow the user to teleport 1d3 times per day.

Headman (1)

Headmen drop axes and sweet beards.

Horror (1)

The horror carry weapons and items. They wear the skulls of zog beasts.

CREATURE LOOT DROPS



Howlor (7)

Howlors have an organ called a char-broiler, which if left exposed to sunlight (1d6 minutes), will explode (8d6 damage).

Hungry Ghost (5)

Hungry ghosts leave nothing except the faint stink of an old fart.

Iron Colossus (22)

A destroyed iron colossus will leave behind a mountain of metal, gears, pulleys, levers, and other mechanical parts.

Juzjely (7)

Juzjely leave poison slime which can be gathered.

Kill Doll (1)

Kill dolls carry weapons and items.

Killapede (13)

The exoskeleton of a killapede can be used as armor. The pincers of the creature have a 1 in 3 chance of retaining poison (if the creature has poison).

Labyrinthor (9)

A labyrinthor often has a valuable treasure trove at the heart of its labyrinth. This treasure is composed of items taken from those who died within the creature's maze.

Lazula (2)

Lazula carry weapons and items.

Magma Dude (6)

A magma dude will drop a fire eye which is often used to imbue a weapon with the ability to create a stream of fire.

Mantida (3)

Mantida carry weapons and items.

CREATURE LOOT DROPS

Marble Head (11)

Marble heads fly about in Alel Thrones, which they may leave behind when killed.

Memnotz (6)

Memnotz carry weapons and items. Memnotz wear leather armor (AC 2).

Mist Folk (4)

Mist folk will drop a magic staff. Mist folk often have large amounts of items, books, and other objects in their residence.

Mountain Lord (18)

Mountain lords leave nothing of value.

Nod Beast (7)

A nod beast leaves its body behind. The digestive portal into the Antiverse will remain active for 1d6 hours after the creature's death.

Ozotum (3)

Ozotum will leave behind their quilquim symbiote. Ozotum carry weapons and items. They often use rooks as mounts.

Pain Worm (14)

Pain worms leave giant spiked collars behind. The lair of a pain worm may be filled with objects of value from earlier victims. The teeth of a pain worm can be used to make terrible weapons.

Picmic (1)

Picmic carry weapons and items. Some may carry handmade contraptions.

Pox Snail (13)

The poison venom within a pox snail can be gathered. LVL 2 poison.

Quilquim (1)

A quilquim leaves nothing when killed.

Revenant (8)

A revenant will drop its magic scythe if killed in the Gray Planes. If the revenant is killed on another plane, it drops nothing.

Sarkarata (7)

Sarkarata carry weapons and items. The poison barb of the creature can be cut out and used after its death. Sarkarata often gather jewels, gold, and other shiny items of value.

Scale Folk (2)

Scale folk carry weapons and items. The scales of scale folk can be used to make scale folk armor (AC 2).

Seaclops (8)

A seaclops carries weapons and items. Seaclops often own underwater fortresses and loads of valuable items.

Seed Beast (17)

Seed beasts drop nothing (although they might be filled with their victim's remains).

Shark Bull (6)

Shark bulls leave shark bull meat which is eaten by lots of folks.

Slorm (12)

Slorms are often filled with remnants from their victims. Metal and stone objects are impervious to the slorm's acid and will remain in the creature long after the victim has been devoured.

CREATURE LOOT DROPS



Slugorn (5)

Slugorns carry weapons and items.

Snake Cloud (5)

Snake clouds will evaporate leaving only a broken snake cloud spawner behind. A snake cloud spawner looks like a dried seed with weird holes in it.

Soulless (4)

Soulless carry weapons and items.

Sparkster (2)

Sparksters leave nothing but ash.

Sphinx (9)

A sphinx often guards a great treasure.

Titan (20)

Titans carry weapons and items. They often live in ancient places filled with relics of the past.

Titan, Galeo (20)

Galeo titans carry huge weapons and items. They often live in ancient places filled with relics of the past.

Titan, Junk (20)

Junk titans are composed of gears, pulleys, dynamos, and other mechanical parts. When they are destroyed they leave behind a mountain of mechanical parts and metal.

CREATURE LOOT DROPS

Titan, Sea (22)

Sea titans carry weapons and items. Sea titans drop a magical trident. Sea titans are extremely wealthy and have underwater palaces filled with riches.

Titan, Soul (24)

When a soul titan is killed all of the souls within it are released.

Triksel (2)

Triksel carry weapons and items.

Trilleon (26)

Trilleons carry weapons and items. When a trilleon is killed, its life dynamo will remain active for 1d3 days. During this time, the life dynamo can be placed into a new trilleon body.

Veil Bats (14)

Veil bats leave nothing of value.

Veil Raider (7)

Veil raiders carry weapons and items. Veil raiders drop plasma blades. Veil raiders drop veil raider armor (AC 3).

Wixie (3)

When wixies die they turn into fun dust which other pixies eat. The dust

can be gathered and used to perform a single fun magic spell.

Yeket (9)

Yekets carry weapons and items.

Yeton (7)

Yeton may carry primitive weapons.

Yobalor (22)

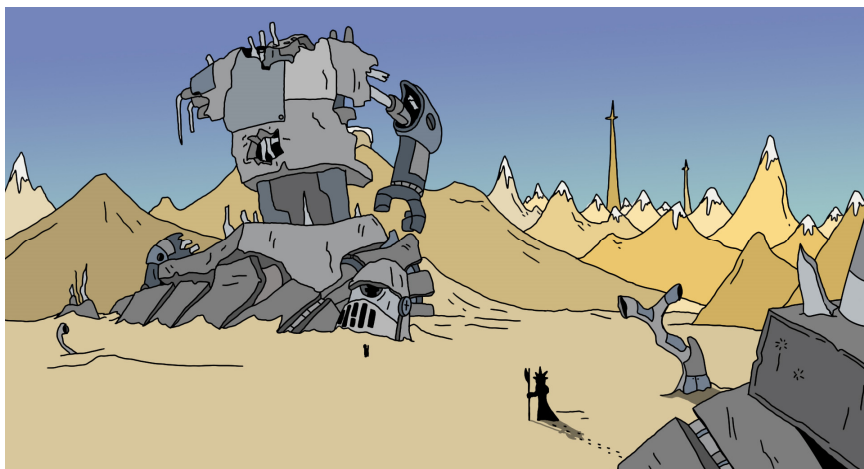
The ink from a dead yobalor can be harvested.

Zog Beast (2)

A zog beast's horn can be ground into a powder and used to heal wounds. The skulls of zog beasts are used as masks by the horror.

