



MONSTRUM ENCYCLOPEDIA

A GENESYS BESTIARY



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CONTENTS

Introduction 4

Adversary Profiles 4

Chimera 6

A Treacherous Ascent 7

Ghost 8

The Lost Piper 9

Medusa 10

Mirrors of the Past 11

Document Change Log..... 14

INTRODUCTION

Welcome to Monstrum Encyclopedia. I am excited to present the first of what I desire to be many contributions to our community. While there are many excellent resources on the web that include a myriad of beasts, monsters, and NPCs, I wanted to share my take on them with you. I hope that you like this book and find it useful in challenging your players and inspiring the narratives you build together.

ADVERSARY PROFILES

Profiles are organized to help Game Masters find the information they need. Below are the descriptions of the categories.

- **Name:** The name of the adversary is listed, followed by its origins, appearance, and general place in the world.
- **Profile:** Lists the adversary's characteristics, skills, talents, abilities, and equipment.
- **Type:** Whether the character is a minion, rival, or nemesis.
- **Silhouette:** The character's relative size.
- **Taxonomy:** A categorization of adversaries into groups of similar types.
- **Habitat:** The places the adversary likes to live.
- **Frequency:** How often the adversary is likely to be encountered when in its preferred habitat.
- **Social Structure:** The size of the groups that the adversary typically exists in.
- **Activity Cycle:** The time of day that the adversary prefers.
- **Diet:** A description of the kind of food the adversary eats. Carnivore, Vegetarian, or Omnivore are common choices.
- **Combat:** Describes how the adversary typically approaches the battle.
- **Behavior:** The adversary's general attitude, how and where they live, and relationships to other adversaries.
- **Ecology:** The adversary's diet, how their presence might affect the surrounding area and other organisms. Potential uses of the adversary's biology if harvested.

KNOWLEDGE CHECKS

Knowledge checks allow characters to know information about a type of adversary. Using a knowledge check in this way is a Maneuver.

The taxonomy of the adversary determines the type of knowledge skill used and the difficulty of the check. These knowledge skills are examples, and in your game, you might use some or none of these. A GM might allow the use of the generic Knowledge skill or a Monster Lore skill that encompasses all types of adversaries.

TABLE 0-1 LORE KNOWN

CHECK	LORE KNOWN
✱	Behavior, habitat and frequency, and general appearance.
✱✱	Taxonomy, social structure, activity cycle, and diet.
✱✱✱	Combat, Soak, Abilities, Equipment, and highest characteristic
✱✱✱✱	Ecology, Wound Threshold, Strain Threshold, defense, resistances, and vulnerabilities.
✱✱✱✱✱	A weakness observed in the specific specimen being observed, granting one upgrade to all checks against that individual.

TABLE 0-2 EXAMPLE SKILL REQUIRED

TAXONOMY	DIFFICULTY	SKILL
Mythic	◆◆◆◆◆	History
Primordial	◆◆◆◆	Natural World
Dragons	◆◆◆◆◆	Dragons
Other Worldly	◆◆◆◆◆	Forbidden Lore
Undead	◆◆◆◆	Religion
Human	◆◆◆◆	History

ENCOUNTERS

I have included a number of sample encounters in this guide. The encounters are designed to highlight the abilities and behaviors of each adversary.

- **The Set Up.** The encounters include a description of the potential avenues by which to get your party involved.
- **A skill challenge.** Tests of the character's skills will come up often in encounters. Traversing the rocky face of a mountain, fighting against a powerful current, or trekking through scorching deserts examples of these tests.
- **Encounter.** This section describes the interaction with the particular adversary that is outlined in the current section of the guide. Many times these will be set as combat encounters, but they can also be social situations.
- **Rewards.** Treasure! This section describes the valuable items the adversary has or in some cases may reward or trade the characters.
- **Moving Ahead.** How to move on from the encounter to continue your main story line, or how to add a twist to the end of the encounter.
- **Tables.** Useful to help you determine setback and boost opportunities and also uses for advantages, threats, despair, and triumph for checks made during the encounter.

