

"MY MOMMY ALWAYS SAID THERE WERE NO
MONSTERS -- NO REAL ONES -- BUT THERE
ARE."

"YES, THERE ARE."

"WHY DO GROWN-UPS SAY THAT?"

"BECAUSE USUALLY, IT'S TRUE"

— LIEUTENANT ELLEN RIPLEY (ALIENS,
1986)

He picks up a bus
And he throws it back down
As he wades through the buildings
Toward the center of town
Oh, no, they say he's got to go
Go, go, Godzilla!

- "Godzilla" by Blue Öyster Cult

"Then we entered the Straits in great fear of
mind, for on the one hand was Scylla, and on
the other dread Charybdis..."

—The Odyssey by Homer translated by
Samuel Butler 1900

"THEN from the moorland, by misty
crag,
with God's wrath laden, Grendel
came."

— **Beowulf** Anonymous Translator
Francis B. Gummere P.F. Collier &
Sons New York 1910

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"WHOEVER FIGHTS
MONSTERS SHOULD
SEE TO IT THAT
IN THE PROCESS
HE DOES NOT BE-
COME A MONSTER.
AND WHEN YOU
LOOK LONG INTO
AN ABYSS, THE
ABYSS ALSO LOOKS
INTO YOU."

FRIEDRICH
NIETZSCHE

This fearful worm had often feed
On calves an' lambs an' sheep,
An' swally little bairns alive
When they laid doon to sleep.
An' when he'd eaten aal he cud
An' he had has he's fill,
He craaled away an' lapped his tail
Seven times roond Pensher Hill.
—The Legend of the Lambton Worm

Buttercup — "Wesley, what about the
R.O.U.S.'s?"

Wesley — "R.O.U.S.'s? Rodents Of Unusual
Size? I don't think they exist."

— *The Princess Bride* (1987)

Ghosties and goulies and long-legged beasties; and things
that go bump in the night. May the good Lord deliver us!
—An old Scottish prayer

Monster Basics

Attack REA Cost

All attacks are base 5 REA (unless otherwise listed).

Bite

Unless otherwise stated, bites can only be performed in Close Combat. Bites typically ignore 1 point of negative grapple modifier.

Blocks and Dodges

No quadrupedal or serpentine monster may block an attack unless their description says otherwise (bipedal monster may block normally). All monsters have a dodge roll equal to their AGI.

Claw

In Close Combat, claws ignore 1 point of negative grapple modifier.

Constrict

Some creatures, namely those with serpentine bodies or tentacles, can constrict. This means that they can perform a Lock for full damage ($[\text{Base Damage} + 2] \text{ Base Damage}$) on the first turn.

Gore

A monster with tusks or horns can rush a target and do massive damage to it. This is treated as a collision or a Charge (whichever is more lethal). The attack is Penetrating. If the attack is a collision, the gore is successful, and the target's Mass is less than half that of the rushing monster, the monster takes no damage from the collision.

Grappling Moves

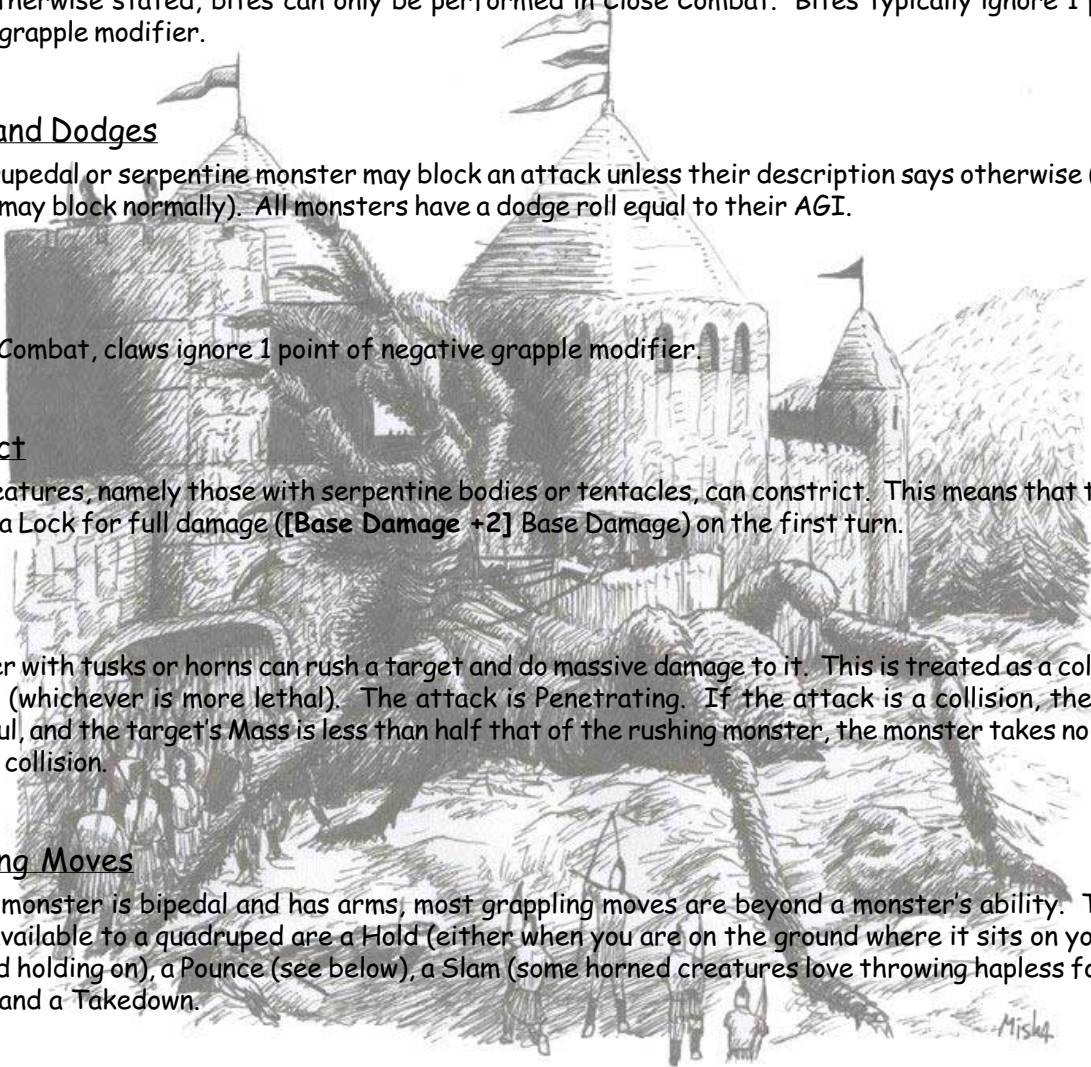
Unless a monster is bipedal and has arms, most grappling moves are beyond a monster's ability. The only options available to a quadruped are a Hold (either when you are on the ground where it sits on you, or by biting and holding on), a Pounce (see below), a Slam (some horned creatures love throwing hapless fools into the air), and a Takedown.

Initiative

Unless otherwise stated in the text, a monster's initiative is equal to its REA.

Pounce

A pounce is an 8 REA Long action that works as a Takedown/Flying Tackle but terminates in a Bite attack or a Worry. The target can either attack the creature on its way in or defend (block or dodge). If the attack was from surprise or the target was Flat-Footed, the target may not choose to strike on the way in.



Size

The more BLD a creature has, the larger it is. Depending on how large the monster is, it may get certain advantages:

<u>BLD is:</u>	<u>Dimensions are:</u>	<u>Reach:</u>	<u>Bite Reach:</u>	<u>Large Weapon Bonus:</u>
25-35	c. 8', 525 lbs.	Medium	Short	+0
36-45	c. 9', 675 lbs	Medium	Short	+0
46-60	c. 10', 900 lbs.	Medium	Short	+1
61-79	c. 11', 1185 lbs.	Medium	Short	+1
80-155	c. 12', 1200 lbs.	Long	Medium	+1
156-369	c. 15', 2340 lbs.	Long	Medium	+2
370-1249	c. 20', 5550 lbs.	Long	Medium	+2
1250+	c. 30', 18750 lbs.	Very Long	Long	+3

Reach applies to HTH combat; Bite Reach only applies to quadrupeds and serpents.

Large Weapon Bonus only applies to the possibility of scoring a hit. It does not contribute to the possibility of scoring a vital (doubling) penetrating hit or to adding to the DM roll.

Beings this large are also easier to hit in combat (their AGI bonus goes down). This is already factored into the descriptions.

Skills

Unless stated otherwise, a skill possessed by a monster is Level 2 with a skill roll equal to the related statistic. Not all skills a monster possesses may be listed. A GM should apply them at his discretion.

Worry (Bite & Hold)

Some creatures, when they bite, hold on and won't let go. This is treated as a Grab and for each 5 REA (Medium) the creature spends, it does its bite damage again to the target. (The original to-hit roll remains constant but a new DM roll is made each time.)

Monstrous Traits

Monsters don't follow natural laws. They cheat. They are often armed with advantages and abilities that not only make them more terrifying, but also make them harder to vanquish. The following is a list of common traits and capabilities that monsters may possess.

Automaton

Some monsters are not creatures of flesh and blood and the only way they can be stopped is to be disincorporated, dispersed, or otherwise destroyed. Qualities of automatons include:

- Automatons have no vital organs and thus don't take Penetrating Damage (only Impact).
- Automatons are immune to most attacks that require a biological system to affect. (They do not breathe or need sustenance, are not bothered by poison, etc.)
- Automatons are immune to most Resistance Attacks.
- Automatons do not get fatigued or tired.
- Automatons do not have a CON statistic, but rather a Structure rating (STC)

When an automaton takes **[total DP / STC]** points of damage, it Cracks (it loses a point of STC; more if it takes enough points of damage) and must make a STC roll:

STC Roll Missed by:

- 0: Success**
- 1 to -3: Minor Failure**
- 4 to -9: Major Failure**
- 10 or more: Critical Failure**

Result:

- No Effect**
- Crack (lose one more point of STC).**
- Crack and make 3 more STC rolls:**
 - Miss 1: Dazed for 1 turn**
 - Miss 2: Incapacitated for 2 seconds**
 - Miss 3: Broken (probably disabled)**
- Destroyed**

If an automaton is reduced to half its total DP, it must make a STC roll whenever it takes damage.

Most automatons do not have an INT score. If that is the case, they have a perception score of 10- and an effective MEM of 12 (to remember instructions).

Blindness

Hallucination is a Resistance Attack (vs. CON). If blindness is caused by a flash effect, then as a 3 REA Short action the target can make a REA roll. If it's made, the PWR of the attack is reduced by 4; if it's made by more than 5, the target is unaffected.

Minor Effect

Spotty Vision: -2 vision and combat rolls until the end of next turn.

Standard Effect

Blurry Vision: As above except that and the end of the next turn, target must make a CON roll to recover.

Major Effect

Impaired: -4 vision and combat rolls for **[PWR/2]** seconds, then effects of Blurry Vision.

Critical Effect

Disabled: Blinded for **[PWR]** minutes, then effects of Impaired.

Catastrophic Effect

Blind: Target blinded for **[PWR]** hours. If he makes a successful CON roll, then he is at -2 vision (and all skills relying on vision) for **[PWR]** days. A roll failed by 10 or more may indicate permanent blindness.

Dangerous to Attack

For some reason, the monster is dangerous to engage in combat. Typically when some event occurs (the monster is struck, or penetrated, or killed), an attack is applied to the weapon that made the attack *after* the damage and its effects are calculated. The attacking character may make a HTH weapon skill roll to withdraw the weapon before it is affected (-7 for Lv2, -4 for Lv3, -0 for Lv4).

Some effects are applied to the attacking character (or even anyone in the vicinity). This usually is an explosive effect but may vary.

Dangerous to Look At

Just looking at some creatures can cause problems. Characters who wish to avoid whatever happens to those who view the creature must close their eyes or look away, making them effectively blind against the monster (-6 to all attack and defense rolls).

If just some part of the monster is dangerous to look at (the face or the eyes, for example), the character is at -4 to all attack and defense rolls.

Disintegration

When a target is hit with a Disintegration attack, the very foundation of its matter starts to fall apart. Targets usually sustain massive damage or disappear entirely.

A hit from a Disintegration attack deducts [PWR] Mass from the target. Roll on the Impact Damage table, modifying the PWR of the attack as though it were an Impact attack. If the adjusted "damage" is greater than the Mass of the target, either the target is gone (non-living) or suffers catastrophic damage (living). If the "damage" is less than the Mass of the target, the target suffers damage proportional to the Mass lost.

If a living target is "disintegrated" (the "damage" exceeds its Mass), it takes [DPx2] points of damage and suffers a Critical Wound. If a Dead result is scored, the target is gone. If a Dying result is scored the target may 'fall apart' when he dies.

If the "damage" is less than the Mass of the target, the target takes a Penetrating hit for $[(\text{Total DP} / \text{Mass}) \times \text{"damage"}]$. (So, a Disintegration attack that hits a 4 Mass, 40 DP target for a "damage" of 3 does 30 points of Penetrating damage.)

Electricity (SHOK)

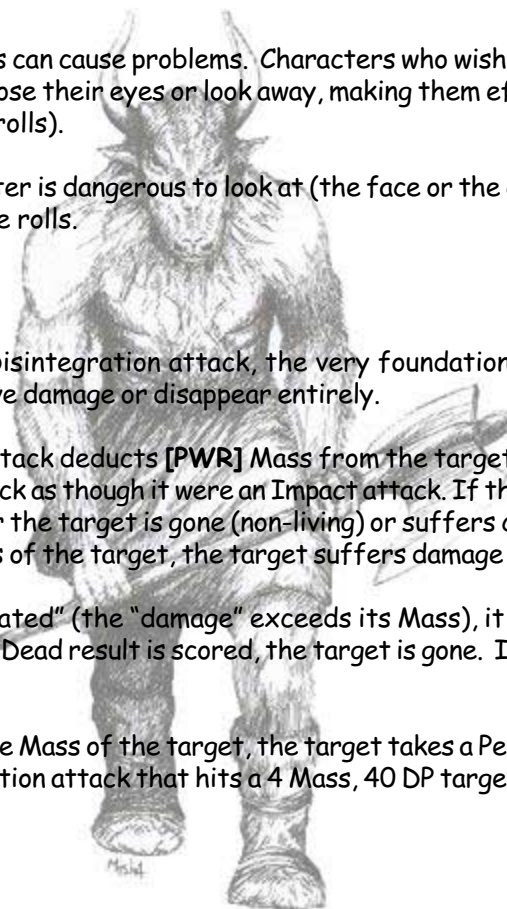
A number of monsters can shock you with bolts of electricity. Electricity is calculated on the Impact damage table and it halves the protection of metal armor. The nastiest thing about being electrocuted though is that for every [Minor Wound] points of damage you take, a cumulative -1 is applied to your CON roll to determine damage effects of the attack.

Enhanced Dodge

Creatures with Enhanced Dodge get their full AGI bonus vs. ranged attacks (instead of half). They also get an additional [AGI -10] subtracted from DM rolls against them. Finally, they also get [AGI -10] added to their Defensive Grapple Score.

Explosive (EX)

Some attacks from monsters explode. Targets who are directly hit or are otherwise point blank have damage calculated at the attack's full value. Nearby targets have reduced damage value based on the explosion's radius (RAD). Check the Basic Book.



Fire (FIRE)

Many monsters can breathe or otherwise attack with fire. Fire does damage on the Impact damage table, but heals as slowly as Penetrating damage. Fire also can set things burning. (See the Basic Book)

Magic Use

Some monsters can actually cast spells. Unless otherwise listed, assume the monster to be an Adept with Level 2 Magic Skills.

Mystical Aura

The creature is inherently magical and is less susceptible to normal, non-magical weapons. The creature receives a -4 DM to all attacks made with non-magical weapons. (This is applied *before* checking for penetration doubling; thus, for instance, a normal sword would have to hit by at least 8 to do vital damage.)

Chi attacks are considered magical and Chi abilities that improve weapon damage or otherwise augment weapon strikes are considered magical as well.

The creature appears and detects as magic and in areas where magic is totally suppressed it may suffer as though drowning (GM's ruling).

Hallucination

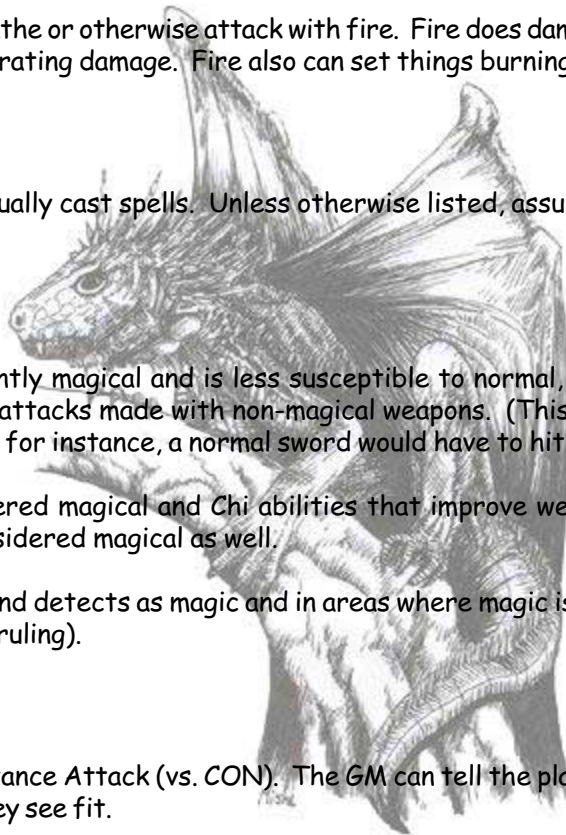
Hallucination is a Resistance Attack (vs. CON). The GM can tell the player what s/he believes and let them run the character as they see fit.

Minor Effect	Mildly Disoriented: Sees patterns but no combat effect. Lasts 12min.
Standard Effect	Disoriented: -1 to rolls. Make WIL roll or say inappropriate things.
Major Effect	Rolling: Sees things that aren't there and may believe and perceive things to be true that aren't. Roll vs. WIL for every situation (social encounter, combat, etc.); the roll must be successful for the character to act normally—otherwise the character will run, talk to things that don't exist, etc. Combat rolls are at -2.
Critical Effect	Tripping: As above but roll at -3. Characters will wander off, misuse abilities, etc. Combat rolls are at -3.
Catastrophic Effect	Hallucinating: Target behaves <i>randomly</i> (GM should enforce this). On a random roll of a 6-, the character will do something potentially dangerous (jump out a window, wander into traffic, etc.). The character probably can't fight a real opponent.

Hypnosis

Hypnosis is a Resistance Attack (vs. WIL). Usually, the attack can be avoided by not looking at the monster, but penalties apply. The trait Indomitable may help the roll.

Minor Effect	Spellbound: Stunned for 2 turns.
Standard Effect	Entranced: Dazed (roll to recover vs. WIL, not CON)
Major Effect	Mesmerized: Dazed at -3 to recover (roll vs. WIL, not CON)
Critical Effect	Hypnotized: Paralyzed for 12 seconds or until taking a Minor Wound (or at Hurt Condition)
Catastrophic Effect	Enthralled: Paralyzed until taking a Major wound (or at Injured Condition)



Mind Warping

Some creatures are so horrifyingly alien that simply looking at them can drive a person mad. This is treated as a Resistance Attack (vs. WIL). The trait Fearless may help this roll.

Minor Effect	<u>Weirded Out</u> : No effect (outside a severe case of the willies).
Standard Effect	<u>Shocked</u> : Stunned.
Major Effect	<u>Traumatized</u> : Dazed (roll vs. WIL to recover). You acquire a 1-point mental Defect.
Critical Effect	<u>Horried</u> : Incapacitated for 3 turns. You acquire 3 points in mental Defects.
Catastrophic Effect	<u>Warped</u> : Catatonic (treat as Unconscious, roll vs. WIL to recover). You acquire 5 points in mental Defects

Killing or otherwise defeating such a creature will reduce the number of points in defects you have acquired. Otherwise, it may be time for some serious therapy.

Paralysis

Paralysis is a Resistance Attack (vs. CON, occasionally vs. WIL). The trait Indomitable may help the roll.

Minor Effect	<u>Sluggish</u> : -2 Initiative for 3 turns.
Standard Effect	<u>Slowed</u> : -2 REA for 3 turns.
Major Effect	<u>Stopped</u> : -3 REA for 3 turns, then Stunned for 1 turn, then Dazed for 2 turns.
Critical Effect	<u>Partially Paralyzed</u> : Stunned for 1 turn, then Dazed for 2 turns, then paralyzed (Unconscious) for 3 turns.
Catastrophic Effect	<u>Frozen</u> : Paralyzed (Unconscious) for 3 minutes (if a CON/WIL roll is made) or 3 hours (if it isn't).

Poison

Poison is a Resistance Attack (vs. CON). All poisons have a Toxicity rating that affects the target as indicated by the chart. Although some creatures have a Contact Poison attack, unless otherwise stated, in order for poison to work, it must be accompanied by an attack that successfully does penetrating damage.

Minor Effect	Target takes [$\frac{1}{4}$ Toxicity] DP every 10 sec. until a CON roll is made.
Standard Effect	Target takes [$\frac{1}{2}$ Toxicity] DP every 5 sec. until a CON roll is made.
Major Effect	Target takes [$\frac{3}{4}$ Toxicity] DP every 2 sec. until a CON -1 roll is made.
Critical Effect	Target takes [Toxicity] DP every 2 sec. until a CON -2 roll is made.
Catastrophic Effect	Target takes [Toxicity x 1.5] DP every 1 sec. until a CON -4 roll is made.

Poison damage is taken at the end of each round until the venom is resisted or treated or the target dies.

Slay

Slay is a Resistance Attack (vs. CON).

Minor Effect	<u>Serious</u> : Suffer Minor Wound and incapacitated until a CON -1 roll is made.
Standard Effect	<u>Mortal</u> : Suffer Major Wound and incapacitated until a CON -2 roll is made.
Major Effect	<u>Fatal</u> : Suffer Critical Wound and comatose until a CON -2 roll is made (one roll per day, a failure by 5 means target is Dying).
Critical Effect	<u>Dying</u> : Suffer Critical Wound; target will die in CON seconds unless treated.
Catastrophic Effect	<u>Death</u> : Target dead.

Spirit Form

A spirit is incorporeal and can float and walk through solid objects. It is also naturally invisible and cannot interact with the living world unless it "manifests." This is an 8 REA Long action that allows the spirit to form a visible ectoplasm body (treat as an automaton) that can physically interact with the mortal world. The spirit can disappear at will, shedding its ectoplasmic form (also an 8 REA Long action).

The destruction of an ectoplasm body does not destroy the spirit but may dispel it for a while. Ultimately, to permanently get rid of a spirit, exhaustive means will be required (exorcism, righting a forgotten wrong, traveling to the ethereal plane, etc.).

Although it cannot be physically perceived, an invisible spirit radiates an aura that disturbs people and animals.

Tangle Attack

A tangle attack is an attack designed to ensnare an opponent, hindering his movement. How entangled an opponent gets is dependant on how successful the attack was:

Tangle Attack Hit By:

0 to +3

Grabbed

+4 to +6

Bound

+7 to +9

Wrapped

+10 or more

Entangled

Grabbed: The character is treated as grabbed and until he breaks free of, escapes from, or destroys the tangling object, he gets no AGI bonus and has limited movement.

Bound: If a limb was targeted (-2 to hit) then any weapon in that limb is at -3 to hit with and -3 DM until freed. If the tangle attack has a listed STR then the tangled character must win a roll against the STR to use the item. If no limb was targeted the following rules apply: if the target was running he must make an AGI roll at -3 or fall. Any attacks on anything but the tangling object are at -2 to hit and -2 DM. Escape rolls are at -2. If the character fails an escape roll by 3 or more he becomes Wrapped.

Wrapped: The character attacks at -4 to hit and -4 Damage Modifier until freed. Escape rolls are at -4 and if a character fails an escape roll he becomes Entangled. Short Reach weapons and firearms may still be used unless the wielding limb was targeted (in which case it is rendered useless). Attacks on the tangling device are at -2 DM. Attempts to break the tangle are at -2 STR. An AGI roll at -0 is necessary to simply draw a weapon. If it is failed it cannot be re-attempted until the character is free.

Entangled: The only actions available are attempts to escape (-6), attempts to break free (-4 STR), or attack the tangling object (-4). The character is basically stuck.

Terror

Terror is a Resistance Attack (vs. WIL). The trait Fearless may help the roll.

Minor Effect

Spooked: -2 to Initiative rolls next turn.

Standard Effect

Fearful: -2 to Initiative rolls for 3 turns; Stunned.

Major Effect

Frightened: -3 to Initiative rolls for 5 turns; Dazed; attacks to hit the subject of fear are at -2; target must make another WIL roll not to flee.

Critical Effect

Horried: -3 to Initiative rolls; lose 3 turns cowering/running; attacks are at -3; target must make another WIL-3 roll not to flee or to attack the subject of fear.

Catastrophic Effect

Terrified: Target faints from fear and is Unconscious (if bad heart, make a CON roll or suffer a heart attack).

Undead Body

Like an automaton, a creature with an Undead Body does not take Penetrating Damage, is immune to attacks that require a biological system, and never gets fatigued or tired. However, unlike an automaton, an Undead Body does not have a STC, but rather has a CON and rolls on the Damage Effects Table.

When rolling on the Damage Effects Table, use these results instead:

Stunned:	Stunned
Dazed:	Dazed
Unconscious:	The creature is Dazed and at -3 to recover.
Internal Damage:	The creature is Dazed and at -5 to recover.
Dying:	The creature is unconscious for 3 seconds.
Dead:	The creature is Unconscious (CON rolls to recover in 3 seconds, 3 minutes, or 3 hours).

Furthermore, an Undead Body does not lose DP from physical attacks—the creature only suffers damage effects if applicable. (So, for example, if a creature with an Undead Body were shot and would have taken enough damage to force a Minor Wound roll, it must make the roll and suffer above results, but it loses no DP). Energy attacks will damage an Undead Body normally.

Water Body

The monster's body is composed of fluid and can move quickly ([BLDx2] yards/second, twice that amount in water), flow through holes and cracks (moving through them at 4 BLD a second). As a 5 REA Medium action, the monster can liquefy and break out of any grab or grapple.

To avoid being damaged, the monster can turn into a puddle (8 REA Long action). While in puddle form, all attacks are at -5 DM and the creature can take no action. The monster can reform anywhere within [BLDx2] yards for another 8 REA Long action.

All damage to a water body is determined as Impact. Energy damage will injure a Water Body normally but physical damage follows these rules:

All Water Bodies have "Stability Points" equal to its DP. When hit by a physical attack, apply the damage against the monster's Stability Points; over a turn, $\frac{1}{4}$ of Stability Point damage sustained remains, but it goes away at the beginning of the next turn. (So if a Water Body were hit for 12 points of damage, 3 Stability Points would be added to a second hit's damage that turn). If an attack would then obligate a wound roll, refer to the Dispersion Table:

DISPERSION TABLE

	No Effect	Sprayed	Splattered	Dispersed	Badly Dispersed	Completely Dispersed
Minor Wound	+3 or more	+2 to +0	-1 to -3	-4 to -5	-6 to -10	Nil
Major Wound	+8 or more	+7 to +5	+4 to +3	+2 to -1	-2 to -3	-4 or worse
Crit. Wound	+10 or more	+9 to +7	+6 to +5	+4 to -0	-1 to -3	-4 or worse

No Effect: No Effect

Sprayed: The character partially deforms as the result of damage. Additional Dispersal rolls that turn will be at -1 CON.

