

Fantasy Bestiary Toolkit



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Introduction

Whether you've created your own Savage Setting, converted one, or are using a published GWG product, the one thing every fantasy setting needs is monsters.

This product is designed to be a one-stop shop for all your fantasy monster needs. The majority of the monsters are new, but a small few have been copied from existing products, simply because they are generic fantasy creatures.

Sidebars show how you can make stock creatures different simply by tweaking their Abilities. Some fantasy games have a wide range of dragons, for instance, with different breath weapons depending on their color or natural habitat. We've included the stock dragon statistics for easy reference, along with a sidebar covering a few examples of different dragon types.

Of course, if you want to alter the dragon's traits or other Special Abilities, you're free to do so. Remember, this is a Toolkit to help you populate your world, not an official, never-to-be-changed A-Z of every beast imaginable.

All the monsters in this book also have a new entry—Treasure. The idea was first introduced in *50 Fathoms*, but it's included here, along with a Treasure Table, to help you decide what treasure a creature possesses.

This book contains more than a sample of monsters to be slaughtered and robbed—it also contains stock Extras and Wild Cards. From assassins to mercenaries, mages to rangers, there's a range of common fantasy stereotypes ready at your fingertips. Add a Hindrance or two, assign a personality, and you can turn even the simplest Extra entry into a fully developed character ready to aid or hinder the heroes.

Other sidebars give examples of wilderness encounter tables using the monsters in this book and those from the main *Savage Worlds* rules. The ones we've provided are generic, usable in most games with little modification. If your world has beasts we haven't covered here, then alter the table to fit. The same goes for terrain types—if you have a forest inhabited by elves and undead, you'll need to create a unique encounter table, possibly by mixing elements of the Elf Forest and Crypt tables.

Finally, there are sidebars containing adventure seeds centered on monsters. These can be run as interludes in your game or expanded into full adventures.

The number of monsters available to your world is limited only by your imagination. We've provided a standard set you can use as presented or as templates for making your own unique beasties. Now go make your setting an exciting and deadly place in which to adventure.



HELLO, BOYS AND GIRLS. WHAT YOU HAVE IN YOUR SWEATY HANDS IS PART OF A NEW SERIES OF TOOLKITS DESIGNED PRIMARILY FOR THE GM. EACH BOOK COVERS ONE IMPORTANT ASPECT OF A GENRE. IN CASE YOU MISSED IT ON THE COVER, THIS BOOK DETAILS FANTASY MONSTERS AND CHARACTERS.

WHAT'S A TOOLKIT DO? LET ME TELL YOU WHAT IT DOESN'T DO—IT DOESN'T GIVE YOU ANOTHER RULEBOOK.

SURE, IT'S GOT RULES IN IT, BUT THEY'RE OPTIONAL WITH A CAPITAL "O." THE AIM OF THESE TOOLKITS IS TO MAKE YOUR LIFE EASIER AS A GM BY GIVING YOU THE TOOLS—REMEMBER THAT WORD, KIDDIES—TO MAKE YOUR OWN SETTING AS UNIQUE AND EXCITING AS ANYTHING MY SLAVES PRODUCE.

THEY EXPLORE EVERY ASPECT OF A SETTING, AND I MEAN EVERY ASPECT. FROM DESIGNING A COOL WORLD TO POPULATING IT WITH INTERESTING CULTURES, FROM DESIGNING NEW WEAPONS TO COOL ARTIFACTS, LIKE MAGIC AND STARSHIPS.

A LOT OF WHAT'S IN THESE TOOLKITS IS ADVICE RATHER THAN GOSPEL. YOU GET TO PICK AND CHOOSE THE BITS YOU WANT FOR YOUR SETTING AND DISCARD THE REST.

AND IF YOU DON'T LIKE WHAT JACK HAS TO SAY, CHANGE IT!

WE'RE GIVING YOU THE TOOLS TO MAKE KICK-ASS SETTINGS—IF YOUR GAME FALLS FLAT AFTER READING THIS, THEN IT'S YOUR OWN FAULT FOR NOT FOLLOWING MY ADVICE.

NOW, GET READING AND GO MAKE JACK PROUD!

Making Monsters

There are three ways to populate your fantasy world with monsters. First, steal them from other Savage Settings. Second, use the conversion guide in *Savage Worlds* to convert them from another system. Third, build your own from scratch. This section takes a brief look at the last.

Monsters

We'd like to tell you there's a set of tables or a magic formula for making monsters—but there isn't. Creating a new monster requires just two things—imagination and a modicum of common sense.

Don't worry too much about balancing the monsters, but keep in mind how tough it will be. You don't need to give a monster a high Toughness for it to be a challenge—assigning it a few nifty Special Abilities is just as good. Imagine a goblin-like creature who can turn ethereal. It may be puny physically, but now it can leap out of solid walls to attack, or vanish into the floor if the fight turns against it. You could use the statistics for a common viper, give it wings, and create a deadly flying snake.

There are already a number of tools available to help making monsters easy—use existing monsters as templates, look through the Special Abilities listing in the rulebook, or check out powers attributed to mythological beasts.

There's no need to sweat buckets when you're creating a new beast—chances are your group is either going to kill it or run away, depending on its strength. They're very unlikely to perform a detailed anatomical study or work out its migratory patterns or mating habits. Here's a quick look at making a monster in just a few minutes.

Example

We want to create a big bird a bit like a pterodactyl but with sharp bony ridges along its wing which it uses to scythe through prey.

First we need a name. It's a bird and it scythes down its prey, so why not call it a Scythe Bird? It does the job perfectly, and locals who live near its habitat are likely to give it a simple name. Of course, you could just as easily call it a Blade Bird or even something abstract like a Gutlarth.

Next we need some traits. We want it to be agile, so we'll give it Agility d8. As an animal it's fairly smart, as it has to judge its attack carefully to avoid hitting the ground. Smarts of d6(A)—remember it isn't people smart—seems appropriate. The creature doesn't need much willpower, so we'll give it Spirit d6. Because of the way it attacks, it doesn't need to hold its own in melee, so we'll give it a d6 Strength and Vigor.

Most monsters only need a few skills. Typically these are Fighting, Guts, Notice, and Stealth. If we were building a tree-dweller we'd naturally give it Climbing. A ground predator may even have Tracking as well.

Given its unusual method of attack, we decide the Scythe Bird is a skilled fighter, so we give it Fighting d8. It isn't a masterful hunter, but it can tackle most prey. Its mode of attack likely means it isn't willing to stand around and face anything too dangerous, so we'll give it Guts d6. It is a hunter, however, and since we imagine it circling the landscape searching for

prey, we'll give it a Notice of d8. For its Stealth, we like the idea of it swooping silently from behind its prey, only flapping its wings to regain height and stay aloft, so we'll give it d10 Stealth.

Last, we move onto Special Abilities. Obviously it can fly, so it needs a Flying Pace. Since it wants to swoop in, attack, and be gone before its prey can fight back, we'll give it a Pace of 8 in the air.

The bone blades on its wings are sharp, but not particularly sturdy, so they inflict Str+2 damage. Normally, the beast would swoop in on a herd of beasts, hoping to catch one or more foes by surprise. Using both wings to attack isn't easy, so we'll give it Frenzy. Now it can attack twice, once with each wing, but it does so at a penalty.

We envision the beast having a small body, but long wings, so we'll leave Size at +0. We could assign a few more Abilities if we wanted, but this seems enough for what we want.

And there it is—a new beast in just a few minutes. Of course, some creatures, especially those with magical powers, take longer to create, but it doesn't have to be a drain on your time resources. Just give the beast everything you feel it needs and let your players worry about how to kill it.

Villains

A villain can be anything from a lowly pickpocket street urchin to a dragon criminal mastermind. He may be an incidental character in an adventure or lie at the heart of your Plot Point.

Creating a villain is no different from creating a monster—come up with an idea and assign suitable traits, Hindrances, Edges, and Special Abilities.

Special Abilities? Sure, even a human can have a Special Ability like Hardy or Poison. All you need is a plausible reason for him to possess the talent. A Hardy villain may have been blessed by a deity or drank an excess of magical potion as a baby resulting in a permanent change. A foe with Poison may have been cursed, much in the same way as King Midas. Rather than turn things to gold, his touch kills them.

The important thing to remember with villains is not to build them as regular characters. Heck, you don't even have to worry about meeting Edge requirements if you don't want. If you want an Agility d6 gypsy princess to have First Strike, give it to her. *Savage Worlds* is more about telling cool stories than it is about worrying about minor rules.

If you want to give your villain a backstory to help

round out his personality and place in the world, then that's fine. Just remember though, he's a villain and the characters will probably be more interested in killing him than hearing about how he was orphaned at a young age and forced into a life of crime.

New Monstrous Ability

This Toolkit introduces demons as a potential new foe for your characters to encounter. Demons have a new Monstrous Ability, entitled Demon, and an associated weakness.

The Ability is only a suggestion, not a must-have new addition—feel free to change it to suit your vision of demons in your setting.

Demon

- +2 to recover from being Shaken
- Immune to poison and disease
- Half-damage from non-magical attacks except for cold iron.
- Weakness (Cold Iron): Demons take normal damage from pure iron weapons.

Treasure

The creatures in this book have a new entry just above their Special Abilities—Treasure. This is the treasure table entry the GM rolls on when the group runs into the beast (see below).

If you have the *Fantasy Mundane & Magical Gear Toolkit*, you can create or roll for a relic using the tables contained in that book. If you don't, you'll need to create something using the powers in the rulebook and your imagination.

Intelligent creatures use any special Treasure they have if possible, or may have it stored in their hideout somewhere if it's not immediately useful to them (a good reason to take prisoners).

Creatures of animal intelligence don't usually hoard treasure, but may have dragged former victims to their lair. Their possessions remain there, so a Tracking roll might lead the party to the thing's lair—and long-lost treasures.

Treasure Table

Treasure	Silver & Gold	Relic
Treasure Trove	1d10 x \$1000	100%
Rich	1d10 x \$500	50%
Worthwhile	1d10 x \$100	25%
Meager	1d10 x \$10	1%

Bestiary

Ahuizotl

These jungle-dwelling creatures look like ape men but have a human hand at the end of their long tail. They are aquatic and lurk in fishing grounds in order to snatch fishermen off their boats. They have a strong craving for human flesh.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d8, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Treasure: Worthwhile, in lair.