Zyverax (14)

The tooth of the zyverax can be used as a dagger. The poison of the zyverax can be harvested. The scaly hide of a zyverax can be used to make zyverax armor (AC 3).



NON-HUMAN PC BUILDER

Non-Human PC Templates

The following section provides templates for creating non-human PCs. All templates included are for LVL 1 PCs. “Magic equal to LVL” indicates that particular species is capable of using magic (although in order to do so, the individual must possess the Arcane boon). “Weapon Specialty” indicates that the particular species is naturally adept with a specific weapon and thus receives +1 die when using that weapon or item.



Arachnis

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 11+BRT, **AC:** 1, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 3, **Flaws:** 1d3

Poison Sting: 1d6 damage. LVL 2 poison. **Stab:** 1d6 damage. **Night Sight.** **Wall Crawl.**



Catling

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 2+LVL, **Boons:** 3, **Flaws:** 1d3

Better Hearing. **Claws:** 1d6 damage. **Land on Feet:** A catling can make a DEX check against a TN to land on their feet without damage (heights up to 3 stories).

Magic equal to LVL. **Nine Lives:** Some catlings have nine lives, an innate ability to dodge death by sheer luck. A catling facing death can roll an extra die on any die roll in order to avoid death. This can be done nine times over the course of a catling's life.



Elf, Gloom

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d3

Better Sight. **Magic** equal to LVL. **Night Sight.** **Gloom** **Elf Weapon Proficiency:** Gloom elves gain +1 die with all gloom elf made weapons (such as Askar Gloom Blades). **Subterranean Direction.** Gloom elves can always find north when underground.

NON-HUMAN PC BUILDER



Elf, Ice

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d3

Better Hearing. Better Sight. Magic equal to LVL. Ice elf magic is generally based around water/ice. **Ice Elf Weapon Proficiency:** Ice elves gain +1 die with all ice elf made weapons (such as Elven Cold Blades). **Night Sight. Resistance to Cold.**



Formican

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 5

Base HP: 12+BRT, **AC:** 3, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 1d3, **Flaws:** 1d3

Bite: 1d6 damage. **Chemical Release:** Formican can release a series of chemicals that communicate with nearby formican. These signals can include such things as danger, food, sugar, or other types of basic ideas. **Night Sight. Nose for Sugar:** Formican have an incredible ability to sense sugar.



Galeon

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 12+BRT, **AC:** 3, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d3

Augmentation: Galeons have bodies that have been augmented with various devices, tools, or weapons. Augmented eyes (motion sensors, infrared, etc.) and limbs (spring loaded legs, axe/sword arms, shooting fists, grappling hooks, etc.) are common. Players using augmented galeons should create a backstory for the augmentations. **Resistance to Poison/Toxin/Disease.**



Headman

Archetype: Humanoid, **Size:** Tiny (0)

Stat Points: 4

Base HP: 10+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 0, **Boons:** 1, **Flaws:** 1d2

Axe Proficiency: Headmen gain +1 die when using an axe. **Three for One:** Headmen run in packs. When playing a headman character, create three separate headmen PCs to play simultaneously.

NON-HUMAN PC BUILDER



Lazula

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d2

Magic equal to LVL. **Object History.** Lazula have the innate ability to recall the history of an object by touching it. They can use this ability once per day. **Lazula**

Weapon Proficiency. Almost all Lazula have a personal weapon which was bestowed upon them in late childhood. +1 die is added to rolls using their personal weapon.



Scale Folk

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 2, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 2, **Flaws:** 1d3

Magic equal to LVL. **Regenerate.** Scale folk can regrow a lost limb over the course of 1d2 weeks. **Water Breathing.**



Triksel

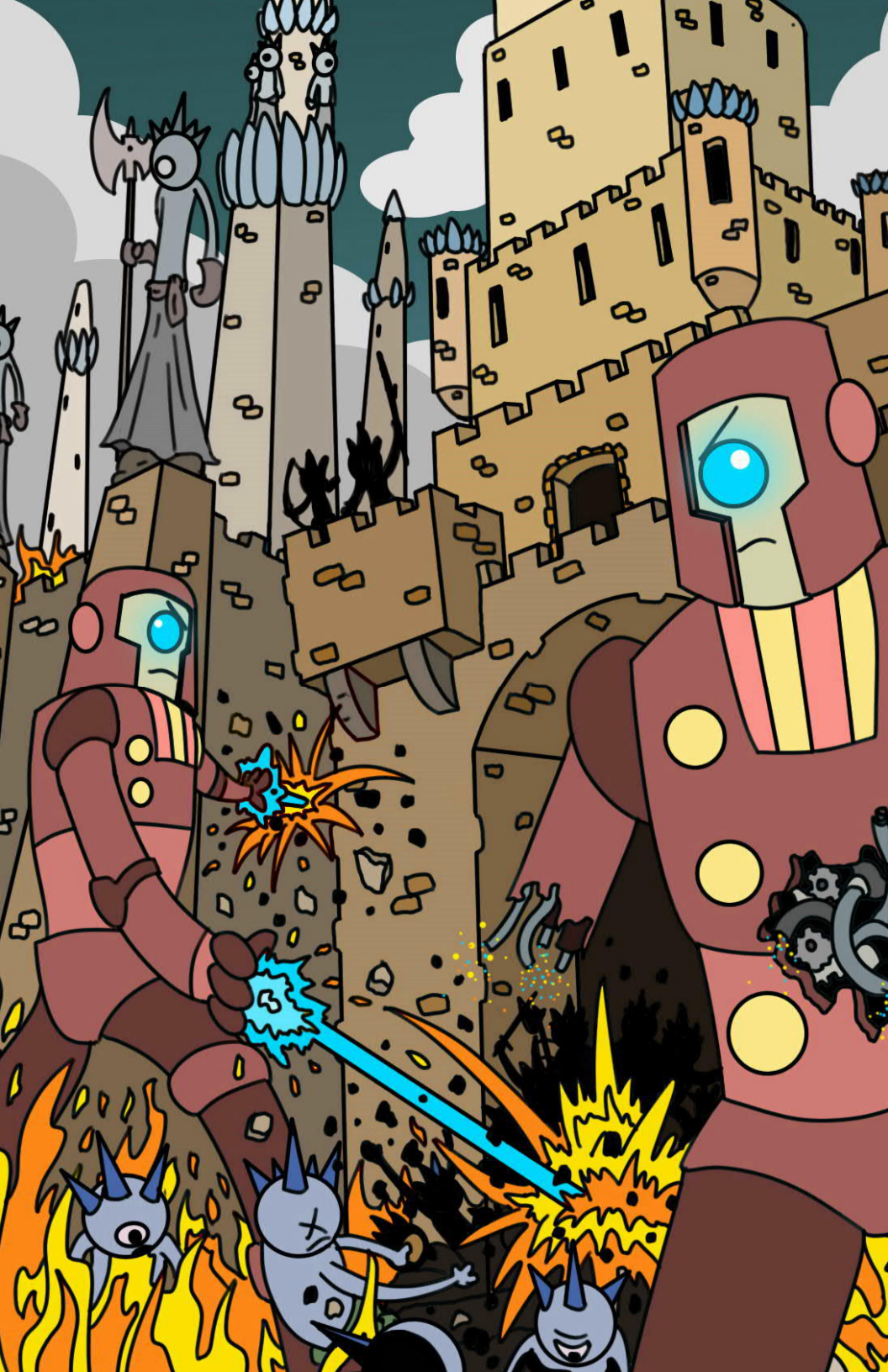
Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 12+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 3, **Flaws:** 1d3