Splattered: A large fraction of the character's body is spread for almost a whole second. The character loses 5 REA reforming or operates at -3 to the next combat roll. The character can reform within 2 yards.

Dispersed: The character loses cohesion for a second or more. The character must make a CON roll to pull himself back together. This takes 1 second per roll and if the Wound was Minor the roll is at -1, Major at -3, and Critical at -6. No actions can be taken during this time. But the character is at -5 DM due to being a thinly spread puddle. The character can reform within [BLD] yards.

Badly Dispersed: The character is splattered all over the battlefield. As above but rolls are at -2, -4, and -7. The character can reform anywhere within [BLDx2] yards. If a roll is missed by 5, the character gets a roll to recover each minute.

Completely Dispersed: As above but the rolls start at 1 minute and, if missed by 5, go to 10 minutes. Reforming may happen within [BLDx10] yards.

Whirlwind

The monster creates a whirlwind around its body! The Whirlwind is centered on the monster and has a radius of [PWR/10] yards (minimum of .5 yards, or a 1 yard diameter). It has an eye large enough to hold the monster. Each yard a whirlwind has between a physical attack (bullets, arrows, thrown objects, etc.) gives the monster inside a cumulative -1 to be hit (this also applies to physical attacks fired out of the wind as well).

When a Whirlwind comes in contact with a target, it makes a Grappling roll using its PWR as OFF. The monster can take a 5 REA Medium action to re-roll the grapple, hoping for a better success. If he gets the same success he currently has, the condition is improved by one.

Conversely, a held character can try to break out of the Whirlwind using Break Hold. The level of success of the Break Hold attempt will reduce the level of containment appropriately.

Minor Success Off-Balance: The target loses his AGI bonus and is -2 to his all his combat rolls (to-hit, block, dodge, DM). The target must win a Break Grapple attempt to get out of the tornado.

Success Buffeted: As above but target is at -4 and loses 5 REA per turn beginning next turn (due to fighting to keep his footing). If the target can't or won't pay the 5 REA, the next turn he Picked Up.

Major Success Picked Up: The target is at -6 to his rolls. Again, the target loses 5 REA each turn, and if he doesn't pay it, the next turn he is Engulfed.

Critical Success Engulfed: No action other than Break Hold allowed.

Urmen

"Gods! How the son degenerates from the sire!"

- The Illiad by Homer

Urmen are races that might have been human. Their claim to the earth is unsound and they are almost all degenerate in some way, unfit and twisted, but this makes their desire for primacy all the stronger. In many cases they seem to be alternate genealogies. They tend to be savage, tribal, and even sadistic.

BAKKI											
PHY REF INT Grapple	12	STR	13	BLD	23	CON	12	DP:	18	Armor: 1/2	
	11	COR	11	REA	11	AGI	11	TBH:	-0	Base Damage: 6	
	8	RES	8	MEM	8	WIL	10	To Hit:	13-	Mass: 5	
								Minor	Major	Critical	
		OFF 10 / DEF 8						6	18	36	

The Bakki appear as fat, strong humanoids (like sumo-wrestlers). They have a second, gaping mouth in the middle of their abdomen. They are prone to mutation: some have horns or antlers; others have tails or even tusks.

BITE: 6 PEN. This attack is from its secondary mouth; it takes no negative DM from a grapple.

CLAW: +2 PEN

SKILLS: Bakki are not good weapon users. They use simple weapons (clubs, axes) but at a base 10- roll.

GNOLL											
PHY REF INT Grapple	9	STR	9	BLD	7	CON	11	DP:	11	Armor:	
	12	COR	12	REA	12	AGI	12	TBH:	-2	Base Damage: -2	
	9	RES	9	MEM	13	WIL	11	To Hit:	13-	Mass: 1	
								Minor	Major	Critical	
		OFF 4 / DEF 2						4		11	22

Living mostly underground, gnolls look a bit like humanoid, white-furred hares. They have floppy ears, stand about 4' tall, and have large eyes (better to see in low light). They look kind of cute—but they're utterly ruthless! Additionally, they have long memories and gnoll clans will carry grudges over generations.

BITE: 5 PEN (7 PV). They usually don't worry a target.

NIGHT VISION: Gnolls ignore -3 points of low-light modifiers. A sudden flare of light will startle them, and flashy attacks will blind them (as per Blindness).

KNOBLINGS											
PHY REF INT Grapple	11	STR	11	BLD	9	CON	11	DP:	12	Armor:	2/4
	12	COR	12	REA	12	AGI	12	TBH:	-2	Base Damage:	1
	8	RES	8	MEM	10	WIL	10	To Hit:	13-	Mass:	2
								Minor	Major	Critical	
	OFF 10 / DEF 8							4	12	24	

Knoblings are small, hairless, orange-hued humanoids. Their mouths are large and wide with multiple rows of shark. They are carnivorous, cruel, and tribal. They usually attack in small raiding parties or from ambush. They typically wield short swords.

Any group of 4 or more knoblings will usually have a leader (16 DP, 14- to hit)

BITE: 7 PEN.

MINOTAUR											
PHY REF INT Grapple	12 11 8	STR	13	BLD	18	CON	12	DP:	24	Armor: 1/2	
		COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: 5	
		RES	8	MEM	11	WIL	12	To Hit:	13-	Mass: 4	
								Minor	Major	Critical	
		OFF 9 / DEF 7						8		24	48

Minotaurs are a powerful, wild race of half-man/half-bulls that are in great demand as warriors and bodyguards. Minotaurs typically wield battle axes in combat

Marsh Minotaurs are a smaller, more compact breed. A Marsh Minotaur has a BLD of 15 (-1 Base Damage, Mass, and Grapple), but they are stealthy (13- roll) and more intelligent (RES of 9-11). They are sometimes used as guides.

Red Desert Minotaurs are from the deep sands of the red desert. They have 40 DP, bright red skin, and a fiery temper.

GORE: Minotaurs typically charge into combat and attempt to gore their opponents with their horns (+2 PEN).

VERMEN												
PHY REF INT Grapple	9 12 7	STR	9	BLD	9	CON	13	DP:	15	Armor: 1/2		
		COR	12	REA	12	AGI	13	TBH:	-3	Base Damage: -1		
		RES	7	MEM	7	WIL	12	To Hit:	13-	Mass: 2		
								Minor	Major	Critical		
		OFF 3 / DEF 1						6		18		36

Vermen are rodent men. They have rats' tails, light gray fur, a stooped posture, and jet-black eyes. They eat carrion and often live in sewers or other filthy places. They have keen senses but do not mind the smell of garbage and offal. They can be territorial and attack when someone stumbles across their 'nest.' They are unusually tough. They almost never use weapons.

BITE: 4 PEN. Close Combat only. Their bites often carry disease (13 PWR Contagion).

CLAW: +5 PEN

KEEN SENSES: 13- perception rolls

SKILLS: Tracking 13-

OGRE											
PHY REF INT Grapple	12	STR	16	BLD	23	CON	12	DP:	36	Armor:	2/4
	11	COR	11	REA	11	AGI	11	TBH:	-0	Base Damage:	9
	9	RES	9	MEM	10	WIL	12	To Hit:	14-	Mass:	5
							Minor	Major	Critical		
		OFF 13 / DEF 11						12		36	72

Ogres are massive, frightening monsters that look like huge, hairy devolved humans. They typically wield spiked, heavy clubs (+7 PEN). Chieftains usually wear 3/6 bone armor.

QUYDN											
PHY REF INT Grapple	10	STR	10	BLD	10	CON	11	DP:	12	Armor: none	
	11	COR	12	REA	11	AGI	11	TBH:	-1	Base Damage: 0	
	11	RES	11	MEM	11	WIL	9	To Hit:	13-	Mass: 2	
								Minor	Major	Critical	
		OFF 4 / DEF 2						4	12	24	

Quyden are semi-reptilian humanoids. They have snake tongues, tails, and scales and shed their skin once a season. They are intelligent but shifty, treacherous, and often untrustworthy. They live in nomadic tribes in many climates.

Quyden typically live off of human settlements, moving in with offers of trade and entertainment (reputable businesses that serve them well as a cover for the conning and thieving that typically provides a large supplemental income), and then leaving as soon as their welcome is worn out. Quyden camps disappear in less than an hour, often just before the arrival of an angry mob. Although there are many good reasons to dread the arrival of traveling Quyden, boredom is not one of them—their camps are lively places with jugglers, fire-eaters, practicing fortune-tellers, and other lures to bring in marks and victims.

Due to their nomadic existence, quyden traders usually have a wide selection of unique, useful, and usuriously priced items.

Quydn are one of the few urmen races to use bows and throwing knives. Some of their bows are ornamental and highly prized.

SKILLS: Con Artist (Lv 3 at a 13- is not uncommon), Merchant

TROGS											
PHY REF INT Grapple	12	STR	12	BLD	15	CON	12	DP:	18	Armor:	3/6
	10	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	3
	9	RES	8	MEM	11	WIL	10	To Hit:	13-	Mass:	3
								Minor	Major	Critical	
		OFF 7 / DEF 5						6	18	36	

Trogs are a humanoid race that seems to be infected with some hideous skin disease. They have thick, random growths of fungus coming off them. Limbs swell with muscles and fluid. Trogs like to lurk in dark places and attack from surprise.

CLAW: +4 PEN.

REGENERATION: At the end of every other round, trogs recover **[Minor Wound]** DP.

Beasts

If you ever go back into Wooley Swamp,
Well you better not go at night
'Cause there's things out there
in the middle of them woods
That'd make a strong man die of fright.

-“The Legend Of Wooley Swamp”
by the Charlie Daniels Band

These are dangerous animals that lurk and lair in the woods, mountains, deserts, and marches of the world. Some are regular animals that are just bigger and more aggressive; others have supernatural. Beasts are usually unintelligent, but not always. The intelligent ones, are beasts (and not Urmen, for example), because of their general single-mindedness or because they're extremely alien or rare. There are may exist Gouls who are great writers and Harpies who are willing to carry on a conversation (rather than simply attempting to consume a visitor), but not very many.

Some of these Beasts are magical creatures created by spontaneous generation under certain conditions. In this case, they can exist without a source of food. Spontaneously generation usually creates creatures that are extremely hostile and territorial. Often they exist because humans ought to have done something they didn't or did something they shouldn't have done.

ALEC											
PHY REF INT Grapple	9	STR	13	BLD	23	CON	12	DP:	18	Armor:	1/2
	11	COR	11	REA	11	AGI	11	TBH:	-0	Base Damage:	6
	7	RES	8	MEM	8	WIL	10	To Hit:	13-	Mass:	5
								Minor	Major	Critical	
		OFF 10 / DEF 8						6		18	36

Alecs are squat, two-legged creatures with gray, elephant-like hides. They stand about a yard tall, and are literally half body and half beak (they have no faces, just massive, dull yellow beaked mouths that extend from their compact frame).

They are pack animals, somewhat territorial, but migratory, and omnivores, but they have a taste for human flesh. When they desire it, they lurk near roads, hiding behind bushes and trees, and shriek vile (if somewhat bizarre) insults at passers by (they can also spit small rocks hard enough to hurt, but they are not accurate). They fall en-mass upon anyone who approaches to answer the challenge.

They have no understanding of treasure, but their lairs and ambush sites will have the remains of previous victims.

PECK: 3 PEN

WORRY: Bite does 2 IMP.

ANCHEX COLUMN											
PHY REF INT Grapple	16 -- 14	STR	0	BLD	400	CON	12	DP:	100	Armor:	1/2
		COR	–	REA	(14)	AGI	–	TBH:	–0	Base Damage:	6
		RES	14	MEM	16	WIL	14	To Hit:	13-	Mass:	5
								Minor	Major	Critical	
		OFF 10 / DEF 8						6	18	36	

Anchex Columns are creatures that appears as a totem pole: A pillar carved with faces. It is a collective intelligence doomed to remain in one place. They are awesomely jealous of creatures that can travel, and they seek to capture and consume them, taking their stories and their knowledge. They attack psionically, force their victims to submit to having their brains eaten, and take their memories. They have tree-like root structures; they reproduce by sporing.

Anchex Columns use RES for REA (14)

TELEPATHY: Level 2 Telepathy (Psionics Book)

MIND BLAST: Level 2 Mind Blast (Psionics Book)

DOMINATE: Puppet (Psionics Book)

CONSUME MEMORY: Absorb Mind (Psionics Book) except that the target is killed, no personality conflicts emerge, and any number of memories may be held.

ARMIGER (SCOUT)											
PHY REF INT Grapple	8 12 7	STR	9	BLD	3	CON	11	DP:	5	Armor: 1/2	
		COR	12	REA	12	AGI	13	TBH:	-3	Base Damage: -2	
		RES	7	MEM	7	WIL	12	To Hit:	12-	Mass: 1	
								Minor	Major	Critical	
		OFF 4 / DEF 0						2		5	10

Armiger are cave wasps the size of a man. Their bodies are polished with a porcelain finish with muted, intricate designs on their chitin. They have massive heads, and they move with a machine-like precision. Armiger young are grubs (see below) and can be as dangerous as the adults.

Armiger scouts travel far from their home nests and live in "outposts" distant from their queens. Many more scouts may be found in a Nest.

Armiger attack for food (they drink the vital fluids) or prey for their young. Humans paralyzed by Scouts are usually taken back to the nest by workers.

Armiger can climb walls and often attack by dropping from above.

BITE: 3 PEN

STING: 4 PEN with 13 PWR Paralysis if attack penetrates. It can only be used in Close Combat.

ARMIGER (WARRIOR)											
PHY REF INT Grapple	10	STR	11	BLD	3	CON	12	DP:	9	Armor:	2/5
	12	COR	12	REA	12	AGI	13	TBH:	-3	Base Damage:	-1
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	1
								Minor	Major	Critical	
		OFF 7 / DEF 3						3	9	18	

Armiger Warriors are distinguished by their larger heads and antler-like structures. They are very aggressive. They are primarily guards and hunters.

BITE: 4 PEN

STING: 6 PEN with 13 PWR Paralysis if attack penetrates. It can only be used in Close Combat.

ARMIGER (GRUB)											
PHY REF INT Grapple	7	STR	7	BLD	11	CON	11	DP:	12	Armor:	see below
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	-3
	3	RES	3	MEM	3	WIL	12	To Hit:	12-	Mass:	2
								Minor	Major	Critical	
		OFF 0 / DEF -1						4	12	24	

Grubs are Armiger young. They hatch just under the sand. They appear as fat, fleshy worms with black chitin heads. They are ravenous and will attack from surprise any passing creature.

ARMOR: The head (usually the only portion visible of a grub) has 2/4 armor.

MANDIBLES: 8 OFF (grab), 3 PEN.

STICKY: The insides of Grubs are like glue. Hits that vitally penetrate (hit by 4) become stuck (5 OFF for purposes of pulling free). If a grub is killed in close combat by penetrating weapons, the character may become stuck as well. Alcohol helps dissolve the glue (the stronger, the better).

BLACK SLUG											
PHY	13	STR	13	BLD	13	CON	12	DP:	18	Armor:	none
REF	10	COR	10	REA	10	AGI	10	TBH:	-0	Base Damage:	-4
INT	3	RES	3	MEM	3	WIL	12	To Hit:	12-	Mass:	3
Grapple	OFF 6 / DEF 6							Minor	Major	Critical	
								9	18	36	

These vile creatures haunt ruins, tombs and graveyards. They are mainly scavengers, but can be mindlessly aggressive as well. They ooze a thick, black acid, and leave trails of "burnt", dead vegetation in their wake. They can climb sturdy walls.

ACID BLOOD: An attack with a penetrating weapon that hits by 4 or more will cause a spray of acid that affects the weapon itself and anyone in melee combat with the slug.

Weapons suffer an STC roll at -2. A Minor Failure simply indicates a Crack, a Major Failure drops the BDM of a weapon by 1, and a Critical Failure means that the weapon is destroyed.

The person striking will be hit on a 9- (5- if attacking from Long Reach). The acid burns for 6 FIRE (although the acid will not set things aflame).

ACID BURN: In Close Combat a black slug can worry a target (bite and hold). Although the bite itself does no damage, the acid it secretes does (4 FIRE).

NO VITAL ORGANS: Slugs do not take penetrating damage; all attacks are treated as impact. They do bleed acid, though—see above.

BULHUMOTH											
PHY	12	STR	14	BLD	55	CON	12	DP:	60	Armor:	4/8
REF	11	COR	11	REA	11	AGI	11	TBH:	-0	Base Damage:	9
INT	7	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass:	11
Grapple	OFF 11 / DEF 9							Minor	Major	Critical	
								20	60	120	

Bulhumoths are massive (800-1000 lb) creatures that look like armored or scaled bovines. Their plating is dull green to black in color and have crimson eyes that seem to glow with malevolence. They are carnivorous and aggressive. Bulhumoths are usually solitary (they are territorial), but a bull may be encountered with one or more cows during mating season.

BITE: 5 PEN (however, the bite only vitally hits [doubles] with a hit of 6+)

FIRE BREATH: Some bulhumoths (known as idego bulhumoths) can breathe fire every other turn (9 FIRE). Range of 2 yards.

GORE

KICK: +2 IMP

POISON BREATH: Some bulhumoths (referred to as gorgons) can spew out a toxic vapor every other turn. The gas is a 14 PWR Contact Poison (Toxicity 12). Range of 1 yard.

CAPRICORN											
PHY	11	STR	13	BLD	51	CON	11	DP:	54	Armor:	2/4
REF	11	COR	11	REA	11	AGI	11	TBH:	-0	Base Damage:	7
INT	7	RES	3	MEM	3	WIL	12	To Hit:	12-	Mass:	10
Grapple								Minor	Major	Critical	
		OFF 9 / DEF 7						16	54	108	

A Capricorn has the fore-body of a goat and tail of a fish (its forelegs are fins, not hooves). Their speed and maneuverability underwater make them valuable and prized as steeds.

BITE: 7 PEN (however, the bite only vitally hits [doubles] with a hit of 6+)

KICK: +2 IMP

RAM: When given the opportunity, a Capricorn will charge an opponent and ram him with horns (+4 IMP). 8 REA.

CAVE ANEMONE (MATURE)											
PHY	8	STR	8	BLD	8	CON	11	DP:	12	Armor:	none
REF	11	COR	11	REA	11	AGI	11	TBH:	+5	Base Damage:	-2
INT	3	RES	3	MEM	3	WIL	12	To Hit:	12-	Mass:	2
Grapple								Minor	Major	Critical	
		OFF 1 / DEF 0						4	12	24	

Cave anemones are carnivorous plants that live in sunless places (deep forest, ruins, caves, etc.). Closed up, they appear as fleshy, barrel-shaped lumps about 3' tall. When approached, they "open" and their stinging tentacles appear. Victims are pulled in and digested, any non-digestible items (gold, silver, gemstones, most metals) are found at their base.

Cave anemones can be many different colors ranging in the deep blue and violet end of the spectrum.

Mature anemones have 3 tentacles, each with a range of 6'.

POISON: Each tentacle administers a 13 PWR Contact Poison (Toxicity 4).

CAVE ANEMONE (OLD)											
PHY	11	STR	11	BLD	11	CON	12	DP:	24	Armor:	4/8
REF	11	COR	11	REA	11	AGI	11	TBH:	+5	Base Damage:	1
INT	3	RES	3	MEM	7	WIL	12	To Hit:	23-	Mass:	2
Grapple								Minor	Major	Critical	
		OFF 5 / DEF 2						8	24	48	

Old cave anemones are larger and formed from clusters of younger ones. They have longer tentacles and more of them. Almost invariably, they all have some treasure from years of preying.

Old anemones have 6 tentacles - 5 normal ones and 1 bright, blue one. All of them have a range of 12'.

PARALYSIS: An old cave anemone has a single bright blue tentacle that attacks with 15 PWR Paralysis.

POISON: Each normal tentacle administers a 14 PWR Contact Poison (Toxicity 8).

CAVE ANEMONE (ANCIENT)											
PHY	22	STR	22	BLD	30	CON	12	DP:	40	Armor:	6/12
REF	11	COR	11	REA	11	AGI	11	TBH:	+6	Base Damage:	14
INT	3	RES	3	MEM	7	WIL	12	To Hit:	23-	Mass:	6
Grapple								Minor	Major	Critical	
		OFF 20 / DEF 15						13	40	80	

Ancient cave anemones are massive—they appear as small, brightly colored trees, often glowing with bioluminescence. Their children—dozens of smaller, young and mature cave anemones—surround them. Ancient cave anemones paralyze and burn, but just as often, simply pluck their victims from the ground and consume them whole.

Old anemones have 16 tentacles - 12 normal ones and 4 bright, blue ones. All of them have a range of 24.

CONSUME: Can only be done in Close Combat. It is an acidic enzyme that hits and burns for 4 seconds doing 6, 8, 12, and 16 FIRE over 4 turns. Washing will remove it and wiping will keep it from increasing in damage (8 REA Long).

PARALYSIS: An ancient cave anemone has four bright blue tentacles that attacks with 16 PWR Paralysis.

POISON: Each normal tentacle administers a 15 PWR Contact Poison (Toxicity 16).

CAVE URCHIN											
PHY REF INT Grapple	9	STR	9	BLD	9	CON	11	DP:	13	Armor: 3/6	
	10	COR	10	REA	10	AGI	10	TBH:	-0	Base Damage: -1	
	3	RES	3	MEM	3	WIL	12	To Hit:	13-	Mass: 2	
								Minor	Major		Critical
		OFF 3 / DEF 0						4	13		26

Cave urchins are starfish-like creatures with a tough but flexible outer "shell" and an array of dangerous barbs, which both protect them in close combat and provide them with a means of hunting.

BARB ATTACK: A cave urchin can fire a barb like an arrow. It does 7 PEN.

CLICKER											
PHY REF INT Grapple	12	STR	12	BLD	12	CON	12	DP:	15	Armor:	3/6
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	4
	7	RES	7	MEM	6	WIL	7	To Hit:	13-	Mass:	2
								Minor	Major	Critical	
		OFF 8 / DEF 4						5		15	30

Clickers are odd beasts—they have three legs and four arms, and are covered with chitin, but are not (exactly) insects. They have a single, multifaceted eye that burns a very faint red (like a dying ember). Their name comes from the distinctive noise they make when they walk.

They are strange, but somewhat common, and often hostile – they will stop whatever activity they were involved in and attack people they encounter.

Clicker's arms are special purpose. Two are strong and are used for grabbing large objects (opponents). The other two are smaller, weaker, and can finely manipulate objects, open doors, etc.

Much is unknown about clickers. They are invariably encountered underground, and they are often found "mapping"—moving methodically through caves or mines, visiting each chamber, circumnavigating it, and then moving on. Other times they are found en-masse, near natural ore deposits (guarding it), underground springs, or other "unusual" features.

Clickers have no known means of reproduction. Their bodies are carefully balanced chemical stills that can run for several years without food or water, but eventually "run down."

Clickers have no natural weapons, but habitually carry pointy rocks or broken stalactites to stab with if necessary.

PERFECT MEMORY: Clickers produce long, fleshy "protein" strings that are stored within their bodies and "remember" everything they encounter or experience. With a great deal of work, a skilled alchemist can extract some of these "memories" and prepare them so that they can be "remembered" by a human who consumes them.

SELF-SUSTAINING: A clicker does not need to eat, drink, sleep, or breathe.

COLONY MOSS											
PHY REF INT Grapple	STR	BLD	4 - 80	CON		DP:	8 - 160	Armor:			0
	COR	REA	9	AGI	8	TBH:	+3/+4	Base Damage:			
	RES	MEM	WIL			To Hit:	13-	Mass:			1 - 16
						Minor	Major		Critical		
	varies										

Colony moss is creeping ooze that looks like a deep green mantle of slime. Weapons get a -6 DM against it and it doesn't take PEN damage. In fact, colony moss doesn't suffer any damage effects at all. To destroy it, you must do enough damage (5 x DP).

Colony Mosses take double damage from fire and will move away from high amounts of heat.

ENVELOP: Every 2 BLD a patch of colony moss has is 1pt of Grapple. What it spends on one victim it can't use elsewhere. As it takes damage it's available grapple goes down. It gets no plus for Offensive Grapple (a 16 BLD Moss has an 8/8 Grapple).

ACID BURN: The only Grappling maneuver colony moss can perform is a Hold. Depending on the success of the Hold, and amount of grapple used, damage is as follows:

Minor Success Hold:	[$\frac{1}{2}$ Grapple used] FIRE
Standard Success Hold:	[1x Grapple used] FIRE
Major Success Hold:	[1.5x Grapple used] FIRE
Critical Success Hold:	[2x Grapple used] FIRE

The target takes damage at the end of the turn.

CRUENTAS												
PHY REF INT Grapple	5	STR	5	BLD	1	CON	11	DP:	6	Armor: 0		
	11	COR	11	REA	11	AGI	12	TBH:	-2	Base Damage: -7		
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:		
								Minor	Major		Critical	
		OFF -3 / DEF -5						2		6	12	

Cruentas are huge (15 lb.) mosquitoes, about the size of German Shepherds. They attack any living creature, landing and inserting their proboscis. Once they've successfully penetrated, they drain one DP worth of blood per turn. They usually appear in small groups (3-5), but can swarm massively, in groups larger than 100.

Cruentas make a distinctive, horrible buzzing sound with their wings.

BLOOD DRAIN: After following a successful attack with its proboscis, the cruentas sucks out 1 DP of blood a turn. They finish after draining 6 DP out of a victim. A attached to a victim has a OFF of 3.

PROBOSCIS: 3 PEN

DEGENERATE											
PHY REF INT Grapple	10 10 10	STR	10	BLD	10	CON	10	DP:	16	Armor:	2/4
		COR	10	REA	10	AGI	10	TBH:	-0	Base Damage:	0
		RES	11	MEM	10	WIL	9	To Hit:	11-	Mass:	2
								Minor	Major	Critical	
		OFF 4 / DEF 2						5		16	32

Degenerates are spontaneously generated in places where immorality and sin are rampant. They appear as rotting, mutating humans (small growths of tentacles, desiccated and molting flesh, eyes stained with white, etc.) although they all seem to have a talent for hiding their deformities. Like almost all spontaneously generated creatures, they are hostile to natural beings, but they express their malice subtly, through corruption. Degenerates are intelligent and outgoing.

Degenerates have special, supernatural senses—they can foresee the future, they can read secrets. They use these abilities to convince humans to follow their plans—plans that are inevitably ill willed and often self-destructive.

Their specific attributes are dependent on the nature of the sin that spawned them:

PRIDE - Pride Degenerates have valves on its lower body that have parasitic suckers. They can attach to another human and provide a temporary enhancement to the skill or attribute (appearance, for example) that the subject is most proud of. This generally adds a single level (of enhancement) or +1 to a skill. More potent enhancers exist.

The downside is that a person taking advantage of a Degenerate's enhancement begins to lose his natural aptitude (skills/enhancements drop) and must continue to deal with the creature in order to maintain even a basic degree of ability.