Most encounters are limited to one page, with the Medusa encounter being an exception. You can usually find the encounters on the page following the adversary that they are designed for.

Changing out the adversary for any encounter contained in this guide is simple and allows for them to be used in almost any adventure. I hope that you find them to be helpful as you build your own encounters too.

EVERFULL BOOK OF ADVERSARIES

I will update this product regularly to add new creatures and NPCs and their encounters. As I add more content, I will also increase the price.

So get in early, because after you purchase, you will get all the updates at no additional cost!

FEEDBACK

If you have any feedback, issues, or questions you can reach me at:

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ADVANTAGES AND TRIUMPH SUGGESTIONS

Though these are typically in the player's hands to adjudicate, I find it helpful to have suggestions ready in case people suffer decision paralysis.

This can also help you control things a little more, so that a cool event you have set up isn't derailed—just make sure the players feel good about the effect of their rolls.

CHIMERA

Chimera originated when alchemists found themselves unimpressed by the natural creatures around them. Convinced of their own alchemical skills they set out to create a veritable menagerie of beast. Their arrogance however cost them and those around them dearly when they lost control of the monsters they had created and fell prey to the savagery that confinement had bred into the chimera.

Chimera have the head and legs of a lion and a mountain goat, bat wings, and a snake for a tail. Known to attack travelers in mountains, chimera will venture miles from their lofty perches to hunt prey. There have been reports of them leaving bodies in their wake without feeding, perhaps indicating malice towards humans.









CHIMERA [RIVAL]



Skills: Brawl 2, Discipline 1, Stealth 2, Vigilance 1.

Talents: None.

Abilities:

- Adversary 1 (upgrade the difficulty of all combat checks targeting this character by 1)
- Airborne (can fly; see page 100 of the *Genesys Core Rulebook*)
- Maul (add   to Brawl checks against prone or immobilized targets)
- Lion's roar (a melee attack against the chimera that results in  causes the target to add  to all skill checks for the rest of the encounter, on a , the character is immobilized and staggered during their next turn)
- Venom (the target must make a **Hard** (  ) **Resilience check** as an out-of-turn incidental or suffer 4 additional wounds).

Equipment:

- Fang, horn, and venom (Brawl; Damage 8; Critical 3; Range [Engaged]; Knockdown, Venom).

TAXONOMY

Type:	Rival
Silhouette:	2
Habitat:	Mountains
Frequency:	Rare
Social Structure:	Solitary
Activity Cycle:	Day
Diet:	Omnivore

COMBAT

Chimera are vicious combatants and have several tools at their disposal. Not only is the bite of their lion's head vicious, but its roar can unsettle their prey to the point that they are too frightened to even run.

When the chimera has stalked its target to short range, it charges with its goat head to knock the prey to the ground.

As if they weren't dangerous enough, chimeras have a snake tail and use it to disable more dangerous foes through its deadly venom.

BEHAVIOR

Chimera are territorial and become anxious when other predators enter their realms. They become increasingly aggressive when hungry or when protecting their young.

While they are solitary beasts, chimera seek out mates once a year in the spring. They have a gestation period of 110 days and the young set off on their own at 6-8 weeks old.

ECOLOGY

After escaping into the wild, the chimera followed their instincts to find suitable homes. Following the instincts of their goat head, most chose to live in the high mountains. They tend to make their shelters in caves or among the trees growing in parts of the mountain ranges.



A TREACHEROUS ASCENT

While the party is traveling through a mountain pass, they find that the road has been washed out forcing them to make a choice—turn back and go around the mountains or practice their mountaineering skills.

SKILL TEST

To make their way over the mountain, the characters must attempt a **Hard (◆◆◆) Athletics check** and suffer 2 strain. On a failure, the character suffers 2 additional strain and the party suffers 4 strain divided among them as they help their comrade (allow the party to distribute the 4 strain as they see fit).