Special Abilities:

- **Aquatic:** Pace 8 underwater.
- **Bite:** Str+2.
- **Grapple:** If an ahuizotl scores a raise on a grapple attack, it drags its prey underwater. There it attacks with its teeth while simultaneously drowning its victim. A submerged character may hold his breath for as many rounds as his Vigor die. After this, he suffers a level of fatigue each round until Death.
- **Tail Hand:** Str, Reach 1, Can be used to make grapple attacks from below the water.

Ankylosaurus

Ankylosaurs are squat, heavy-set dinosaurs. Their back and head are covered in a heavy, bony plate and their tails end in a large lump of bone. Although aggressive in defense, they are herbivores and do not go looking for trouble.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+5, Vigor d10

Skills: Fighting d6, Guts d8, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 15

Treasure: None.

Special Abilities:

- **Armor +4:** Thick bone on back and head.
- **Club:** Str+4.
- **Large:** Attackers gain +2 to attack rolls because of the beast's size.
- **Size +4:** Ankylosaurs are the same size as small elephants.

Arachnaurs

Arachnaurs are a mix of human and spider in the same way centaurs are part human, part horse. They live in dense woodlands, spinning webs to catch unwary intruders. Despite being a sentient race, they have no qualms about eating the flesh of other sentients.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d12, Fighting d8, Guts d6, Intimidation d10, Notice d8, Shooting d10, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Treasure: Meager per 3 arachnaurs.

Gear: Leather armor (+1), long sword (Str+3)

Special Abilities:

- **Bite:** Str+1.
- **Poison (-2):** The bite of an arachnaur causes instant paralysis for those who fail their Vigor roll. It lasts for 2d6 rounds.
- **Size +1:** Arachnaurs measure 7' in length.
- **Webbing:** Arachnaurs can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

Assassin

Assassins are hired killers. They may be mysterious loners or belong to an organized guild. What they have in common is a lack of scruples about killing for money.

Assassin

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Guts d6, Intimidation d6, Notice d8, Stealth d8, Shooting d6, Streetwise d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Various

Edges: Alertness, First Strike, Thief

Treasure: Meager

Gear: Leather armor (+1), short sword (Str+2), throwing knives (Range: 3/6/12, Damage: Str+1)

Special Abilities:

- **Poison:** The quickest way to kill someone is with poison. A typical poison requires a Vigor roll at -2 or take an automatic wound.

Master Assassin

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d12, Guts d10, Intimidation d8, Notice d10, Shooting d6, Stealth d12, Streetwise d8, Throwing d10

Pace: 6; **Parry:** 9; **Toughness:** 6

Hindrances: Various

Edges: Acrobat, Alertness, Block, First Strike, Marksman, Level Headed, Quick Draw, Thief

Treasure: Meager

Gear: Leather armor (+1), short sword (Str+2), throwing knives (Range: 3/6/12, Damage: Str+1)

Special Abilities:

- **Poison:** Master assassins use more deadly venoms in their trade. Victims must make a Vigor roll at -2 or die in 2d6 rounds.

Auroch

Aurochs are giant, wild cattle. Like most bovines, they are docile until enraged.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d4, Guts d10, Notice d6

Pace: 7; **Parry:** 4; **Toughness:** 12

Treasure: None.

Special Abilities:

- **Bite:** Str.

- **Gore:** Aurochs use the charge maneuver to gore their opponents with their long horns. If they can move at least 6" before attacking, they add +4 to their damage total.
- **Large:** Attackers gain +2 to attack rolls against an auroch due to its size.
- **Size +4:** Aurochs are large creatures.

Bandits

Bandits are outlaws, earning a living by raiding small settlements or waylaying travelers. Not all bandits are necessarily evil. Some may have been wrongly outlawed or forced to flee their homes by an invading force. Others may be Robin Hood-type figures, fighting against an unjust system.

The bandits presented here are the standard ruffian sort, out to get what they can by whatever means necessary.

Bandit

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Greedy, Mean.

Edges: —

Treasure: Meager per 5 bandits.

Gear: Leather armor (+1), various weapons

Bandit Thief

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d8, Notice d6, Riding d8, Shooting d10, Stealth d8, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 8

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes, Command

Treasure: Worthwhile.

Gear: Chain mail (+2), various weapons

Basilisk

Called the king of serpents because of its head crest, the gaze of the basilisk can instantly kill. Even its blood is deadly to the touch. The cockatrice is a form of basilisk, but lacks the poisonous blood.

Attributes: Agility d8, Smarts d6, Spirit d12+2, Strength d6, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 4

Treasure: Worthwhile around lair.

Special Abilities:

- **Death Gaze:** Victims of the basilisk do not have to meet its gaze to be affected by its deadly power. As an action, the basilisk can stare at any creature it can see. Opponents must make a Vigor roll opposed by the basilisk's Spirit or suffer an automatic wound.
- **Poison Blood:** A basilisk's blood is highly toxic. When it receives a wound, every adjacent creature must make an Agility roll to avoid the deadly spray. Those who fail take a wound.
- **Size -2:** Basilisks measure only 12" in length.
- **Small:** Opponents must subtract -2 from attack rolls against the basilisk due to its small size.

Bargest

Bargests are huge, black dogs. It is said that anyone who sees a bargest is destined to die soon.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Guts d8, Fighting d8, Intimidation d8, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 7

Treasure: None.

Special Abilities

- **Bite:** Str+2.
- **Curse:** The first time the characters see an individual bargest they must make a Spirit roll at -2 or suffer a curse. Those who fail lose all their bennies and cannot earn any more for the remainder of the session. If a character has no bennies left when he sees the bargest, he suffers a -2 penalty to all trait rolls for the rest of the session instead.
- **Go for the Throat:** Bargests instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Fleet-Footed:** Bargests roll d10s instead of d6s when running.
- **Size +1:** Bargests average 7' in length and stand as much as 4' high.

Bee, Giant

Giant bees are considerably larger than regular bees but fortunately do not form large swarms.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Notice d8

Pace: 3; **Parry:** 5; **Toughness:** 4

Treasure: Meager, in lair.

Special Abilities:

- **Flight:** Giant bees have a Flying Pace of 6" and Climb of 3".
- **Poison:** Any creature Shaken or wounded by a sting attack must make a Vigor roll or take a wound.
- **Size -1:** Giant bees are 3' long.
- **Sting:** Str+2.

Blood Fleas

Blood fleas are the same size as regular fleas, but unlike their cousins they move as a swarm and actively feed on humans as well as animals.

Blood flea swarms cover an area equal to a Medium Burst Template and attack everyone within each round.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d10

Skills: Notice d6

Pace: —; **Parry:** 4; **Toughness:** 7

Treasure: None.

Special Abilities:

- **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d6 damage to everyone in the template. Damage is taken as Fatigue from blood loss rather than wounds. One Fatigue level is recovered per day.
- **Leap:** Pace 8. Blood fleas move by leaping.
- **Split:** When a blood flea swarm is wounded, it splits into two smaller swarms. These are Small Burst Templates with a Toughness of 5.
- **Swarm:** Parry +2; Because the swarm is composed of hundreds or thousands of creatures, cutting and piercing weapons do no real damage. Area effect weapons work normally.

Bear

Wild boars are hunted for their rich meat. They are tenacious fighters, especially when wounded.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities:

- **Berserk:** When a boar is wounded, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but Parry is reduced by 2. It also ignores wound penalties.
- **Gore:** If a boar can charge at least 6" before attacking, it adds +4 to damage.
- **Tusks:** Str+1.

Border Elementals

The borders of the elemental realms are not strictly defined, and in places they overlap to produce a mixture of two elements. Dwelling within this area are elementals known as border elementals. These creatures are sometimes called para-elementals, miximentals, and sub-elementals.

Lava Border Elemental

Composed of fire and earth, these creatures have a stony skin overlaying a body of molten rock. They look similar to earth elementals, but have fiery eyes, a mouth that when opened looks like the centre of an active volcano, and smoking, blackened, rocky skin.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Shooting d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Treasure: None.

Special Abilities:

- **Armor +3:** Rocky hide.
- **Bash:** Str+2.
- **Burrow (6"):** Lava elementals can meld into and out of the ground.
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Flame Strike:** Lava elementals can spit a searing blast of flame using the Cone Template. Characters within the cone must beat the elemental's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.

Mud Border Elemental

Mud elementals bridge the realms of earth and water. They resemble earth elementals in shape, but are fluid like their water elemental kin.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d8

Pace: 5; **Parry:** 6; **Toughness:** 7

Treasure: None.

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Immunity:** The semisolid body of a mud elemental gives it limited resistance to attacks. Nonmagical attacks of any sort cause half-damage.
- **Seep:** Mud elementals can squeeze through small gaps as if it were Difficult Ground. Unlike water elementals, they cannot travel through porous substances—there must be an actual hole through the obstacle (such as a keyhole).

Encounter Difficulties

This advice first appeared in 50 Fathoms. However, it applies to all settings, so we've printed it again.

You might be wondering about the difficulty of the encounters listed throughout this book. Are they intended for characters of Novice Rank? Seasoned?

The answer is none of the above. The encounters are created to reflect the natural organization of the characters or creatures listed. That means your group had best be warned that this isn't like certain other games that automatically set the challenge level to something they can deal with. Sometimes a dragon needs to be avoided, or clever tactics or hired swords are needed to defeat it.

We do this both because it's more natural, it's more of a challenge, and any system we created would have a difficult time fitting the nature of your characters. If the player characters hire 40 veteran mercenaries, it doesn't make sense that every group of bandits and orcs suddenly grows exponentially to defeat them. That means that just as in real life, exploring the world with a larger party is much safer. Of course it also means the heroes have to feed the extras and provide them a share of the Treasure (or pay) as well. They must also contend with the many mutineers and other troublemakers who are likely to infiltrate their army. There are bad apples in every bunch, as the old saying goes.

All that said, the GM should tweak encounters to fit the nature of his party. If they truly are walking around in a group so large nothing is a threat, feel free to up the difficulty of encounters that make sense—such as orc tribes or a hunting party of giants. You'll have a good handle on what your party can handle after a few sessions without the need for some sort of formula. And don't worry if the heroes lose a few extras along the way. Even famous heroes rarely make it to the finale of their adventure with all their loyal men.

Encounters

Each day the party spends exploring outside of a town, draw a card from your action deck. If the card is a face card, an encounter occurs. Roll on the Encounter Table for that area to see exactly what the party has run into. If a Joker comes up, roll twice—the group has run into two things at once. Reshuffle the deck after every encounter.

Think about the encounter a bit before setting it up. A few minutes pause before you hit the heroes with some terrible beast or dire storm can make a “random encounter” a very memorable experience.