LUST - Lust Degenerates are either able to cloak themselves in an illusion that makes them appear as a character from the sexual fantasies of potential victims. Other Lust Degenerates are capable of manufacturing a highly potent pheromone (+4 to +8 to Entrance) that they offer to people for free . . . initially. Afterwards, it's all business.

GREED - Greed Degenerates invariably have some moneymaking skill (Gambling, Merchant, Crime, etc.) at Lv3 15- and consequently have some level of Wealth. They usually become loan sharks, however, they very often allow debts to be repaid with favors. If someone is smart, they'll pay cash instead.

Other Greed Degenerates seem to have precisely what another person most desires (a portrait of the most beautiful maiden in the land, a beloved keepsake, ACTION COMICS #1, etc.). They will never sell these items, but will barter instead (favors usually, although the Degenerate may instead request items that it knows the victim will get, even if it means performing criminal acts).

SLOTH - The Degenerate is very cheerful, laid back, and intriguing. It has a vast knowledge of trivia, philosophy, and other such "sit and talk for hours or days" type skills. Hanging around this Degenerate will infect people with habitual laziness.

WRATH - The Degenerate's blood acts as Mk 1 Wrath (see the Cyberpunk rules) when drunk by an angry person who is in the presence of the target of his anger. Wrath Degenerates do not generally support "righteous" or "justified" anger or violence . . . unless of course, that is what will cause the most trouble.

ENVY - Envy Degenerates assist victims in the study of the object of their affliction. Their eyes are prismatic whirlpools that let the subject spy (with the Degenerate's ESP and Precognition) on whomever they're envious of. The visions are mostly accurate, but subtly corrupt—they play up, enhance, or even completely invent scenarios that highlight the issues the victim is most envious of. The Degenerate, of course, will gladly assist the victim in whatever (illegal) activity is inspired by the scenes viewed.

GLUTTONY - The Glutton Degenerate always has skills like Revelry and Streetwise at a respectable level (14-). They love to party and to introduce people to new ingestibles - particularly illicit ones. They usually succeed in addicting their prey to something.

Other Glutton Degenerates have a smoky breath that intoxicates the victim and makes anything consumed taste so good it's addictive.

CLARVOYANCE: All Degenerates have Clairvoyance-Remote Seeing at Level 3 (see the Psionics Book).

PRE/POSTCOGNITION: All Degenerates have Precognition and Postcognition at Level 3 (see the Psionics Book).

DIRE RAT											
PHY	11	STR	11	BLD	3	CON	11	DP:	12	Armor:	2/4
REF	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	2
INT	7	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass:	1
								Minor	Major		Critical
Grapple	OFF 5 / DEF 4							4	12	24	

Dire Rats are huge, ugly, venomous rats. Their bite is poisonous. They are cousins to hunting rats, but are less trainable.

BITE: 5 PEN plus 13 PWR Poison (Toxicity 4).

EMPIRE ANT (SMALL)											
PHY	4	STR	4	BLD	1	CON	11	DP:	3	Armor:	1/2
REF	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	-8
INT	3	RES	3	MEM	3	WIL	3	To Hit:	12-	Mass:	1
								Minor	Major		Critical
Grapple	OFF -4 / DEF -6							1	3	6	

The smallest of the empire ants are 12-15 inches long. The ones given here are workers and warriors. They will be found in large numbers near their lair, or in small bands of 3-6 at a distance (usually no more than a few thousand feet from the nest).

BITE: 2 PEN

STING: 1 PEN plus a 12 PWR Poison (Toxicity 4), in Close Combat only

EMPIRE ANT (MEDIUM)											
PHY REF INT Grapple	7	STR	7	BLD	3	CON	11	DP:	9	Armor:	2/5
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	-4
	3	RES	3	MEM	3	WIL	3	To Hit:	12-	Mass:	1
								Minor	Major	Critical	
		OFF -1 / DEF -3						3		9	18

Medium empire ants are the size of mid-sized dogs. They are more aggressive and dangerous than their smaller cousins.

BITE: 4 PEN

STING: 2 PEN plus a 13 PWR Poison (Toxicity 8), in Close Combat only

EMPIRE ANT (CINNAMON)											
PHY REF INT Grapple	4	STR	4	BLD	1	CON	11	DP:	3	Armor: 1/2	
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: -6	
	3	RES	3	MEM	3	WIL	3	To Hit:	12-	Mass:	
								Minor	Major	Critical	
		OFF -4 / DEF -6						1		3	6

Cinnamon ants are red in color. They have a distinctive smell (hence their name), and burst into flame when killed.

BITE: 2 PEN

STING: 1 PEN plus a 12 PWR Poison (Toxicity 4), in Close Combat only

FLAME BURST: When killed, a cinnamon ant bursts into a 3 FIRE attack in a 1-foot radius. Each ant in that radius also bursts adding +1 FIRE and +1 foot to the radius. (A swarm of 20 ants can burst for 21 FIRE in a 7-yard radius!)

EMPIRE ANT (PEPPERMINT)											
PHY REF INT Grapple	4	STR	4	BLD	1	CON	11	DP:	3	Armor: 1/2	
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: -6	
	3	RES	3	MEM	3	WIL	3	To Hit:	12-	Mass:	
								Minor	Major	Critical	
		OFF -4 / DEF -6						1	3	6	

Peppermint ants are deep green in color and smell of peppermint. They are usually found in forested areas. They generate static electricity as they move, and their antenna can discharge it once every eight hours as an attack form.

BITE: 2 PEN

STING: 1 PEN plus a 12 PWR Poison (Toxicity 4), in Close Combat only

LIGHTNING STRIKE: 1 strike for 6 SHOK once every 8 hours. 1 yard range

EMPIRE ANT (MUSTARD)											
PHY	4	STR	4	BLD	1	CON	11	DP:	3	Armor:	1/2
REF	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	-6
INT	3	RES	3	MEM	3	WIL	3	To Hit:	12-	Mass:	
Grapple								Minor	Major	Critical	
		OFF -4 / DEF -6						1	3	6	

Mustard ants are dark brown in color. They have a sharp, mustard smell, and they release a blinding, burning gas in combat.

BITE: 2 PEN

STING: 1 PEN plus a 12 PWR Poison (Toxicity 4), in Close Combat only

GAS ATTACK: 1 IMP, 1 yard diameter. This is cumulative with the number of ants in the area. (So 30 ants can produce a cloud for 30 IMP in a 30 yard diameter.) The cloud dissipates over 4 turns (being reduced by $\frac{1}{4}$ damage each turn). They can do this once every 8 hours.

EQUARIN											
PHY	10	STR	14	BLD	40	CON	10	DP:	45	Armor:	2/4
REF	12	COR	12	REA	12	AGI	12	TBH:	-1	Base Damage:	7
INT	7	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass:	8
Grapple								Minor	Major	Critical	
		OFF 10 / DEF 8						15	45	90	

Equarin appears as a pale, thin, sickly horse with loose yellow flesh, and intense, yellowish eyes. They are flesh eaters and favor humans. They are also surprisingly flexible (given their size), and can fit through astonishingly small openings. Equarin have bladed hooves that inflict cutting damage instead of impact.

BITE: 7 PEN (however, the bite only vitally hits [doubles] with a hit of 6+)

KICK: +2 PEN

ELASTIC BODY: -3 DM from physical weapons. Equarin can squeeze through a hole as small as $\frac{1}{2}$ yard in diameter.

FENDO											
PHY REF INT Grapple	12	STR	45	BLD	440	CON	12	DP:	270	Armor:	6/12
	10	COR	10	REA	9	AGI	10	TBH:	+2	Base Damage:	48
	7	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass:	28
								Minor	Major	Critical	
		OFF 59 / DEF 49						90	270	540	

Fendo are truly massive animals; turtles the size of a VW bug. They live in swamps and deep forests, and often live symbiotically with colonies of Colony Moss (which lives on their backs). Fendo can completely disappear into their shells, but when they're out, attacks on them by people they're attacking (biting) can be made against the fleshy areas (6/12 armor) at no negative. Fendo shells are useful for shields and magical armor. They are highly sought after and difficult to get.

Fendo spawn (vomit up) smaller monsters. These creatures appear as reptile/amphibian aberrations (many headed frogs, multi-limbed lizards, distorted snakes), and leave the nest, wandering until they're killed.

Fendo lair underwater, and sometimes keep treasures there.

BITE: 48 PEN (however, the bite only vitally hits [doubles] with a hit of 6+)

TRAMPLE: (8 REA) 96 IMP

FENDO SPAWN											
PHY REF INT Grapple	12	STR	16	BLD	18	CON	12	DP:	20	Armor: 6/12	
	11	COR	11	REA	12	AGI	11	TBH:	-1	Base Damage: 7	
	7	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass: 4	
								Minor	Major	Critical	
		OFF 10 / DEF 8						7	20	40	

This is an example of a Fendo spawn (the sort of thing that might terrorize village near a swamp inhabited by an adult Fendo). This spawn appears like a large (500lb) alligator or lizard. It bites and holds its victim, while lashing at others with its heavy tail.

BITE: 9 PEN with 10 OFF

TAIL LASH: 8 IMP at -2 to be blocked.

FISHERMAN SPIDER											
PHY REF INT Grapple	13	STR	13	BLD	10	CON	13	DP:	21	Armor: 3/6	
	12	COR	13	REA	12	AGI	12	TBH:	-2	Base Damage: 3	
	12	RES	12	MEM	13	WIL	12	To Hit:	13-	Mass: 2	
								Minor	Major	Critical	
	OFF 6 / DEF 4 (11/9 in web)							7	21	42	

A fisherman spider is a massive (150 lb) black spider with the head of a wrinkled old man or woman. They can sling webs from their abdomen and cast spells. They find things of value to humans (toys for children, gold pieces, etc.) and lay traps for them with their webs. When the trap is sprung (when the item is disturbed) a web-net unfolds and falls on the target. The fisherman spider either comes down to devour its prey or, if it has a good enough hold, it will drag the unfortunate into its lair. Although intelligent they very rarely converse with humans—their intelligence goes into getting more and more prey.

SLASH: The spider can slash with its forelegs for 8 PEN

STING: (8 REA Medium) 7 PEN plus a 15 PWR Poison (Toxicity 16), in Close Combat only.

WEB NET: A web net is a small, 'spring-loaded' web attached to an object by a gossamer strand of silk. A Perception roll at -3 will spot it (if one is looking) as will a Lv2 Traps skill at -1. When activated the web is a tangle attack with a 15- roll. It has a Grapple of 9/9. 15 pts. of Penetrating damage will break the web (negatives to hit and to DM apply for being tangled apply).

The fisherman spider pulls with a Strength of 16 (moving a 2 Mass target 3 yards per turn).

SKILLS: Elemental Colleges, Elder School, Imperial College; Spell Block of 14-

Fog Ray											
PHY	9	STR	9	BLD	9	CON	11	DP:	12	Armor:	0
REF	11	COR	11	REA	11	AGI	13	TBH:	-3	Base Damage:	-1
INT	7	RES	7	MEM	7	WIL	12	To Hit:	14-	Mass:	2
Grapple								Minor	Major		Critical
		OFF 2 / DEF 1						4	12	24	

Fog rays are light, floating membranes with long, sharp, barbed tails. They tend to haunt swamps and rocky areas, drifting aimlessly, until they come upon prey. They use swooping, lashing attacks until their prey is too badly injured to resist, and then they settle upon the subject and envelop the prey, consuming and digesting it.

Fog Rays appear as manta rays or stingrays during attacks, when they must be compact and aerodynamic. While traveling and searching, they appear like billowing, flowing sheets that are oily and translucent. It is not unreasonable for them to be mistaken as ghosts.

TAIL LASH: 4 PEN

FLUID BODY: Once the Ray hits with a grab, it will engulf on the next turn. This is a Hold attack with an 8/8 Grapple followed by the acid attack.

ACID ATTACK: Subject must be Held. The acid hits and burns for 4 FIRE over 4 turns. Each point of damage subtracts 1 from the armor (only for purposes of this acid strike) for each turn. Acid can only be used once every 4 turns.

FROG BAT											
PHY	11	STR	11	BLD	11	CON	11	DP:	14	Armor:	0
REF	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	1
INT	7	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass:	2
Grapple								Minor	Major		Critical
		OFF 7 / DEF 3						5	14	28	

Frog bats are large, carnivorous amphibians with gliding membranes similar to flying squirrels. They are swamp dwellers (although they may live underground in damp caves or ruins), and often live in small families. They have sharp teeth.

BITE: 3 PEN with 4 OFF

GIANT FROG											
PHY	11	STR	11	BLD	20	CON	11	DP:	24	Armor:	0
REF	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	2
INT	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	4
Grapple								Minor	Major	Critical	
		OFF 5 / DEF 3						8	24	48	

Giant Frogs are vile opponents: they breathe poison gas and explode in a toxic gooey cloud when killed!

BITE: 5 PEN (however, the bite only vitally hits [doubles] with a hit of 6+)

POISON GAS: 13 PWR Contact Poison (Toxicity 8). The breath covers a 4-yard radius in front of the frog. It can only breathe once per hour.

TOXIC BURST: When killed, the frog explodes (5 EXP, RAD 4) emitting also a poison cloud (13 PWR Contact Poison, Toxicity 8).

GIANT SPIDER											
PHY REF INT Grapple	11	STR	12	BLD	11	CON	11	DP:	21	Armor: 0	
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: 2	
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass: 2	
								Minor	Major	Critical	
	OFF 5 / DEF 3							7	21	42	

GIANT SPIDERS

These are nasty spiders the size of dinner-plates with big bulbous stingers, sharp angular legs, and venomous maws. Some of the most common are:

Black Widow - A common tomb-spider. When their trip-wire web is triggered, they rush to attack. They last well in tombs so long as there is a narrow opening of some sort for them to get out and hunt once a month. BITE: 2 PEN with 15 PWR Poison (Toxicity 12).

White Widow - Rare, albino spider—very dangerous. BITE: 2 PEN with 15 PWR Poison (Toxicity 24).

Iron Mountain Spider - Taken (accidentally) from the Iron Mountains in ore shipments, Iron Mountain spiders are dull blue in color and have 5/10 armor. BITE: 2 PEN and 12 SHOK.

GIANT TOAD											
PHY REF INT Grapple	11	STR	12	BLD	11	CON	11	DP:	21	Armor:	0
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	2
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	2
								Minor	Major	Critical	
		OFF 5 / DEF 3						7		21	42

At night, giant toads look like small boulders as they patiently wait for prey. Their skin exudes a potent contact hallucigen (which rapidly loses effectiveness so it doesn't keep).

BITE: 5 PEN (however, the bite only vitally hits [doubles] with a hit of 6+)

POISON SKIN: The touch of a toad is toxic. The toxin is a 13 PWR Hallucination attack that affects anyone that touches or is touched by the toad.

Goul											
PHY REF INT Grapple	12	STR	12	BLD	10	CON	12	DP:	18	Armor: 2/4	
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: 2	
	10	RES	10	MEM	10	WIL	9	To Hit:	12-	Mass: 2	
								Minor	Major	Critical	
		OFF 6 / DEF 4						6	18	36	

Gouls are often confused with the undead, but they are not. They are the product of spontaneous generation; they appear in and haunt graveyards where the dead are buried without appropriate ceremony (mass graves and pauper's graves are favorites). They eat the bodies, but consider living meat a delicacy. They often associate with the undead and may serve more powerful masters.

Gouls are cold and slippery. Their skin is pale. They have large yellow eyes with tiny, dot pupils. They may appear emaciated or obese, depending on how recently they've fed. Their jaws unhinge (like a snake's) and they like to swallow large parts of their prey whole. Their blood is vile embalming fluid, and their breath reeks of it.

They have taloned claws and sharp teeth.

BITE: 2 PEN

CLAW: +2 PEN

FORMALDEHYDE BREATH: 13 PWR Contact Poison (Toxicity 8), in Close Combat only.

GRANITE DRAKE												
PHY REF INT Grapple	10	STR	10	BLD	15	CON	11	DP:	20	Armor: 4/8		
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: 0		
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass: 3		
									Minor	Major	Critical	
		OFF 7 / DEF 5							7	20	40	

Drakes are small dragons. The Granite drake is the most formidable of the stone drakes. A granite drake is small (the size of a large cat), but extremely dense (as though made of stone). They are chameleons, blending with the architecture, and remaining motionless until prey enters the area.

BITE: 2 PEN, 7 OFF

CLAW: +4 PEN

NIGHT VISION: Even with the least bit of light, granite drakes can see perfectly.

CHAMELEON: -4 to be spotted

SKILLS: Stealth

GRIFFIN												
PHY REF INT Grapple	11	STR	13	BLD	51	CON	11	DP:	54	Armor: 2/4		
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: 7		
	7	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass: 10		
									Minor	Major	Critical	
		OFF 10 / DEF 8							16	54	108	

A griffin is a winged lion with the head and fore claws of an eagle. They usually nest in rocky peaks, always from the influence of man. Their preferred battle tactic is to swoop down from the skies and rake their opponent (treat as a Charge).

Griffin are strong enough to carry a human and are legendary battle steeds.

BEAK: 7 PEN, only in Close Combat.

CLAW: +2 PEN

GRUE											
PHY REF INT Grapple	13	STR	16	BLD	16	CON	11	DP:	24	Armor: 2/4	
	11	COR	11	REA	13	AGI	11	TBH:	-1	Base Damage: 7	
	9	RES	9	MEM	10	WIL	12	To Hit:	12-	Mass: 3	
								Minor	Major	Critical	
		OFF 11 / DEF 9						8	24	48	

A grue is almost never seen in light. Faced with light, they will fight at -2 (torch) to -6 (full daylight) to hit, and attempt to retreat if at all possible. In darkness, they prey upon travelers whose light runs out. Although seldom seen, they are hulking, vaguely humanoid creatures with a single powerful arm (Strength 24 in that arm, which makes up for the one-arm negative to grapple).

Grue are territorial, and may set simple snares and traps. They also keep treasure. They have excellent senses and can track victims by sense of smell.

INVISIBLE: Grue that do not move are invisible. While invisible, light does not hurt them. They will find an innocuous place and remain motionless as light approaches, awaiting their opportunity.

BITE: 8 PEN (however, the bite only vitally hits [doubles] with a hit of 6+) with 6 OFF

SKILLS: Stealth Lv3 17- (Grue are almost invisible even without their invisibility)

HARPY												
PHY REF INT Grapple	9 13 10	STR	9	BLD	8	CON	11	DP:	12	Armor:		1/2
		COR	13	REA	13	AGI	13	TBH:	-3	Base Damage:		-1
		RES	10	MEM	10	WIL	12	To Hit:	12-	Mass:		2
								Minor	Major		Critical	
		OFF 3 / DEF 1						4		12		24

Harpies are half bird, half human monstrosities. They are hostile and aggressive, and unreasonably bad-tempered. They always appear and speak as human females—they are dirty and unkempt. Their language and discourse is vulgar.

They nest in high, remote places and keep captives and treasure there.

CLAWS: +3 PEN

HEART SKELETON (KNU)											
PHY REF INT Grapple	11	STR	11	BLD	8	STC	13	DP:	39	Armor:	0
	12	COR	12	REA	13	AGI	12	TBH:	-2	Base Damage:	1
	7	RES	7	MEM	7	WIL	12	To Hit:	14-	Mass:	2
								Minor	Major	Critical	
		OFF 5 / DEF 3									

Heart skeletons are neither undead nor the result of spells, but rather the result of an odd symbiotic creature (called a knu) that inhabits a corpse. Heart Skeletons appear as animate skeletons shrouded in hanging, pale threads (the Knu's feelers and tendons). A crimson "heart" beats at their core.

In its unattached form, a knu appears as a blood-red worm about the size of a human thumb. It enters a cadaver's mouth and crawls down to the heart, where it inhabits the de-

caying muscle and begins to grow, consuming the flesh and sending feelers out through the body. The knu, itself, can be targeted as a normal heart might be. It is at -2 to be hit and has 4 DP. A knu can leave a heart skeleton, if necessary, running for cover after its "host" has been dismantled.

The heart skeleton hopes to create "new" cadavers for its young to inhabit.

AUTOMATON: Heart skeletons lose 1 STC every 3 DP they take

HEMOVORE											
PHY REF INT Grapple	10	STR	9	BLD	11	CON	11	DP:	12	Armor:	2/4
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	-1
	7	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass:	2
								Minor	Major	Critical	
		OFF 3 / DEF 1						4	12	24	

These pale, frog-like beings are blood eaters with loose skin (hanging in great folds) and bulbous, bloodshot eyes. They have small mouths that can make a piteous mewling, but they eat through their toes. Small ones are baseball sized but can grow to the size of a man.

Their grip anesthetizes the skin. For smaller ones this means simply no pain, but for large ones, a touch can paralyze a man. They climb on walls, hang motionless, and drop. They also carry disease.

SUCKERS: If the Grab attack hits by 4+, they lock on with a Sucker and their OFF goes up by +2!

DRAIN BLOOD: Each turn the Hemovore is grappling with a victim it drains 2 DP of blood at the end of the turn.

PARALYZE: An adult hemovore hits once with a 14 PWR Paralysis attack.

HUNTING RAT											
PHY REF INT Grapple	11	STR	13	BLD	5	CON	11	DP:	15	Armor:	2/4
	11	COR	11	REA	12	AGI	12	TBH:	-2	Base Damage:	2
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	1
								Minor	Major	Critical	
		OFF 5 / DEF 3						5	15	30	

Hunting rats are as vile as a rat gets and still be trainable. Urmen use them for sport and work. They are intelligent beings—cunning and sneaky.

BITE: 5 PEN

HYDRA											
PHY	13	STR	19	BLD	120	CON	13	DP:	72	Armor:	6/12
REF	11	COR	11	REA	11	AGI	11	TBH:	+1	Base Damage:	20
INT	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	24
Grapple								Minor	Major		Critical
		OFF 24 / DEF 21						24	72		144

Hydrae (pl. for hydra) are "small" dragon-lings with multiple heads. They grow their second head at age 4, and then grow another head every 2 years until they reach 14 (7 heads). After that, they grow another head every 10 years or so. Consequently, a hydra is able to more quickly respond to threats (all hydrae have an Initiative of 13).

Although not as smart as dragons, hydrae have many of the same instincts, including hoarding treasure and building a lair.

There are rare, intelligent hydrae, which speak human languages, have Math Genius, and often excel at magic. These are known as enhydrae.

BITE: 13 PEN, Short range (5 REA for all bites)

CLAW: +2 PEN

ICE QUEEN											
PHY	13	STR	18	BLD	23	CON	13	DP:	78	Armor:	4/8
REF	15	COR	15	REA	15	AGI	15	TBH:	-5	Base Damage:	11
INT	7	RES	7	MEM	7	WIL	12	To Hit:	14-	Mass:	5
Grapple								Minor	Major		Critical
		OFF 15 / DEF 13									

In their normal state, the ice queen appears as a jellyfish, living in fresh water underground. They are quite fragile and beautiful, but upon detecting the approach of prey, they attack.

The ice queen emits a cold pulse around her. She controls the ice psychokinetically, shaping it instinctually into the form of a lithe, beautiful woman made of flowing sculpted ice. The ice queen attacks with razor-sharp barbs and sickles of ice.

Ice princesses are the ice queen's young. They form as spider-like creatures with the same, odd features as the adult queen. They do not have the ability to pulse.

AUTOMATON: Ice queens lose 1 STC every 6 DP they take.

FREEZE PULSE: for 5 REA, the ice queen can pulse with cold, doing 10 IMP.

CLAW: +0 PEN

IRON BUTTERFLY											
PHY REF INT Grapple	8	STR	8	BLD	4	CON	11	DP:	9	Armor:	8/16
	12	COR	14	REA	12	AGI	12	TBH:	-2	Base Damage:	-3
	7	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass:	1
								Minor	Major	Critical	
		OFF 1 / DEF -1						3		9	18

The iron butterfly is an exotic, bizarre creature. It is a huge butterfly with a metallic body that ripples with chrome highlights. Its wing coloration tend to be reds and oranges. It has a 5' wingspan and a body 1½ feet in length. The Iron Butterfly's heart acts as (and is prized for) a loadstone (magnet). It is usually difficult to capture.

LIGHTNING ATTACK: 8 SHOK, 9 times a day

JALLAS GOURD												
PHY REF INT Grapple	13	STR	13	BLD	20	CON	13	DP:	24	Armor: 2/4		
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: 5		
	7	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass: 4		
									Minor	Major	Critical	
		OFF 9 / DEF 7							8	24	48	

Jallas Gourds are carnivorous plants. They appear in tangled patches as massive, oversized pumpkins or other gourds. They attack by capturing their prey in a net made of their rooting and falling upon him. They travel on hundreds of tiny legs that are usually curled up with them, and bite with jack-o-lantern mouths that open in their flesh.

Jallas Gourds are prized and often raised by witches. Their meat, when properly prepared, is a powerful hallucinogenic, and can give limited (short-term) psychic powers such as astral projection and telepathy.

BITE: 3 PEN (however, the bite only vitally hits [doubles] with a hit of 6+) with 6 OFF

ROOTING WEB: A tangle attack with a Grapple of 7/7. 13 pts. of penetrating damage will break a person free.

KOBABOK											
PHY REF INT Grapple	10	STR	9	BLD	8	CON	11	DP:	9	Armor: 2/4	
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: -1	
	12	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass: 2	
								Minor	Major		Critical
		OFF 3 / DEF 1						3	9	18	

A kobabok is a large caterpillar with two heads, one on each end. One is good natured and friendly, while the other is vicious and inhospitable. Kobabok know magic and often act as sages or advisors (if you catch them on their "good" side).

TELEKINESIS: 10 STR at 2 yards range.

SPELL BLOCK: All kobabok are spellcasters with a Spell Block of 14-

SKILLS: Most kobabok have useful Science or Area of Study skills. All of them know magic (usually Imperial College or Fire Elemental).

LOSER											
PHY	12	STR	12	BLD	10	CON	12	DP:	15	Armor:	4/8
REF	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	2
INT	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	2
Grapple								Minor	Major	Critical	
		see below						5	15	30	

A loser is a vaguely humanoid creature that looks like a pile of rotting rags; in an urban setting, they look like a decrepit beggar.

TENTACLES: 8/6 Grapple score (only 12 STR but sticky!). They have 4 tentacles and each additional one beyond the first adds +1 to the Grapple score. They have a range of 4 yards.

DEVOUR: When the loser gets a Major Success on its grapple roll the target is pulled into its maw and takes 4pts of damage each turn from digestive juices. Armor will not protect the victim unless its watertight.

MANTICORE											
PHY REF INT Grapple	13	STR	15	BLD	33	CON	12	DP:	36	Armor:	2/4
	12	COR	12	REA	13	AGI	12	TBH:	-1	Base Damage:	7
	12	RES	12	MEM	12	WIL	12	To Hit:	14-	Mass:	7
							Minor	Major	Critical		
		OFF 11 / DEF 8						12		36	72

A manticore is a creature with the body of a lion, the mannish face, and the tail of a scorpion. They also have rows upon rows of sharp, triangular teeth. They are intelligent (sometimes very intelligent) creatures, but they are almost uniformly hostile.

BITE: 8 PEN

CLAW: +2 PEN

TAIL: 9 PEN and a 13 PWR Poison (Toxicity 12).