Magic equal to LVL. **Sixth Sense:** Triksel can sense surprise attacks, creatures moving in silence, hidden objects/traps/doors, and lies. This ability can be used equal to the Triksel's LVL per day.



CUSTOMIZING CHARACTERS



Customizing Characters

The following section is a smattering of various charts for randomizing character elements. This section is divided into five main parts: Physical Charts, Mental Charts, Social Charts, Goals, and Random Life Event Charts. This section is provided as a way to randomly generate aspects of an NPC/PC that are not covered in the normal character creation process.

CUSTOMIZING CHARACTERS

Physical Charts

The following section presents a series of charts for randomly determining various physical conditions.

Age (2d6)

Roll	Age
2-8	Young
9-10	Adult
11	Elderly
12	Ancient

Weight (d6)

Roll	Weight
1	Lighter than Average
2-4	Average
5	Heavier than Average
6	Much Heavier than Average

Height (d6)

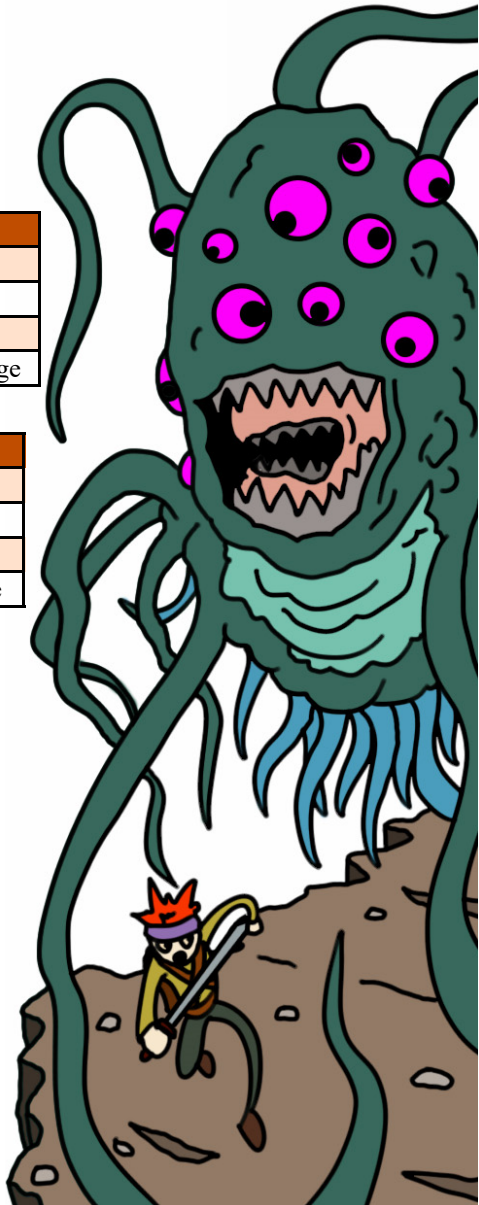
Roll	Height
1	Shorter than Average
2-4	Average
5	Taller than Average
6	Much Taller than Average

Eye Count (2d6)

Roll	Eyes
2	1
3-8	2
9	3
10	4
11	5
12	6+

Extra Extremities (2d6)

Roll	Extremities
2-7	1
8	2
9	3
10	4
11	5
12	6+



CUSTOMIZING CHARACTERS

Extra Heads (2d6)

Roll	Head
2-7	Malformed Head
8	Half-Formed Extra Head
9	+1d3 Heads
10	+1d3 Malformed Heads
11	Embedded Head
12	Extra Head (Backward)

Skin (d6)

Roll	Type
1	Feathers
2	Hair/Fur
3	Scales
4	Scars
5	Skin
6	Unorthodox

Mutations

Roll 1d6 to determine the mutation chart to roll on.

Roll	Chart 1	Chart 2	Chart 3
1	Deformity	Odor	Antennae
2	Horns/Antlers	Hairy	Fused Digits
3	Bulging Eyes	Scaly	Fangs
4	Quills/Barbs	Weird Color	Hairless
5	Obese	Sores	Hideous
6	Tail	Albino	Hunched

Roll	Chart 4	Chart 5	Chart 6
1	Elongated	Huge Head	Diseased
2	Multiple Arms	Glow	Radioactive
3	Multiple Heads	Webbed	Ugly
4	Multiple Legs	Rotting Flesh	Wings
5	Gigantism	Tumors	Wrinkled
6	Poisonous	Exoskeleton	Atrophied



CUSTOMIZING CHARACTERS

Mental Charts

The following section presents a series of charts for randomly determining various mental conditions.

Mental Conditions

Roll 1d6. A roll of 1 or 2 indicates Chart 1. 2 or 3, Chart 2. 5 or 6, Chart 3.

Roll	Chart 1	Chart 2	Chart 3
1	Paranoid	Phobia	Pathological Liar
2	Delusional	Psychotic	Memory Loss
3	Obsessive	Antisocial	Phobia
4	Sociopath	Nervousness	Always Sleepy
5	Narcissistic	Pyromania	Perfectionist
6	Nervous	Kleptomania	Substance Problem

Phobias

Phobias are disabling fears a character may possess. Roll 1d6 to determine the phobia chart to roll on. A roll of 1 or 2 indicates Chart 1. A roll of 3 or 4 indicates Chart 2. A roll of 5 or 6 indicates Chart 3.

Phobia Chart (d6)

Roll	Chart 1	Chart 2	Chart 3
1	Large Creatures	Machines	Water
2	Magic	Undead	Violence
3	Disease	Storms	Foreigners
4	Death	Bridges	Specific Creature
5	Darkness	Cramped Places	Heights
6	Specific Colors	Open Places	Crowds



CUSTOMIZING CHARACTERS

Social Charts

The following section presents a series of charts for randomly determining various social circumstances.