If your heroes are crossing the mountains and you roll “Bandits,” for example, just tell them they see campfire smoke in the distance. It’s up to them whether they want to approach or not. The same goes with monsters. A blood flea attack in a swamp shouldn’t just be a quick roll. Describe the first few pests biting the heroes and causing giant welts.

Let them take some action then adjust the encounter accordingly.

- **Slam:** Str+2, nonlethal damage.
- **Smother:** If a mud elemental scores a raise on a grapple attack it has enveloped its target. Escaping requires an opposed Strength roll. Each round the victim remains smothered, he suffers a Fatigue level.

Sand Border Elemental

Sand elementals inhabit the dusty border between the realms of earth and air. They manifest as sandy humanoids, but can turn into whirling clouds of flying dust and grit.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Treasure: None.

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Immunity:** Half-damage from all non-magical attacks.

- **Sand Blast:** Sand elementals can send directed blasts of air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d8.

- **Seep:** Sand elementals can squeeze through small gaps as if it were Difficult Ground. Unlike water elementals, they cannot travel through porous substances—there must be an actual hole through the obstacle (such as a keyhole).

- **Slam:** Str+1.

- **Whirlwind:** As long as the elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check. If the sand elemental wins then its foe is pulled into the swirling maelstrom of its sandy body. While trapped, the target is at –2 on all rolls including damage, to hit, and Strength rolls to free himself, and suffers 2d6 damage per round. The elemental cannot move as long as it wants to keep foes trapped inside its form.

Steam Border Elemental

The last of the common border elementals are those inhabiting the overlap of the realms of fire and water. They manifest as clouds of swirling steam.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8

Pace: —; **Parry:** 6; **Toughness:** 6

Treasure: None.

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.

- **Flight:** Steam elementals fly at a rate of 6" with a Climb rate of 4". They may never “run.”

- **Immunity:** Steam elementals suffer no damage from all non-magical attacks.

- **Steam Blast:** Steam elementals can send directed blasts of superheated air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d10 and ignores nonmagical Armor.

- **Seep:** Sand elementals can squeeze through any gaps or porous surfaces as if they were Difficult Ground.

- **Whirlwind:** As long as the elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check. If the elemental wins then its foe is pulled into the swirling maelstrom of its steamy body. While trapped, the target is at –2 on all rolls including damage, to hit, and Strength rolls to free himself, and suffers 2d6 damage per round. The elemental cannot move as long as it wants to keep foes trapped inside its form.

Carrión Flies

Carrión flies resemble blood red house flies. Despite their name, they attack any warmblooded creatures they sense, swarming around the target, biting, and then injecting powerful digestive enzymes which dissolve the flesh of the still-living target. They can reduce an adult human to a skeleton in less than a minute.

Carrión fly swarms cover an area equal to a Large Burst Template and attack everyone within each round.
Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d10

Skills: Notice d6

Pace: —; **Parry:** 4; **Toughness:** 7

Treasure: None.

Special Abilities:

- **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d6 damage to everyone in the template.
- **Flight:** Carrión flies fly at a Pace of 6".
- **Split:** When a carrión fly swarm is wounded, it splits into two smaller swarms. These are Medium Burst Templates with a Toughness of 5. Each Medium Template further splits into two Small Burst Templates when wounded, though their Toughness remains 5 this time around.
- **Swarm:** Parry +2; Because the swarm is composed of hundreds or thousands of creatures, cutting and piercing weapons do no real damage. Area effect weapons work normally.

Catoblepas

The catoblepas is a four-legged beast not unlike a bull, though it has scaly skin. It has a long neck and a large head, which usually hangs down to face the earth. Although not a particularly fierce beast, its gaze and breath are deadly. They commonly haunt marshy ground, but can stray into cultivated lands in search of cows with which to mate.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12, Vigor d12

Skills: Fighting d4, Guts d8, Notice d8

Pace: 6; **Parry:** 4; **Toughness:** 9

Treasure: Meager, in lair.

Special Abilities:

- **Breath:** A catoblepas can breathe a Cone Template of noxious fumes. Anyone caught in the template must make a Vigor roll or be struck blind and deaf for 2d6 hours, after which they die.
- **Gaze:** Like the basilisk, the gaze of the catoblepas is deadly. Fortunately, the head of the catoblepas is so heavy it must make a Strength roll at -2 to lift it each time it wishes to use this power.

The creature may look at a single target each round. The victim, whether he can see the beast or not, must make a Vigor roll at -2 or drop dead instantly.

• **Kick:** Str+2.

• **Size +1:** A catoblepas is the same size as a small cow.

Cave Man

"Cave man" is a generic term used to describe a member of a primitive, non-technological society. Some cave men actually live in caves, whereas others inhabit deserts, jungles, or swamps, living in mud or reed huts. They lack an organized society, typically being led by a chief who is advised by one or more shamans.

Cave man culture focuses on hunting and warring with rival tribes—the latter being typically for females. Some tribes fear outsiders, using force to drive them away. Others welcome limited contact, swapping furs and meat for metal tools. Some are cannibals, openly welcoming strangers, only to turn on them and eat them.

Warrior

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d4, Stealth d6, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: All Thumbs, Mean

Edges: Combat Reflexes

Adventure Seed

Cattle Thief

A farmer has been losing cattle steadily for the past few months. He doesn't have any proof but suspects his neighbor from across the marsh is to blame and offers the group \$50 to retrieve them.

In fact, the cattle have been lured away by a catoblepas, which lives in the swamp.

Treasure: Meager for every 5 cavemen.

Gear: Club (Str+1) or flint spear (Str+2; Parry +1; Reach 1)

Chieftain

Cave men communities are often lead by a chieftain. Typically, he is the largest and strongest individual in the tribe.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d10, Notice d4, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 7

Hindrances: All Thumbs, Mean

Edges: Brawny, Combat Reflexes, Sweep

Treasure: Meager.

Gear: Club (Str+1) or flint spear (Str+2; Parry +1; Reach 1)

Shaman

Most cave man tribes have at least one shaman in their number. He communes with the spirits and foretells the omens.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d8, Healing d8, Intimidation d8, Notice d4, Spellcasting d8, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: All Thumbs, Mean

Edges: —

Treasure: Meager.

Gear: Flint spear (Str+2; Parry +1; Reach +1)

Special Abilities:

- **Powers:** Cave men shamans have 15 Power Points and know the following powers: *bolt*, *boost*/*lower trait*, *fear*, and *telekinesis*.

Centaur

Centaur's have the upper body of a human and the lower body of a horse. In some settings they are reclusive philosophers. In others, they are nomads, wandering the plains and forests in herds.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d6, Survival d8

Pace: 8; **Parry:** 7; **Toughness:** 9

Treasure: Meager per 3 centaurs.

Gear: Leather armor (+1), spear (Str+2, Parry +1, Reach 1), bow (Range 12/24/48, Damage 2d6)

Special Abilities:

- **Fleet Footed:** Centaurs roll a d8 when running, instead of a d6.
- **Hooves:** Str.
- **Size +2:** Centaurs are the same size as riding horses.

Centipede, Giant

Measuring up to eight yards in length and covered in black chitinous armor, giant centipedes are predominantly found underground or in tropical jungles. Their powerful mandibles can pierce most armor and deliver a lethal poison.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 13

Treasure: Meager, in lair.

Special Abilities:

- **Armor +3:** Thick chitinous armor.
- **Bite:** Str+3. AP 4.
- **Large:** Attackers add +2 when attacking a giant centipede due to their size.
- **Poison:** Victims must make a Vigor roll at -2 or suffer an automatic wound.
- **Size +4:** Giant centipedes grow up to 24' long.



Chimera

A chimera has the head of a lion, the body of a goat, and the tail of a dragon, complete with a dragon's head at the tip. The creature's leonine head can breathe fire. A few chimera can also breathe fire from their dragon-headed tail.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12, Vigor d8

Skills: Fighting d8, Guts d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Treasure: Meager, in lair.

Special Abilities:

- **Bite/Claw:** Str+2.
- **Fiery Breath:** Chimeras breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. A chimera may not attack with its claws or bite in the same round it breathes fire.
- **Improved Frenzy:** If a chimera does not use its Fiery Breath Ability, it may make an additional Fighting attack with no penalty.
- **Size +2:** Chimera weigh over 500 pounds.
- **Two Fisted:** A chimera may attack with its claws and bite in the same round with no multi-action penalty.

Citizen

"Citizens" covers everything from farmers to crafters.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Knowledge (Trade) d6, Notice d6, Shooting d4, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: —

Treasure: Meager for every 5 citizens. Worthwhile for crafters, merchants, and the like.

Gear: Knife (Str+1), improvised weapons (Str+2)

Corpse Raven

Corpse ravens feast only on those fallen in battle. Some say they are servants of the god of death, others insist they are pets of the god of war, allowed to feed only on the flesh of heroes. Whoever they serve, they can raise the dead.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4

Pace: —; **Parry:** 4; **Toughness:** 3

Bigger and Better

The *Savage Worlds* rules already contain statistics for some mundane beasts, such as alligators, wolves, and lions, but what if you want to make a truly huge specimen to terrorize your party?

The quickest solution is simply to add one or more levels of Size to the existing template.

Each point of Size adds +1 Toughness and increase Strength by one step. Strength over d12 increases by +1 per Size step.

If you want, you can also increase Pace by 1 point per Size step to represent a longer stride and more powerful leg muscles.

For ease, assume a creature of Size +3 to +5 is Large, +6 to +8 is Huge, and +9 or higher is Gargantuan.

Don't bother altering the beast's natural weapon damage—as Strength increases so does the creature's base damage.

You can use the reverse to create younger dragons or smaller varieties of giants as well.

Treasure: None.

Special Abilities:

- **Bite:** Str.
- **Flight:** Corpse ravens have a Flying Pace of 8" and a Climb of 4".
- **Size -2:** Corpse ravens are the same size as regular ravens.
- **Zombie:** Once per day, a corpse raven can animate a corpse as per the *zombie* power using its Spirit as the arcane skill. The undead are uncontrolled and attack the nearest living target.

Crab, Giant

Giant crabs live on beaches, hiding under the sand ready to leap out at passing prey.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Notice d8, Stealth d10, Swim d8

Pace: 8; **Parry:** 6; **Toughness:** 10

Treasure: Meager, in lair.

Special Abilities:

- **Armor +3:** Giant crabs have thick shells.
- **Claws:** Str+2.
- **Size +1:** These creatures weigh over 400 pounds.

Crocotta

The crocotta looks like a wolf except for its jaws, which are as long as a crocodile's. Its jaws are powerful enough to bite through almost any material.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 4

Treasure: Meager, in lair.