Table 1-1 Mountaineering Modifiers has suggested changes to the Athletics check. A character may use a story point and spend the coin to say they had purchased climbing gear at their last available opportunity.

Use **Table 1-2 Mountaineering Results** to determine the results of the test.

ENCOUNTER

At a point during their ascent, a chimera attacks the party. The attack happens while they are on steady footing, unless they generated ☼☼ on the Athletics check or the players are looking for an additional challenge.

See **Table 1-3 Attacked Mid-Climb** for suggestions on spending ☼, ▲, ☼, and ☼ during the fight.

REWARDS

Inside the chimera's lair, remains of past victims and their equipment are folded into the nest. There are 400 coins, a backpack, bedroll, 100-foot length of rope, an axe, and 3 opals worth 200 coin each.

The rest of the equipment is destroyed beyond use, but might be used for kindling or makeshift bandages in a pinch.

MOVING AHEAD

Once the party has defeated, driven off, or escaped the chimera, they are free to carry on with the journey.

If you wish to continue further with this encounter, options include a cave leading farther into the mountains off of the chimera's lair or the chimera's nest being full of cubs. There are many ways that the party could handle these options or you are free to create your own.

TABLE 1-1 MOUNTAINEERING MODIFIERS

MODIFIER	REASON
+■	Fog is present
+■	Snow and ice present
+■	High winds
+■■	Climbing at night (without night vision of some kind)
+□□	Using appropriate climbing gear
Upgrade	Very hard and sheer cliff face
Upgrade	Jagged outcroppings make falls more deadly

TABLE 1-2 MOUNTAINEERING RESULTS

DICE SYMBOLS	EFFECT
☼	Suffer 2 additional strain
☼☼	Chimera attacks party mid-climb
☼☼☼ or ☼☼	The active character takes a medium range fall (short with climbing gear) and suffers a critical injury
▲▲	The active character finds a safe and dry place where the party can rest. This takes affect after resolving any negative results
▲▲▲ or ☼	Party is able to avoid chimera entirely

TABLE 1-3 ATTACKED MID-CLIMB

DICE SYMBOLS	EFFECT
☼☼	1) The active character losses their footing and must spend their next maneuver recovering or 2) The active character drops their weapon down the mountain.
☼☼☼ or ☼☼	The active character takes a medium range fall (short with climbing gear) and suffers a critical injury.
☼☼	The ground supporting the character and any climbing equipment fails, sending the character for a long range fall and they suffer the Temporarily Disabled critical injury.
▲▲	The active character's position adds □□ to their next attack or skill check.
▲▲▲ or ☼	The active character is able to use the environment to their advantage to throw the chimera off balance and send it for a short fall before it can regain its footing or flight.

GHOST

Reports of restless and wandering spirits are common in all lands. Are they a manifestation of powerful emotional states or the twisted, vengeful remains of our loved ones? I for one, hope to never find out.

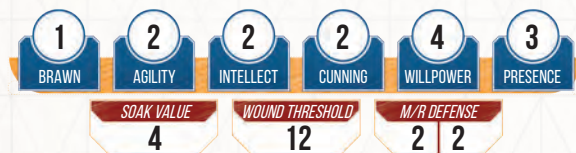
Ghosts take many forms. Spirits of anger, mourning, fear, sadness, and loss. These creatures are trapped. Though some part of who they were in life remains, the impression of their strongest emotions at death takes a dominant hold.

A ghost cannot be vanquished by simple spells or steel. Such things can force them to dissipate for a short time until they recover their energy. There is no way to predict how long that may take for any individual spirit.

Ghosts are especially story-driven adversaries. Though you can use them as just another encounter, they work best when they have a tragic story to tell. By piecing the puzzle together of the circumstances surrounding their deaths, the players can become attached to the ghost tale. There are often angry or hurt people attached to a ghost story as well, some that may try and hinder or even kill the characters.