Home Place Generator (2d6)

Roll	Home Place
2	Wilderness
3-4	Countryside
5-6	Village
7-9	Town
10	City
11	Nomadic
12	Unknown

Sibling Generator (2d6)

Roll	Siblings
2	Unknown
3-5	None
6-7	1
8-9	2
10	3
11	4
12	5+

Parent Profession (2d6)

Roll	Profession
2	Slave
3-4	Unemployed
5	Merchant
6	Farmer
7	Artisan
8	Criminal
9	Explorer
10	Noble
11	Unknown
12	Other

Wealth Generator (2d6)

Roll	Wealth
2	Slave
3	Hand to Mouth
4-5	Dirt Poor
6-7	Lower Class
8-9	Some Means
10	Wealthy
11	Rich
12	Super Rich

Parent Generator (2d6)

Roll	Parents
2	Loving
3-5	Neglectful
6-7	Kind
8-9	Nasty
10	Unknown
11-12	Dead

Friend Generator (2d6)

Roll	Friends
2	No Friends
3-5	Acquaintances
6-8	Friend
9	Close Friend
10	Best Friend
11	Inseparable
12	Soul Mate

Romantic Status (2d6)

Roll	Relationship
2	Lonely
3-6	Involved
7-8	Seeking
9-10	Uninterested
11-12	In Love

CUSTOMIZING CHARACTERS

Goals

Goals can be used as starting points to create backstories in PCs/NPCs. Goals can be broadly interpreted and should be used to imagine scenarios. Roll 1d6 to determine which Goal Chart to roll on. Roll as many goals as needed. We have provided several examples of how to use goals when building a PC/NPC.

Goal Chart (1d6, roll twice)

Roll	Chart 1	Chart 2	Chart 3	Chart 4	Chart 5	Chart 6
1	Befriend	Discover	Return	Avoid	Learn	Cheat
2	Fix	Prove	Deliver	Break	Rebel	Disappear
3	Heal	Create	Acquire	Kill	Revenge	Con
4	Help	Save	Find	Meet	Sooth	Influence
5	Solve	Seek	Hide	Resolve	Trap	Move
6	Survive	Gain	Collect	Steal	Travel	Destroy

Example 1: John rolled a 6 on Chart 4, which is Steal. John can interpret the word as he sees fit. Perhaps it means something was stolen? Maybe it means that John's PC has a goal to steal something or someone? Maybe it's a rumor the PC heard? It is up to John to determine how to use the goal to create a backstory for the character.

Example 2: Mavis rolled a 2 on Chart 1, which is Fix. Perhaps Fix means to fix something physically, like a machine? Maybe it means to fix a relationship with someone else? Maybe to fix a contest in order to make some monies?

Goal Strength

PC/NPCs have certain goals. Some of these goals are more important than others. In order to determine the strength of each goal, roll 1d6. The higher the roll, the stronger the goal's influence. (Goal strength is simply a way of determining the way a PC/NPC sets priorities.)



CUSTOMIZING CHARACTERS

Random Life Events

The following is a list of ideas for fleshing out a PC/NPC's past. These ideas can be used to create backstories, adventure details, or to create inspiration as to what has led the PC/NPC to become whom he/she is today. Roll 2d6. The first d6 indicates the Event Chart, the second d6 indicates the event on the chart.

Event Chart 1 (d6)

Roll	Event
1	You broke a bone.
2	You nearly drowned.
3	You overcame a phobia.
4	You were caught breaking the law.
5	You were in a coma.
6	You were kidnapped.

Event Chart 2 (d6)

Roll	Event
1	You briefly entered another sphere.
2	You had a best friend.
3	You never backed down from a fight.
4	You survived a fire.
5	You survived a plague.
6	You were tormented as a child.

Event Chart 3 (d6)

Roll	Event
1	You found something weird.
2	You witnessed a great hero in action.
3	You loved animals as a child.
4	You survived a war.
5	You were hurt badly.
6	You were shunned by family.

Event Chart 4 (d6)

Roll	Event
1	You escaped a monster.
2	You had a supernatural encounter.
3	You were a bully.
4	You were bullied.
5	You were lonely for much of your life.
6	You were religious as a child.