Special Abilities:

- **Bite:** Str+4, AP 10.
- **Fleet Footed:** The crocotta rolls a d10 when running instead of a d6.
- **Size -1:** A crocotta is the same size as a dog.

Cyclops

The cyclops are a race of one-eyed giants. Despite raising herds of goats, they have a taste for human flesh. In some legends, they crafted lightning bolts for the gods.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Treasure: Meager.

Gear: Big club (Str+4)

Special Abilities:

- **Large:** Attackers add +2 to any attack rolls against a cyclops due to its large size.
- **Lightning Bolts:** A cyclops may throw a lightning bolt as an action. Range: 5/10/20; Damage: 3d6; Small Burst Template.
- **One Eye:** -2 to all trait rolls involving depth perception, such as Throwing.
- **Size +2:** Cyclops stand over 8' tall.

Demon/Devil

Demons and devils (the term is interchangeable) may be minions of Hell or servants of evil gods, depending on your setting. They are supernatural evil beings completely devoid of positive qualities, though some feign good virtues to lure unwary prey to their doom.

Demons speak many languages, including a demonic tongue rarely spoken by mortals not involved with the dark arts. Whether they bother to talk to lowly mortals is a matter of personal choice.

Black Knight

Clad in jet-black plate armor and armed with weapons swathed in balefire, black knights are the elite troops of the demon lords. Beneath their armor is a mummified corpse with burning green eyes.

They most often serve as unit commanders in demonic armies, but can sometimes be found as bodyguards for powerful, evil wizards and priests. Many ride nightmares (p.43).

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d10, Guts d12, Intimidation d10, Knowledge (Battle) d10, Riding d10

Pace: 6; **Parry:** 9; **Toughness:** 11

Treasure: None.

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.
- **Armor +3:** Black plate armor and a closed helm.
- **Balefire Weapons:** Great sword (Str+4) and lance (Str+4), if mounted. Anyone struck by a weapon, whether injured or not, has a chance of catching fire.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Elite Soldiers:** Black knights have the following Combat Edges: Combat Reflexes, Improved Block,

Adventure Seed

Wanted Man

Decades ago a merchant made a deal with a demon lord, trading his soul for wealth. The demon fulfilled its obligation, but due to a series of bad deals the merchant has lost his fortune. He recently contracted a terminal illness and, fearing for his soul, joined the church of a good god as a priest. He believes assassins in the pay of the demon are after him and hires the group as bodyguards. Unfortunately for all concerned, the assassin is a collector demon.

Improved Frenzy, Improved Sweep, and Level Headed.

- **Size +1:** Black knights stand over 7' tall.
- **Summon Reinforcements:** Once per day a black knight can summon forth 1d6 demonic soldiers per success and raise on a Spirit roll. The minions appear within 6" of the knight.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

Changeling

In their natural form, changelings resemble skinless humans devoid of any distinguishing features, save for their gruesome appearance. Changelings have the ability to assume the exact form of their victims, taking on their mannerisms and retaining their memories.

Regardless of the form they assume, they keep their own attributes. Thus, a changeling who assumes the form of a human with a d10 Strength may look physically impressive but lacks the muscle power of the original. However, a changeling absorbs its victim's memories. It gains all its victim's skills at one die type lower (minimum d4) unless its own skills are higher—in which case it retains its own levels.

Changelings are used as infiltrators and assassins.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Treasure: None.

Gear: As last victim.

Special Abilities:

- **Change Form:** A changeling can assume the form of the last person it has killed. This requires an action and a Smarts roll at -2. Changing back to their natural form requires a Smarts roll. Changelings only assume the physical form—clothing and equipment must be taken from the corpse.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Fear -2:** Anyone who sees a changeling in its natural form must make a Guts check at -2.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

Collector

Mortals sometimes make deals with powerful demon lords in the hope of accruing power—sometimes they try to renege on the deal. When this happens, the demon lords despatch a demon whose task it is to drain souls and return them to Hell. Collectors are sometimes used as common assassins, but they are at best halfhearted in this role, finding it beneath them.

Although powerful, they are not interested in wanton destruction—all that matters to them is their quarry. Of course, any creature foolish enough to stand in its way is slaughtered without mercy.

Collectors always wear black, heavy cowls. They reveal their face only to those they are hunting, for it is said that to gaze on one is to lose one's soul.

Beneath their cowls, collectors resemble bipedal vultures with rotting flesh. Their eyes are empty hollows, in which a vortex of balefire swirls.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d8, Stealth d12, Tracking d12+2

Pace: 8; **Parry:** 7; **Toughness:** 9

Treasure: None.

Special Abilities:

- **Claws:** Str+2. The claws of a collector ignore all mundane and magical Armor.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Fear -2:** Collectors exude an aura of terror. Anyone seeing one must make a Guts roll at -2.

Crypt Encounters

Crypts are specifically underground chambers or catacombs in which corpses were interred. This table is helpful for quickly populating a small crypt, but isn't suitable for randomly populating a necropolis—that should be a fully fleshed out *Savage Tale*.

d20	Encounter
1-2	1d3 Thieves, robbing the crypt
3-6	Trap
7	Draugr
8-9	1d4 Ghouls
10	Grave Guardian
11	Mummy Lord & 1d3 Guardian Mummies
12-13	1d3 Wights
14	Liche
15-16	2d6 Skeletons
17	1d3 Young Vampires
18	Ancient vampire
19	Corrupt Naga
20	2d6 Zombies

Adventure Seed

Lady in Black

Several minor nobles have disappeared while exploring the seedier side of a city. The local authorities have posted a reward of \$500 for information.

All the gentlemen were patrons of a beautiful prostitute known only as the Lady in Black. She is, in fact, a succubus, feeding on the life energy of nobles and well-to-do merchants.

- **Improved Arcane Resistance:** +4 Armor against damage-causing powers and +4 on trait rolls to resist opposed powers.
- **Single Minded:** Collectors are not easily swayed from their goal. They receive a +2 bonus to resist Tests of Will.
- **Size +1:** These cowed demons stand over 7' tall.
- **Soul Drain:** The uncowed stare of a collector can literally rip the soul from a living being. Fortunately, they usually reserve this fate for their quarry. To use this Ability, the collector must grapple its foe, at which point it removes its cowl and forces its prey to stare into its demonic eyes. The victim must make an opposed Spirit roll or die instantly.
- **Unnatural Senses:** A collector can *detect arcana* as if it were part of its normal vision. It also ignores all penalties for bad lighting, including complete darkness.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

Demonic Soldier

Making up the bulk of the legions of Hell are demonic soldiers, small, feral creatures with sharp teeth and claws and only a limited capacity for reasoning. They attack with berserk fury, ripping their prey to shreds with howls of glee. Demon lords use them in "human-wave" tactics and rarely bother to provide them with armor or weapons.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Treasure: None.

Special Abilities:

- **Berserk:** Demonic soldiers can go berserk at will.
- **Bite/Claws:** Str+1.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Size -1:** Demonic soldiers are rarely larger than 4' tall.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

Imp

Imps are small, winged demons. They are often sent to the material world to serve as familiars to honored wizards. Although they aid their new masters, they also report back to their demonic overlords and are thus useful spies.

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d10, Spellcasting d8, Stealth d8

Pace: 4; **Parry:** 5; **Toughness:** 4

Treasure: None.

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.
- **Claws:** Str+1.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Powers:** Imps have 20 Power Points and know the following powers: *bolt*, *detect/conceal arcana*, *entangle*, *invisibility*, *obscure*, and *shape change*.
- **Lending:** An imp can share its Power Points with its master. It cannot be forced to share its power.
- **Size -1:** Imps are the size of small children.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

Lasher

Lashers are demonic taskmasters, using their barbed whips to keep lesser demons in line. Considerably larger than humans, they resemble an unholy giant bat with blackened, iron scales. They can be summoned into the world through dark rituals, but are only usually employed when a number of lesser demons need controlling.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+3, Vigor d12

Skills: Fighting d10, Guts d10, Intimidation d12, Knowledge (Battle) d6, Notice d8

Pace: 8; **Parry:** 7; **Toughness:** 14

Treasure: None

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.
- **Armor +3:** Iron scales.
- **Barbed Whip:** Str+4, Reach 2. Anyone struck by the whip, whether they are injured or not, must make a Vigor roll or be Shaken by the immense pain caused by the barbs. They cannot attempt to recover for 1d6 rounds after the attack.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Fear -2:** Anyone seeing a lasher must make a Guts roll at -2.
- **Flight:** Lashers have a Flying Pace of 12" and a Climb of 6".
- **Infravision:** Lashers halve penalties for poor lighting against living targets.
- **Size +3:** Lashers stand 9' tall and weigh over 1000 pounds.
- **Sweep:** By whirling its whip round, a lasher can attack all opponents within 2" at no penalty.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

Succubus/Incubus

Succubi and incubi resemble beautiful females and males respectively. This form is illusory, however, and in their natural form they are winged demons with grotesque faces, leathery skin, and long claws. They use their illusory looks to lure unsuspecting victims into their deadly embrace.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Notice d6, Persuasion d12+2

Charisma: +6; **Pace:** 6; **Parry:** 6;

Toughness: 6

Treasure: None.

Special Abilities:

- **Claws:** Str+2.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Life Drain:** These foul creatures have more than one way to kill. If a succubus or incubus kisses a victim, they must make a Vigor roll opposed by the demon's Spirit or lose one die of Vigor. If Vigor drops to zero, the demon has

sucked out the victim's life force, killing him.

Assuming the victim survives, lost Vigor returns at the rate of one die per day.

• **Lure:** Sometimes good looks isn't enough to lure prey to their doom. These demons can use the *puppet* power using their Spirit as their arcane skill. They have 20 Power Points for this purpose.

• **Very Attractive:** Succubi and incubi resemble stunningly beautiful creatures in their illusory form. They can assume the shape of any sentient being. Their illusory appearance gives them +6 Charisma. A *detect arcana* spell can penetrate the illusion.

• **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

Dissolver

These vile terrors are black, amorphous blobs whose secretions are highly acidic. Their favorite tactic is to grapple their prey, subjecting them to constant attack.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d6

Pace: 2; **Parry:** 5; **Toughness:** 6

Treasure: Meager

Special Abilities:

- **Acid:** Roll a d6 every time a weapon is used to strike a dissolver. On a 6, the weapon is dissolved by the acidic secretions.
- **Camouflage:** When lying still, dissolvers gain +4 to Stealth rolls.
- **Envelope:** If a dissolver succeeds in a Fighting roll it has enveloped part of



Variant Dragons

Not all dragons, or indeed drakes, in fantasy games need be fire-breathing monsters. The dragon variants below use the standard dragon stats with only slight modifications.