Ghosts choose two options from the Optional Equipment list. Some of the options count as two choices.

GHOST (RIVAL)



Skills: Cool 2, Discipline 3, Divine 2, Resilience 3, Vigilance 2.

Talents:

- Adversary 1 (upgrade the difficulty of all combat checks targeting this character by 1)

Abilities:

- Silhouette 1
- Cursed to Wander (ghosts cannot be destroyed through normal means. Once they reach their wound threshold, a ghost must rest before manifesting in the world. If the attack that exceeded their wound threshold generated no **A** or **S**, the ghost returns within moments. If the attack generated **A** it can return sometime in the next scene, **AA** can return in the next scene, or **S** can return the following day)

- Incorporeal (ghosts are able to pass through solid objects. They can move vertically and horizontally with equal ease. Ghosts can only be harmed by cold iron, holy water, magic weapons, and spells. They can choose to become visible or invisible as an incidental action)
- Undead (ghosts do not eat, sleep, or breath. They are not subject to disease, poison, or toxin. Some critical affects may not apply to them and are ignored)

Equipment:

- Feel my Pain (Divine; Damage 4; Critical 4; Range [Short]; Breach, Disorient 3, Stun)

Optional Equipment:

- Telekinesis [1] (Divine; Damage 4; Critical 4; Range [Short]; Auto-fire, Telekinetic)
- Battle of Wills [2] (Divine; Damage 4; Critical 4; Range [Engaged]; Breach, Possession, Stun Damage)
- Banshee Wail [2] (Divine; Damage 6; Critical 4; Range [Short]; Blast, Breach, Terror)
- Drain Life [1] (Divine; Damage 6; Critical 2; Range [Short]; Rejuvenating, Vicious)
- Horrifying visage [1] (Divine; Damage 4; Critical 4; Range [Short]; Blast, Breach, Horror)

Optional Equipment Abilities:

- Possession (the target must make a **Hard** (◆◆◆) **Discipline check** as an out-of-turn incidental. If the character fails the GM takes control of the character's turn. The character may attempt the check again on each of their turns during combat. When out of combat, the character can attempt the check if the ghost makes them do something against their character's beliefs. Another character can attempt a **Hard** (◆◆◆) **Social Skill check** to shake the character out of the possession. The GM should not kill the character or make them perform actions that destroy the fun.)
- Terror (the target must make a **Hard** (◆◆◆) **Discipline check** as an out-of-turn incidental. If the character fails and generates **A** they are staggered, with **AA** they are staggered and immobilized, and on a **S** the character is unconscious. These effects last for a number of rounds equal to the attack's Terror rating)
- Horror (the target must make a **Average** (◆◆) **Discipline check** as an out-of-turn incidental. If

the character fails and generates ☹ they are disoriented, with ☹☹ they are staggered, and on a ☹☹ the character is staggered and immobilized. These effects last for a number of rounds equal to the attack's Horror rating)

- Rejuvenating (the ghost recovers wounds equal to the wounds the target suffers)

TAXONOMY

Type:	Rival
Silhouette:	1
Habitat:	Any
Frequency:	Rare
Social Structure:	Solitary
Activity Cycle:	Night
Diet:	—

COMBAT

Passions drive ghosts without the compassion or empathy they may have held in life. Like a young child, ghosts cannot control their outbursts and the consequences are deadly.

THE LOST PIPER

Some people like to take up music. As a hobby, profession, or passion. Most people like music. But in a small and remote village, it united the community in their hatred of the bagpipe. But murder doesn't always solve all your problems. The nightly serenade of an unskilled bagpipe recital has haunted the village ever since.

A local lord needs someone to investigate the villages poor food production, or a scholar hires them to collect ectoplasm from the ghost.

SKILL TEST

The community is very close-knit and share in the guilt over the piper's murder. Their guilt—not the piper's—is what holds the young musician to this world. The difficulty of social skill checks is upgraded by one in general and by two if a stranger starts asking about the piper.