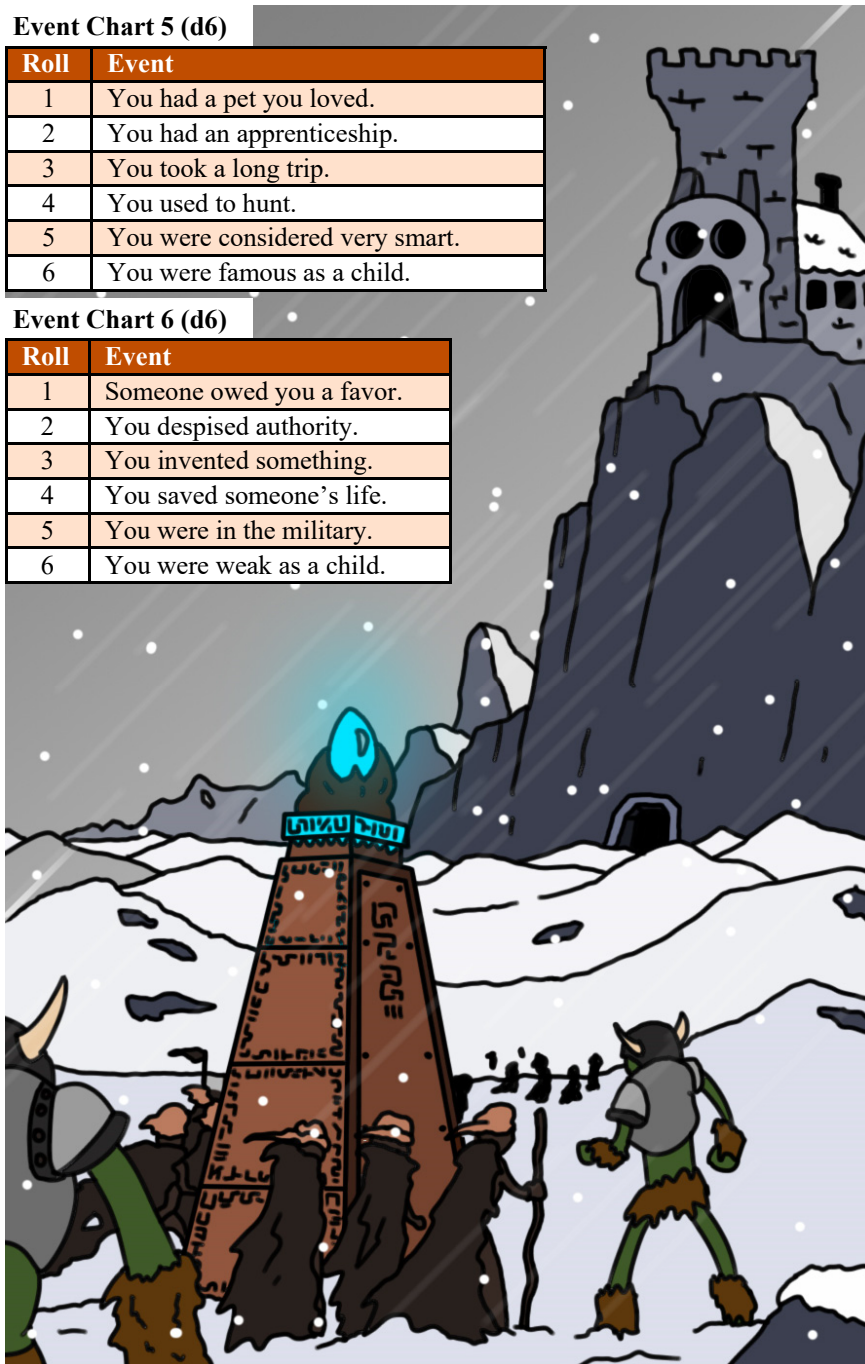
CUSTOMIZING CHARACTERS

Event Chart 5 (d6)

Roll	Event
1	You had a pet you loved.
2	You had an apprenticeship.
3	You took a long trip.
4	You used to hunt.
5	You were considered very smart.
6	You were famous as a child.

Event Chart 6 (d6)

Roll	Event
1	Someone owed you a favor.
2	You despised authority.
3	You invented something.
4	You saved someone's life.
5	You were in the military.
6	You were weak as a child.



ANIMALS of FAR AWAY LAND

Animals of FAL

Far Away Land is home to untold numbers of creatures. Thanks to the Boom War, Far Away Land is filled with incredible amounts of animal life from all over the universe. The following section gives some brief guidelines on how to handle animals in FAL.

Common Animals

Most common animals have the following stats.

Small Animal (like a lizard or rat)

HP: 1, AC: 0, ACT: 4,
BRT: 0, DEX: 1, WIT: 0
Average Damage: 1

Medium Animal (like a dog or pig)

HP: 5, AC: 0, ACT: 4,
BRT: 1, DEX: 2, WIT: 1
Average Damage: 1d2

Large Animal (like a cherb or bear)

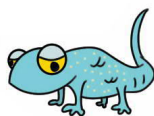
HP: 15, AC: 0, ACT: 4,
BRT: 3, DEX: 3, WIT: 1
Average Damage: 1d6

Huge Animal (like an elephant)

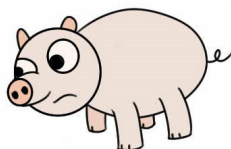
HP: 25, AC: 1, ACT: 4,
BRT: 3, DEX: 3, WIT: 1
Average Damage: 2d6



Cat



Lizard



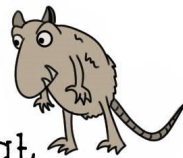
Pig



Dog



Snake



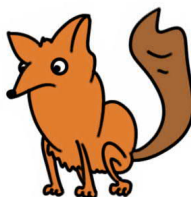
Rat



Bat



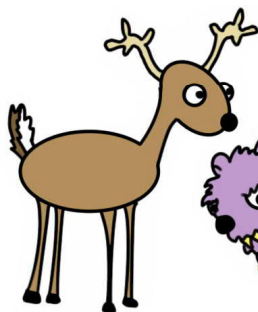
Spider



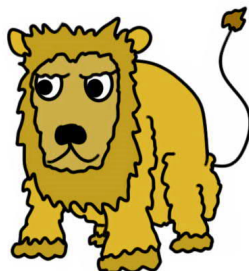
Fox



Sneaker



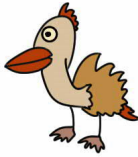
Cherb

Pillow
BearBluetail
Beaver

Leo



Botler



Cyclops
Mountaineer



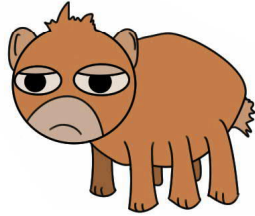
Farrow



Hoala



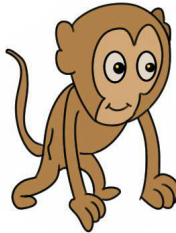
Krait
Worm



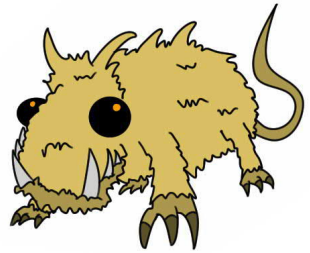
Lask



Meerbat



Minkey



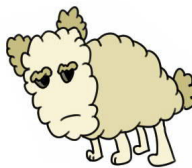
Mutt



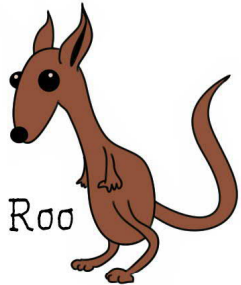
Ololo



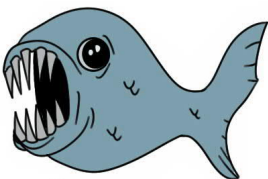
Poorpin



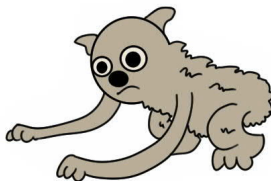
Qoy



Roo



Surgeon



Sloth



Squarl

ANIMALS of FAR AWAY LAND

Far Away Land Animals

The following is a brief list of some animals commonly found in Far Away Land.

Botter

Size: Tiny, HP: 2, AC: 0, ACT: 4
BRT: 0, DEX: 1, WIT: 0

The snub-nosed botter is a burrowing creature found in warm climates. It lives in large groups and digs complex tunnels.

Cyclops Mountaineer

Size: Tiny, HP: 1, AC: 0, ACT: 5
BRT: 0, DEX: 0, WIT: 0

This single-eyed bird lives all over the mountains of Far Away Land. It takes its name from its single eye and its mountain habitat. These birds often live in huge groups called marlings.

Farrow

Size: Tiny, HP: 3, AC: 0, ACT: 4
BRT: 0, DEX: 0, WIT: 0

The forest farrow lives in nests made of leaves and sticks. It sleeps upside-down hanging by its tail.