- **Death Dragons:** Death dragons have the Undead Ability in addition to those of a regular dragon. Their breath is necromantic, corroding flesh and bone.

- **Ice Dragon:** Ice dragons breathe a Cone of frigid air. In addition to the regular damage, the ground beneath the Template becomes icy. Creatures entering the template must make an Agility roll or fall prone. If they roll a 1 (regardless of Wild Die), they are Shaken as well. The Template remains for 3 rounds.

- **Magic:** Dragons are intelligent, so there's no reason they couldn't learn magic, or even miracles. A typical adult dragon would have Spellcasting d10, 30 Power Points, and ten powers of your choice.

- **Sand Dragon:** Common to hot desert regions, sand dragons breathe a Cone Template of abrasive sand from a special stomach.

- **Storm Dragon:** Storm dragons prefer to live high in the mountains, venturing to the plains only during thunderstorms. They breathe a Cone of lightning. Targets within the Cone suffer 2d10 damage, while those adjacent to the Cone suffer 1d10 damage from arcing strands of lightning.

- **Swamp Dragon:** Inhabiting dank swamps and fetid marshes, swamp dragons breathe a noxious mix of swamp gas and corrosive liquid. The corrosive liquid inflicts a further 2d6 damage the round after it was breathed, then it neutralizes.

- **Wing Buffet:** Aside from nasty breath and claws and teeth, dragons have wings. A wing buffet can only be used in a round in which the dragon makes no other attacks. Place a Cone Template facing forward from each wing. Every creature in a Template must make an Agility roll, or an Agility roll at -2 if caught in both Templates. On a failure, the creature is blown back 1d4" and falls prone.

its target. Each round the victim remains enveloped, he suffers 2d6 damage. All equipment permanently loses 1 point of Toughness (Protection for armor) per round until it reaches zero, at which point it is destroyed. Trying to escape from a grapple requires a Strength roll at -6. A dissolver may only envelope one foe at a time, regardless of its size.

- **Pseudopod:** A dissolver can extend a single pseudopod out to 1". Damage 2d6.



This dragon is the standard fire-breathing variety common to European mythology. If you want to use different types of dragons in your game, the sidebar to the left contains some ideas on how to make them different.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d12

Pace: 8; **Parry:** 7; **Toughness:** 20

Treasure: Three Treasure Troves in lair.

Special Abilities:

- **Armor +4:** Scaly hide.

- **Claws/Bite:** Str+3.

- **Fear -2:** Anyone who sees a mighty dragon must make a Guts check at -2.

- **Fiery Breath:** Dragons breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. A dragon may not attack with its claws or bite in the round it breathes fire.

- **Flight:** Dragons have a Flying Pace of 24", with an Acceleration of 6".

- **Hardy:** Dragons do not suffer a wound from being Shaken twice.

- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a dragon due to its massive size.

- **Improved Frenzy:** If a dragon does not use its Fiery Breath Ability, it may make two Fighting attacks with no penalty.

- **Level Headed:** Dragons act on the best of two cards.

- **Size +8:** Dragons are massive creatures. This version is over 40' long from nose to tail, and weighs well over 30,000 pounds.

- **Tail Lash:** The dragon can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is a standard Fighting attack and damage is equal to the dragon's Strength-2.

Dragon Men

Dragon men are bipedal dragons, slightly taller than an average human. Scholars have long debated whether they are a natural species, a mutated dragon embryo, or the result of some ancient arcane experiment. The race consists of two castes—warriors and sorcerers.

They are sometimes found working with true dragons, and it seems beyond coincidence that the color of their scales usually matches that of their dragon lord. If you are using the variant dragon options on page 18, dragon men can also have different breath weapons.

Warrior

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d10, Intimidation d8, Notice d8, Shooting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Hindrances: —

Edges: Combat Reflexes, Frenzy

Treasure: Meager.

Gear: Scimitar (Str+3)

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+1.
- **Fiery Breath:** Dragon men can spit balls of fire. This works as the *bolt* power using Shooting to aim the fireballs. The Ability is innate rather than magical. Dragon men have 15 Power Points for this purpose only.
- **Flight:** Dragon men have leathery wings and have a Flying Pace of 8" and a Climb of 4".



Sorcerer

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d10, Intimidation d8, Notice d8, Shooting d8, Spellcasting d10, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Hindrances: —

Edges: Combat Reflexes, Frenzy

Treasure: Meager.

Gear: Scimitar (Str+3)

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+1.
- **Fiery Breath:** Dragon men can spit balls of fire. This works as the *bolt* power using Shooting to aim

Desert Encounters

This encounter table is specifically for hot deserts.

d20	Encounter
1–2	Game
3–6	1d3+1 Giant Scorpions
7	Basilisk
8–9	Nomad camp inhabited by 1d20+10 nomads. Half are noncombatants. Combatants use Ranger stats.
10	Sand Troll
11–14	Oasis. Roll again to determine what creatures are using the pool
15	Merchant caravan. 4d6 Citizens and 2d6 Mercenary guards
16	2d6 Nomads on patrol (use Ranger stats but add Riding d6)
17	1d6+1 Scorpion Men
18	Hippogriff
19	Siren Bush
20	Djinni

the fireballs. The Ability is innate rather than magical. Dragon men have 15 Power Points for this purpose only.

• **Flight:** Dragon men have leathery wings and have a Flying Pace of 8" and an Acceleration of 4".

• **Powers:** Dragon men sorcerers have 30 Power Points and know the following powers: *armor*, *blast*, *deflection*, *detect/conceal arcana*, *dispel*, *fear*, *healing*, *obscure*, *shape change*, *smite*, and *speak language*.

Draugr

Draugr are a form of undead known to the Vikings. Necromancers are the most likely to rise as draugr, although sometimes the gods curse evil individuals to suffer the fate. Despite being zombie-like in appearance, draugr are intelligent and quick moving. Former spellcasters raised as draugr cannot wield magic, but their supernatural powers more than compensate.

Adventure Seed

My Baby Back

Several small villages belonging to a powerful noble have recently been burnt to the ground. Survivors report the devastation was wrought by a huge dragon. The noble posts a hefty reward for the dragon's death.

While investigating the matter, the characters learn that the dragon is searching for her egg, which was stolen from the nest while she was hunting.

She offers the group a reward equal to the one the noble put on her head to find the egg.

If the characters help the dragon, they gain a powerful ally but upset the noble, who refuses to pay unless the dragon is killed.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+4, Vigor d10

Skills: Fighting d8, Intimidation d10

Pace: 8; **Parry:** 6; **Toughness:** 9

Treasure: Worthwhile, in lair.

Special Abilities:

- **Claws:** Str+1.
- **Fear -2:** Anyone seeing the blackened, decaying corpse must make a Guts roll at -2.
- **Fearless:** Draugr are immune to Fear and Intimidation.
- **Invulnerability:** Draugr can be Shaken by weapons and magic, but only take wounds from being grappled.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing weapons do half damage; Immune to disease and poison.
- **Weakness (Grappling):** Defeating a draugr requires a hero to grapple them. Unlike a regular grapple, draugr suffer damage equal to the attacker's Strength each round the grapple is maintained.

Dryad

Dryads are nature spirits, specifically those of the woodlands. Shy by nature, they prefer to watch intruders, only making their presence felt if the need arises. They get along well with elves and other woodland folk of good character.

Though they are usually reluctant to deal with outsiders dryads have been known to administer aid to kind souls in great need.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Guts d6, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Treasure: None.

Special Abilities:

- **Animate Tree:** A dryad may animate her tree as a war tree (p.57). This costs 20 Power Points and has a fixed duration of one hour.
- **Attractive:** Dryads resemble attractive human females, but often have a green or brown tint to their skin.
- **Magic:** Dryads have 30 Power Points and know the following powers: *armor* (bark), *barrier* (wall of thorns), *beast friend*, *deflection* (tree branches get in the way), *entangle*, *healing*, *shape change*, and *stun*.
- **Tree Bond:** Dryads share their soul with a particular tree. They must remain within 36" of the tree or their magic does not work. If the tree dies or becomes unhealthy, so does the dryad (and vice versa).

Dwarf

Dwarves are common in mountains, where they live in vast underground cities. The statistics presented here are for a typical dwarf warrior.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Knowledge (Stonecraft) d6, Intimidation d6, Notice d6, Stealth d6, Throwing d8

Pace: 5; **Parry:** 7; **Toughness:** 8

Hindrances: Greedy (minor), Loyal

Edges: Combat Reflexes, Nerves of Steel, Sweep

Treasure: Meager.

Gear: Chain mail (+2), open helm (+3), battle axe (Str+3), medium shield (+1 Parry), throwing axes (Range: 3/6/12, Damage: Str+2)

Special Abilities:

- **Low Light Vision:** Dwarves ignore penalties for Dim and Dark lighting.

Elephant, War

War elephants are larger than standard bull elephants and are bred purely for battle. In war, they carry a wooden platform on their back, housing the steersman and three soldiers.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+8, Vigor d12

Skills: Fighting d8, Guts d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 18

Treasure: None

Special Abilities:

- **Armor +2:** Thick hide.
- **Hardy:** War elephants do not suffer a wound from being Shaken twice.
- **Headbutt:** Str+2. Heavy Weapon. A war elephant cannot headbutt anything of Size +3 or smaller.
- **Huge:** Attackers have +4 to attack rolls against these beasts due to their size.
- **Platform:** The wooden platform provides Light Cover to anyone riding in it and grants +2 Armor.
- **Size +8:** War elephants weigh over 20,000 pounds.
- **Trample:** If a war elephant takes a run action, it tramples everything in its path. Make a single Fighting roll against all targets. Victims suffer Strength damage. The war elephant may only move in a straight line while performing this maneuver.
- **Tusks:** Str+4. The tusks of a war elephant are fitted with spiked, metal caps.

Special Abilities:

- **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

Fachan

A fachan is a monstrous humanoid with one central eye, one arm, and one leg, originating in Scottish myth. Their bodies are covered in black hair and feathers. Fachans love to fight and usually carry several weapons, one of which is often magical.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d6, Throwing d8

Pace: 6; **Parry:** 8; **Toughness:** 7

Hindrances: —

Edges: Block, Combat Reflexes, Frenzy, Sweep

Treasure: Meager in lair; 75% chance of carrying a magic weapon.