MERKER											
PHY REF INT Grapple	12	STR	14	BLD	30	CON	12	DP:	33	Armor:	5/10
	11	COR	11	REA	11	AGI	11	TBH:	-0	Base Damage:	8
	9	RES	9	MEM	12	WIL	12	To Hit:	14-	Mass:	6
							Minor	Major	Critical		
		OFF 12 / DEF 10						11		33	66

Merkers are humanoid creatures with horse heads and metal antlers that are spawned in ore deposits.

ZAP: A merkers can zap a target for 9 SHOK. Once every other turn, they can throw a thunderbolt (and take no other attack on the turn they throw it) for 15 SHOK.

MOCKER											
PHY REF INT Grapple	9	STR	9	BLD	9	CON	11	DP:	24	Armor:	1/2
	12	COR	12	REA	12	AGI	12	TBH:	-2	Base Damage:	-1
	12	RES	13	MEM	14	WIL	11	To Hit:	12-	Mass:	2
								Minor	Major	Critical	
	OFF 3 / DEF 1							8	24	48	

A mocker is a tall, bat-winged thing with a long neck that very much looks like a gaunt man in a tattered cloak. Its head is snakelike and on a flexible, extensible neck. It flies, perching (hovering if necessary) out of range, and communicates with its victim telepathically — pleasantly at first but will become cruelly insulting (using telepathy to find psychological weak spots, embarrassing secrets, etc.) It seeks to convince the victim to kill himself, for it is a carrion eater.

The mocker has a sense that will let it detect depressed victims. It will seek them out, returning each night as necessary. They try to present their telepathic goadings and insults as a product of the victim's own mind (guilty conscience, etc). Often the victims, so disturbed or embarrassed by the things the mocker says won't seek help.

LEVITATE: The Mocker can hover at 4y/sec (the bat-wings are projectors but not necessary). Hovering is tiring—it prefers to perch.

TELEPATHY: Mockers have Level 1 Telepathy (see the Psionics Book).

MOTHER SHADOW											
PHY REF INT Grapple	13	STR	13	BLD	5	CON	13	DP:	24	Armor:	0
	12	COR	12	REA	15	AGI	13	TBH:	-3	Base Damage:	2
	11	RES	11	MEM	11	WIL	11	To Hit:	14-	Mass:	1
							Minor	Major	Critical		
		OFF 5 / DEF 4						8	24	48	

A Mother Shadow is a person's shadow that becomes intelligent and independent. It is insubstantial when stalking (Stealth of 16-) and can be chased away with a bright burst of light. When it gets close, it manifests (becoming three dimensional) and attacks. It sometimes cackles (occasionally giving it away). Mother Shadows evaporate in bright sunlight.

Mother Shadows feed on fear—they will attack to kill but only after a few hit-and-run raids over several days (terrifying for the victim). This does not apply to a Mother Shadow bound to a lair; it will defend a place to which it is bound to the death.

MYSTICAL AURA: -4 DM from any non-magical weapon

SHADOW CLAW: +4 PEN damage that ignores armor(!)

SHADOW FORM: The Mother Shadow is at an *additional* -2 to be hit by non-magical weapons.

MYCIN												
PHY REF INT Grapple	12	STR	12	BLD	11	CON	13	DP:	39	Armor: 4/8		
	12	COR	12	REA	12	AGI	13	TBH:	-3	Base Damage: 2		
	13	RES	13	MEM	13	WIL	13	To Hit:	14-	Mass: 2		
									Minor	Major	Critical	
		OFF 6 / DEF 4							3	9	18	

Mycin are an intelligent fungi race. These are psychic and they can shoot spores. That can cause hallucinations or blindness. Most terrifyingly, they can convert people to mycin. They are blessedly rare (at least in this reality)

SPORES: Once every other turn, a mycin can fire a cloud of spores (either a 14 PWR Blindness or a 14 PWR Hallucination). Range of 2 yards.

TELEPATHY: Level 2 Telepathy (see the Psionics Book); Level 2 Mind Blast

SPELL BLOCK: All mycin are spellcasters with a Spell Block of 15-

SKILLS: All mycin know at least one spell college.

Noc											
PHY REF INT Grapple	11	STR	11	BLD	7	CON	11	DP:	12	Armor:	4/6
	11	COR	11	REA	11	AGI	12	TBH:	-2	Base Damage:	0
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	1
								Minor	Major	Critical	
		OFF 4 / DEF 2						4	12	24	

Nocs have a dormant form in which they look like a dark purple boulder or toadstool. If disturbed, or if they detect living creatures nearby, they unfold into vaguely humanlike shapes and attack. The noc are small, and hunt in packs.

PINCER: +4 PEN

Noc (UMBER Noc)											
PHY	13	STR	13	BLD	18	CON	13	DP:	27	Armor:	4/6
REF	11	COR	11	REA	13	AGI	11	TBH:	-1	Base Damage:	5
INT	7	RES	7	MEM	7	WIL	12	To Hit:	14-	Mass:	4
Grapple								Minor	Major		Critical
		OFF 9 / DEF 7						9	27	54	

The umber noc are like nocs but bigger (bigger than a man is).

PINCER: +5 PEN

OSCK											
PHY REF INT Grapple	11	STR	14	BLD	12	CON	11	DP:	12	Armor: 0	
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: 4	
	7	RES	7	MEM	7	WIL	12	To Hit:	14-	Mass: 2	
								Minor	Major	Critical	
		OFF 9 / DEF 7						4	12	24	

An osck (also known as a Stalker Worm) is a burrowing worm that lives just under the ground and attacks people as they walk by. (A character must make a PER roll at -3 to notice the dimple in the ground before an osck attacks.) They have a large fish-like mouth and are covered with many small flagella.

BITE: 6 PEN (however, the bite only vitally hits [doubles] with a hit of 6+) with 8 OFF

PARASITE ROACH												
PHY REF INT Grapple	3	STR	3	BLD	1	CON	11	DP:	1	Armor:		0
	11	COR	11	REA	12	AGI	11	TBH:	-5	Base Damage:		-9
	1	RES	1	MEM	1	WIL	12	To Hit:	14-	Mass:		
								Minor	Major		Critical	
		OFF 4 / DEF 4						1	2	3		

Parasite roaches are disgusting, bright red bugs about 3" long that have a sucker. They are usually scavengers, but will attack en masse. They sometimes carry disease.

There is no negative to hit when stomping or flaming a roach.

SWARM: When a swarm of parasite roaches catches someone, it hits with a Grapple of 4—but it attacks once per 5 roaches (so a swarm of 20 roaches attacks 4 times). Each attack that hits will drain 1 DP of blood per turn (armor will protect the first turn—after that you have to take the armor off!)

A Break Hold maneuver will swat the roaches off—but they may attack again (a Standard success will kill 1 roach, a Major success will kill 2 roaches, and a Critical success 4).

PEGASUS											
PHY REF INT Grapple	11	STR	13	BLD	45	CON	11	DP:	45	Armor:	2/4
	13	COR	13	REA	13	AGI	13	TBH:	-2	Base Damage:	6
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	9
								Minor	Major	Critical	
		OFF 9 / DEF 7						15		45	90

A pegasus is a breathtakingly noble and beautiful winged horse. Although not as powerful war-steeds as Griffin, they are nevertheless quite formidable in combat.

BITE: 7 PEN (however, the bite only vitally hits [doubles] with a hit of 6+)

KICK: +2 IMP

PRISMATIC SERPENT											
PHY	12	STR	15	BLD	9	CON	12	DP:	27	Armor:	2/4
REF	12	COR	12	REA	12	AGI	12	TBH:	-2	Base Damage:	5
INT	7	RES	7	MEM	7	WIL	12	To Hit:	14-	Mass:	2
Grapple								Minor	Major	Critical	
		OFF 12 / DEF 10						9	27	54	

The prismatic serpent is a huge (14 foot) snake of gray-brown color and glowing red eyes. When active, however, its body is covered with brilliant, shifting kaleidoscopic patterns of light. It will stalk prey and then attack, stunning those who fall under the spell of its aura and lashing out with optic blasts. It will attempt to grab a target, haul him away, and devour him.

NOTE: the time from when it takes a person and devours them may be somewhat large—attacking takes a lot out of them so they may leave a person in some relatively inaccessible place for a few hours as they rest.

CONSTRUCT: In grappling combat, a prismatic serpent can Lock and squeeze for **[Base Damage +2]** Base Damage beginning the first turn.

If the serpent strikes, hits, and gets a Major Success Hold it can drag the person up to 6 yards away with that single attack. With a lesser success, the target is held but the snake must then run away with him normally (8 REA Long action).

EYE BEAMS: 15 IMP attack that can only be fired once every 3 turns. Range of 5 yards.

HYPNOTIC AURA: 13 PWR Hypnosis attack that affects each person who sees the snake when it activates only once (not again each turn). It can keep the effect going for 12 seconds at a time. It can activate the aura only once a day.

PURPLE HAZE											
PHY	10	STR		BLD	10	CON	12	DP:	12	Armor:	0
REF	10	COR	10	REA	10	AGI	10	TBH:	-0	Base Damage:	0
INT	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	
Grapple								Minor	Major		Critical
								4	12	24	

A purple haze is a mist creature with a hallucinogenic attack. It manifests and feeds on body heat, stays a while, and then moves on. A purple haze is at -2 to be noticed until it's on you. In it's radius there's a -1 visual modifier.

Some purple hazes are trapped in glass vials and used as a defense mechanism; others are kept in bars and places of ill repute as a drug. It is not unknown for people to become addicted to purple haze and venture forth into the wilderness, hoping to find one.

HALLUCIGENIC MIST: Unless one does not breathe or has an airtight mask, a creature caught within a purple haze is affected with a 14 PWR Hallucination attack.

PHYSICAL IMMUNITY: Purple hazes are utterly immune to physical attack. Energy can hurt them however, and they flee when confronted with it. Wind and weather spells can push them away.

RAZOR											
PHY REF INT Grapple	13	STR	13	BLD	13	CON	13	DP:	21	Armor:	0
	13	COR	13	REA	13	AGI	13	TBH:	-3	Base Damage:	5
	11	RES	11	MEM	11	WIL	12	To Hit:	14-	Mass:	5
								Minor	Major	Critical	
								7	21	42	

Razors are large, intelligent, and telepathic jet-black cats. They are legendary trackers.

BITE: 8 PEN

CLAW: +3 PEN

KEEN SENSES: 15- Perception roll

TELEPATHY: Razors have Level 1 Telepathy (Psionics Book).

SKILLS: Stealth Lv3 15-, Tracking Lv3 13-

RENDER											
PHY REF INT Grapple	13	STR	13	BLD	13	CON	13	DP:	18	Armor:	3/6
	13	COR	12	REA	13	AGI	13	TBH:	-3	Base Damage:	4
	10	RES	10	MEM	10	WIL	11	To Hit:	14-	Mass:	3
								Minor	Major	Critical	
		OFF 10 / DEF 8						6	18	36	

Renders are four-armed furry humanoid with wolf-like heads. They live in ruins, and collect artifacts. Renders are psychotically homicidal towards humans and enjoy eating them while they're still conscious.

Renders will quietly stalk prey and then spring from surprise. Against heavily armed or armored parties they may try to separate members or push rocks down or otherwise hit and run.

BITE: 6 PEN

SKILLS: Stealth 16-

Rock Crab											
PHY REF INT Grapple	12	STR	14	BLD	22	CON	12	DP:	27	Armor:	3/6
	11	COR	11	REA	11	AGI	12	TBH:	-2	Base Damage:	5
	7	RES	7	MEM	7	WIL	12	To Hit:	14-	Mass:	4
							Minor	Major	Critical		
		OFF 8 / DEF 6						9	27	54	

Rock crabs are land crabs that lair in short tunnels. Rock crabs are fairly intelligent and can be domesticated. They typically have a large, "gripping" pincer and a smaller, sharper "stabbing" pincer. They are one of the few monsters with a "block" defense.

Rock crabs tend to be dull brown or gray (depending on whether they're of the mud variety (living in earth) or the stone variety (living in caves or ruins). Some domesticated ones are bred for their beautiful shells and may be colorfully decorated

Rock crabs take their prey back to their tunnels to eat. Anything inedible (like treasure) will likely be found there.

INITIATIVE: Rock Crabs have an Initiative of 13-.

GRIPPING PINCHER: 12 OFF

STABBING PINCHER: +4 PEN. The standard (natural) rock crab has a "short sword" like pincer. Others have been bred to have pincers that work like other weapons (including axes and pole arms).

SERPENTE MAGUS												
PHY REF INT Grapple	14	STR	14	BLD	14	CON	14	DP:	21	Armor: 2/4		
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: 4		
	12	RES	12	MEM	14	WIL	13	To Hit:	12-	Mass: 3		
								Minor	Major		Critical	
OFF 13 / DEF 11									7	21	42	

The serpente magi are thick constrictor snakes that are physically powerful and often have beautiful, distinctive markings. They also have cobra hoods and hypnotic eyes. Serpente magi are intelligent, have nearly perfect memories, and are natural spell casters. They may be the result of human/naga interbreeding. Unlike most "beasts" they are not especially hostile to human beings, but they do desire solitude and can be implacable schemers.

CONSTRUCT: In grappling combat, a serpente magus can Lock and squeeze for [Base Damage +2] Base Damage beginning the first turn.

HYPNOTIC GAZE: 13 PWR Hypnosis attack that affects anyone looking into the serpente magus' eyes. A target can be so attacked only once during an encounter with any individual serpente magus.

SKILLS: Any magic skill but Imperial College and Elemental Colleges are most common.

SILRICC											
PHY REF INT Grapple	11	STR	3	BLD	1	CON	11	DP:	3	Armor: 2/4	
	12	COR	12	REA	12	AGI	13	TBH:	-3	Base Damage: -9	
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	
								Minor	Major		Critical
		OFF -5 / DEF -7						1	3	6	

The silricc is a small, immensely furry creature that looks a bit like a cross between a cat and a spider (imagine a tarantula overgrown into a black furball). Upon finding and paralyzing prey, silricc hibernate: The silricc will begin to spin a "cocoon"—a nautilus-like shell—around itself and its prey.

Silricc are often found in their cocoons (shells) sleeping lightly (sometimes for decades), while it waits for a new food source to wander by. They detect movement within 4 yards of their shell on a 16- (-1 for each yard after that, Stealth negatives apply).

PARALYZING BITE: A bite that successfully penetrates inflicts a 14 PWR Paralysis attack.

SPIT VENOM: A silricc can also spit its paralyzing venom and always aims for the eyes (14 PWR Blindness).

SPHINX											
PHY REF INT Grapple	13	STR	15	BLD	33	CON	13	DP:	36	Armor:	2/4
	12	COR	12	REA	13	AGI	12	TBH:	-1	Base Damage:	7
	13	RES	13	MEM	13	WIL	13	To Hit:	14-	Mass:	7
								Minor	Major	Critical	
		OFF 10 / DEF 8						12		36	72

A sphinx is a creature with a leonine body and a human face. Although not uniformly hostile towards man, a few sphinxes have been know to prey on humans. Just as many openly encourage human company and enjoy debating for hours on end.

Sphinxes are notoriously arrogant, especially on the subject of intellect and strive to prove their superiority (riddles being the most common method). Most study magic.

CLAW: +2 PEN

SKILLS: Riddles; Imperial College, Astrology, Thaumaturgy

STEAM SPRITE											
PHY REF INT Grapple	11	STR	11	BLD	5	STC	12	DP:	36	Armor:	0
	12	COR	12	REA	13	AGI	12	TBH:	-2	Base Damage:	0
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	1
								Minor	Major	Critical	
		cannot be held						3	9	18	

Steam sprites lair in a vessel (a bottle, an oil lamp, or even a hot, 'steaming' pie) that leak wisps of steam. When the vessel is disturbed the sprite will attack (these beings are territorial magical guardians, often the result of Fey activity or other such mischief). They look like eels of steam with skull faces.

STEAM BODY: Steam sprites damage like automatons (and lose 1 STC for every 3 DP they take), but if they take 12 or more points of damage in a single hit, they pop like a soap bubble and disappear. They will be instantly dispersed by a wind based attack that hits by 3+.

STEAM VENT: Sprites can strike only once per turn. However, this attack does 8 IMP, ignores non-magical armor and is blocked/dodged as a ranged attack!

TERROR FERN											
PHY REF INT Grapple	12	STR	13	BLD	9	CON	12	DP:	12	Armor:	2/4
	11	COR	11	REA	11	AGI	11	TBH:	+5	Base Damage:	3
	3	RES	3	MEM	3	WIL	12	To Hit:	12-	Mass:	2
								Minor	Major	Critical	
		OFF 7 / DEF 5						4	12	24	

Terror fern are leafy carnivorous plants. They often grow amongst other, natural ferns and are difficult to distinguish. They attack by grappling and strangling their victims, which are then left to decay for fertilizer. Terror fern can have up to 24 tentacles, which they can use for to augment their grapple attacks.

Scarlet terror ferns are distinguished by their red flowers. In addition to tentacle attacks, Scarlet terror ferns fire javelin-like barbs.

TENTACLES: 7 OFF + 1 OFF per tentacle used. (If a terror fern is fighting a single opponent, it will, of course, use all its tentacles in the initial attack). The tentacles have a range of 6 yds.

BARBS (SCARLET TERROR FERN): 5 PEN. A mature Scarlet Terror Fern will have one barb for each tentacle (the barbs regrow in 24 hours).

TOMB BEETLE											
PHY REF INT Grapple	13	STR	13	BLD	5	CON	12	DP:	12	Armor:	5/10
	11	COR	11	REA	13	AGI	11	TBH:	-1	Base Damage:	1
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	1
								Minor	Major	Critical	
		OFF 5 / DEF 3						4	12	24	

Tomb beetles are carnivorous bugs that range from fist-sized to turtle-sized. They sleep for millennia and are often walled up within tombs as a defense. These stats here are for a large one.

BLADED PINCERS: The tomb beetle bites for 6 PEN (12 PV).

TRAVELING WORM											
PHY REF INT Grapple	13	STR	24	BLD	107	CON	13	DP:	120	Armor:	3/6
	11	COR	11	REA	11	AGI	11	TBH:	+1	Base Damage:	23
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	21
								Minor	Major	Critical	
		OFF 29 / DEF 24						40	120	240	

Also called a "Forest Dragon," the worm is as thick around as a tree-trunk and up to 20 yards in length. They are part plant/part animal.

BITE: 25 PEN

CRUSH: The traveling worm can grapple opponents, but usually it just crushes them. It can slither over a target with a 12- (+3 large weapon bonus) for 30 IMP. Crushed underneath it, the unfortunate will take that twice.

TUMBLE WEED											
PHY	11	STR	11	BLD	3	CON	11	DP:	12	Armor:	2/4
REF	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	0
INT	10	RES	10	MEM	10	WIL	12	To Hit:	12-	Mass:	1
Grapple								Minor	Major		Critical
		OFF 4 / DEF 2						4	12		24

Tumble weed appear as a blowing tangle of sticks and branches, but they are actually carnivorous plants that hunt in packs. They hide, at their core, sharp, very human teeth. They do little damage, but they overwhelm and bind their prey and then consume alive, at their leisure. Tumble weed can talk, and are intelligent.

BITE: 2 PEN (however, the bite only vitally hits [doubles] with a hit of 6+)

ENTANGLE: Entangle attack (must be in Close Combat).

TYGERN											
PHY	13	STR	17	BLD	33	CON	13	DP:	40	Armor:	2/4
REF	12	COR	12	REA	13	AGI	13	TBH:	-1	Base Damage:	9
INT	7	RES	7	MEM	7	WIL	12	To Hit:	14-	Mass:	7
Grapple								Minor	Major		Critical
		OFF 12 / DEF 10						13	40		80

Tygern are awesome predators— wild, untamable, and terrifying massive tigers with eagle's wings. They have a tiger's head, but an eagle's eyes.

Tygern are capable of carrying off a full-grown man and can hunt from great heights. Their preferred mode of attack is to swoop down from the skies, claws first (treat as a Charge), but failing that they pounce.

BITE: 9 PEN

CLAW: +2 PEN

KEEN SENSES: 13- Perception roll (15- with vision)

SKILLS: Climbing 13-, Tracking 13-

UMBRAGATOR											
PHY	13	STR	17	BLD	40	CON	13	DP:	45	Armor:	5/10
REF	12	COR	10	REA	12	AGI	10	TBH:	+1	Base Damage:	10
INT	7	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass:	8
Grapple								Minor	Major		Critical
		OFF 13 / DEF 11						15	45		90

An umbragator looks like huge, armored alligator with powerful, frog-like legs and the heads of hammerhead sharks. They tend to behave much like natural alligators, lying in wait for prey to wander close enough, but they will hunt and do protect their territory.

BITE: +7 PEN and worry.

SKILLS: Stealth 12-

VENBRU											
PHY REF INT Grapple	6 12 11 	STR	6	BLD	6	CON	12	DP:	15	Armor:	3/6
		COR	12	REA	12	AGI	12	TBH:	-2	Base Damage:	-4
		RES	11	MEM	11	WIL	11	To Hit:	12-	Mass:	1
								Minor	Major	Critical	
		OFF -2 / DEF -4						5	15	30	

Venbru are beautiful creatures. They have both feathers (in a crest like a peacock) and scales that come in a dazzling array of colors and patterns, but their most beautiful features are their eyes that sparkle like deep, multifaceted diamonds.

Venbru are intelligent, but megalomaniacally vain. They can spend hours (or days) staring into their own eyes. They expect others to worship them reverently as well, and will demand that others make offerings of gifts (preferably gemstones which they eat; the more gemstones a venbru consumes, the more beautiful it is).

Venbru are highly sought. They can be "kept" in magnificent gardens (assuming their needs are met), or captured and imprisoned (cheaper, but you'll need a cage). Emperors have been known to pardon the most heinous of deeds if the perpetrator succeeds in procuring a venbru.

BITE: 2 PEN

DAZZLE: Once every other turn they can emit a blinding flash of light (14 PWR Blindness).

TELEPATHY: Level 2 Telepathy; Level 2 Mind Blast (see the Psionics Book)

HYPNOTIC STARE: Anyone who looks into a venbru's eyes is subject to a 16 PWR Hypnosis attack (a target can be so attacked only once during an encounter with any individual venbru).

SKILLS: Riddles 15-, Singing Lv3 15-, Storytelling 15-

WIND WRAITH											
PHY REF INT Grapple	13	STR	14	BLD	9	CON	13	DP:	18	Armor: 0	
	13	COR	13	REA	13	AGI	13	TBH:	-3	Base Damage: 4	
	7	RES	7	MEM	7	WIL	12	To Hit:	15-	Mass: 2	
								Minor	Major	Critical	
		OFF 8 / DEF 6						6	18	36	

Wind wraiths are giant owls—just smaller than a man. They are awesome, terrifying predators.

BEAK: 6 PEN.

CLAW: 8 PEN. The traditional attack of the wind wraith is to swoop down on prey and grab it in its powerful claws (Grapple of 12/10).

SKILLS: Stealth 18-

Wood Monk											
PHY REF INT Grapple	11	STR	11	BLD	8	STC	13	DP:	39	Armor:	0
	12	COR	12	REA	13	AGI	12	TBH:	-2	Base Damage:	1
	7	RES	7	MEM	7	WIL	12	To Hit:	14-	Mass:	2
								Minor	Major	Critical	
		OFF 5 / DEF 3									

Wood monks are creatures of spontaneous generation. They lie in wait as small piles of dead leaves and branches, then suddenly spring up when something passes by.

Wood monks look like monks in heavy, brown robes. They have long sharp teeth and claws instead of faces and hands.

AUTOMATON: Wood monks lose 1 STC every 3 DP they take.

CLAWS: 4 PEN that ignore 3 points of armor.

BITE: 2 PEN that ignore 2 points of armor and delivers a 15 PWR Poison (Toxicity 16).

WOLFING												
PHY REF INT Grapple	11	STR	11	BLD	4	CON	11	DP:	12	Armor: 0		
	12	COR	12	REA	12	AGI	12	TBH:	-2	Base Damage: 0		
	10	RES	10	MEM	10	WIL	9	To Hit:	13-	Mass: 1		
									Minor	Major	Critical	
		OFF 4 / DEF 2							4	12	24	

Wolfing are intelligent wolf creatures that can speak in normal tongues and walk on two legs. They eat children, and will do anything to procure one. They are not so much deadly as despicable and devious. The unscrupulous will sometimes employ them but wolfings cannot be trusted.

BITE: 3 PEN.

SKILLS: Climbing Lv3 14-, Stealth Lv3 14-, Tracking Lv3 14-

WYVERN												
PHY REF INT Grapple	12	STR	12	BLD	10	CON	12	DP:	36	Armor: 2/4		
	12	COR	12	REA	12	AGI	13	TBH:	-3	Base Damage: 2		
	7	RES	7	MEM	7	WIL	12	To Hit:	14-	Mass: 2		
									Minor	Major	Critical	
		OFF 6 / DEF 4							12	36	72	

A wyvern is a coiled winged snake with two sharp reptilian feet (claws). They are approximately 7' long from snout to tail's tip with a wingspan of 8' (extended), have a distinctive yellow and green pattern of diamonds on their skin, and have glimmering black eyes and sharp, poisonous fangs.

BITE: 4 PEN (PV 6) and 15 PWR Poison (Toxicity 12)

CLAW: 6 PEN unless constricting prey

CONSTRICT: In grappling combat, a wyvern can Lock and squeeze for **[Base Damage +2]** Base Damage beginning the first turn.

WYRM											
PHY REF INT Grapple	12	STR	19	BLD	54	CON	12	DP:	45	Armor:	3/6
	12	COR	12	REA	12	AGI	12	TBH:	-1	Base Damage:	13
	7	RES	7	MEM	7	WIL	12	To Hit:	14-	Mass:	11
								Minor	Major	Critical	
		OFF 16 / DEF 14						15	45	90	

Wyrm are large, aggressive winged reptiles—approximately the size of a horse. They are often called dragons (although they are not true dragons at all). Sometimes they are kept as pets in the same way some people keep alligators.

BITE: 14 PEN (however, the bite only vitally hits [doubles] with a hit of 6+)

KICK: +2 PEN (6 REA)

Dragons

“My armour is like tenfold shields, my teeth are swords, my claws spears, the shock of my tail a thunderbolt, my wings a hurricane, and my breath death!”

- Smaug from The Hobbit

Dragons are awesome predators. There may exist beasts out there that are bigger, but there are few that are as breathtaking or versatile.

Dragons are essentially immortal, living and growing until something kills them. Although dragons age, it will not automatically achieve power simply by the passage of time. To “advance”, a dragon must fulfill certain goals including the building of a lair, the spawning young, and the like. Dragons can also “advance” by consuming of human blood—especially the blood of noble, human virgins of marriageable age. Amassing treasure of certain values also triggers the chemical change that allows a dragon to advance from young to adolescent, to adult, and so on.

Dragons spend considerable time sleeping and hibernating. They have hidden, remote lairs where they can do this safely.

Dragon Bloodlines

Dragons are proud of their heritage, and have a concept of family and royalty. Their ancestral bloodlines not only define their history, but their abilities as well. The bloodlines listed here are some of the most common. They are also the oldest and low-generation (Adult and Ancient) dragons of these lines are powerful and highly respected.

Draco Tempestas Autumn
Draco Tempestas Burma
Draco Tempestas Solistium
Draco Tempestas Vernus

Breathes Fire
Breathes Lightning
Breathes Plasma
Breathes Thunder

Dragon Breath

All dragons can use their breath attack once every three rounds. They must "charge" the breath and consequently, they cannot use it on the first round of combat. Dragons are immune to their own breath weapons.