Hoala

Size: Tiny, HP: 3, AC: 0, ACT: 4
BRT: 0, DEX: 1, WIT: 0

Hoala live high up in trees. They come down to eat things at night. They make a yodeling noise when mating.

Krait Worm

Size: Small, HP: 5, AC: 0, ACT: 5
BRT: 0, DEX: 1, WIT: 1

The two-headed krait worm lives in arid regions. The worm generally lives beneath rocks or in dens. Its bite does 1d2 damage.

Losk

Size: Average, HP: 15, AC: 0
ACT: 5, BRT: 2, DEX: 1, WIT: 1
The lethargic losk is a herd animal often kept for meat, milk, and cheese. Losks eat grass. Cyclops love losks. Sometimes people ride them (very slowly).

Meerbat

Size: Tiny, HP: 2, AC: 0, ACT: 4
BRT: 0, DEX: 1, WIT: 0

The meerbat is a nocturnal creature that lives in rocky outcrops. Meerbats have sharp teeth and sharp talons.

Minkey

Size: Tiny, HP: 5, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Minkeys are goofy, mischievous creatures who are distant cousins of simians. Minkeys live in forests and jungles and eat fruits. They appeared in Far Away Land after the Boom War.

Mutt

Size: Small, HP: 7, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 0

The jacktoothed, clawed mutt is a domesticated dog-like animal kept by less civilized folk (like goabs). Mutts are often trained to guard their owners or property. They howl. **Bite (1):** 1d6 damage. **Claws (1):** 1d3 damage.

Ololo

Size: Tiny, HP: 2, AC: 0, ACT: 4
BRT: 0, DEX: 0, WIT: 0

Ololo are one-eyed serpents. They ingest nutrients through tiny holes in their skin. They often live in pairs.

ANIMALS of FAR AWAY LAND

Poorpin

Size: Tiny, HP: 3, AC: 1, ACT: 4
BRT: 0, DEX: 0, WIT: 0

This tiny forest creature has a back made of sharp quills. Sometimes the quills are poisonous (50% chance LVL 1 poison).

Qoy

Size: Small, HP: 6, AC: 0, ACT: 4
BRT: 0, DEX: 0, WIT: 0

The qoy is a fluffy domesticated animal which is bred for its thick wool. It does exist in the wild, but is mostly found in the care of qoy herders.

Roo

Size: Average, HP: 12, AC: 0
ACT: 5, BRT: 2, DEX: 2, WIT: 0

Roos are giant jumping rats. They live in desert biomes. They are herd animals. **Kick (1)**: 1d6 damage.

Surgeon

Size: Small, HP: 3, AC: 1, ACT: 5
BRT: 0, DEX: 0, WIT: 0

Surgeon are sharp-toothed fish found in lakes and seas of Far Away Land.

There are over fifty types of scurgeon. They are a staple food of many marine cultures. **Bite (1)**: 1 damage.

Sloth

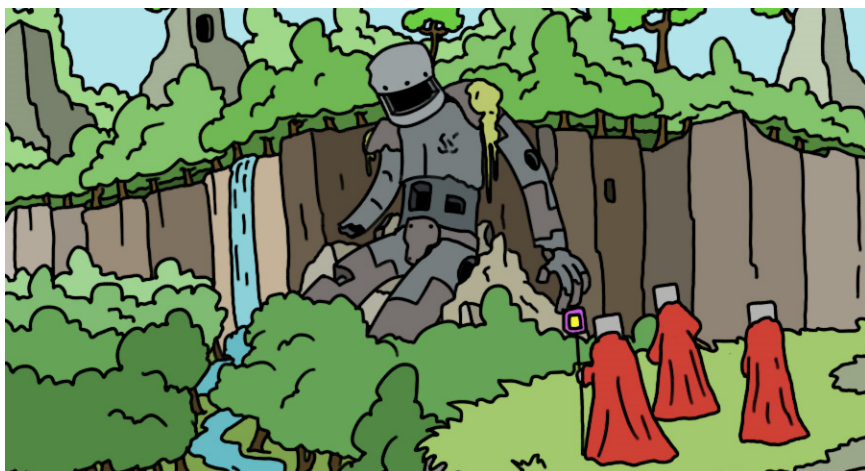
Size: Small, HP: 5, AC: 0, ACT: 3
BRT: 1, DEX: 0, WIT: 0

Slow moving and boring, the sloth lives in trees and spends its life eating leaves that cause it to constantly hallucinate. Its saliva is often used to create a hallucinogenic poison.

Squarl

Size: Mini, HP: 1, AC: 0, ACT: 5
BRT: 0, DEX: 0, WIT: 0

Cute and furry tree rats, squarl live just about everywhere on Far Away Land. Most consider them a nuisance as they often eat crops and make messes.





TREASURE BUILDER

Advanced Treasure Builder

PCs don't always find mounds of gold and gems. In fact, most of the time the treasures of the wild will be bizarre and unique items acquired by their owners through various circumstances. The following section presents a series of charts for establishing various types of treasure, histories, and values. When determining treasure and loot, the GM can use the Creature Loot Drops section of this book in conjunction with the following Advanced Treasure Builder. GMs should ask the following questions when determining creature loot.

Where does creature loot come from?

Creatures that live in solitude will likely have very little loot taken from civilized folks as they have little interaction with the outside world. On the other hand, creatures that act as marauders killing travelers on a daily or weekly basis will most likely have more loot. The GM should tailor the loot to the type of encounter and the environment where the creature lives.

Does the creature drop coins?

Some creatures carry coins. Most civilized (that word is used very loosely in *FAL*) species use some form of gold/silver currency. Those who are traveling long distances will most likely carry more than those going about a daily routine. Some monsters may desire the shininess of coins and some monsters may have a stockpile of coins they have gathered over time. However, large piles of coins are rare.

Does the creature drop items?

Some creatures carry items or have hoarded items over time. Some monsters may keep items as loot due to the nature of the item, a fascination with the item, or a desire to gather things (lots of creatures are hoarders). Creatures that have contact with the outside world may have acquired items over time.

Does the creature drop anything naturally?

Some creatures have natural item loot (like fur, bones, blood, or a magical horn) which can be looted and used once the creature is killed.

Does the creature have a lair or hoard?

Some creatures store up goods or live in a lair where they keep their belongings and loot.



TREASURE BUILDER

Creature Level Modifier

When rolling to determine the value of a random item, first determine the LVL of the creature. Then apply the correct modifier for the random item. This modifier is used when the Item Value is rolled.

Example: The creature is LVL 7. LVL 7 creatures have a -1 value modifier.