Gear: Long sword (Str+3), battle axe (Str+2), short spear (Str+2), warhammer (Str+2), dagger (Str+1)

Special Abilities:

- **Fear -4:** Anyone seeing a fachan must make a Guts roll at -4.
- **Leap:** Fachans can leap 12" with a single bound.
- **One Eye:** -2 to all trait rolls involving depth perception, such as Throwing.
- **Trouble Standing:** If a fachan is knocked prone it must make an Agility roll to stand up. On a success, it regains its footing but cannot act this round. With a raise, it may stand and take actions as normal.

Elf

Elves commonly inhabit forests, living in tune with nature. The statistics presented here are for a typical elf warrior.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Shooting d10, Stealth d8, Survival d8, Tracking d8

Pace: 6; **Parry:** 6;

Toughness: 6

Hindrances: All Thumbs, Cautious

Edges: Combat Reflexes, Marksman, Woodsman

Treasure: Meager per 3 warriors.

Gear: Leather armor (+1), long sword (Str+3), long bow (Range: 15/30/60, Damage: 2d6).



Faerie Knight

Faerie knights are the defenders of the faerie realms. Clad in white or black armor, depending on their nature, and riding similarly colored horses, they are fearsome combatants. Whether Seelie or Unseelie, faerie knights always fight honorably and despise those who use trickery in battle.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d12, Guts d10, Intimidation d8, Knowledge (Battle) d8, Notice d8, Riding d12, Taunt d10

Charisma: +4; **Pace:** 6; **Parry:** 12; **Toughness:** 9

Hindrances: Code of Honor

Edges: Attractive, Combat Reflexes, Improved Block, Improved Frenzy, Improved Sweep, Level Headed, Noble

Treasure: Worthwhile.

Gear: Plate mail (+3), closed helm (+3), long sword (Str+3), lance (Str+4), large shield (+2 Parry), heavy war horse with leather barding (+1)

Special Abilities:

- **Arcane Resistance:** Faerie knights have +4 Armor against damage-causing arcane powers, and add +4 to trait rolls when resisting opposed powers.
- **Righteous Fury:** If an opponent uses a Trick against a faerie knight, the knight gains +2 to Fighting rolls against the opponent for the rest of the encounter.

Fire Salamander

These bright orange creatures live in volcanic areas or baking-hot deserts. They can survive in moderate temperatures for several hours before needing to return to their infernal pits.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d10, Fighting d10, Guts d10, Intimidation d10, Notice d8, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 7

Hindrances: —

Edges: Combat Reflexes

Treasure: Worthwhile, in lair.

Gear: Two flaming scimitars (Str+4)

Special Abilities:

- **Fiery Body:** Fire attacks cause no damage. Nonmagical attacks “melt” as they impact the salamander’s body. The creature has 4 points of armor against such attacks and the attacker must roll a d6. On a 5-6, wooden weapons catch fire. On a 6, metal weapons melt slightly and cause 1 less point of damage until Repaired by a blacksmith. Anyone who attacks a fire salamander with their bare hands and hits suffers an automatic 2d6 damage. Salamanders often grapple their foes to scorch them in this manner.
- **Weakness (Water):** Magical water-based attacks cause +4 damage. Nonmagical water has no additional effect.

Fire Sprite

Fire sprites are tiny fire elementals, found in swarms near volcanoes and hot vents. A sprite resembles a tiny winged humanoid swathed in flame. Individually they are of little danger, but as a swarm they have the power to incinerate large targets.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d6, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Treasure: None

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Fiery Touch:** 2d4 damage. Victims have a chance of catching fire.
- **Invulnerability:** Fire sprite swarms are immune to all non-magical attacks, but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
- **Swarm:** Parry +2. Cutting and piercing weapons do no real damage. Area-effect weapons with a water trapping work normally.

Adventure Seed

Guardian of the Bridge

A faerie knight guards a bridge the group needs to cross. He refuses to yield unless beaten in a fair fight. If he is beaten fairly and with good sportsmanship, he gives the victor a silver whistle, telling him he and his men will come to the characters’ aid when he blows the whistle. This is a onetime offer.

The knight and ten other knights (Extras) appear one round after the whistle is blown and stay for one battle.

Frost Wolf

Frost wolves haunt arctic climes, roaming the tundra in packs. Their thick fur is pure white, allowing them to blend in with the snow and ice.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Guts d8, Notice d10, Stealth d10

Pace: 8; **Parry:** 5; **Toughness:** 7

Treasure: None.

Special Abilities:

- **Bite:** Str+2.
- **Chill Bite:** The icy bite of a frost wolf can paralyze prey. Anyone Shaken or wounded must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Fleet Footed:** Frost wolves have a d10 running die.
- **Go for the Throat:** If a frost wolf gets a raise on its attack roll, it strikes its opponent's least armored location.
- **Immunity (Cold):** Frost wolves take no damage from cold.
- **Size +1:** Frost wolves stand 5' tall and are over 7' long.

Fury

Furies are savage, bestial creatures sent by the gods to punish worshippers for major transgressions. The exact form of a fury varies by deity, but all have sharp claws and wings of some description.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d6, Persuasion d6, Taunt d8, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Treasure: None.

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.
- **Armor +1:** Hide.
- **Berserk:** Furies can become Berserk at will.
- **Claws:** Str+1
- **Flight:** Furies have a Flying Pace of 6" and a Climb of 3".

Game

Small game animals, such as rabbits and deer, rarely pose much threat to an adventuring party. They are, however, a handy resource.

Every character who spends the time may make a Survival roll to net 1d6 man-days of food per success and raise. Make a group roll for extras assigned to this

Dwarf Mountains Encounters

Dwarf Mountains contain one or more dwarven settlements, usually tunneled into the mountain.

d20	Encounter
1-3	Game
4-5	1d6 Khazoks
6	1d2 Common Giants
7-8	2d6+2 Orcs on patrol
9	Griffin
10	Golden Ram
11-12	1d4 Gargoyles
13	2d4 Bandits
14-16	3d6 Dwarves on patrol
17	1d2 Trolls (common variety)
18	Hippogriff
19	1d3 Cyclops
20	Wyvern

task and multiply the results by the number of people involved. A party of 18 foragers, for example, with a single success, rolls 1d6 x 18.

Gargoyle

True gargoyles are not actually animated statues, but a stony-skinned race common in mountainous areas. They fly using leathery wings, which when not required fold back flush with the body to prevent damage on jagged rocks.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d6, Stealth d8

Pace: 4; **Parry:** 7; **Toughness:** 9

Treasure: Meager.

Special Abilities:

- **Armor +2:** Stony skin.
- **Bite/Claws:** Str+2.
- **Camouflage:** Gargoyles receive +2 to Stealth rolls in rocky terrain due to their skin color.
- **Flight:** Gargoyles have a Flying Pace of 8" and an Acceleration of 4".

Ghost Blade

Ghost blades take the form of spectral warriors clutching a great sword. The ghostly figure is, in fact, a manifestation of the true creature—the blade.

Ghost blades are created by swords used by great heroes fallen in battle. The memories of the former wielder become burned into the blade, which then creates a ghostly figure to carry it into battle. Ghost blades seek only to kill, not caring if their victims are helpless children or mighty dragons.

The attributes are for the ghostly form, which cannot be harmed by any means so long as the sword is intact. Attacks against the sword are conducted as normal.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d10, Vigor d4

Skills: Fighting d12

Pace: 6; **Parry:** 10; **Toughness:** 12

Treasure: None.

Special Abilities:

- **Fearless:** Ghost blades are immune to Fear and Intimidation.

Existing Monsters & the Treasure Table

If you've decided to use the Treasure Table, you might be asking what entry line creatures from the main rules use. Here's a suggestion.

- **Drake:** Rich, in lair.
- **Giant Worm:** Worthwhile, in stomach.
- **Goblin:** Meager per 5 goblins.
- **Liche:** Treasure Trove in lair and a minimum of 3 relics.
- **Minotaur:** Meager per 3 if used as a standard fantasy race; Worthwhile in lair if used as guardians of labyrinths.
- **Orc:** Meager per 3 warriors.
- **Orc Chieftain:** Meager.
- **Ogre:** Meager.
- **Troll:** Worthwhile, in lair.
- **Vampire, Ancient:** Rich in lair, with a minimum of 2 relics.
- **Vampire, Young:** Meager.

- **Ghost Warrior:** The ghostly figure cannot be harmed or dispelled by any means. The sword, however, can be damaged as a regular character. The sword breaks when Incapacitated. Because the ghostly warrior is a figment of the sword's memory and not a real being, it cannot be disarmed.
- **Great Sword:** Str+4. Toughness: 12.
- **Improved Block:** +2 Parry.

Ghoul

Ghouls are vile scavengers, feasting off carrion and unfortunate victims who cross their path.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d8, Stealth d10, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Treasure: Meager per 3 ghouls

Special Abilities:

- **Claws:** Str+1.
- **Infravision:** Ghouls halve penalties (round down) for bad lighting when attacking living targets.
- **Keen Nose:** Ghouls get +2 to Notice and Tracking rolls against living targets.
- **Paralysis:** Victims of a ghoul's claw attacks must make a Vigor roll at -2 or be paralysed for 2d6 minutes.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing weapons do half damage; Immune to disease and poison.

Giant

Giants come in several forms, but all share two common features—they are tall and they enjoy human flesh. Fortunately, they are also rather stupid.

Common Giant

Depending on where they are found, these hulking brutes are known as forest giants, hill giants, mountain giants, or simply as giants. There are slight differences between the breeds, but not enough to separate them.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 13

Treasure: Worthwhile, in lair.

Gear: Skins or furs (+1), Large maul or tree trunk (Str+4, carried in one hand), thrown rock (Range: 6/12/24, Damage: 3d6)

Special Abilities:

- **Clueless:** Giants receive a -2 penalty to Common Knowledge rolls.
- **Improved Sweep:** Giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +4 to attack rolls against giants due to their size.
- **Size +5:** Giants are over 20' tall.

Fire Giant

Fire giants prefer to dwell in hot places, such as near volcanoes or in the middle of scorching-hot deserts. Their ruddy complexion and flame-red hair makes them easy to identify.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d10, Notice d6, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 14

Treasure: Worthwhile, in lair.