Anyone who sleeps in the village must make a **Hard** (◆◆◆) **Discipline check** to get any rest through the terrible concert that is held each night. The villagers themselves are all tired, cranky, and on the brink of insanity.

Many ghosts attack by launching loose items at their targets with their Telekinesis ability. They can also cause others to share in their emotional pain. Few sights are as disturbing as the look on someone's face who has died from fear.

BEHAVIOR

Many ghosts will play out the last moments of their life, unaware or uncaring of anyone who may be watching. They seek release from their curse, but cannot focus or keep many memories outside of their passion. One thing they all have in common is the propensity to react in unpredictable ways.

ECOLOGY

Ghosts can take on many shapes. While most are more or less human looking, a ghost can be an animal, an orb of light or darkness, or even an object. A ghost can haunt a house and, in some rare cases, be a ghost. Some scholars believe that ectoplasm can form the basis of potions or salves that confer invisibility, the ability to pass through solid objects, or to travel to the spirit world.

ENCOUNTER

The piper's ghost will attack anyone who climbs down the well. The ghost has the Banshee Wail equipment. If they search the bottom of the well, the characters can find the piper's bagpipes. Possessing the bagpipes grants that character an upgrade to all checks they make against the ghost.

REWARDS

The gruff, but grateful villagers will offer the characters a horse and a cart full of common goods and foodstuff in return for helping them get a much-needed night's rest.

MOVING AHEAD

Putting the piper's spirit to rest in one of two ways. The characters can uncover who was responsible for the murder and convince them to confront the spirit. The other way is much harder.

The villager's guilt holds the spirit to this world. Removing that guilt will free the spirit. Killing the villagers is one solution—though that may create an entire village of spirits. The party can also work to convince the village to let go of their guilt.

MEDUSA

Great and terrible is the curse that befell the medusa. Priests say that a once beautiful woman was cursed by the gods for the sin of existing. Sages say those stories are nonsense, and that it must be nothing more than mere legend or, perhaps, if such a thing exists the "curse" of the medusa must be due to some alchemical experiment gone wrong.

Some books depict medusa as having a snakes body and tail in place of legs, others tell that a medusa is a picturesque version of beauty—whatever that means to the people who told the story. But all the stories have one aspect in common, that the medusa has a head covered insnakes in place of hair.

MEDUSA [RIVAL]



Skills: Brawl 2, Discipline 1, Ranged 2, Stealth 2, Vigilance 1.

Talents: None.

Abilities:

- Adversary 1 (upgrade the difficulty of all combat checks targeting this character by 1)
- Venom (the target must make a **Hard** (◆◆◆) **Resilience check** as an out-of-turn incidental or suffer 4 unsoakable strain)
- Petrification (the target must make a **Hard** (◆◆◆) **Resilience check** as an out-of-turn incidental or suffer 4 unsoakable strain. If this causes a character to reach their Strain Threshold, they are turned to stone. On a ☒ the character is turned to stone regardless of their current strain)
- A melee attacker that generates ☹☹ is affected by Venom. If the attacker generates ☹, they instead are affected by Petrification.

Equipment:

- Poisoned arrows (Ranged; Damage 6; Critical 3; Range [Long]; Venom)
- Eyes of stone (Ranged; Damage 6; Critical 5; Range [Short]; Accurate 2, Petrification, Stun Damage)

TAXONOMY

Type:	Rival
Silhouette:	1
Habitat:	Caves, Ruins
Frequency:	Rare
Social Structure:	Solitary
Activity Cycle:	Night
Diet:	Carnivore

COMBAT

Medusa are cunning stalkers, who take advantage of their ability to evade detection to get the perfect shot with their bows.

When engaging more dangerous foes, medusa use hit and run tactics to wear down enemies until they fall victim to the eyes of stone ability.