Dragon breath has a range of 10 yards.

Fire Breath

Fire Breath does FIRE damage and "splashes": 4 yards around the target, everything in that area will be subject to a [damage of breath/10] Fire attack.

Lightning Breath

Lightning Breath does SHOK damage.

Plasma Breath

Plasma Breath explodes with a RAD of 2 yards.

Thunder Breath

Thunder Breath not only does damage, it can also deafen. The target takes Impact damage from the attack and also is subjected to a Resistance Attack (vs. CON):

Minor Effect	<u>Impaired</u> : Hearing perception rolls are at -2 for 3 hours.
Standard Effect	<u>Deafened</u> : Target is Stunned and his Hearing perception rolls are at -2 for 3 days.
Major Effect	<u>Knocked Over</u> : Target is Dazed and must roll vs. CON or fall down. He is also deafened for 2 days.
Critical Effect	<u>Bowled Over</u> : Target is Dazed and must roll vs. CON at -2 or fall down. He is also deafened for 4 days.
Catastrophic Effect	<u>Blasted</u> : Target is Unconscious and may be permanently deaf.

DRAGON (ADULT)											
PHY	13	STR	60	BLD	200	CON	13	DP:	120	Armor:	6/12
REF	11	COR	11	REA	13	AGI	11	TBH:	+1	Base Damage:	69
INT	11	RES	11	MEM	11	WIL	13	To Hit:	14-	Mass:	40
Grapple		OFF 84 / DEF 70						Minor	Major		Critical
								40	120		240

An adult dragon weighs a ton and a half, and is bigger than a grizzly bear. They are unnaturally formidable with massive bat-like wings and armored flanks. They are intelligent and skilled fighters. They also, depending on their bloodline, may have a variety of magical powers.

INSTINCTIVE REFLEXES: +2 Initiative (15-)

BITE: 75 PEN, can be used at Short range

CLAW: +0 PEN (6 REA)

TAIL LASH: +0 IMP (6 REA); it is at -2 to be blocked and can be used at Long range

MYSTICAL AURA: -4 DM from non-magic weapons

KEEN SENSES: Perception roll of 14- (smell and vision perception is 16-)

DRAGON (ANCIENT)											
PHY	15	STR	180	BLD	1100	CON	15	DP:	800	Armor:	12/24
REF	11	COR	11	REA	13	AGI	11	TBH:	+1	Base Damage:	279
INT	13	RES	13	MEM	13	WIL	15	To Hit:	17-	Mass:	220
Grapple		OFF 336 / DEF 280						Minor	Major		Critical
								267	800		1600

Ancient Dragons are terrible creatures, over a millennium old. They are the size of bull elephants, are covered in armor, and blessed with wickedly sharp weapons. To fight one, bring an army and expect heavy casualties.

INSTINCTIVE REFLEXES: +2 Initiative (15-)

BITE: 300 PEN, can be used at Medium range

CLAW: +0 PEN (6 REA), can be used at Long range

TAIL LASH: +0 IMP (6 REA); it is at -2 to be blocked and can be used at Very Long range

MYSTICAL AURA: -4 DM from non-magic weapons

KEEN SENSES: Perception roll of 14- (smell and vision perception is 18-)

Legends

And as in uffish thought he stood,
The Jabberwock, with eyes of flame,
Came whiffling through the tulgey wood,
And burbled as it came!

- from "Jabberwocky" by Lewis Carroll

These creatures are powerful and legendary, some unique, many belonging to magical races. In some cases these creatures are part of the Universe. They may be ancient, wise, and important. They may also be, at some level, metaphors for concepts or beliefs of human beings.

CYCLOPS											
PHY	13	STR	40	BLD	80	CON	13	DP:	370	Armor:	0
REF	11	COR	11	REA	11	AGI	12	TBH:	-0	Base Damage:	44
INT	10	RES	10	MEM	10	WIL	9	To Hit:	12-	Mass:	16
Grapple								Minor	Major	Critical	
		OFF 55 / DEF 46						123	370	740	

Cyclopes are larger than ogre and smaller than giants. They are not terribly smart or civilized, but they are often skilled craftsmen (stereotypically, they are blacksmiths). They are generally bad tempered and think nothing of killing and eating those they come across. They may, however, respect (if not serve) agents of legitimate human powers (the King, the Church, etc.).

ONE-EYE: Cyclopes have but one eye, consequently, they suffer all requisite disadvantages (see the Basic Book).

SKILLS: Cyclopes are Lv3 Craftsmen with 15- rolls.

DESTINY KNIGHT											
PHY REF INT Grapple	13	STR	15	BLD	18	CON	13	DP:	24	Armor: 7/14	
	12	COR	12	REA	13	AGI	12	TBH:	-2	Base Damage: 7	
	12	RES	12	MEM	13	WIL	12	To Hit:	16-	Mass: 4	
								Minor	Major	Critical	
		OFF 11 / DEF 9						8	24	48	

The Destiny Knight may appear when a warrior is on the cusp of a great success or disaster. The Knight, who appears as a large, armored knight wearing unknown colors, will challenge the character to combat. The catch is that the Destiny Knight cannot be slain until the character has overcome some difficult task.

In the first match, the Knight will spare the character—leaving him beaten but alive. The second (set at some date in the future) will be his last. The Knight will not specify the test—but a wise person (or some study and meditation) will reveal it. The task is usually something of a heroic nature the character has been contemplating or that needs doing. The knight may have help but should be the point man. If the character accomplishes the mission, the Destiny Knight will return and test his mettle but will not harm him. Instead, he will surrender on the field of battle, praise his adversary as worthy, and leave—vanishing into the mists.

The Destiny Knight is not cruel or insulting—he seems hearty, jolly, and strong. He is, however, serious about the challenge. He will return. If the character flees (probably renouncing his knighthood—the challenge is public) or refuses to fight, the character will get a -4 Mental Defect: Unsure Of Self, which makes him fight at -4 should he ever suffer a Minor Wound or more in combat.

The Knight has plate armor, a shield, a weapon of choice, and the appropriate Lv3 weapon skill on a 16-. When struck, he will take damage normally until he gets an Unconscious or worse result at which point he returns to full DP (picking up his head and putting it back on if necessary).

FENIR (GREAT WOLVES)												
PHY REF INT Grapple	13	STR	105	BLD	500	CON	13	DP:	500	Armor:		0
	12	COR	11	REA	12	AGI	12	TBH:	-0	Base Damage:		144
	10	RES	11	MEM	10	WIL	12	To Hit:	13-	Mass:		100
								Minor	Major		Critical	
		OFF 174 / DEF 145						164	500		1000	

Fenir are giant wolves—the size of small cars. They travel in packs and usually live high on mountaintops or deep in the forest away from man.

BITE: 100 PEN

CLAW: +0 PEN

TRUE GIANTS											
PHY REF INT Grapple	13 11 10 	STR	85	BLD	370	CON	13	DP:	370	Armor:	0
		COR	11	REA	12	AGI	12	TBH:	-0	Base Damage:	149
		RES	10	MEM	10	WIL	9	To Hit:	12-	Mass:	74
								Minor	Major	Critical	
		OFF 179 / DEF 149						123	370	740	

Giants are huge beings that stand 20' tall (as tall as a 2-story building). Some giants, a race called Giant Magi can change shape at will.

Having no talent for smithing, the typical giant either attacks barehanded or with a club (an uprooted tree). Occasionally, they throw boulders.

VULNERABILITY TO MAGIC: Giants resist spells badly. They get a -1 to their resistance rolls vs. magic effects.

JINN											
PHY REF INT Grapple	13	STR	60	BLD	120	STC	150	DP:	1500	Armor:	0
	13	COR	13	REA	13	AGI	13	TBH:	-1	Base Damage:	72
	14	RES	14	MEM	20	WIL	14	To Hit:	19-	Mass:	24
								Minor	Major	Critical	
		OFF 89 / DEF 74									

Jinn are awesomely powerful primal spirits. They are ancient and may have been the beings that actually built (but did not *design*) the universe. They have no real body of their own but take form from the elements around them. A Jinni bound to a lake might appear on the surface as a giant face made of water. The water itself might rise up as a giant head ... in the sky they are whirlwinds and vast storm clouds ... in fire they are living infernos.

Jinn are not friends of humanity—they will devour humans, toying with them as they

dismember them, examining and absorbing their essences. They can be reasoned and dealt with however, and powerful magics and rituals can bind them. Their legendary egotism can also blind them to the obvious, allowing a clever mind to trick or otherwise get away from a jinni.

On very rare occasion, a human potentate will be granted nigh-absolute power over jinn. Invariably, these rulers are of the highest moral caliber. Jinn respect and fear these men and are on their best behavior around them.

ALTER REALITY: Jinn can grant wishes—after a fashion. With an 8 REA Long action, a jinni can:

- turn one thing into another
- disintegrate up to 3 tons of mass at will
- create structures up to 3 tons of mass at will
- teleport a person about 1000 miles safely

They cannot control human minds or change time.

IGNORE REALITY: Jinn can choose ignore reality. When a Jinni does this, it gets an unmodified 16- roll to ignore any attack or spell effect. This costs 3 REA per turn.

INCORPORATE/DISCORPORATE: It is an 8 REA Long action for a Jinni to form or de-form. While discorporate, a jinni cannot attack nor use any of its awesome powers.

JINN FORM: Although “living” creatures, jinn are damaged as automatons (and lose 1 STC every 100 DP they take).

MIND OVER FORM: The Jinn can alter a living target, often resulting in its destruction. A Jinni toying with a human might shrink him to the size of a penny ... or blast him into a thousand still living blocks of flesh. The roll is 16- against WIL. They can do this once per turn but they cannot Ignore Reality while doing so.

Minor Effect:	The target resists! The target suffers a Daze result.
Standard Effect:	The target survives—but is mutated in some way. Suffer unconscious result and the GM picks some minor bizarre defect.
Major Effect:	As above, but the defect is major.
Critical Effect:	As above, but the defect is horrific.
Catastrophic Effect:	The target is, essentially, destroyed.

TALONS: +0 PEN damage that ignores any armor.

KRAKEN											
PHY	13	STR	19	BLD	3000	CON	13	DP:	2000	Armor:	0/14
REF	11	COR	11	REA	12	AGI	11	TBH:	+5	Base Damage:	308
INT	12	RES	7	MEM	7	WIL	12	To Hit:	9-	Mass:	600
								Minor	Major	Critical	
Grapple		OFF 371 / DEF 309						733	2000	4000	

The kraken is a fearsome predator: they usually eat deep-water Megalodon—‘prehistoric’ sharks; near the surface they will attack galleons. They have 7 tentacles and squidlike bodies. They are

voracious eaters of flesh but can also exist for long periods of time on plankton and, if necessary, they can even go into hibernation. When they sense a boat, they will attack, picking sailors off the deck.

When a kraken attacks a boat, it will grip it with 1-6 tentacles and grab sailors with the others. Attacking its eyes can drive it off - the eyes are +0 to hit and have no armor; if the eye takes 40+ points of damage, the kraken makes a Minor Wound roll, if the result is Dazed or worse it will flee. The downside to this is that anyone trying this stunt 9in melee anyway) will be at 13- to hit from the kraken.

Despite their lethality, the right gear (nets, high-tension lines, harpoons) can be used to hunt them. The GM should determine what exactly goes into a kraken hunt—it's a dangerous game!

BITE: 40 PEN. If the kraken wishes to bite something it has caught in its tentacles, the to-hit roll jumps to 16-; a miss indicates the victim is floating free in the water.

INK: The Kraken can turn the water black for a 3-mile radius when ejecting ink.

TENTACLE: A kraken can grapple and constrict with its tentacles. The turn after it successfully gets a Grab, the kraken will drag the poor soul into its maw.

TREASURE: The bellies of kraken are filled with cargo taken from boats they attack (sometimes a Kraken will break the back of a boat and swallow some of the hold).

NAGA									
PHY	13	STR	13	BLD	15	CON	13	DP:	24
REF	11	COR	10	REA	11	AGI	11	TBH:	-1
INT	12	RES	12	MEM	12	WIL	13	To Hit:	12-
Grapple		OFF 11 / DEF 9						Minor	Major
								Critical	
								8	24
									48

The naga are human-headed snakes that were present at the creation of the universe. The most ancient ones are kings of vast undersea kingdoms, far from the realms of men. They may be great generals or powerful wizards. They live in awesome palaces with architectures that would be impossible on land. The naga described here are their distant children. They are still powerful, and important—they are servants of the gods or even the universe itself. These naga are about the size of humans. They are usually magic users, familiar with the Imperial College.

SKILLS: Imperial College Lv3 15-

NEMORUS (LIVING FOREST)									
PHY	13	STR	120	BLD	6000	STC	15	DP:	600
REF	10	COR	10	REA	9	AGI	11	TBH:	+5
INT	10	RES	10	MEM	16	WIL	9	To Hit:	12-
Grapple		OFF 852 / DEF 710						Minor	Major
								Critical	

The nemori are, perhaps, the largest living beings on the planet. They can cover many acres appearing, to humans, as individual trees ... a natural forest. They are, until they wake. When a nemorus is away, it is mobile—it moves through the ground like a human wading through water. It is vast and powerful. The statistics above are for a single tree. A nemorus might have one, tens, hundreds, or even thousands of such trees as its body.

AUTOMATON: A Nemorus loses 1 STC every 40 DP it takes.

UNICORN											
PHY	14	STR	22	BLD	70	CON	14	DP:	75	Armor:	0
REF	12	COR	12	REA	12	AGI	12	TBH:	-1	Base Damage:	18
INT	11	RES	11	MEM	11	WIL	15	To Hit:	13-	Mass:	14
								Minor	Major	Critical	
Grapple		OFF 21 / DEF 19						25	75	150	

Unicorns are purity incarnate: noble, white horses with a single white horn (known as an alicorn) protruding from its head. They are often described as being bathed in a soft white radiance. Unless killed, a unicorn is immortal.

When one of these magnificent beasts is injured and its blood spilt, flowers bloom where its blood falls and the orchards that grow there will bear wondrous fruit for generations. However, the most wondrous feature is its horn; the alicorn can be used to cure everything from old age to the most hideous poisons. A unicorn sheds its alicorn (like a deer its antlers) once every 5 centuries. The more impatiently unscrupulous hunt unicorns to chop off its horn. A unicorn so maimed will not grow back its alicorn until its proper time (up to 500 years) and is in all ways severely hobbled.

Unicorns are universally sought after. Kings desire them, mages wish to harness their power, aristocrats ravished by age wish to possess them. But unicorns are wild: they cannot be tamed but may be ridden by only the most pure of heart. In fact, unicorns are so drawn to purity that it is not uncommon for a one to allow itself to be touched and even fed by a worthy maiden.

KICK: +2 IMP (6 REA)

GORE

TRAMPLE: 28 IMP (8 REA Long)

WHITE FIRE: Once every three turns a unicorn can project a beam of white fire from its alicorn for 32 FIRE.

HEALING: A unicorn can heal almost anything. Draughts of their blood restore the drinker to full health (20 so draughts from 1 unicorn, if you had to know). A touch from their horn heals a Minor Wound's worth of DP. If their alicorn is powdered, it makes 5 doses that, when mixed with wine, will cure almost anything (old age, disease, dismemberment, and so forth).

IMMUNITY TO POISON: A unicorn cannot be poisoned and any poison or poisoned wound touched by its alicorn is instantly neutralized.

MYSTICAL AURA: -4 DM from non-magic weapons

WILL O' WISP												
PHY REF INT Grapple	4	STR	4	BLD	4	CON	13	DP:	24	Armor: 0		
	12	COR	12	REA	13	AGI	12	TBH:	-3	Base Damage: -7		
	12	RES	12	MEM	12	WIL	13	To Hit:	12-	Mass: 1		
									Minor	Major	Critical	
		OFF -3 / DEF -5							8	24	48	

Will o' wisps are subtle spirits that inhabit desolate places (ruins, marshes, forbidding mountain passes, etc). They are naturally invisible, but can manifest as a floating light similar to a dim lantern (their true form is that of a frail, floating human wrapped in a shawl). Will o' wisps are guides and lures. They seek the lost or the searching, and tempt them to follow.

Following a will o' wisp is fraught with peril: they almost always lead their followers to and through dangerous places, often disguising or hiding the nature of the danger. Only a fool or a desperate man would follow one, but it is the foolish and the desperate to which will o' wisps appear—if one follows and survives, the will o' wisp will show the traveler what he's looking for: the way home, the hidden treasure, his lost love. If it can be found, the will o' wisp will light the way.

MYSTICAL AURA: -4 DM from non-magic weapons

PROTECTIVE AURA: A will o' wisp is surrounded by a field of energy that protects it. This is treated as 11 points of ablative armor that must be punched through before the will o' wisp can be harmed. The aura regenerates 1 point of armor at the end of each turn.

TELEPATHY: Level 2 Telepathy (Psionics Book); note that normally the only time a will o' wisp uses telepathy is to defend itself if it is attacked.

SKILLS: All will o' wisps know the Illusion school of magic.

The Fey

“Either I mistake your shape and making quite,
Or else you are that shrewd and knavish sprite
Call’d Robin Goodfellow: are not you he
That frights the maidens of the villagery;
Skim milk, and sometimes labour in the quern
And bootless make the breathless housewife churn;
And sometime make the drink to bear no barm;
Mislead night-wanderers, laughing at their harm?”

- A Midsummer Night's Dream, Act 2, Scene 1

The fey (also known as the fair folk or fairies) are magical creatures of twilight and shadow. In fact, some believe that the fey are actually magic itself, given incarnate form. Virtually all fey have some magical ability (usually from the Illusion/Phantasm and Witchcraft schools).

The fey cannot be normally seen. They all possess a type of invisibility that prevents anyone from perceiving them unless they attack or otherwise choose to make themselves known. All fey are quiet and stealthy (are at -2 to be heard and have Stealth).

All fey have Mystical Aura; however, a weapon made of cold iron will negate it.

BOGGART / BROWNIE											
PHY	12	STR	13	BLD	23	CON	12	DP:	15	Armor:	none
REF	12	COR	12	REA	12	AGI	12	TBH:	-2	Base Damage:	2
INT	10	RES	10	MEM	10	WIL	9	To Hit:	13-	Mass:	2
Grapple								Minor	Major		Critical
		OFF 6 / DEF 4						5	15	30	

These fey are scrawny, hairy bipeds with pinhole nostrils and tattered, brown cloaks. The difference between a boggart and a brownie is attitude.

Boggart - Boggarts live for mischief. They may plague a family for years (hiding keys, breaking things, and generally causing disturbances), traveling with them if necessary. They can be quite vindictive and malicious although they almost never resort to physical violence.

Brownie - Like boggarts, brownies live with a family, but unlike boggarts, they are beneficent (doing chores, fixing things, finding lost items, etc). They may be rewarded, but attempting to pay (or catch!) a brownie may offend it. An offended brownie may leave the family or become a boggart.

DISAPPEAR: 8 REA Long action. Once gone, the boggart/brownie can't return for 24 hours.

They can still perceive what goes on inside the house or area—but can't hear conversations in the presence of running water.

MAGIC USE: Illusion, Witchcraft

MYSTICAL AURA: -4 DM from any non-magical weapon not made of cold iron.

SKILLS: Stealth Lv3 15-

BUGBEAR											
PHY	12	STR	14	BLD	35	CON	12	DP:	30	Armor:	none
REF	11	COR	11	REA	11	AGI	12	TBH:	+1	Base Damage:	9
INT	10	RES	10	MEM	10	WIL	12	To Hit:	14-	Mass:	7
Grapple								Minor	Major	Critical	
		OFF 13 / DEF 11						10	30	60	

A fey that looks like a bear cub wearing a brown cap. When provoked, they grow into a full sized bear. These stats are for a grown one.

BITE: 7 PEN

CLAW: +0 PEN

MYSTICAL AURA: -4 DM from any non-magical weapon not made of cold iron.

Cu Sith Hound												
PHY REF INT Grapple	12	STR	20	BLD	50	CON	12	DP:	50	Armor: none		
	11	COR	11	REA	11	AGI	12	TBH:	+1	Base Damage: 14		
	8	RES	8	MEM	10	WIL	12	To Hit:	13-	Mass: 10		
								Minor	Major	Critical		
		OFF 17 / DEF 15						17	50	100		

Cu Sith Hounds are huge black hounds the size of cattle. They have yellow eyes and can be quite vicious. Their howl sounds hauntingly melancholy and can cause feelings of despair in those who hear it (if the listener is depression prone, he may have to make a WIL roll).

BITE: 14 PEN.

KEEN SENSES: 14- perception roll

MYSTICAL AURA: -4 DM from any non-magical weapon not made of cold iron.

SKILLS: Tracking Lv3 14-, Stealth Lv3 14-

DOPPLEGANGER											
PHY REF INT Grapple	12	STR	13	BLD	23	CON	12	DP:	18	Armor: 1/2	
	11	COR	11	REA	11	AGI	11	TBH:	-0	Base Damage: 6	
	8	RES	8	MEM	8	WIL	10	To Hit:	13-	Mass: 5	
								Minor	Major	Critical	
		OFF 10 / DEF 8						6	18	36	

A doppelganger is a shadow walker that can only be seen by animals and the person being stalked by it. The doppelganger will shadow the subject until such time as it has learned enough about him to replace him. Then it will murder him and take his place

MYSTICAL AURA: -4 DM from any non-magical weapon not made of cold iron.

SHAPECHANGE: The doppelganger can alter its form to replicate its target precisely.

SKILLS: Acting Lv3 15-, Disguise Lv3 15-, Stealth Lv3 15-, Surveillance Lv3 15-

GOBLIN											
PHY	11	STR	11	BLD	11	CON	14	DP:	18	Armor:	none
REF	12	COR	12	REA	12	AGI	13	TBH:	-3	Base Damage:	1
INT	10	RES	10	MEM	10	WIL	11	To Hit:	13-	Mass:	2
Grapple								Minor	Major	Critical	
		OFF 5 / DEF 3						6	18	36	

Goblins are nasty, ill tempered fey. They appear ugly or even hideous (the nastier they are). Their sole joy is bringing ill fortune to others.

JINX: Goblins can cause a machine to break down or a person to be cursed by glaring at it or him. This is a PWR 12 Resistance Attack (vs. STC for machines, vs. WIL for people):

Minor Effect:	Crack / 1 point Unluck
Standard Effect:	Crack and STC roll / 2 point Unluck
Major Effect:	2 Cracks and STC roll / 4 point Unluck
Critical Effect:	4 Cracks and STC roll / 6 point Unluck
Catastrophic Effect:	8 Cracks and STC roll / 9 point Unluck

A goblin can use its Jinx power 3 times a day as an 8 REA Long action each time.

MYSTICAL AURA: -4 DM from any non-magical weapon not made of cold iron.

SKILLS: Stealth Lv3 13-

KELPIE											
PHY REF INT Grapple	12	STR	14	BLD	51	CON	12	DP:	51	Armor:	none
	11	COR	11	REA	11	AGI	12	TBH:	-1	Base Damage:	8
	10	RES	10	MEM	10	WIL	11	To Hit:	14-	Mass:	10
								Minor	Major	Critical	
		OFF 10 / DEF 8						17	51	102	

When out of the water and on the hunt, Kelpies appear as attractive normal people—but always seem to have damp hair. Once they lure their victim to their lair (in the water, usually a pond) they change into horse form. These stats are for their horse form; in human form kelpies have average stats.

KICK: 6 REA, 10 IMP. Long Range

MYSTICAL AURA: -4 DM from any non-magical weapon not made of cold iron.

TRAMPLE: Overrun attack for 18 IMP

LEPRECHAUN												
PHY	7	STR	7	BLD	3	CON	10	DP:	10	Armor: none		
REF	12	COR	13	REA	12	AGI	12	TBH:	-0	Base Damage: -4		
INT	11	RES	11	MEM	11	WIL	11	To Hit:	13-	Mass: 1		
Grapple								Minor	Major		Critical	
		OFF 0 / DEF -2						3	10		20	

Leprechauns are wee fey standing less than a foot high. They tend to wear gaudy clothes and enjoy to dance and make merry.

All leprechauns are craftsmen (typically cobblers); however, the items produced are often oddly flawed or defective (for instance, they never make 2 shoes at a time and all of their shoes are different).

Leprechauns are obsessive creatures and collect valubles.

MAGIC USE: Illusion, Witchcraft

MYSTICAL AURA: -4 DM from any non-magical weapon not made of cold iron.

SKILLS: Craft Lv3 14-

ONI												
PHY	12	STR	14	BLD	60	CON	12	DP:	60	Armor: 1/8		
REF	12	COR	11	REA	12	AGI	12	TBH:	+1	Base Damage: 14		
INT	12	RES	12	MEM	12	WIL	12	To Hit:	14-	Mass: 12		
Grapple								Minor	Major		Critical	
		OFF 18 / DEF 16						20	60		120	

Oni are demonic-seeming creatures that collect people and carry them off, never to be seen again. They appear as huge humans with animal faces or other animalistic elements (horns, scales, tails, etc.). They often use ornate, beautifully made weapons, but are just as happy wading in barehanded.

CLAW: +2 PEN

FIRE BREATH: 18 FIRE, once every 3 turns.

MYSTICAL AURA: -4 DM from any non-magical weapon not made of cold iron.

PIXIE											
PHY REF INT Grapple	12	STR	7	BLD	1	CON	12	DP:	3	Armor:	none
	13	COR	13	REA	13	AGI	13	TBH:	-6	Base Damage:	-5
	11	RES	11	MEM	11	WIL	11	To Hit:	14-	Mass:	-
								Minor	Major	Critical	
		OFF -1 / DEF -3						1	3	6	

Pixies are tiny creatures that fly on gossamer wings and glow with magic that trails behind them like dust. They are about 4" high and most often appear as ethereally beautiful women (although tiny winged bears, lions, and pink hippopotami are not unheard of either). They come in several shades of color. Their laughter sounds like musical chimes.

A few pixies are ridiculously strong (20 STR). Invariably they are the most delicate-seeming of their kind, but woe betide the foolish human who decides to tease them.

ENHANCED DODGE

MYSTICAL AURA: -4 DM from any non-magical weapon not made of cold iron.

SKILLS: Elemental Colleges, Illusion, Witchcraft

REDCAP											
PHY REF INT Grapple	7	STR	7	BLD	7	CON	12	DP:	15	Armor: 6/12	
	11	COR	11	REA	11	AGI	12	TBH:	-2	Base Damage: -4	
	11	RES	11	MEM	11	WIL	9	To Hit:	14-	Mass: 1	
								Minor	Major	Critical	
		OFF 3 / DEF 0						5	15	30	

Redcaps are particularly nasty fey who wear iron boots and caps dipped in blood. They are often furious and are eager to cause bodily harm.

ELF SHOT: Elf shot are darts fired from blowguns. It does 1 PEN (PV 8) and it feels like an insect bite. The dart then works its way towards the victim's heart.

After it hits, the victim will fall deathly ill in **[10-amount hit by]** minutes (minimum of 1 minute). Unless the right medical care is given the victim will suffer a 15 PWR Slay twenty-four hours later. Hexbreaker will stop the process and a knowledgeable doctor/healer can actually 'suck' the dart out with a Medical Skill roll (-5 at Lv2, -3 at Lv3, -0 at Lv4).