Creature LVL	LVL Modifier
1-5	-2
6-10	-1
11-15	0
16-20	+1
21-25	+2
26+	+3



Determine an Item's Value (2d6)

The following chart can be used to randomly determine the value modifier of an item. Roll 2d6 and apply the creature's LVL modifier to the roll. Remember, an average day's wage in Far Away Land is about 1-2 silver pieces (so a week's wage is about 1 gold piece).

Example: We have determined the creature is LVL 7. 2d6 are rolled to determine value. The roll is 8. The -1 modifier (for the creature's LVL) is added for a total score of 7 which indicates the value of the item is Average.



Roll	Value	Value Modifier
2	No	worthless
3-4	Low	half the base value
5-7	Average	base value
8-10	High	base value x 3
11	Fortune	base value x 10
12	Renowned	base value x 50+

No Value items have no market value and are of use to no one. These items are either damaged beyond repair or of such terrible quality as to be useless. No value items have no value and are considered garbage.

Low Value items are of poor quality. These items are in bad condition, cheaply made, or of such low stock as to be of little value. These are items that have been discarded, damaged, or are generally junk. The item's base price is decreased by half.

Average Value items are items of average quality and condition. These are items one would find commonly on store shelves or in the hands of everyday folk. Use the listed item value.

High Value items are of better than average quality. High-quality items are in good condition and often have some design elements that give them a greater value than an average item of the same make. High-quality items can be

TREASURE BUILDER

found in stores, collections, in use by those who have income to spend on such things, etc. Increase the item's base price by at least 3x.

Fortune Value items are items of such high caliber that their existence is often well-known in local circles. These items are of such quality, rarity, and condition that they go for huge amounts of money on most markets. Fortune value items are often created by a craftsman of some fame. The item itself may have seen use in a local event. The item may have had a famous hero/villain associated with it. Increase the base price of the item at least 10x.

Renowned Value items are items of such condition, rarity, fame, and quality that they have become famous the world over. These are items that are often famous for their makers, those who have used them, or events they have been used in. Renowned value items are scarce. These items are often shrouded in mystery and myth. Increase the base value of the item at least 50x.

Examples: A low value (minus half base price) bracelet (base price 5gp) would be worth about 25sp. A Fortune (listed price x10) heavy blade (base value 20gp) would have a value of around 200gp.



TREASURE BUILDER

Random Item Generator

Sometimes coming up with unique items in treasure can be difficult. The following section is provided as a way to help GMs create random items and attributes with simple dice rolls.

General Item Chart (d6)

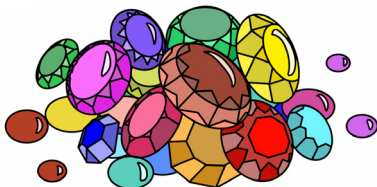
The following chart presents a list of general item categories. Roll a d6 to determine the category, then roll again on the appropriate item chart. The values presented are meant as a rough guideline to determine a starting point on which ultimate item value can be calculated. The GM can and should modify these values as fits their style of play.

Roll	Item Chart
1	Gems
2	Jewelry
3	Hardware
4	Weapons
5	Worn Items
6	Misc. Items



Gems (d6)

Minor Gems are low-quality gems or non-precious stones like agate, moonstone, obsidian, opal, etc. **Precious Stones** are rarer stones like diamond, ruby, emeralds, etc.



Roll	Gems	Value
1-4	Minor Gems	1d6x10gp
5-6	Precious Stones	1d6x50gp

Jewelry (d6)

Amulets are pieces of jewelry that have symbolic meaning and are often worn on a necklace. **Bracelets** are pieces of jewelry worn around the wrists or ankles. **Earrings** refer to jewelry worn in the ear. **Necklaces** indicate jewelry worn around the neck. **Pins** are pieces of jewelry pinned to clothing or armor.

Roll	Jewelry	Value
1	Amulet	10gp
2	Bracelet	5gp
3	Earrings	3gp
4	Necklace	8gp
5	Pin	2gp
6	Other	varies

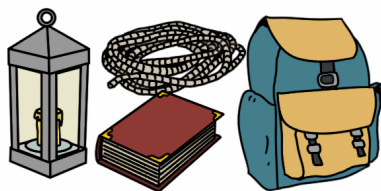


TREASURE BUILDER

Hardware (2d6)

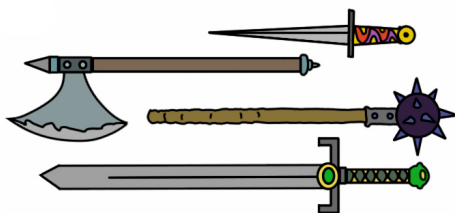
Primitive Tools can include things like clubs, hammer stones, flint knives, clay pots, reed baskets, etc. **Adventure Gear** can include things like rope, lanterns, flint and steel, backpacks, tents, wooden chests, etc. **Common Goods** can be things such as containers, books, candles, toys, food items, etc. **Specialty Tools** can be things like lock picks, surgical tools, alchemical tools, etc.

Roll	Tools/Gear	Value
2-5	Primitive Tools	1gp
6-7	Adventure Gear	5gp
8-9	Common Goods	1gp
10-12	Specialty Tools	10gp



Weapons (d6)

Blade Weapons are things like swords, daggers, knives, etc. **Blunt Weapons** are things like warhammers, maces, clubs, etc. **Ranged Weapons** are things like bows, crossbows, spears, etc.



Roll	Weapons	Value
1	Blade, Light	4gp
2	Blade, Heavy	20gp
3	Blunt, Light	4gp
4	Blunt, Heavy	8gp
5	Ranged, Light	10gp
6	Ranged, Heavy	50gp

Worn Items (2d6)

Light Armor is armor made of leather or thick cloth. **Clothing** is stuff like pants, shirts, cloaks, hats, etc. **Shields** can be made of wood or metal. **Heavy Armor** includes plate, ring, chain, and scale types. **Other** refers to other worn items like glasses, masks, costumes, etc.

Roll	Worn	Value
2-4	Light Armor	25gp
5-7	Clothing	1gp
8-9	Shield	3gp
10-11	Heavy Armor	100gp
12	Other	varies

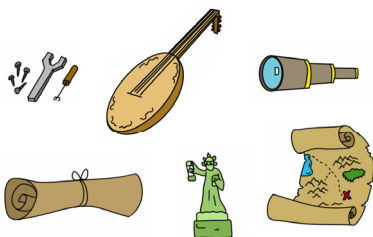


TREASURE BUILDER

Miscellaneous Items (2d6)

Art can include things like statues, paintings, drawings, etc. **Books and Scrolls** include things like books rolled parchments/papers, bound volumes, etc. **Instruments** refer to musical instruments. **Tools** refer to things like hammers, lockpicks, surveying equipment, etc. **Trinkets** are odds and ends, collectible items, and knickknacks. **Maps** refer to various types of maps and pieces of cartography.