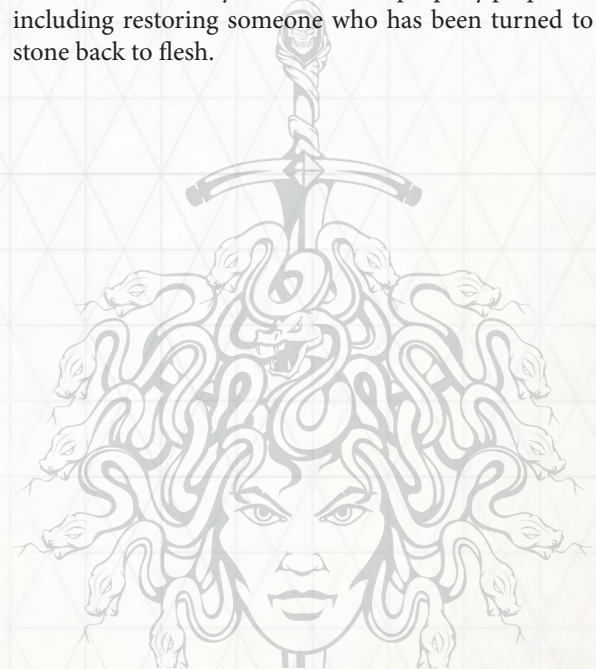
As a last ditch defense, medusa rely on their snake hair to fight off close ranged attackers.

BEHAVIOR

Medusa are haunted creatures, regardless of their true origin. They seek solitude in the forgotten places of the world. Often, their lairs are difficult to approach and would-be invaders are worn out from the journey, making them easy pickings.

ECOLOGY

Some alchemists believe that the blood of a medusa can be used to cure many ailments when properly prepared, including restoring someone who has been turned to stone back to flesh.



MIRRORS OF THE PAST

A medusa has taken up residence in a ruined temple that has sunken. The characters can enter through a nearby sinkhole rappelling down into a watery cavern.

Since we already have a climbing challenge in **A Treacherous Ascent**, we can have each character suffer 2 strain for the climb and call it good. Alternatively, you could have them make a **Average (◆◆) Athletics check**.

The floor of the cavern is medium range from the sinkhole entrance. The characters will enter the dungeon in **Area 1**. There are plenty of rooms left that you can leave empty or populate with your own dressing and dangers.

SKILL TEST

Area 2. A statue sits in the middle of this room upon a dais. The dais is painted with a strange mural, but the images don't seem to line up. This room would be a good place to insert an authority figure or god from your setting that you want to introduce to the players.

The statue room is a puzzle. Three concentric discs in the floor need to be turned until the pictures line up, and then a pressure plate at the feet of the statue must be pressed (perhaps in times past, an acolyte would kneel there).

While the puzzle seems straightforward, it is painted in such a way that there are several configurations. Characters that want to solve the puzzle must attempt a **Hard (◆◆◆) Knowledge or Skullduggery check**. If you use more specific knowledge skills, choose the most appropriate one for the NPC you decided to use for the statue. See **Table 1-5 Statue Puzzle** for check results.

The rest of Area 2 info is on the next page so that you have the medusa and skeleton near each other to reduce page flipping during combat.

ENCOUNTER

Area 3. This room is a gallery of those who have succumbed to the medusa's gaze—soldiers, adventurers, and scholars in poses of anger, horror, or surprise. Varying of the statues hold mirrors of varying shapes and sizes.

The medusa ambushes the characters in this room. The medusa uses hit and run tactics to keep at a range and separate the characters.

The cursed remains of those felled by the medusa's poison rise as two minion groups of skeletons and attack the party as well. There are as many skeletons in each group as there are player characters.

SKELETONS [MINION]



Skills: (group only): Melee (Light), Perception, Vigilance.

Talents: None.

Abilities: None.