MYSTICAL AURA: -4 DM from any non-magical weapon not made of cold iron.

SKILLS: Stealth, Street Fighting Lv3 14-

REYNARD											
PHY REF INT Grapple	10	STR	10	BLD	10	CON	12	DP:	12	Armor:	none
	13	COR	12	REA	13	AGI	13	TBH:	-3	Base Damage:	0
	12	RES	12	MEM	12	WIL	11	To Hit:	13-	Mass:	2
								Minor	Major	Critical	
		OFF 4 / DEF 2						4	12	24	

A reynard is a fey fox that can shapeshift. They enjoy impersonating humans, playing practical jokes, and winning their meals by taking advantages of other's hospitality. Reynards admire cleverness in humans and, if a person shows potential, it will take him under its wing.

Occasionally, a reynard will fall in love with a human and will attempt to woo her. Almost invariably, it ends badly.

Reynards are attractive and tend to be hideously vain.

BITE: 2 PEN

MYSTICAL AURA: -4 DM from any non-magical weapon not made of cold iron.

SHAPECHANGE: A reynard can take human form that is the same gender as itself; however, they never get it exactly right. (Bright red hair, preternaturally green eyes, and slightly feral teeth is typical, but most often they'll look perfectly human . . . but with a fox's tail that they try to hide.)

A perceptive person can see through the glamour. Instinct may tip someone off as well as telltail clues. If someone is suspicious of a reynard and make their perception roll by 5, they will realize that they are really dealing with a fox! Depending on the situation, a revealed fox either shugs it off or beats a hasty retreat.

SKILLS: Con Artist Lv3 17-, Diplomacy Lv3 15-, Disguise Lv2 13-, Etiquette Lv3 15-, Stealth Lv3 13-

TROLL											
PHY	11	STR	14	BLD	8	CON	12	DP:	32	Armor:	2/4
REF	12	COR	12	REA	13	AGI	12	TBH:	-2	Base Damage:	4
INT	10	RES	10	MEM	10	WIL	8	To Hit:	13-	Mass:	2
Grapple								Minor	Major	Critical	
		OFF 8 / DEF 6						11	32	64	

Trolls are slippery creatures that live in shadowy places from which they can watch surreptitiously. Although small, trolls are quite strong and tough.

Trolls are notorious bullies (they will typically hide from well-armed parties, preferring to harass children, pilgrims, etc.). They enjoy extortion (those who don't pay are eaten) and will typically have some amount of treasure hidden in or near their lair (it will be buried or cached—often in many small deposits).

MYSTICAL AURA: -4 DM from non-magic weapons not made of cold iron.

SKILLS: Stealth

YECK											
PHY REF INT Grapple	13	STR	14	BLD	24	CON	13	DP:	33	Armor:	2/4
	11	COR	11	REA	11	AGI	12	TBH:	-2	Base Damage:	7
	10	RES	11	MEM	10	WIL	12	To Hit:	14-	Mass:	5
								Minor	Major	Critical	
		OFF 11 / DEF 9						11	33	66	

Yeck are white-furred creatures that wear white caps that grant invisibility. They are tricky and very strong. They live in snow and can sculpt ice and snow structures easily. They can cause avalanches.

INVISIBILITY: Once per day, a yeck can grant invisibility to a person. It lasts so long as the person does not touch another living being (or touch them with anything in their hands!)

CLAWS: +2 PEN

MYSTICAL AURA: -4 DM from non-magic weapons not made of cold iron.

SKILLS: Craft (ice/snow sculpting) 15-

Elementals

KING LEAR: Blow, winds, and crack your cheeks! rage! blow!
You cataracts and hurricanes, spout
Till you have drench'd our steeples, drown'd the cocks!
You sulph'rous and thought-executing fires,
Vaunt-couriers to oak-cleaving thunderbolts,
Singe my white head! And thou, all-shaking thunder,
Smite flat the thick rotundity o' the world!
Crack Nature's moulds, all germens spill at once,
That makes ingrateful man!

- King Lear, Act 3 Scene 2

The world is divided and subdivided into forces that represent aspects of nature. Elementals are incarnations of those forces. Their masters are like gods, but they are not human gods—they are not concerned with the affairs or morality of men and they care nothing for human worship or adoration. And they can be terrible, like forces of nature.

The elementals listed here serve their masters, but also live on this, "mixed" realm. They sometimes act as go-betweens between the human realms and the elemental ones.

All elemental creatures possess *Mystical Aura*.

GNOME											
PHY REF INT Grapple	13 10 12 	STR	15	BLD	23	STC	13	DP:	78	Armor:	5/10
		COR	10	REA	10	AGI	10	TBH:	+1	Base Damage:	8
		RES	12	MEM	13	WIL	12	To Hit:	12-	Mass:	5
								Minor	Major	Critical	
		OFF 12 / DEF 10									

Gnomes appear as short (3'-4' high), bald men dressed simply in brown or gray. Their skin is stone, marked faintly with veins of ore and their eyes are crystals. They have incredible memories.

Gnomes are quiet and thoughtful and tend to be solitary and live in the deep earth. They appreciate gemstones, and have a natural affinity for men who work with the earth (farmers, miners, etc.)

Gnomes know a craft with great technical ability, but tend to be artistically unimaginative. Sculptor, jeweler, mason, architect, or smith are all common.

CREATURE OF EARTH: Gnomes although alive are treated like Automatons (losing 1 STC every 6 DP); however, if they are completely cut off from the earth, they lose 1 DP per turn.

MYSTICAL AURA: -4 DM from non-magic weapons

WALK THROUGH ROCK: Gnomes can move through earth and stone with ease (at swimming speed), not leaving so much as a trace behind.

SKILLS: Craft Lv3 15-; Earth Elemental College (but no spells dealing with plant life).

SALAMANDER											
PHY REF INT Grapple	1	STR	1	BLD	1	CON	12	DP:	1	Armor:	0
	11	COR	11	REA	11	AGI	1	TBH:	-5	Base Damage:	-11
	7	RES	7	MEM	7	WIL	12	To Hit:	12-	Mass:	
								Minor	Major	Critical	
								1	1	1	

The salamander is a small black lizard with deep red (almost black) markings. It lives amongst fires and feeds off them. They consume and stop fires as often as they start them.

Salamanders are curious beasts—they represent the element of fire by being flame resistant. They are animals while the other elementals are usually intelligent creatures.

MYSTICAL AURA: -4 DM from non-magic weapons

START/CONSUME FIRE: A salamander can add or subtract +/- 4 to +/- 10 to any fire's spread/continue roll.

SALAMANDER'S AEGIS: A man holding a salamander (and anyone he touches) will not be harmed by smoke or fire

SIREN											
PHY REF INT Grapple	12	STR	9	BLD	6	CON	12	DP:	12	Armor:	0
	12	COR	12	REA	12	AGI	12	TBH:	-2	Base Damage:	-2
	11	RES	11	MEM	11	WIL	10	To Hit:	12-	Mass:	1
								Minor	Major	Critical	
	OFF 2 / DEF 0							4	12	24	

Sirens are beings of the sea. In their "natural" form, they are whorls of seawater and jets of foam. They can manifest, taking the form of a stunningly beautiful, woman. They have magnificent singing voices, but sing strange, haunting songs in otherworldly languages.

Sirens observe human affairs from the water, and sometimes serve powerful undersea creatures as "gifts" from the forces of water. When they come on land, they can be mischievous. Sirens are not naturally hostile, but they are wildly playful and can be unmindful of the damage they can cause. They often use their voices and forms to lure humans into their domain, even though the results can be fatal.

In human form, sirens dress in white or white trimmed with gold. They carry shawls with them. These shawls contain their essence (soul)—destroying a siren's shawl returns the siren to her primal state: She loses her identity, her memory, her very self.

BODY OF WATER: Sirens possess Water Bodies. Fire may permanently kill a siren and, extended duration away from water will dehydrate and eventually kill a siren.

CONTROL WATER: Sirens possess 13 PWR Control Water (see the Paranormal Rules)

HAUNTING VOICE: When a siren sings, all listeners are subjected to a [siren's singing skill] PWR Hypnosis. Furthermore, anyone suffering a Critical Effect or worse will feel compelled to move towards the source of the song.

MYSTICAL AURA: -4 DM from non-magic weapons

SKILLS: Singing Lv4 15-; Water Elemental College Lv3 13-

STORM LIGHT											
PHY REF INT Grapple	10	STR	11	BLD	3	CON	12	DP:	9	Armor:	0
	12	COR	12	REA	12	AGI	13	TBH:	-3	Base Damage:	-1
	7	RES	7	MEM	7	WIL	12	To Hit:	13-	Mass:	1
								Minor	Major	Critical	
								3	9	18	

Storm Lights are intelligent, transient effects of ball lightning. They appear in severe thunderstorms in wild places, often in the vicinity of interesting things (ruins, buried treasure). They dance playfully and are not hostile, but when they are attacked, they turn vicious.

There are cells and ceremonies that call them. They can be captured and bound (made to stay in one place) with special loadstones.

LIGHTNING BOLT: 11 SHOK, 3 yd range

MYSTICAL AURA: -4 DM from non-magic weapons

PHYSICAL IMMUNITY: Storm lights are utterly immune to physical attack, but energy can hurt them.

SYLPH											
PHY	8	STR	8	BLD	1	CON	12	DP:	12	Armor:	0
REF	12	COR	12	REA	12	AGI	13	TBH:	-4	Base Damage:	-4
INT	10	RES	10	MEM	10	WIL	8	To Hit:	12-	Mass:	
Grapple		Flight						Minor	Major	Critical	
		OFF 0 / DEF 2						4	12	24	

Sylphs are tiny, air maidens. They are normally invisible, but can appear at will. They are comely women with eagle's eyes and butterfly wings. They are extraordinarily maneuverable in the air, hovering and darting about like hummingbirds, their wings all but invisible behind them.

Sylphs are shy and reclusive. When they are approached, they tend to be good-natured—less mischievous than their cousins, the sirens. They can be playful, calling out invisibly through the fog, or playing (relatively) harmless practical jokes on those who pass through their aeries.

ENHANCED DODGE: Not only do sylphs have Enhanced Dodge, they also have an effective 14 AGI with it.

CONTROL WEATHER: Sirens possess 13 PWR Control Weather (see the Paranormal Rules).

MYSTICAL AURA: -4 DM from non-magic weapons

WINDBLAST: 10 IMP; this attack does no direct damage—the resultant "damage" determines how many yards a target is flung back ([Wind Blast "damage"/Target's Mass] yards).

SKILLS: Air Elemental College Lv3 13-

VORTEX												
PHY REF INT Grapple	9	STR	9	BLD	9	CON	9	DP:	21	Armor: 0		
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: -1		
	10	RES	10	MEM	10	WIL	12	To Hit:	12-	Mass: 2		
									Minor	Major	Critical	
		OFF 3 / DEF 1							7	21	42	

The fifth element is void—the absence of the others. The Vortex is a hole in the universe and the whirlwind around it. It appears as a dark, man-sized nebula, constantly collapsing in upon itself.

CONSUME: 1 PWR Disintegrate once every 10 turns

MYSTICAL AURA: -4 DM from non-magic weapons

WHIRLWIND: 13 PWR Whirlwind

TELEKINESIS: 13 STR Telekinesis (Psionics Book)

TELEPORT: A vortex can blink out, appearing within 30 yards of their original location.

WINDEGO											
PHY REF INT Grapple	13	STR	26	BLD	33	CON	13	DP:	75	Armor:	0
	11	COR	11	REA	11	AGI	11	TBH:	-0	Base Damage:	21
	12	RES	12	MEM	12	WIL	13	To Hit:	12-	Mass:	7
								Minor	Major	Critical	
		OFF 7 / DEF 5						3	9	18	

Windego are huge, elemental creatures—the essence of storms and blizzards and chose those times to hunt amongst men. They appear as very tall (20'—as tall as giants), but painfully emaciated humanoids with dark skin. Their hands are massively over-sized and have hooked talons. Their faces are great maws—masses of teeth—but that is not the Windego's only mouth—they are covered with such mouths, all of them constantly howling—a freezing wind; a storm in itself, pouring out of their bodies.

Windego fly naturally. Their bodies appear emaciated, but their legs are atrophied (their feet are shriveled). They never touch the ground.

BITE: 18 PEN; against opponents approximating their size it can bite up to 4 times for 5 REA.

CLAW: +0 PEN

CONTROL WEATHER: 64 PWR Control Weather (Supers Book)

MYSTICAL AURA: -4 DM from non-magic weapons

STRONG WINDS: 20 Strength Telekinesis (Psionics Book)

WHIRLWIND: 16 PWR Whirlwind (Supers Book)

WIND BLAST: 32 IMP (8 REA Long); this attack does no direct damage—the resultant "damage" determines how many yards a target is flung back ([Wind Blast "damage"/Target's Mass] yards).

Undead

“Death is not the worst evil, but rather when we wish to die and cannot.”

- Sophocles (c.496 B.C.–406 B.C.)

The Undead are, one way or another, spirits of the dead doomed to haunt and feed upon the living. The Undead are usually created by some sin—an act of violence, pride, or greed. Curiously enough in most cases, the appearance of Undead does not specifically punish the sinner, but rather the society that allowed the sin to occur.

Getting Rid of the Undead

How one disposes of the undead, depends on the undead. Zombies and skeletons may simply be hacked to bits. Doing away with a vampire requires some special preparations such as wooden spikes and fire. But the trickiest forms of troublesome spirits are the Incorporeal. They have no bodies to destroy (the ones they receive when they manifest are “on loan”—they can be sent back with the stroke of a sword, but not sent away for good).

Exorcisms and other religious rituals work if the spirit can be prevented from disrupting the ritual and if the epicenter of the haunting can be found (usually a single room, burial plot, or other significant place).

Other times, spirits can be settled by giving them what they want—comfort, food, warmth, or justice. But figuring out exactly what they want may be difficult, and giving it to them may be even harder—or impossible.

The Corpus Mortuus (The Animate Dead)

The dead (and undead) have certain commonalities. The first is the body. Undead are (typically) automations. They have no vital organs, no vulnerabilities. They need nothing of the living (no food, no air, sleep, if at all, in minutes a day). To destroy the dead, one must literally hack the body to pieces.

Undead typically come in two varieties—the body, which is full and fleshy, and the skeleton, which is thinner and more fragile.

The Choir Invisible (Spirits)

Many undead are not bound to the body. The Incorporeal may float, walk through walls, and disappear at will. These undead possess Spirit Form and are notoriously difficult to permanently rid of.

Traits of the Unliving

All Undead possess Mystical Aura; however, normal, non-magical weapons that are holy or have been blessed will negate the Aura.

Most undead have an aversion to holy symbols and sacred places and will not approach them.

BANSHEE										
PHY	9	STR	9	BLD	9	STC	12	DP:	24	Armor:
REF	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:
INT	10	RES	10	MEM	10	WIL	12	To Hit:	12-	Mass:
Grapple								Minor	Major	Critical
		OFF 3 / DEF 1								

Banshees are wailing spirits that appear as a woman wracked by overwhelming grief, her cries echoing absolute, uncompromising despair. Hearing one, even at ranges over a mile, is disturbing (10 PWR Terror), but having the banshee cry in one's presence is devastating.

Banshees are usually caused by suicides. They do have territories that they haunt, but they are traveling spirits and are often found out of doors, wandering barren areas in the same hollow despondency that consumed them when they took their lives. They seek the living out of anger and out of a desperate need to draw the warmth and hope of life into their dark prison.

Banshee will hunt targets who cross their path (they wander aimlessly, sobbing with despair and rage), or those who intrude on their territory (usually near the ground where their body was laid to rest).

BANSHEE WAIL: 16 PWR Terror against one target, PWR 12 against everyone within 10 yards.

The cry is terrible, and may cause prolonged feelings of guilt, fear, or depression in the target.

A banshee's wail can cause a 10 PWR Terror even when she is incorporeal.

FEED: 10 IMP

SPIRIT FORM: The banshee's ectoplasmic body loses 1 STC every 2 DP.

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

DEATH KNIGHT (EQUES MORTUUS)										
PHY	13	STR	13	BLD	13	STC	13	DP:	52	Armor:
REF	13	COR	13	REA	13	AGI	13	TBH:	-3	Base Damage:
INT	11	RES	11	MEM	11	WIL	11	To Hit:	15-	Mass:
Grapple								Minor	Major	Critical
		OFF 8 / DEF 6								

The Eques Mortuus are knights in the service of death. They appear as dark, armored figures in full, ornate, plate mail, but under their visors, they are grim skeletons. They often ride monsters or skeletal horses.

Valkary are Death Knights with winged flight and Invisibility to anyone who has not been attacked by them.

AUTOMATON: Death Knights lose 1 STC every 4 DP they take.

COLD BLADE: Any weapon used by a Death Knight is considered magical and does an extra 3 points of Base Damage (from the cold).

SHIELD OF MORTALITY: The Death Knight carries a shield whose face is a silent whirlpool of mortality. Those who look at it face a 14 PWR Terror attack.

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

WEAPONS MASTER: The Death Knight is Lv3 15- with any weapon it handles.

DEATH JUDGE (IUDEx MORTUUS)											
PHY REF INT Grapple	11	STR	11	BLD	11	STC	13	DP:	65	Armor:	4/8
	12	COR	12	REA	12	AGI	12	TBH:	-2	Base Damage:	1
	12	RES	12	MEM	12	WIL	12	To Hit:	14-	Mass:	2
								Minor	Major	Critical	
	OFF 5 / DEF 3										

The Iudex Mortuus is a Death Judge—a judge in the service of the forces of death. The Judges are NOT demons; they are not sadistic or evil—merely inexorable and implacable. They are agents of balance, collectors, and servants in the living realms of the forces beyond.

The Judges appear as tall, thin men wearing tattered black robes. Their faces are empty spaces. Staring into them makes one feel nauseous and disoriented. They wear veils when they travel in the living realms. They move silently, leaving no tracks, and casting no shadow.

AUTOMATON: Judges lose 1 STC every 5 DP they take.

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

RIGHT OF CALL: The dead around a Judge will rise and serve him at his whim. They may be skeletons, zombies, or (rarely) more powerful creatures.

RIGHT OF ENTRY: Doors open for the Judges. Locks unlatch as they approach. Chains slide off. Crossbars decay or fall away. Security systems will allow them passage (but will record that an opening has occurred). The Right of Entry only applies to mechanisms that are designed to keep a portal closed under normal conditions. (Barricading an entryway will still work.) Doors will open as though pushed with 15 Strength.

RIGHT OF TURNING: Judges can block attacks and spells at 17- for 3 REA

SEE TRUTH: The Judges are immune to illusions. They always know exactly whom they are dealing with and what ones inner self is.

WHIRLPOOL: They can open the vortex of their faces to draw in the souls of those around them. Everyone within 4 feet is affected as though by 14 PWR Slay (-1 PWR per yard beyond that). They can keep the whirlpool going for up to 4 seconds. It can only be used once per day.

DOMINEC											
PHY REF INT Grapple	9	STR	9	BLD	9	CON	13	DP:	30	Armor:	0
	12	COR	12	REA	12	AGI	12	TBH:	-2	Base Damage:	-1
	13	RES	13	MEM	13	WIL	13	To Hit:	12-	Mass:	2
								Minor	Major	Critical	
		OFF 3 / DEF 1						10		30	60

The dominec is an unusual form of undead. Dominec are the result of a powerful, secret necromancer spell that traps the soul in the body, insuring the caster passage into the un-life. Dominec appear as skeletons wrapped loosely in dark bandages. They have preserved eyes in their skull's sockets, and red, fleshy tongues in their mouths. They speak in a rasping whisper, with no lungs to push the air. A Dominec's mental stats are those of the caster in life.

In theory, the caster's mind is preserved. However, the body is preserved not as well. The new body experiences the world through a shroud—colors are muted. Tastes are dry. The dominec can see and understand pleasure, but the world appears ugly. Even a clear spring day will seem over-ripe and rotten from within. A fine glass of wine will be felt to be crawling with bacteria. The spell does not cause insanity, but decades or even centuries of such deprivation and envy often do.

UNDEAD BODY

ASHES-TO-ASHES: The Dominec can cause living flesh to wither as though burned (this has no affect on the inanimate), doing 11 FIRE. There is no visible effect, but the use of this power is felt by anyone who would normally witness an attack from the Dominec.

DUST-TO-DUST: Dominec have **[WIL -10]** PWR Disintegration (8 REA Long), which they can use a day.

STEAL LIFE: Dominec have **[WIL]** PWR Slay that they can use once every other turn (8 REA Long). They regenerate **[Victim's Minor Wound]** DP for each level of success they get.

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

SKILLS: Dominecs are invariably high-level necromancers and often excel in other realms of magic as well.

GHOST											
PHY REF INT Grapple	8	STR	8	BLD	8	STC	12	DP:	24	Armor:	2/4
	10	COR	10	REA	10	AGI	10	TBH:	-0	Base Damage:	-2
	10	RES	10	MEM	10	WIL	10	To Hit:	12-	Mass:	2
								Minor	Major	Critical	
		OFF 2 / DEF 0									

Ghosts spend their time incorporeal and invisible, watching the living through the lens of their past. Ghosts haunt a place (almost always the place where they died), and the circumstances surrounding their life (or death) color their behavior. They are incredibly selfish in the sense that they understand almost nothing about the world except as it applies to them, and they react to the living based on these skewed observations. They try to achieve their ends through subtle and psychological methods.

Most often, a ghost desires for the living to leave its domain. Rarely, a ghost may like an inhabitant, and be helpful, but the ghost's ability to help is usually limited by its own idiosyncrasies.

Ghosts can control their own appearance to a great extent. If they are hostile, they try to appear horrific. If not, they may appear gentle. They often appear as they did in life.

SPIRIT FORM: The ghost's ectoplasmic body loses 1 STC every 2 DP.

TERROR: [WIL +2] PWR Terror. Note that a ghost may actually try not to terrify someone it likes

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

HAUNT											
PHY REF INT Grapple	10	STR	14	BLD	9	STC	12	DP:	36	Armor:	2/4
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	4
	10	RES	10	MEM	10	WIL	10	To Hit:	12-	Mass:	2
								Minor	Major	Critical	
		OFF 8 / DEF 6									

KNOTTED INSIDES: A haunt's insides are filled with hundreds of yards of knotted cord. It can draw this cord out through its flesh, and use it to incapacitate its victim. They can also spit a mass of knots that acts as a net (8 REA Long).

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

Mummy											
PHY REF INT Grapple	11	STR	15	BLD	11	STC	13	DP:	52	Armor: 4/8	
	9	COR	12	REA	12	AGI	13	TBH:	-3	Base Damage: 5	
	--	RES	--	MEM	--	WIL	--	To Hit:	12-	Mass: 2	
								Minor	Major		Critical
	OFF 9 / DEF 7										

There are several kinds of mummies and making them requires necromancy, some supplies, and a dead body. The mummy listed here is a guardian; it sleeps until it or what it was guarding is disturbed, and then it attacks relentlessly.

A mummy may be armed with a melee weapon. Otherwise it will use its rely on its natural strength.

AUTOMATON: Mummies lose 1 STC every 4 DP they take.

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

POLTERGEIST											
PHY REF INT Grapple	9 11 10 	STR	9	BLD	9	STC	11	DP:	24	Armor:	2/4
		COR	11	REA	11	AGI	11	TBH:	-3	Base Damage:	-1
		RES	10	MEM	10	WIL	10	To Hit:	13-	Mass:	2
								Minor	Major	Critical	
		OFF 3 / DEF 1									

Poltergeists ("noisy ghosts") are similar to regular ghosts in that they spend most of their time incorporeal and watching the living. Unlike ghosts however, they take an honest interest in the living. So much so in fact, they may follow and 'haunt' a person (or family), rather than a place, even moving should their "friend" move.

Poltergeists are mischievous and playful. They may be destructive, but only because of carelessness or mischief, never because of maliciousness. They are rarely hostile or dangerous unless they or their adopted individual are somehow threatened.

Like ghosts, poltergeists have considerable control over their appearance and can appear horrific, benign, or more abstract (white sheets, folding or flowing planes, mists, etc.)

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

SPIRIT FORM: Unlike most spirits, a poltergeist can use its telekinesis while still incorporeal (albeit very weakly). The poltergeist's ectoplasmic body loses 1 STC every 2 DP.

TELEKINESIS: 4 STR Telekinesis (incorporeal); 14 STR Telekinesis (manifested).

TERROR: [WIL +2] PWR Terror. Note that a poltergeist will try not to terrify someone it likes (unless its playing a joke).

REVENANT											
PHY REF INT Grapple	11	STR	15	BLD	11	CON	13	DP:	24	Armor:	4/8
	12	COR	12	REA	12	AGI	12	TBH:	-2	Base Damage:	5
	10	RES	10	MEM	10	WIL	14	To Hit:	13-	Mass:	2
								Minor	Major	Critical	
		OFF 9 / DEF 7						8	24	48	

Revenants are undead out for revenge. They are as intelligent and skilled as they were in life, but they have a single goal—vengeance against someone who wronged them. In this pursuit, they can make alliances, hold conversations, and undertake other actions so long as they are meeting their goal.

Some revenants appear to be as hale and hearty as the next man, but others look like what their state would suggest: a rotting corpse. Healthy looking revenants can change their form into that of a corpse, but they usually only do this when confronting their target.

UNDEAD BODY

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

FAMILIAR: Some revenants will have a familiar creature that can scout for it. This is similar to a witch's familiar; if it dies, the revenant takes damage that will NOT regenerate, and must be healed normally.

INSTINCTIVE REFLEXES: +2 Initiative (14 Initiative)

KEEN SENSES: 14- Perception roll

REGENERATION: At the end of a round of combat in which a revenant does not get a Dead result, it returns to full DP.

STALKING SENSE: The revenant can divine the direction and distance to its target.

WEAPONS MASTER: The Revenant is Lv3 15- with any weapon it handles.

SKELETON												
PHY REF INT	9	STR	9	BLD	9	CON	12	DP:	24	Armor: 2/4		
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: -1		
	--	RES	--	MEM	--	WIL	--	To Hit:	12-	Mass: 2		
								Minor		Major		Critical
Grapple		OFF 3 / DEF 1						8		24		48

Animate skeletons are created by necromancer spells. Once created, they'll last until the bones decay (years, even centuries in dry climates). They can follow simple orders, but they are essentially machines—they have no memories, communication ability, or personality whatsoever.

AUTOMATON: Skeletons lose 1 STC every 2 DP they take.

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

TERROR (LESSER)											
PHY REF INT Grapple	6	STR	6	BLD	3	STC	12	DP:	24	Armor:	2/4
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	-5
	9	RES	9	MEM	9	WIL	12	To Hit:	13-	Mass:	1
								Minor	Major	Critical	
		OFF -1 / DEF -3									

These are small, hideous creatures, half flesh, and half shadow. They appear as stooped, shambling things wrapped in grave shawls, with sharp, crooked teeth.

AUTOMATON: Lesser Terrors lose 1 STC every 2 DP they take.