Gear: Chain mail (+2), large great axe (Str+6, carried in one hand), heated thrown rock (Range: 5/10/20, Damage: 3d6+2)

Special Abilities:

- **Fire Aura:** Fire giants radiate fearsome heat. At the end of movement, all adjacent foes suffer 2d6 damage.
- **Immunity (Heat):** Fire giants take no damage from fire, including arcane powers with a fire or heat trapping.
- **Improved Sweep:** Fire giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +2 to attack rolls against fire giants due to their size.
- **Size +5:** Fire giants are over 20' tall.
- **Weakness (Cold):** Magical cold and ice attacks cause +4 damage. Nonmagical cold has no additional effect.

Fomorian Giant

Formorians are a subspecies of giant renowned for their grotesque appearance. No two fomorians are identical, but all are ugly.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d6

Charisma: -4; **Pace:** 8;

Parry: 5; **Toughness:** 20

Treasure: Meager.

Gear: Leather armor (+1), great axe (Str+4, -1 Parry)

Special Abilities:

- **Fear -1:** Anyone seeing a fomorian must make a Guts roll at -1.
- **Size +2:** Formorians stand over 9' high.
- **Ugly:** Formorians have -4 Charisma because of their grotesque appearance. They add +4 to Intimidation rolls, however.

Frost Giant

Frost giants live in high mountains, above the snow line, or in the frozen reaches of the world. They build vast stone forts, from where they rule over lesser races, such as orcs and goblins, as veritable gods. Their skin is pale blue, and their hair as white as snow.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d8, Intimidation d10, Notice d6, Throwing d8

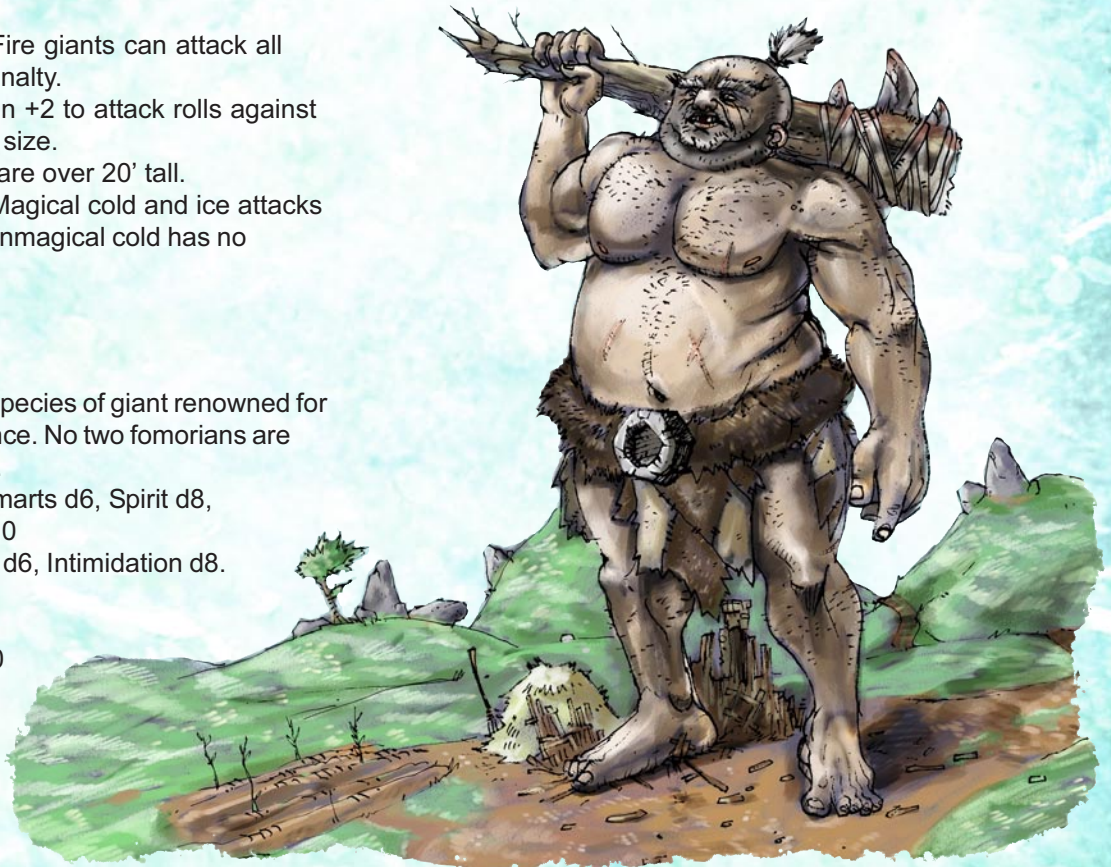
Pace: 8; **Parry:** 6; **Toughness:** 12

Treasure: Worthwhile, in lair.

Gear: Thick furs (+1), large maul (Str+4, carried in one hand), thrown rock (Range: 5/10/20, Damage: 3d6).

Special Abilities:

- **Icy Aura:** Frost giants radiate deadly cold. At the end of movement, all adjacent foes suffer 2d6 damage.



- **Immunity (Cold):** Frost giants take no damage from arcane powers with a cold or ice trapping.
- **Improved Sweep:** Frost giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +2 to attack rolls against frost giants due to their size.
- **Size +4:** Frost giants are over 15' tall.
- **Weakness (Fire):** Magical heat and flame attacks cause +4 damage. Nonmagical heat has no additional effect.

Sea Giant

Sea giants dwell in caves beneath the ocean. For the most part they eat marine animals, but sometimes they rise to the surface to swipe unsuspecting sailors from passing ships.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+7, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Swimming d8

Pace: 8; **Parry:** 6; **Toughness:** 15

Treasure: Worthwhile, in lair.

Gear: Large maul (Str+4, carried in one hand).

Special Abilities:

- **Aquatic:** Sea giants have a Pace of 8 underwater.
- **Huge:** Attackers gain +4 to attack rolls against sea giants due to their size.
- **Improved Sweep:** Sea giants can attack all adjacent foes at no penalty.
- **Size +8:** Sea giants are over 35' tall.

Ghost Mount

Ghost mounts are the vengeful spirits of horses whose riders sacrificed them to protect their own lives, typically using them to shield the rider from fatal attacks. They resemble war horses whose bodies are crisscrossed with savage wounds. Often they will come back looking for their cruel masters who sacrificed them.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d12+4, Vigor d10

Skills: Fighting d10

Pace: 10; **Parry:** 7; **Toughness:** 10

Treasure: None

Special Abilities:

- **Ethereal:** Ghost mounts are immaterial and can only be harmed by magic attacks.
- **Fear:** Anyone seeing a ghost mount must make a Guts roll.
- **Fearless:** Ghost mounts are immune to Fear and Intimidation.
- **Fleet Footed:** Ghost mounts roll a d8 for their running die. They suffer no penalties for Difficult Terrain and can move through solid obstacles.
- **Kick:** Str+2. This is a *telekinetic* attack and counts as a magical weapon for purposes of Arcane Resistance.
- **Size +3:** Ghost mounts are the same size as war horses.

Glide Monkeys

Glide monkeys resemble large baboons with leathery flaps stretching from their wrists to their ankles. They live in the highest treetops, and travel from tree to tree by leaping or gliding, thus avoiding ground-based predators.

Attributes: Agility d10, Smarts d8(A), Spirit d8, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d6, Guts d6, Notice d6, Swim d6, Throwing d10

Pace: 4; **Parry:** 5; **Toughness:** 5

Treasure: Meager, per every 5 glide monkeys.

Special Abilities:

- **Bite:** Str+1.
- **Gliders:** These monkeys can glide, descending 1" vertically for every 2" moved horizontally.
- **Hurl:** Glide monkeys hurl hard nuts or stones from the high branches of their homes before gliding down to snatch stunned prey. These cause Str+2 damage if they are above a victim, or Str if the monkey does not have a significant altitude advantage. Range is 5/10/20.
- **Size -1:** Glide monkeys are the size of small children.

Adventure Seed

Ghost Riders

The heroes come across a dead knight and his equally dead horse. The horse has a diamond studded headband. Unfortunately, the knight tried to save his own life by throwing his horse in the way of a blow. If the characters steal the headband, which is worth \$200, the ghostly form of the horse materializes and attacks them.

Goblin Shaman

Goblin shamans serve as advisors to goblin lords. Their arcane talents give them a position of respect within the tribe.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d4, Notice d6, Shooting d8, Spellcasting d8, Stealth d10, Throwing d6

Pace: 5; **Parry:** 5; **Toughness:** 4

Treasure: Meager.

Gear: Short spear (Str+2)

Special Abilities:

- **Infravision:** Goblins halve penalties for bad lighting when attacking living targets (round down).
- **Size -1:** Goblins are the size of small children.
- **Spells:** Shamans have 15 Power Points, and typically know *bolt*, *fear*, *obscure*, and *smite*.

Golden Ram

Golden ram are large beasts, living in remote mountainous regions. Their fleece is actually made of fine gold threads, which makes them popular with hunters and trappers.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d8, Guts d6, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 9

Treasure: Fleece is Worthwhile, but never any relics.

Special Abilities:

- **Gore:** Rams use the charge maneuver to gore their opponents with their long horns. If they can move at least 6" before attacking, they add +4 to their damage total.
- **Horns:** Str+2.
- **Mountain Beast:** Golden rams ignore penalties for Difficult Terrain in mountainous regions.
- **Size +2:** Golden rams weight over 800 pounds.

Golems

Golems are magical constructs, given life through the imprisonment of a spirit within the golem's body. Creating one is costly and laborious, and few mages have the requisite knowledge. Despite being inhabited by a spirit, golems cannot talk.

Corpse Golem

The vilest golems are those crafted from the body parts of corpses. Depending on the creator, the golem may be stitched together from the parts of

Golem Creation

How do you create a golem? You need an Edge. If you have access to the *Fantasy Gear Toolkit*, use the first Edge, otherwise use the second.

Golem Artificer

Requirements: Heroic, Smarts d12+, Arcane Artificer, Improved Artificer

The character has learned the secrets of golem creation. Crafting a golem takes time and money.

Each trait die (or point after d12) costs \$1000 and takes one week to enchant. Special Abilities with a variable, such as Armor and Size, cost \$1000 and take a week per point. The +3 maximum of the Artificer Edge applies as normal.

Enchanting an existing Edge works as normal as per the Improved Arcane Artificer Edge, with the usual 3 Edge limit. Other Special Abilities, including Construct, take a month each and cost a flat \$3000.

A character with the Enchant or Improved Enchant Edges may add powers to a golem as if it were a standard magic item.

Golem Crafter

Requirements: Legendary, Smarts d12+, Knowledge (Arcana) d12+

The character has learned the secrets of golem creation. Crafting a golem takes time and money.