Equipment:

- Rusty spear (Melee [Light]; Damage 4, Critical 4; Range [Engaged]; Accurate 1, Defensive 1)
- Rusty shield (Melee [Light]; Damage 2, Critical 6; Range [Engaged]; Accurate 2, Petrification, Stun Damage)








TABLE 1-4 GALLERY OF STONE

DICE SYMBOLS	EFFECT
☠☠	The active character must avoid an assault from the medusa or their minions, suffering 4 unsoakable strain.
☠☠☠ OR ☠☠	The active character is caught in the medusa's gaze through one of the mirrors and is subject to the Petrification ability.
☠☠☠	The active character is caught between a rock and about to become the hard place. With no where to escape, the character is turned to stone.
△△	The active character or another character of their choice is able to make their next attack against the medusa without risk
△△△ OR ☠	The active character tricks the medusa into catching her own gaze in a mirror and she must check against her own Petrification ability.

HOW CAN THE PLAYERS GET TWO DESPAIR?

Though the medusa only has Adversary 1, you can spend a Story Point to upgrade the difficulty.

TABLE 1-5 STATUE PUZZLE

DICE SYMBOLS	EFFECT
	The active character has activated a trap! 1) Poison darts 2) Toxic Gas
 or 	The gods are not amused and send a column of fire that fills the room causing everyone inside to suffer 10 damage. Or maybe it was just a trap.
	The statue in the room animates and attacks the characters.
	The active characters receives a blessing and moves one Story point from the Game Master's pool to the players' pool.
 or 	The active character is favored by the gods. They are 1) given a one time bonus of 5 xp. Once this reward is earned, no other character can claim it; or 2) are protected from the petrification ability of the medusa.

The traps weaken the characters, making them more susceptible to the medusa's Petrification ability. Adding a long trek through a desert or other wilderness will ramp up the challenge.

POISON DARTS

Trigger: Generating threats while solving the puzzle.

Effects:

- Venom (Damage 4; Range [Short]; the target must make a **Average** (◆◆) **Resilience check** as an out-of-turn incidental or suffer 4 unsoakable strain)

TOXIC GAS

Trigger: Generating threats while solving the puzzle.

Effects:

- Venom (Everyone within [Short] range must make a **Hard** (◆◆◆) **Resilience check** as an out-of-turn incidental or suffer 4 unsoakable strain)

ANIMATED STATUE [RIVAL]



Skills: Athletics 2, Brawl 2, Discipline 1, Perception, Vigilance 1. .

Talents: None.

- Adversary 1 (upgrade the difficulty of all combat checks targeting this character by 1)

Abilities: None.

Equipment:

- Stone fists or weapon (Brawl; Damage 6, Critical 3; Range [Engaged]; Breach, Concussive 1, Disorient 3)

REWARDS

Area 2. If the characters successfully solve the puzzle, the statue's base opens to reveal a small cache of treasure including a jade ring worth 200 coins, a silver bracelet set with gems worth 300 coins, and two rose quartz worth 25 coin each.