Roll	Items	Value
2	Art	10gp+
3-4	Books/Scrolls	5gp+
5	Instruments	5gp+
6	Tools	5gp+
7-8	Trinket	varies
9-11	Maps	varies
12	Other	varies



Magic Items in Loot

The GM may determine that magic items are part of a treasure. Magic items in Far Away Land are fairly uncommon and of great value. To determine a magic item's value, multiply the non-magic item's value by at least 40x.

Example: A heavy blade type weapon has a base value of 20gp. The weapon is of high value (modifier x3) for a total value of 60gp. The GM determines that the item is also magic. The total normal item value of 60gp is multiplied by 40 for a total value of 2,400gp.

Random Magic Items

The following chart is used to randomly create various magic items. **Consumables** refer to items which can be consumed such as potions and foods. **Jewelry** refers to things like bracelets, earrings, necklaces, etc. **Books and Scrolls** includes items such as magic scrolls, tomes, and bound volumes of magical works. **Wands** includes magical wands, staffs, rods, etc. **Weapons** refers to magical weapons like swords, maces, spears, bows, etc. **Worn and Puppets** refers to items which can be worn like clothing, hats, armor, etc.

Roll	Item	Value
1	Consumables	Spell LVL x 20gp
2	Jewelry	Base Price x 40gp
3	Books/Scrolls	Spell LVL x 30gp
4	Wands	Spell LVL x 30gp
5	Weapons	Base Price x 40gp
6	Worn/Puppets	Base Price x 40gp

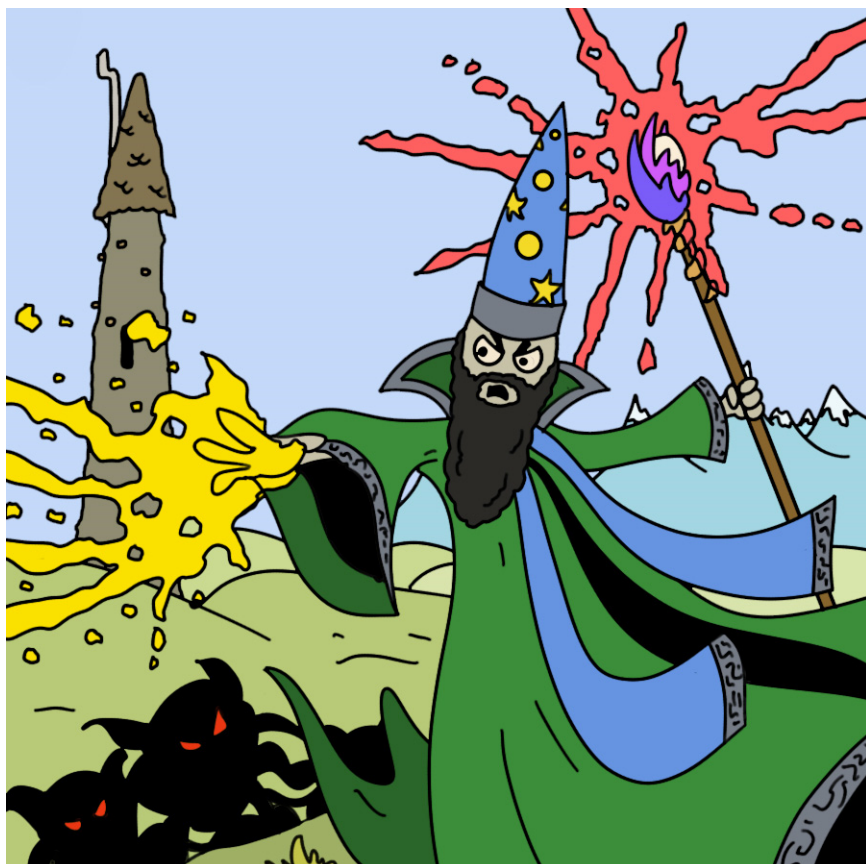
TREASURE BUILDER

Spell Level and Type (2d6)

The following charts can be used to randomly determine the level of the spell associated with the item as well as the type of spell.

Roll	Spell Level
2-8	LVL 1-3
9-10	LVL 4-6
11	LVL 7-9
12	LVL 10

Roll	Spell Type
2-3	Elemental/Light
4	Harm/Curse
5	Heal/Bless
6	Protection
7	Summoning
8	Illusion/Hallucination
9	Morph/Regenerate
10	Detection/Sense
11	Undead/Resurrect
12	Amplification



TREASURE BUILDER

Item History

An item's history should tell a story. Establishing a history or backstory for an item can further flesh the item out. This history/story can include how the item was created, who created the item, what the item was created for, where the item has been, etc. Items that carry stories can help expand the game world and add detail, paths of adventure, and connections to historical and contemporary events within the world. You can use the following charts to create an item's history.

Age (2d6)

Age indicates when the item was created. **Ancient** items are older than 1,000 years. **Old** items are created more than 100 years ago. **Recent** items are items less than 100 years old. **Contemporary** items are items created in the last few years. **Future** items are items that were created in the future.

Roll	Age
2-3	Ancient
4	Old
5-7	Recent
8-11	Contemporary
12	Future

Maker/Owner/Event (roll 2d6 three times)

Roll three times on the following chart to determine the level of fame associated with the Maker, Owner, and Event the item in question is associated with. The **Maker** of an item indicates the person who created the item in question. The **Owner** of an item indicates the person(s) who owned the item in question. The **Event** associated with the item indicates a specific event(s) in which the item was involved.

Roll	Maker
2-7	Of No Account
8-9	Locally Known
10-11	Well-Known
12	World Famous

Of No Account indicates the maker/owner/event has no fame associated with him/her/it. **Locally Known** indicates the item was created in a region where the maker/owner/event was fairly well-known for his/her work. **Well-Known** indicates the maker/owner/event of the item was well-known. **World Famous** indicates the maker/owner/event has a high level of fame.

Describe the History of the Item

Use the following prompts to describe the history of an item. Each prompt has several examples associated to get you going.

Maker: The maker of the item was famous for... *Great skill. Attitude. Dastardly deeds. Being a con artist. Being prolific. Making only a few items. Attention to detail. Trickery...*

Owner: The owner of the item was famous for... *Good/terrible deeds. Great skill. Changing the world. Betrayal. Great wealth...*

Event: The event associated with the item was... *A war. A fight/battle. Thought to have destroyed/lost the item. A burial. Magical. A catastrophe. Love...*















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