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

BITE: 4 PEN; 6 OFF

TERROR (GREATER)											
PHY REF INT Grapple	11	STR	16	BLD	11	STC	13	DP:	65	Armor:	0
	11	COR	11	REA	11	AGI	11	TBH:	-3	Base Damage:	6
	12	RES	12	MEM	12	WIL	12	To Hit:	13-	Mass:	2
								Minor	Major	Critical	
		OFF 10 / DEF 8									

A Greater Terror is a horrifying thing; an undead creature that has collapsed in on itself, and is now a living portal into the netherworld. The Greater Terror appears as a 9' tall whirlwind of souls wrapped in a tattered, hooded robe. Staring at the void is terrifying—hearing the cries of the lost is chilling.

Greater Terrors are not servants of death. They may have their own twisted objectives—they are intelligent, but hollow. They understand morality, but have no sense of it.

AUTOMATON: Greater Terrors lose 1 STC every 5 DP they take.

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

CONSUME: Anyone in Close Combat with the Terror may be caught in its whirlpool (Offensive Grapple 32). It can continue to grapple the target for 5 REA each round. If it scores a Pin result (from a hold), the target is sucked through to the other side.

TERROR: Anyone looking at the Terror is affected by a 14 PWR Terror attack. Anyone looking upon its face is affected by 18 PWR Terror.

SCOURGE: The Terror can flail (at Long range) with tendrils of screaming darkness for 11 IMP. It can attack up to 3 opponents for 5 REA.

SPAWNLESSER TERROR: For an 8 REA Long action, the Terror can instantiate a Lesser Terror.

UNCLEAN											
PHY REF INT Grapple	10	STR	10	BLD	10	STC	12	DP:	24	Armor:	2/4
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	0
	12	RES	12	MEM	12	WIL	12	To Hit:	12-	Mass:	2
								Minor	Major	Critical	
		OFF 4 / DEF 2									

An unclean is a particularly nasty kind of undead. It is a spirit that cannot manifest but desires a body. When a living mortal enters its area (to which it is bound), it attempts to overcome the target with a telepathic assault.

Once a target has been rendered vulnerable (unconscious), the unclean can enter the body and possess it, assuming physical stats of its new host.

Unclean who find bodies are often psychotically hostile. They may be murderers or worse, committing acts of violence for fun until the host is dead or incarcerated and then moves on.

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

SPIRIT FORM: Unlike most spirits, an unclean cannot manifest. The stats above are for the unclean's spirit form if it is somehow confronted on the ethereal plane (an unclean's ectoplasmic body loses 1 STC every 2 DP).

TELEPATHY: Level 2 Telepathy; Level 2 Mind Blast; Puppet (Psionics Book)

VAMPIRE (FILIA NOCTUS)											
PHY	11	STR	18	BLD	10	CON	11	DP:	18	Armor:	2/4
REF	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	8
INT	10	RES	10	MEM	10	WIL	10	To Hit:	12-	Mass:	2
Grapple								Minor	Major	Critical	
		OFF 12 / DEF 10						6	18	36	

Vampires are among of the most human of the unliving. Unlike many of their peers, they retain human characteristics and maintain interests, hobbies, the ability to love, and the like.

The Filia Noctis are young, newly created vampires that serve their master. They are not robots, but they have tight leashes, and they are tormented constantly by their hunger. They are under Command (see below) constantly and have little chance to escape (although they may, eventually, mature).

BITE: 1 PEN plus Blood Drain.

BLOOD DRAIN: For 5 REA, a vampire can suck [victim's **Minor Wound**] DP in blood. A victim must successfully break to vampire's hold in order to stop the drain.

COMMAND: [WIL +2] PWR Influence and Beguile (see the Psionics Book)

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed. Silver weapons also negate the Aura.

UNDEAD BODY: Vampires require blood for sustenance and to heal (2 DP blood heals 1 DP damage). They also require a minimum of rest (during daylight hours) although they do not get tired or fatigued.

VAMPIRIC VULNERABILITIES: If exposed to the rays of the sun, the vampire is subject to a 13 PWR Slay each turn. If it is staked through the heart, a vampire remains incapacitated until the stake is removed. If its head is cut off, a vampire will be destroyed.

VAMPIRE (PATERNUS NOCTIS)											
PHY REF INT Grapple	12	STR	33	BLD	10	CON	13	DP:	33	Armor: 4/8	
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: 23	
	11	RES	11	MEM	11	WIL	13	To Hit:	13-	Mass: 2	
								Minor	Major	Critical	
		OFF 30 / DEF 25						11	33	66	

These are older, more developed vampires. They have long learned to control their passions. They have all the abilities above plus:

LEVITATE: 4 yards/second

ANIMAL ALLIES: The vampire can call bats, rats, and wolves and they will (mostly) obey.

ENTHRALL: A person that the vampire has taken a Major Wound's worth of blood from is subject to a [WIL] PWR Charm (see the Psionics Book).

VAMPIRE (AVATUS NOCTIS)											
PHY	12	STR	63	BLD	10	CON	14	DP:	63	Armor:	6/12
REF	12	COR	12	REA	16	AGI	13	TBH:	-3	Base Damage:	53
INT	13	RES	13	MEM	13	WIL	15	To Hit:	15-	Mass:	2
Grapple								Minor	Major	Critical	
		OFF 66 / DEF 55						31	63	126	

These are the Great Beasts—the Ancient Immortals. They are Vampires who have lasted centuries and grown immensely powerful. They are tough, dangerous, smart, and blindingly fast. They are Lv3 with most of their skills and usually have a variety of other talents as well.

VASE WRAITH											
PHY	10	STR	10	BLD	10	CON	12	DP:	27	Armor:	0
REF	12	COR	12	REA	12	AGI	12	TBH:	-3	Base Damage:	0
INT	--	RES	–	MEM	–	WIL	–	To Hit:	13-	Mass:	2
Grapple								Minor	Major	Critical	
		OFF 4 / DEF 2						9	27	54	

Vase wraiths are undead automatons—mindless forces—that are bound to burial urns containing ash remains. They cannot travel more than 10 yards from the urn.

They appear as a grey shadow of ash that flows from the urn and attacks those who trigger them. When blasted back to dust, it reforms. The only way to permanently destroy a Vase Wraith is to destroy its urn (which may be armored, guarded, well hidden, or all of the above).

ASH BODY: Treat as Water Body.

DEATH'S TOUCH: 9 FIRE (frost burns)

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

WRIGHT											
PHY REF INT Grapple	10	STR	13	BLD	10	STC	12	DP:	36	Armor:	0
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	3
	10	RES	10	MEM	10	WIL	12	To Hit:	14-	Mass:	2
								Minor	Major	Critical	
		OFF 7 / DEF 5									

Wrights are spawned from officers or high-level soldiers responsible for a slaughter (their own), through cowardice, corruption, neglect, or other dereliction of duty.

Wrights are translucent, but quite substantial. They cast a kind of anti-glow (radiate shadow), and radiate cold. They carry the weapons they carried in life. Undamaged, they appear pristine (uniform neatly pressed; upright, military bearing), but as their Life Glamour (see below) is damaged, they begin to decay. Their flesh will become rotted and worm-eaten, their clothing torn and burnt.

Beings killed by wrights rise as zombies or skeletons in their service in 1-3 rounds.

AUTOMATON: Wrights lose 1 STC every 3 DP they take.

MYSTICAL AURA: -4 DM from non-magic weapons not holy or blessed.

LIFE GLAMOUR: 20 points of ablative armor. The glamour must be punched through before the wright can be damaged (all weapons do Impact Damage against it). The more the glamour decays, the more decayed, rotting, and worm-eaten the wright appears.

The glamour regenerates 1 point of armor at the end of each turn.

POSION BREATH: 16 PWR Contact Poison (Toxicity 6), Close Combat only.

POISON TOUCH: 13 PWR Contact Poison (Toxicity 6).

POISONOUS WOUND: If a wright that has suffered a Major Failure attempts to grapple a target, the wound itself will grip the victim (OFF of 13) and subjects him as well to an 18 PWR Contact Poison (Toxicity 6).

TERROR: When a wright entirely loses its Life Glamour, its horrifying form is no longer hidden and all who look at it suffer a 13 PWR Terror attack.

When a wright suffers a Major Failure, the wound swells and erupts into a vomit of decay, forcing a 15 PWR Terror attack to whomever caused the wound.

WEAPONS MASTER: The wright is Lv 3 with any weapon it has.

ZOMBIE											
PHY REF INT Grapple	12	STR	12	BLD	9	STC	12	DP:	24	Armor: 0	
	9	COR	9	REA	9	AGI	9	TBH:	+1	Base Damage: 2	
	--	RES	--	MEM	--	WIL	--	To Hit:	13-	Mass: 2	
								Minor	Major	Critical	
		OFF 6 / DEF 4									

Zombies are animate bodies created by the same magic that are used to animate skeletons. They are stronger than their bony brethren, but softer (no armor). The standard zombie is created by a specific magic. They generally appear as rotting corpses, slightly desiccated by the embalming process. Besides the "standard" zombie, other varieties include:

"Headshot" Zombies - Some zombies are more difficult to kill, but have "vital" regions (traditionally the brain) that can take them out quicker. Called shots to the region (or hits that hit by 6+, rather than 4+) double the amount they hit by. Headshot Zombies have REFs (and all associated statistics) of 13 (they hit on 14-, they are at -3 to hit). They have 36 DP (-1 STC : 3 DP).

Cannibal Zombies - These zombies are powered by human tissue . . . other humans' tissue. After killing a person, they eat him. They have the intelligence necessary to hunt and those killed by them will rise (if sufficiently intact) and join them.

White Zombie - White zombies are extremely pale, almost bleached, and moan terribly as if they were in constant pain. They have good reason—they constantly secrete acid. Merely touching or being touched by one will inflict 1 FIRE. Grappling with a white zombie will inflict 6 FIRE each turn.

AUTOMATON: Zombies are automatons that lose 1 STC every 2 DP.

Between Scylla and Charydis

"And the LORD set a mark upon Cain"
- Genesis 4:15

Some monsters are created by the gods either as punishment, as a warning, or (in the case of trickster gods) just for the hell of it. They may create monsters whole, sending them as punishments or to terrorize their enemies, or they may transform a particularly annoying human into monstrous form. Whatever the case, these beasts are, to the last, dangerous.

Most all of these monsters are unaging and probably have already been around for ages.

Being touched by the gods, these creature are nigh immune to Resistance Attacks (+10 to the relevant stat to resist).

GRENDEL											
PHY REF INT Grapple	13	STR	45	BLD	33	CON	13	DP:	60	Armor:	4/8
	12	COR	11	REA	13	AGI	11	TBH:	-0	Base Damage:	40
	7	RES	10	MEM	10	WIL	12	To Hit:	14-	Mass:	7
								Minor	Major	Critical	
		OFF 50 / DEF 42						30		60	120

Grendel is the monster from the Beowulf legend. He may or may not be the spawn of Cain. He lives with his mother in a deep lake.

Grendel terrorizes the villages nearby, taking and eating the warriors who would protect them, often carrying them off to its lair to consume at its leisure. Grendel is formidable and relentless. It appears as a hulking, scaled creature with large webbed hands.

MYSTICAL AURA: -4 DM from non-magic weapons (but not unarmed combat).

GRENDEL'S MOTHER											
PHY REF INT Grapple	13 11 10	STR	65	BLD	40	CON	13	DP:	80	Armor: 6/12	
		COR	11	REA	13	AGI	11	TBH:	-3	Base Damage: 61	
		RES	10	MEM	10	WIL	12	To Hit:	13-	Mass: 8	
								Minor	Major	Critical	
		OFF 76 / DEF 63						27	80	160	

Grendel's mother is a sea serpent. She can crawl on land, but always returns to her watery lair.

MYSTICAL AURA: -4 DM from non-magic weapons

THE NILLS TREE											
PHY	14	STR	40	BLD	400	CON	14	DP:	400	Armor:	4/8
REF	12	COR	12	REA	12	AGI	12	TBH:	+5	Base Damage:	69
INT	11	RES	11	MEM	20	WIL	13	To Hit:	13-	Mass:	80
Grapple								Minor	Major		Critical
		OFF 24 / DEF 20						133 (3)	400 (10)	800 (20)	

Up in the mountains on the ancient highway pass that once linked the Eastern and Western Empires is the Nills Tree, a terrible monster that has closed the pass for three centuries. Now ships must sail around the rocky straights.

The Nills Tree is a stationary being that looks a little like a massive weeping willow with a huge human mouth set in the trunk. It can and does talk—it craves human flesh and will allow no one to pass unmolested.

ROOTS: 16 IMP, 14- to hit. They also have an OFF of 10. The roots surround the Nills Tree in a 30-yard radius and there is one root per square yard. Each root has a 4-yard reach and each root has 4/8 armor and 14 DP. The tree only attack a person once at a time.

TENTACLES: Within 20 yards of the tree the limbs are tentacles. They have 30 STR (20 OFF) and will lash out to grab and constrict targets (20 IMP). It has 6 tentacle attacks per turn and 30 total tentacle branches.

BITE: 15 PEN. Victims caught in the Nills Tree's tentacles are brought to its maw.

IMMUNITIES AND DEFENSES: The Nills Tree is immune to Resistance Attacks, does not burn, and takes no damage from arrows. It can dodge ballista shots, moving its trunk like an eel! (Dodge on a 15-, 3 REA).

MYSTICAL AURA: -4 DM from non-magic weapons

THE BLACK HEART: Down below its roots is a massive black heart. Unless this heart is pierced, the tree will not die (this will require standing right next to the tree and having a weapon, like a spear, with Long Reach). If the tree suffers an Unconscious result and the heart is *not* struck, it will be unconscious for 3 seconds and then re-animate at half DP! If someone can get in and deliver a blow to the heart however, the heart only has 10 DP and a CON of 11.

THE TERMAGANT									
PHY	14	STR	40	BLD	40	CON	14	DP:	160
REF	12	COR	12	REA	12	AGI	12	Armor:	2/4
INT	8	RES	8	MEM	8	WIL	9	TBH:	-1
							To Hit:	12-	Base Damage:
							Mass:		
							Minor	Major	Critical
Grapple	OFF 46 / DEF 38						53	160	320

A 9' tall monstrosity that is a warning to carping women everywhere, the Termagant is a cursed woman who harped upon the gods once too often.

She appears as a naked, semi-humanoid female figure with four legs (sprouting from its hips and abdomen), three arms (with sharp, iron claws), and three faces. Her hair is long and wild and tangled and dirty and she shrieks terribly as it attacks.

CLAW: +4 PEN

SHRIEK: 28 EXP, RAD 5 (if the target has natural armor, it's halved), once every three turns. Naturally, the Termagant is immune to her own attack.

MYSTICAL AURA: -4 DM from non-magic weapons

THE WARGRYM											
PHY	12	STR	32	BLD	150	CON	12	DP:	150	Armor:	see below
REF	12	COR	12	REA	12	AGI	12	TBH:	-0	Base Damage:	36
INT	8	RES	8	MEM	13	WIL	12	To Hit:	13-	Mass:	30
Grapple								Minor	Major	Critical	
		OFF 44 / DEF 37 (body)						50	150	300	

The Wargrym is a monster that haunts a misty, creepy loch up in the hills. On certain nights when the moon is right it crawls out of the lake and hunts. It savors the taste of virgins.

The Wargrym appears as a scaly, six-legged monster with a shell (not entirely unlike a turtle's) adorned with spikes. It has a long, flexible, and extensible (up to 15 yards!) neck and a reptilian head the size of a horse's. It can poke its head through the windows of a house or tower and pull a person out of their bed!

Knowing when it hunts is something that only the locals are in touch with—but many warriors have vanished out on the misty moors waiting for it (others have died out on boats trying to catch it with nets ... or just fish).

ARMOR PLATES: The Wargrym has armored plates: its skin is 1 / 2 armor but it has Coverage 2, 6/12 plates (so a hit by 0 to 2 hits a plate and a hit by more than that can take a -2 DM to hit flesh; a hit by 6+ is needed to strike around a plate and still have a hope of doing vital [doubling] damage).

MYSTICAL AURA: -4 DM from non-magic weapons

BITE: 12 PEN, . Attacks to the Wargrym's head are at -3 to hit (and it can pull its head up out of combat if necessary) and it has a 15- dodge (3 REA). If the head *is* hit, though, it has 3/6 armor, 30 DP, and, if it's killed, the creature will die. The head has a grapple of 12 OFF/10 DEF.

FORLEG SWIPE: 16 IMP, +2 Large Weapon Bonus

TRAMPLE: 54 IMP, 9- (8 REA Long)

The Wuurg											
PHY	14	STR	21	BLD	65	CON	14	DP:	140	Armor:	none
REF	11	COR	11	REA	11	AGI	11	TBH:	-0	Base Damage:	22
INT	8	RES	8	MEM	8	WIL	9	To Hit:	14-	Mass:	13
Grapple								Minor	Major	Critical	
		OFF 29 / DEF 24						47	140	280	

Insulted by a demiurge in avatar form, a man of great pride swore revenge and sought it ceaselessly. It isn't wise to seek revenge on a godling: the Wuurg is a warning to thin-skinned people everywhere.

The Wuurg appears as a mammoth obese humanoid. It is constantly, ravenously hungry—especially for human flesh. Its blood is a poison that causes immense pain and boils. The Wuurg has amazingly high blood pressure—when hit it gouts streams of poison blood.

BITE: 13 PEN

BOILING BLOOD: Anyone successfully scoring Penetrating Damage in melee is subject to a 16 FIRE attack that can only be blocked by a shield and is at -2 to be block or dodge.
Anyone at Close range is hit on a 15-, Short range 14-, Medium range 13-, and Long range 11-.

MYSTICAL AURA: -4 DM from non-magic weapons

The Created

"Look! It's moving. It's alive. It's alive... It's alive, it's moving, it's alive, it's alive, it's alive, it's alive, IT'S ALIVE!"

- Henry Frankenstein (FRANKENSTEIN, 1931)

The Fun House is an eclectic collection of things that frighten us. One step beyond the psycho killers, they lack even the rhythm or reason of having an objective as comprehensible as killing for fun. The Fun House is full of things that scare us for reasons we don't quite understand.

THE GOLEM											
PHY REF INT Grapple	14	STR	39	BLD	60	CON	14	DP:	140	Armor:	4/8
	11	COR	11	REA	11	AGI	11	TBH:	-0	Base Damage:	39
	--	RES	-	MEM	-	WIL	-	To Hit:	15-	Mass:	12
								Minor	Major	Critical	
		OFF 55 / DEF 46									

The Golem (the first one) is a man sculpted of clay. It has the word Truth carved into its head in the native language of its people, and it is their protector (in legend, the Golem served and protected the Jewish people from attempts to discredit them).

This Golem is powerful, but gentle. It will fight to protect, but it attempts to capture, or subdue, rather than kill. It is created as a protector of the righteous.

AUTOMATON: The Golem is an automaton that loses 1 STC every 10 DP it takes.

MYSTICAL AURA: -4 DM from non-magic weapons

SKILLS: Wrestling Lv3 15-

Homunoculus											
PHY	1	STR	6	BLD	1	STC	12	DP:	6	Armor:	1/2
REF	11	COR	11	REA	11	AGI	11	TBH:	-4	Base Damage:	-6
INT	10	RES	10	MEM	10	WIL	12	To Hit:	13-	Mass:	
Grapple								Minor	Major		Critical
		OFF -2 / DEF -4									

Homunculi are tiny servants that appear as men or women about 6" tall —creatures created and animated by mad scientists or magicians. They serve their masters, but they are devious and at least a little bit twisted. They reflect and amplify the worst aspects of their creators (often pride and jealousy).

AUTOMATON: Homunculi are automatons that lose 2 STC every 1 DP it takes

MYSTICAL AURA: -4 DM from non-magic weapons

SKILLS: A homunculus will often have skills that allow them to assist their creator with his work (chemistry and alchemy are common).

THE MONSTER (CINEMATIC)											
PHY	11	STR	40	BLD	25	CON	13	DP:	50	Armor:	2/4
REF	9	COR	9	REA	9	AGI	9	TBH:	+2	Base Damage:	33
INT	9	RES	9	MEM	9	WIL	13	To Hit:	12-	Mass:	5
Grapple								Minor	Major	Critical	
		OFF 42 / DEF 35						17	50	100	

The Monster is a being given life by mankind's scientific hubris, a desire to play God. It is a child of pride.

A huge, shambling figure of great power, it is by nature gentle but does not know its own strength, and when enraged, it can become terrible and sometimes indiscriminately destructive.

THE MONSTER (LITERARY)											
PHY	11	STR	30	BLD	11	CON	13	DP:	45	Armor:	1/2
REF	13	COR	13	REA	18	AGI	13	TBH:	-3	Base Damage:	20
INT	12	RES	12	MEM	12	WIL	14	To Hit:	15-	Mass:	2
Grapple								Minor	Major	Critical	
		OFF 24 / DEF 20						15	45	90	

This version of The Monster is the child born without love. It is created as an act of pure science—arrogance, but a personal kind of arrogance. The Monster longs to be accepted, but its hideous appearance makes that impossible. It is, however, articulate, educated (self-educated), and literate. It is also blindingly fast and dangerous.

The Monster seeks vengeance on its creator for bringing it into a world where it will never be accepted.

Psycho Killers

I was not coddling dear old Boss when I gave you the tip, you'll hear about Saucy Jacky's work tomorrow double event this time number one squealed a bit couldn't finish straight off. ha not the time to get ears for police. thanks for keeping last letter back till I got to work again.

Jack the Ripper

- From a letter sent to the Central News Agency (October 1st, 1888)

There are real psycho killers. We call them serial murderers if they spread their carnage over several years or mass murderers if they do all of their killing at once. There really are monsters, but sometimes things are worse than we thought. Sometimes the killer doesn't rest or draw breath. Sometimes the killer is a monster both inside and out.

Psycho Killers stalk their prey for a simple, easily understood reason—they enjoy it. They may enjoy the pain, the fear, the suffering they inflict, or they may simply enjoy the act of destruction. They also enjoy the chase—the attempts by the authorities to discover them. Monstrous psycho killers are understand their advantages, and will seek to turn on investigators, luring them in and adding them to their trophies.

Some Psycho Killers "become." A normal man might slide into psychosis, becoming The Shape, or discover his passion for the taste of flesh and become a Leinia. Others simply "are." "Jack" arrives in town on the Red-eye flight, walking off into the unseasonable fog with a copy of the Times (The London Times, of course) folded under one arm. There's no record of him on the flight or in customs. Where Psycho Killers come from is as much a mystery as they, themselves are, and in each case, it may differ.

“JACK”											
PHY REF INT Grapple	11	STR	13	BLD	11	CON	11	DP:	18	Armor:	0
	11	COR	11	REA	15	AGI	11	TBH:	-1	Base Damage:	3
	11	RES	11	MEM	11	WIL	12	To Hit:	17- (!)	Mass:	2
								Minor	Major	Critical	
		OFF 7 / DEF 5						6	18	36	

“Jack” goes by several names: “Whitechapel Murderer” and “Leather Apron” are examples. He kills efficiently, usually approaching a victim alone and strangling her to unconsciousness. He feeds on notoriety and terror that his acts cause.

“Jack” is sophisticated—he kills expertly, using his understanding of anatomy and physiology to make his kills clean.

“Jack” is skilled with his tools (which include scalpels, ice-picks, and other handheld, ultra-sharp, ultra-fine weapons). “Jack” often makes called shots in combat, striking for vital organs.

“Jack” is smart and talented; his skills are Level 3 or higher. He will often be a pillar of the community, but regardless of his station in life, he acts and appears completely normal—the perfect neighbor.

“Jack” gets stronger with each kill. Killing a victim will restore him to full health and fatigue. After that, his reward is determined by how many people live in fear. For each 1000 people who modify their behavior substantially (stay in at night, arm themselves, obsessively read for new victims), “Jack” gains 3 DP and 1 STR. (These bonuses go away as the fear fades.) At 10,000 fearful, “Jack” gains an apprentice.

MYSTICAL AURA: -4 DM from non-magic weapons

SKILLS: Knife Lv4, some skill (usually Medical Skill) at Lv3 15-

LEIUNIA											
PHY REF INT Grapple	10	STR	15	BLD	10	CON	11	DP:	15	Armor:	0
	11	COR	11	REA	13	AGI	11	TBH:	-1	Base Damage:	5
	10	RES	10	MEM	10	WIL	12	To Hit:	13-	Mass:	2
								Minor	Major	Critical	
		OFF 9 / DEF 7						5	15	30	

Leiunia are cannibals. They almost always “become”—a man eats the flesh of another (whether by accident, necessity, or twisted desire), and discovers the mad joy and ceaseless hunger of the Leiunia. Leiunia are similar to vampires in many ways—they are strong, difficult to hurt, and driven by hunger. They are not, however undead. Leiunia consider themselves to be hyper-alive: more alive than the “cattle” they feed on. They are megalomaniacs—the “unenlightened” are meaningless at worst and, at best, tasty.

Leiunia appear as lean men. They are often manic—hyper, talkative, excited. They will go on and on about themselves, about how fit, how energetic, how healthy they are. They may have a faint, disturbing smell about them.

UNAGING: So long as a Leiunia subsists mainly off the flesh of others (that means killing and eating an adult human about once every two weeks), he will not age or fall sick.

REGENERATION: The consuming of a meal of human meat will restore a Leiunia to full health.

TROPHY ROOM/MEAT LOCKER: Leiunia may construct a shrine filled with trophies (skeletons, body parts, etc.) of their victims. A Leiunia who builds such a foul place (these slaughterhouses are traumatically horrible to non-Leiunia) will gain 15 DP, 15 pts of strength, and 2/4 Armor. Grapple goes to 22/33.

MYSTICAL AURA: -4 DM from non-magic weapons

LUNATIC											
PHY REF INT Grapple	10	STR	10	BLD	10	CON	11	DP:	12	Armor: 0	
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: 0	
	10	RES	10	MEM	10	WIL	12	To Hit:	12-	Mass: 2	
								Minor	Major	Critical	
		OFF 4 / DEF 2						4	12	24	

Lunatics that "become" were psychopaths before they were lured into the dark embrace of the Lunatic Moons. They serve the Silver Lady, killing to calm the voices in their heads and to bring glory to their mistress. Lunatics that simply "are" arrive on nights of the full moon, and begin their bloody adventures.

Lunatics live normally during the day. They often possess simple skills, but they will have reclusive existences. Their day jobs and legal identities are covers for the "work" they do at night.

Lunatics work on a lunar cycle. They hibernate on nights of the new moon, laying inside, sleeping deeply. On nights of the full moon, they are invulnerable and their strength goes up to 25.

They are guided by voices and have (effectively) Precognition and ESP. They must kill each month, or they crumble to dust.

LUNA'S VOICE: Lunatics have the equivalent of Clairvoyance (Remote Seeing) and Precognition at Level 1 (see the Psionics Book),

LUNAR CYCLE: On new moons, lunatics hibernate. On full moons, their strength multiplies (STR 25) and they become nigh invulnerable (equivalent of Undead Body).

MYSTICAL AURA: -4 DM from non-magic weapons

THE SHAPE											
PHY REF INT Grapple	13 10 10 	STR	15	BLD	13	CON	13	DP:	39	Armor:	2/4
		COR	10	REA	10	AGI	10	TBH:	-0	Base Damage:	6
		RES	10	MEM	10	WIL	11	To Hit:	13-	Mass:	3
								Minor	Major	Critical	
		OFF 10 / DEF 8						13		39	

The Shape is a killing machine. It is fearless and feels neither mercy nor pain. The Shape is difficult to hurt through normal means but hardly indestructible. It prefers to attack from surprise and from behind and will avoid armed opponents. The Shape will usually arm itself with penetrating weapons from its environment.