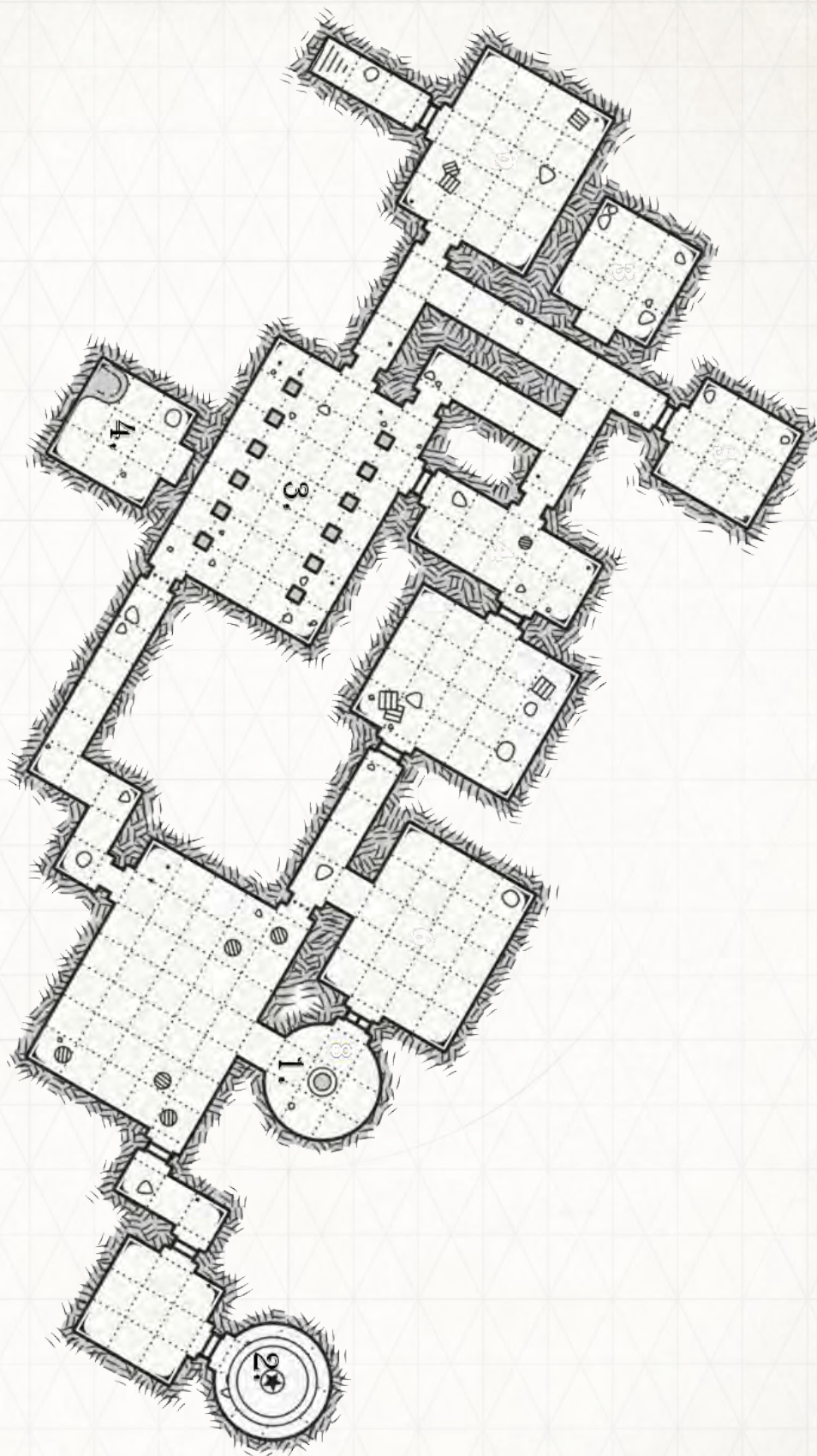
Area 4. Behind a secret door, the medusa's sleeping chambers contains two black pearls worth 200 coins each, a diamond ring worth 1,000 coins, and a fine bronze sword (Melee (Light); Damage +3; Critical 2; Range [Engaged]; Conflagration 3, Defensive 1, Pierce 2).

CONFLAGRATION

Conflagration weapons can erupt into flames causing a target to suffer additional wounds. When flaming is activated, the weapon deals additional damage equal to its rating.

MOVING AHEAD

Area 4. The medusa's room is a typical bed chamber for someone of noble birth. A lone statue kneels with its hands outstretched as if to give an offering. This could be the medusa's mate or that of another. This would be a good place to have a diary the characters can find—hinting at the statue's identity.



DOCUMENT CHANGE LOG

UPDATE 11-26-2019

Add “For use with the Genesys roleplaying system” to product description

Update subtitle to “A Genesys Bestiary”

Add Ghost

Add The Lost Piper