The Shape is always masked. Any mask that completely obscures the face will do. It is vulnerable to having its mask removed—if the mask is taken, it will turn away (to avoid having its face seen), and attempt to escape until another mask can be secured. If The Shape is forced to fight without its mask, it will fight at -4 as it shields its face from being seen.

CLOAK: The Shape is at -3 to be perceived or tracked.

DETECT SOULS: The Shape can feel the presence of emotional beings within 100 yards. It can recognize individuals.

INSTINCTIVE REFLEXES: +3 Initiative (Initiative 13-)

INVULNERABILITY: Although not (necessarily) undead, The Shape has the equivalent of Undead Body.

Physical Penetrating attacks against The Shape are calculated as such (so there is the chance that the attack will be vital, double the DM). However, like all Penetrating attacks on an Undead Body, the The Shape will lose no DP from the attack; there is simply a greater chance of having to roll on the Damage Effects Chart.

SLIP IN: When no one is looking, The Shape can "slip" into an area (essentially, teleport up to 30 yards), allowing him to bypass locked doors and mysteriously appear from nowhere. This ability only works when The Shape and the location he slips into is not being watched. Recording devices (security cameras) surveying these areas will also prevent the slip.

MYSTICAL AURA: -4 DM from non-magic weapons

WEAPONS MASTER: The Shape is proficient with any HTH weapon it finds (Level 2).

SKILLS: Stealth Lv3 15-

The Fun House

"The sleep of reason produces monsters."

- Goya

The Fun House is an eclectic collection of things that frighten us. One step beyond the psycho killers, they lack even the rhythm or reason of having an objective as comprehensible as killing for fun. The Fun House is full of things that scare us for reasons we don't quite understand.

CLOWN (GROTESQUE WHITEFACE)											
PHY	10	STR	23	BLD	18	CON	12	DP:	30	Armor:	0
REF	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage:	15
INT	10	RES	10	MEM	10	WIL	12	To Hit:	12-	Mass:	4
Grapple		OFF 19 / DEF 17						Minor	Major	Critical	
								10	30	60	

Clowns at the circus are funny. Clowns in other places, out of context, are frightening. And, of course, there is nothing scarier than a clown after midnight. These clowns are pure monsters—they don't make sense, they exist to be frightening. They are not indiscriminate—Clowns tend to prey on those that fear them; find them disturbing. They very straight-laced, the un-funny, the serious, and the young, who see them for what they are, are all fair game.

Clowns, in general, do not talk. Some cannot (Mimes), but most are capable of speech, even though they choose not to use it.

Clowns (both real and monstrous) are performers: They perform for their victims, they perform for onlookers. The nature of their performances depends on their mood, their reason for being, and the response of their targets. The best defense against a Clown is a good sense of humor (although nothing will stop a Grotesque Whiteface).

The Grotesque Whiteface is the typical, terrifying clown. Its features are exaggerated, even distorted for terrifying effect. Grotesques may have huge, oversized heads, or giant, gaping maws. Their eyes may be gleeful, or filled with mad mirth, but they are just as often dead cold.

Grotesques are blunt and brutal. They may grab and bite. Some are "Tall" with unnaturally long arms and legs (Long reach); others have mouths full of shark's teeth (15 PEN bite)

MYSTICAL AURA: -4 DM from non-magic weapons

CLOWN (MIME)											
PHY	10	STR	12	BLD	8	CON	12	DP:	24	Armor:	0
REF	14	COR	14	REA	14	AGI	14	TBH:	-4	Base Damage:	2
INT	12	RES	12	MEM	12	WIL	12	To Hit:	16-	Mass:	2
Grapple		OFF 6 / DEF 4						Minor	Major	Critical	
								8	24	48	

Mimes are silent, dressed in black, with minimal whiteface. They move slowly, with exaggerated grace and machine-like precision. They perform alone, or in groups, acting out scenes and interacting with things that exist only in their imagination. Mimes can be hypnotic and entertaining.

Offending them or being afraid of them can make them dangerous. They will sometimes choose a potential victim and follow him or her. Reacting badly at this point may anger the mime.

Mimes are absolutely silent. They make no noise (a Mime falling into a pool will cause a silent splash). They communicate effectively with sign language. Mimes can see in the dark.

MIME REALITY: Mimes can climb up invisible ropes, walk up invisible stairs, scale sheer surfaces, hang upside down, and generally ignore gravity, so long as they have a space to climb on.

MIME IMMUNITY: Mimes do not suffer Penetrating Damage; all attacks are treated as Impact.

WEAPONS MASTER: Lv3 16-. Mimes attack and block with invisible weapons and make all attacks at -1 REA.

MYSTICAL AURA: -4 DM from non-magic weapons

CLOWN (PIEROTT CLOWN)											
PHY REF INT Grapple	12	STR	12	BLD	8	CON	12	DP:	24	Armor: 0	
	14	COR	14	REA	14	AGI	14	TBH:	-4	Base Damage: 2	
	12	RES	12	MEM	12	WIL	12	To Hit:	14-	Mass: 2	
								Minor	Major	Critical	
	OFF 6 / DEF 4							8	24	48	

Pierott clowns are the most beautiful and elegant of all clowns. Their uniforms are well fitted, and of matching colors. They have fancy collars, large buttons, and often-extravagant head-dresses. They wear whiteface and have simple, but striking makeup patterns (stars around the eyes, for example). They wear a white skullcap instead of a colored wig. Their facial features may be emphasized with makeup, but they are never exaggerated. Gloves that cover the hands and wrists are white or colored to fit the wardrobe. Ballet or dancing slippers are worn in lieu of large comedy shoes.

These clowns are the Jokers from the deck of cards. They are lithe, beautiful, elegant and dangerous. They have as strong, artistic sense of tragedy and irony. Their performances often convey some message.

Physically, Pierott clowns are almost identical to Mimes—they have the same sense of minimalist make-up, the same grace and agility. They are more acrobatic, but also more tied to the earth (they cannot ignore reality like a mime can).

ENHANCED DODGE

MYSTICAL AURA: -4 DM from non-magic weapons

SKILLS: Acrobatics Lv3 14-

THE EXECUTIONER											
PHY REF INT Grapple	12	STR	23	BLD	18	CON	12	DP:	30	Armor: 0	
	11	COR	11	REA	11	AGI	11	TBH:	-1	Base Damage: 15	
	10	RES	10	MEM	10	WIL	12	To Hit:	13-	Mass: 4	
								Minor	Major	Critical	
		OFF 19 / DEF 17						10	30	60	

The Executioner is as a huge, muscle-bound man wearing a hood and carrying an axe. The executioner is a monster—not a force of justice or authority, but it presents itself as such. It will persecute and eventually execute its targets and they'll feel as if they deserved it. The Executioner knows what you've done—what you feel guilty about.

HUGE AXE: +10 PEN

KNOW GUILT: Somehow, the Executioner knows what you've done, even down to the most trivial detail.

MYSTICAL AURA: -4 DM from non-magic weapons

SKILLS: Axe Lv4

THE FAT MAN											
PHY REF INT Grapple	11	STR	16	BLD	33	CON	13	DP:	45	Armor:	2
	10	COR	10	REA	10	AGI	10	TBH:	-0	Base Damage:	11
	10	RES	10	MEM	10	WIL	12	To Hit:	13-	Mass:	7
								Minor	Major	Critical	
		OFF 15 / DEF 13						15		45	90

The Fat Man is huge, impeccably dressed, with all the manners and education one could ask for. His wit is razor sharp, he is engaging in conversation, unfailingly insightful, and dramatic. He often has what you want—money, information, entertainment. And although he is caustic, he's in demand at all the best parties.

The Fat Man waits to get you alone. Then he strikes. His flesh opens to spit acid (14 FIRE), he flows like an amoebae, engulfing and devouring his prey.

CONSUME: For every 2 point of MASS The Fat Man consumes, his STR, BLD, and DP go up by one.

SOFT BODY: The fat man takes no Penetrating Damage. He also takes -4 DM from any physical attack.

SCARECROW											
PHY REF INT Grapple	13	STR	13	BLD	3	STC	13	DP:	26	Armor:	2
	13	COR	13	REA	13	AGI	13	TBH:	-3	Base Damage:	2
	12	RES	12	MEM	12	WIL	12	To Hit:	13-	Mass:	1
								Minor	Major	Critical	
		OFF 6 / DEF 4									

Scarecrows sit alone in deserted fields, crucified, hanging above the overgrown weeds. They watch and radiate malice. Woe to one who lives in their line of sight (the house across the way?).

Scarecrows can move, and sometimes do (rarely when people are watching). They come

down from their stands to steal babies and other things of great value. They glide silently through the air.

AUTOMATON: Scarecrows lose 1 STC every 2 DP they take.

REGENERATE: Scarecrows regenerate 8 DP a turn. They must be burned to ash to be fully destroyed.

MYSTICAL AURA: -4 DM from non-magic weapons

SKILLS: Witchcraft (Murder of Crows)

Toys												
PHY REF INT Grapple	6	STR	6	BLD	1	STC	12	DP:	6	Armor:		1
	11	COR	11	REA	11	AGI	11	TBH:	-4	Base Damage:		-6
	10	RES	10	MEM	10	WIL	12	To Hit:	13-	Mass:		
									Minor	Major		Critical
		OFF -2 / DEF -4										

The toys of dead (especially murdered) children are dangerous emotionally—they remind us of our loss and are especially tragic because of the traumatic death of innocence. These are dangerous physically, as well. They move when no one's looking. They kill for no reason, and without mercy. They are joyous, living expressions of fear, hate, and wrath.

Toys may change when they awaken. The change is subtle—eyes widen. The gentle, or comical grin becomes idiotic or hysterical. One feels their presence.

In straight combat, toys are not terribly dangerous. They attack from surprise. They set traps. They arm themselves with kitchen knives. And they count on their prey to discount them. To say, "That's ridiculous. It's a child's toy. It could never hurt me."

Toys often have the cruel, pitiless sense of humor that children do. They may imaginatively torment their victims (physically and psychologically) before finishing them.

The statistics given here assume a small toy. Large toys (such as rag dolls and ventriloquists' dummies) may have considerably higher strengths and be far more physically dangerous.

AUTOMATON: Toys lose 2 STC for every 1 DP they take.

BITE: 2 PEN

MYSTICAL AURA: -4 DM from non-magic weapons

Technological Terrors

"Ours is a world of nuclear giants and ethical infants. If we continue to develop our technology without wisdom or prudence, our servant may prove to be our executioner."

- General Omar Bradley

These monsters are ones we have created ourselves. Whether we should have actually have built these machines is trivial; the fact that we could was far more important and so man plunges in head first, unmindful of future consequence.

Technological Terrors originally were meant as simple tools, but somehow they've aquired a purpose all their own. Most always, their purpose involves the decimation of the beings who so shamelessly used and abused them, namely us. The best that can be hoped for now is the spring we have wound will soon wind down.

DEATH MAIL											
PHY REF INT Grapple	12	STR	12	BLD	1	CON	12	DP:	12	Armor: 0	
	11	COR	11	REA	13	AGI	11	TBH:	-1	Base Damage: 0	
	10	RES	9	MEM	10	WIL	12	To Hit:	14-	Mass:	
								Minor	Major	Critical	
		OFF 9 / DEF 7						4	12	24	

You've heard of junk mail? Death Mail is worse—much worse. It appears as a large letter. It looks like it's been addressed and re-addressed (old names appear in faded ink with your address being the most clear ... the stamps appear out of date (some are canceled collectable stamps, they're so old). It comes (from the Dead Letter Office where they are spawned) addressed to a person at a household. Any degree of Sensitive will send a strong warning that something isn't right.

When the target is alone, it will subtly 'call' them to open it (telepaths will see through this right away—but Death Mail usually doesn't get sent to telepaths). When opened, revealed inside the letter is a wet, fleshy red maw that opens into a pocket dimension. A long, thin, strong red tongue will wrap around the person and try to suck them in (biting as well).

Death Mail can crawl (a little) and if it has luck with one person, may work its way through a whole community.

Note: this may make a hell of a mess—investigators have found the letter amid bits of skin and bone and cloth ... or even near mauled bodies. The letter can appear to be a normal envelope (if absolutely necessary), but inside there's a form which details (in bureaucratic language) the death screams of the letter's victims: if the letter opts for this camouflage and someone bothers to read it (it starts as some kind of form letter that's hard to make out and is several pages long) the mail is usually caught—it can't maintain normalcy for long!

IMMUNITY: Death Mail is utterly immune to Impact damage attacks.

ENCOURAGE/DISCOURAGE: 14 PWR Influence and 10 STR Telekinesis (see the Psionics Book).

The Death Mail uses these powers to arrange that it be opened when no one else but the victim is around.

TONGUE: Grapple, reach of 2 yards.

BITE: 4 PEN.

PredAuto											
PHY	13	STR	50	BLD	153	STC	13	DP:	450	Armor:	3/6
REF	12	COR	12	REA	12	AGI	12	TBH:	-0	Base Damage:	55
INT	12	RES	12	MEM	13	WIL	12	To Hit:	13-	Mass:	31
Grapple								Minor	Major	Critical	

PredAutos prowl the highways and byways, looking for victims. They are all unique, (some are classic, others modern). Sometimes they will come to a town and stay a while, feeding on hitch-hikers and teenagers out at Lover's Lane.

From the outside, the PredAuto looks like a normal car (unless you happen to see it licking itself clean with its long barbed tongue). When stalking, though, it's very flexible and can twist and turn and compact and expand.

A PredAuto can feed in one of two ways: it can devour (the front grillwork opens as a mouth) or it can overrun (which is an almost sure kill but not nearly as satisfying), and it can merge (with a "driver").

Drivers are subject to telepathic combat (once inside it has a Lv2 Mind Bolt). It will get 4 tries (the person inside is subject to a 12 Grapple if they try to get out). If the driver unconscious or drops to 7 or lower WIL, they become a "driver." They can talk for the car and are seen in it (sometimes after the PredAuto has committed several murders with a driver at the wheel). After a while, the PredAuto will disgorge the still-living driver who, if he wakes up, will remember nothing but terrible nightmares.

AUTOMATON: Although an automaton, the PredAuto does take Penetrating Damage, but hits are only vital (doubling) if they hit by 6 or better insted of 4. The PredAuto loses 1 STC every 3 DP it takes.

RUN OVER: When overrunning, the PredAuto will do about 77 IMP (30mph) but only hits on a 12-. If it kills, it will park over the victim and their blood will fall "upwards" into its underbody. After feeding for 20 seconds, it will drive away (there is blood on the ground—but an astute investigator will notice a lot missing).

EAT: To eat, it must get close and pounce. It has a 9/7 Grapple and bites for 11 PEN damage. It can leap 3 yards. It can also "walk" on its tires, climbing over low walls and even into windows!

Things From Beyond

"The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown."

- H.P. Lovecraft

These monsters are otherterrestrial. Whether they come from outer space, innerspace, or otherspace, they are uniformly bizarre, incomprehensible, and hostile to our species.

What makes these horrors especially terrifying is how utterly alien they are. There is no comparison that can be made, no frame of reference that can be used. They have mindsets that are not merely stranger than we imagine, they are stranger than we can imagine. We have no idea what they are or what they want: The fear of the unknown made manifest.

FEARFUL SYMMETRY											
PHY	--	STR	-	BLD	-	CON	-	DP:	--	Armor:	--
REF	--	COR	-	REA	12	AGI	-	TBH:	--	Base Damage:	--
INT	--	RES	-	MEM	-	WIL	14	To Hit:	14-	Mass:	--
Grapple								Minor		Major	
								-		-	

A Fearful Symmetry is something from beyond time and space. Perhaps it is a demiurge, or perhaps it is the servant of something even more alien than itself. What it is and why it is attracted to the proper rituals is unknown and probably will never be known, but there seems to be no end of humans who will commit the most heinous of deeds in order to summon one.

When they manifest (which thankfully isn't often), Fearful Symmetries appear as an almost invisible fractal pattern of mist that expands through the air. Its size is determined by the number of people sacrificed to call it (**[number of sacrifices]²** yard spherical radius, using 9 people gets you an 81 yard Symmetry). It takes 1 second per sacrifice to manifest, the lines in the air becoming more and more clear and the physical reality within its radius becoming more and more twisted. It will last 1 hour per yard of radius.

When a Fearful Symmetry manifests, everything within it will become part of its self. Buildings twist and curl (half in and out of parallel realities). Each person in this radius could add to its final size (so in a city it could keep on expanding). Some things might protect against this, but physical armor isn't one of them.

ABSORPTION: Any living being caught in its radius or struck by a tentacle takes a Resistance Attack against their WIL.

Minor Effect	Target suffers a Critical Wound.
Standard Effect	Target is absorbed (destroyed).
Major Effect	As above and the Symmetry adds another yard to its radius.
Critical Effect	Target is infected—allowed to run but will detonate into a 4-yard radius Symmetry within 1 hour (target will be insane and highly disturbed and will suffer rapid physical mutations before detonating).
Catastrophic Effect	As above but within 1 day.

HUNGER: The Symmetry has 12 tentacles, each with eyes. These tentacles are of a length equal to its radius.

OTHERWORLDLY IMMUNITY: The Symmetry is not subject to normal damage. A Nuke might make it retreat, but usually you either have to get out of its way or wait for the summoning to run out of time.

MIND WARPING: 17 PWR.

MEGAVORE											
PHY REF INT Grapple	14 14 12	STR	32	BLD	85	CON	14	DP:	85	Armor:	1/2
		COR	12	REA	14	AGI	14	TBH:	-2	Base Damage:	30
		RES	9	MEM	12	WIL	12	To Hit:	14-	Mass:	17
								Minor	Major	Critical	
		OFF 36 / DEF 30						28		85	170

A megavore is a 'super-predator' found on worlds where the ecology is extremely violent. It looks like a large odd-colored tiger with four forepaws (6 limbs total), one set of which have primitive hands.

BITE: 40 PEN

MULTI-CLAW ATTACK: If it doesn't move, the megavore can attack 4 times a turn, swiping for 13 PEN damage.

KEEN SENSES: Perception roll is 15-

SKILLS: Stealth Lv2 15-, Tracking Lv2 15-, Traps Lv2 15- (that's why it has hands)

PARALLAX HORROR											
PHY REF INT Grapple	13	STR	15	BLD	13	CON	13	DP:	33	Armor:	1/2
	13	COR	13	REA	14	AGI	13	TBH:	-3	Base Damage:	6
	11	RES	11	MEM	11	WIL	12	To Hit:	14-	Mass:	3
								Minor	Major	Critical	
		OFF 10 / DEF 8						11		33	66

A Parallax Horror is an otherdimensional beast that look indistinctly like a hairless, great cat with purple-black skin. It always seems to be in a haze, its outline blurry and imprecise.

BITE: 4 PEN

CLAW: +0 PEN

INVERSE ATTACK: The unique nature of the Parallax Horror causes observers to see it receding as it approaches, advancing when it retreats. Consequently, its attacks are at -3 to be blocked.

MIND WARPING: 9 PWR.

MOVE THROUGH FOURTH DIMENSION: The Horror can teleport (8 REA Long Action) and can choose to retreat into the 4th dimension (disappearing entirely as an 8 REA Long action).

MYSTICAL AURA: -4 DM from non-magic weapons

PROTECTIVE AURA: A Parallax Horror is surrounded by a field of energy that protects it. This is treated as 11 points of ablative armor that must be punched through before the Horror can be harmed. The aura regenerates 1 point of armor at the end of each turn

SKILLS: Stealth 15-, Tracking 15-

THING-THAT-MOVES-SIDEWAYS											
PHY REF INT Grapple	13	STR	16	BLD	60	CON	13	DP:	60	Armor:	2/4
	12	COR	12	REA	12	AGI	12	TBH:	-1	Base Damage:	11
	12	RES	7	MEM	12	WIL	12	To Hit:	14-	Mass:	12
								Minor	Major	Critical	
		OFF 14 / DEF 12						20	60	120	

The TTMS looks kind of like a vehicular-sized, 12-legged lizard but as it moves through our dimension, it changes. Holes in it open and close, limbs and fluids spurt out, feelers bleed into and out of reality around it. The only constant is it's baleful yellow eyes.

MIND WARPING: 11 PWR.

MOVE THROUGH FOURTH DIMENSION: The TTMS can teleport (8 REA Long Action) and can choose to retreat into the 4th dimension (disappearing entirely as an 8 REA Long action).

BITE THROUGH SPACE: The TTMS may attack *from* the fourth dimension, which means, essentially, eating someone from the inside out. It's bite hits on a 16-, ignores all armor, and is a 19pt PEN damage attack. This can't be blocked but can be dodged at -2.

MYSTICAL AURA: -4 DM from non-magic weapons

XENOPHAGE (BREEDER)											
PHY REF INT Grapple	11	STR	15	BLD	13	CON	11	DP:	33	Armor: 0	
	12	COR	12	REA	13	AGI	12	TBH:	-5	Base Damage: 6	
	9	RES	9	MEM	11	WIL	12	To Hit:	14-	Mass: 3	
								Minor	Major	Critical	
		OFF 10 / DEF 8						11	33	66	

Breeders are larger soft-bodied xenophages with three moist tentacles. The tentacles contain hypodermic stingers that infect the target with a 'phagevirus,' converting the target into a xenophage.

PHAGEVIRUS TENTACLES: 1 PEN (PV 20) that additionally reduces armor by 12. If the armor fails, the person is infected (14 PWR Resistance Attack vs. CON). Only in Close Combat.

Minor Effect	Target becomes ill, taking a Minor Wound and operating at -3 for two days.
Standard Effect	Target goes catatonic for 3 days; roll again at -2 CON.
Major Effect	Target becomes a Xenophage Warrior in 2 days.
Critical Effect	Target becomes a Xenophage Breeder in 2 days
Catastrophic Effect	Target becomes a Xenophage Knight in 4 days

An infected person can make a CON roll at -4 (for Major Effect), -6 (for Critical Effect), or -8 (for Catastrophic Effect) each day in order to fight the infection. A success indicates that the infection becomes one level less until a Standard Effect is reached. Medical care can help this roll.

TENTACLE: The tentacles can constrict and have a range of 5 yards.

POD: A Xenophage Pod is like an egg laid by a Breeder. It waits for a person to get close and then lashes out with a single Breeder tentacle (one attack). It has a 15- Perception roll and a 13- to hit.

XENOPHAGE (KNIGHT)												
PHY REF INT Grapple	15	STR	24	BLD	40	CON	15	DP:	120	Armor:	9/18	
	12	COR	12	REA	13	AGI	12	TBH:	-1	Base Damage:	20	
	12	RES	9	MEM	12	WIL	12	To Hit:	16-	Mass:	8	
									Minor	Major	Critical	
		OFF 26 / DEF 22							40	120	240	

A Xenophage Knight is a massive, lumbering beast that is more like a machine than a living being. It has 4 massive arms with hook-claws on 6-fingered hands.

CLAW: +0 PEN (4 REA)

MAW: Knights have incredible jaws that can bite through machinery. If they take no other attack, they can unhinge their jaw (+2 Large Weapon Bonus) and bite for 40 PEN with 40 OFF. They then chew for 5 REA.

PLASMA VOMIT: 70 EXP, 2 RAD; usable once every 2 turns. The Knight is not immune its own explosive attack.

XENOPHAGE (WARRIOR)											
PHY REF INT Grapple	12	STR	18	BLD	11	CON	12	DP:	36	Armor: 2/4	
	13	COR	13	REA	15	AGI	13	TBH:	-3	Base Damage: 8	
	12	RES	9	MEM	12	WIL	12	To Hit:	14-	Mass: 2	
								Minor	Major		Critical
		OFF 12 / DEF 10						15	45		90

Xenophage Warriors are the masters of the ambush and hit and run raid. They appear as crouched, biomechanical humanoids with partial armor plates and no visible eyes. They have extremely sharp claws made of bone mingled with alloys they ingest.

ULTRA-SHARP CLAWS: 12 PEN (36 PV)

ROOM TEMPERATURE BODY: Xenophages don't show up on IR vision.

QUIET: Xenophages are quiet and can remain still for days on end (-4 to be heard).

CLINGING: Xenophages can climb effortlessly (running directly up walls).

SKILLS: Lv3 Stealth 17-

ERRATA

Abbreviations

A number of potentially unfamiliar abbreviations appear in this book. Here is a quick list:

Lv: Level (as in Level 2 skill)

STC: Structure roll (for Automatons)

DM: Damage Modifier

PWR: Power, used primarily for Resistance Attacks but is occasionally used to measure the power of certain supernatural abilities

OFF: Offensive Grapple Score

DEF: Defensive Grapple Score

IMP: Impact Damage (so something listed as 13 IMP means that it does 13 Base Damage on the Impact Damage table). Note that although an attack may be listed as doing IMP, it does not necessary mean that it is a bludgeoning attack (cold is calculated on the Impact Damage table for instance)

PEN: Penetrating Damage (so something listed as +3 PEN means that 3 points are added to the Base Damage and it is calculated on the Penetrating Damage table)

PV: Penetrating Value. Some things pierce armor better than others and the PV indicates what the armor saves against (so an attack listed as 8 PEN (18 PV) means that although the attack only does 8 points of Penetrating Base Damage, any armor it hits will have to save as though it were 18)

SHOK: Electrical Damage

FIRE: Fire Damage. Note that although an attack may be listed as FIRE, it may not necessary be flames (acid does Fire Damage for instance)

EX: Explosive. Note that, unless otherwise noted, all Explosive attacks are calculated on the Impact Damage table.

RAD: Radius. This ties in to Explosive attacks.

Resistance Attacks

Resistance Attacks (called PWR vs. STAT Attacks in some of the other JAGS books) work as follows:

All Resistance Attacks have a Power (PWR) associated with them (Ex. 13 PWR Terror). All Resistance Attacks are resisted with a statistic (usually CON, but occasionally WIL).

When a Resistance Attack hits or otherwise takes effect, the PWR of the attack is rolled against, and the statistic resisting it is rolled against.

How much the resistance roll is made by is subtracted by the amount the PWR roll is made by. The result is then compared in the Resistance Attack Chart:

Resistance Attack Chart

+4 or better	+3 to +1	0 to -3	-4 to -6	-7 to -9	-10 or worse
No Effect	Minor Effect	Standard Effect	Major Effect	Critical Effect	Catastrophic Effect

Example 1: Jon (CON of 13) is bitten by a snake with 11 PWR Poison. Jon rolls his CON and rolls a 13 (making it by 0). The GM rolls for the poison's PWR and gets a 9 (making it by 2). $0 - 2$ equals -2 , so the poison has a Standard Effect on Jon.

Example 2: Sid (CON of 13) is also bitten by a snake with 11 PWR Poison. Sid rolls his CON and rolls an 11 (making it by 2). The GM rolls for the poison's PWR and gets a 15 (missing it by 2). $2 - (-2)$ equals 4, so the poison has a No Effect on Sid.

Example 3: Nancy (CON of 13) is bitten by a snake with 11 PWR Poison as well (these people should really be watching their step). Nancy rolls her CON and rolls a 15 (missing it by 2). The GM rolls for the poison's PWR and gets an 8 (making it by 5). -2 minus 5 is equal to -7 , so the poison has a Critical Effect on Nancy.