Each trait die (or point after d12) costs \$1000 and takes one week to enchant. Special Abilities with a variable, such as Armor and Size, cost \$1000 and take a week per point. The maximum bonus they can bestow is +3 on top of any existing modifiers.

For example, a metal golem's Armor is plate mail (+3) with +2 extra protection, for a total of +5. The highest it could be is +6, whereas a leather golem's maximum Armor is +4.

Other Special Abilities, including Edges, take a month each and cost \$4000.

one species or multiple species. Some corpse golems utilize animal parts.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 8

Treasure: None

Gear: Typically a long sword (Str+3)

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.
- **Armor +1:** Hard skin and muscle.
- **Berserk:** Corpse golems have the Berserk Edge.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fear:** Characters seeing a corpse golem must make a Guts check.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Slow:** Corpse golems have a Pace of 4 and roll a d4 for their running die.

Glass Golem

These unusual constructs are crafted to resemble a stained glass warrior and are most often used as guardians in temples. Unlike other golems, they are almost two-dimensional, being no thicker than a pane of glass.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 8; **Toughness:** 11

Treasure: None

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.
- **Armor +3:** Glass golems are depicted wearing plate armor. Despite being glass, it is magically hardened and acts as metal armor.
- **Camouflage:** When guarding a temple, glass golems stand motionless in stained glass windows, appearing to be part of the scene. When in this environment, detecting them requires an opposed Notice roll at -4 against their Stealth.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Glass Shield:** Glass golems normally carry magically-hardened glass shields. +1 Parry; +2 Armor to ranged attacks that hit.
- **Glass Sword:** Str+4. The edge is razor sharp and never dulls.
- **Size +1:** Glass golems average 8' tall.
- **Weakness:** Glass golems take double damage from blunt weapons, such as clubs and hammers.

Elf Forest Encounters

Elf forests are usually well-tended and low on large predators. Elves always have patrols set up around their settlements.

d20	Encounter
1-5	Game
4-5	Dryad
6	Naiad, in pool
7	Elf village. 1d20 x 10 inhabitants, half of which are non-combatants
8	Bear
9	Siren Bush
10	1d3 Giant Spiders
11	Boar
12	1d3 Rangers
13	Viper
14-16	2d6+2 Elves on patrol
17	1d4 Moss Men
18	1d6+1 Wolves
19	Methusaleh Tree
20	Tree Man

Lava Golem

Although superficially similar to stone golems, lava golems have fiery ichor running through their rock bodies. Their eyes glow red and their fists are superheated.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 11

Treasure: None.

Special Abilities:

- **Armor +3:** Magically hardened stone.
- **Construct:** +2 to recover from being Shaken; No

additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.

- **Fearless:** Golems are immune to Fear and Intimidation.
- **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.
- **Size +1:** Lava golems stand over 8' high and weigh 2,000 pounds.
- **Spit Lava:** Lava golems can spew a glob of molten lava. Range 6/12/24, Damage: 2d10, Medium Burst Template. Targets under the Template may make an Agility roll at -2 to escape the glob. Victims have a chance of catching fire.
- **Superheated Fists:** Str+4.

Metal Golem

Typically crafted in humanoid form from iron or bronze, metal golems are among the most powerful golems. Some creators give their iron golems long swords instead of hands, allowing them to attack more often.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d10, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 15

Treasure: None

Gear: Great axe (Str+4, -1 Parry, requires 2 hands)

Special Abilities:

- **Armor +5:** Magically hardened metal.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.
- **Improved Sweep:** Metal golems may attack all adjacent creatures at no penalty.
- **Size +2:** Metal golems stand over 10' high and weigh 6,000 pounds.

Stone Golem

Stone golems are the traditional animated statue. As with most golems, they are shaped in the form of warriors and serve as guardians.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d6

Pace: 5; **Parry:** 7; **Toughness:** 13

Treasure:

Adventure Seed

Murder in the Farmland

Several farmers have recently been murdered and the local sheriff cannot find the killers. The town council offers the group \$300 to help.

Unbeknownst to the villagers, an evil mage has substituted one of the scarecrows for a straw golem. It has orders to kill lone villagers.

The golem is marked with a small rune, which can be used to identify the creator.

Special Abilities:

- **Armor +4:** Magically hardened stone.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.
- **Size +1:** Stone golems stand over 8' high and weigh 4,000 pounds.
- **Stone Fists:** Str+2.

Straw Golem

Straw golems are most often designed to resemble scarecrows. As well as scaring off birds and natural predators such as wolves, they can bolster a village's militia in times of invasion.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Treasure: None

Gear: Pitchfork (Str+2, Reach 1, requires 2 hands) or scythe (Str+4, -1 Parry, requires 2 hands)

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing

attacks do half-damage; Immune to poison and disease.

• **Fearless:** Golems are immune to Fear and Intimidation.

• **Weakness (Fire):** Straw golems take double damage from fire.

Grave Guardian

Grave guardians are placed in tombs to watch over the valuables entombed with the deceased. They resemble blackened corpses, with long talons and yellow eyes. Their orders are simple—destroy any creature entering the tomb, and hunt down and retrieve any stolen items.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12, Vigor d12

Skills: Climbing d8, Fighting d10, Guts d8, Intimidation d10, Notice d8, Spellcasting d8, Stealth d8, Tracking d8

Pace: 6; **Parry:** 7; **Toughness:** 10

Treasure: None, but they usually guard a Treasure Trove.

Special Abilities:

• **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.

• **Claws:** Str+2.

• **Fear -2:** Anyone seeing a grave guardian must make a Guts roll at -2.

• **Powers:** Grave guardians are not true spellcasters, but can use the following powers: *armor*, *burrow*, *detect/conceal arcana*, *environmental protection*, *fear*, and *obscure*.

• **Regeneration:** Grave guardians make a Vigor roll every round to heal all damage, except that caused by cold iron weapons.

• **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing weapons do half damage; Immune to disease and poison.

• **Weakness (Cold Iron):** Grave guardians cannot Regenerate wounds inflicted by cold iron weapons, but may heal them through natural Healing.

Griffin

Griffins have the body of a lion and the head and wings of an eagle. They are fierce predators, swooping down on their foes to pin them. Once their prey is trapped and helpless they tear them open with their sharp beaks.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d12, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 9

Treasure: Meager, in lair.

Special Abilities:

• **Bite/Claws:** Str+2.

• **Flight:** Griffins have a Flying Pace of 12" and a Climb of 6".

• **Grapple:** If a griffin gets a raise while performing a grapple, it has knocked its foe to the ground and pinned it with its paws. Bite attacks against a pinned foe are made at +2.

• **Horse Terror:** Griffins' favorite prey is horse flesh. Horses seeing a griffin must make a Guts roll or become Panicked.

• **Improved Frenzy:** Griffins may make two Fighting attacks each action at no penalty.

• **Size +2:** Griffins weigh over 500 pounds.

• **Swoop:** Griffins often swoop on their prey to pin it to the ground. It gains +4 to its attack and damage for this action. Its Parry is reduced by -2 until its next action when performing the maneuver, however.

Forest Encounters

This encounter table is for temperate or cold forests. Although there may be some elf settlements, the elves do not claim the land as their own, hence dangerous prey is more common.

d20	Encounter
1-4	Game
5	1d6+1 Elves on patrol
6	1d3 Common Giants
7	Bear
8	1d2+2 Moss Men
9	Giant Centipede
10	Dryad
11	Methusaleh Tree
12	2d5 Giant Bees
13	1d3+1 Rangers
14	Siren Bush
15	1d6+1 Giant Spiders
16	3d4 Bandits
17	1d3 Arachnaurs
18-19	1d6+2 Wolves, Dire Wolves, or Frost Wolves
20	Tree Man

Hag

These cannibalistic ogres have powerful magical abilities. They are fond of eating children, but are not picky and eat nearly anything made of meat.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d6, Notice d6, Persuasion d12, Spellcasting d10, Taunt d8

Charisma: -2; **Pace:** 5; **Parry:** 5; **Toughness:** 6

Treasure: Worthwhile, in lair.

Special Abilities:

- **Claws:** Str+2.
- **Fear:** Anyone seeing a hag must make a Guts roll.
- **Spells:** Hags have 20 Power Points and typically know the following spells: *armor* (iron skin), *boost/lower trait* (blessing/curse), *fear* (hideous visage), *obscure* (dark cloud), *puppet* (persuasive words), and *quickness* (superhuman reflexes).

Half-Folk

Half-folk try to avoid trouble, but sometimes trouble comes to them. The statistics are for a typical militiaman.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Shooting d8, Stealth d8, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Small

Edges: Luck, Marksman

Treasure: Meager per 5 half-folk.

Gear: Leather armor (+1), short sword (Str+2), sling (Range: 4/8/16, Damage: Str+1)

Harp

Harpies have the lower body, wings, and claws of a vulture and the head and chest of an ugly woman. In mythology, they were created by the gods, but in your setting they may be a natural species, capable of breeding and forming a rudimentary society.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d6

Pace: 2; **Parry:** 5; **Toughness:** 5

Treasure: Meager, in lair.

Special Abilities:

- **Claws:** Str+1.
- **Flight:** Harpies have a Flying Pace of 8" and a Climb of 4".

Adventure Seed

Repossession

The characters find a relic as part of a monster's treasure. Unfortunately, the relic was originally stolen from the tomb of a once-powerful noble.

A grave guardian has been tracking the item for decades and is on the verge of finding the thieves. When he does, he intends to make them suffer a slow and horrible death. The fact that the heroes did not steal the item is irrelevant.

- **Poison (-2):** Harpies live in unsanitary habitats, and their claws are caked in filth. Any victim wounded or Shaken by a claw attack must make a Vigor roll or the wound becomes infected. Each day, the victim must make a Vigor roll or gain a level of Fatigue. A successful Healing roll, also at -2, cleans out the infection. Fatigue levels are recovered at the rate of one per day once the infection is stopped.

Hellhound

Hellhounds are monstrous dogs, often with black skin which steams from the heat of the beast's demonic blood. Their eyes burn with demonic fire and their teeth are oversized, protruding from their jaw at all angles. Certain demons often keep them as pets, though they may also be found in the company of necromancers and other evil wizards.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d10

Skills: Fighting d6, Guts d8, Notice d10, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 7

Treasure: None.

Special Abilities:

- **Bite:** Str+2.
- **Fear:** Anyone who sees a hellhound must make a Guts roll.
- **Fleet Footed:** Hellhounds have a d10 running die.
- **Go for the Throat:** If a hellhound gets a raise on its attack roll, it strikes its opponent's least armored location.
- **Immunity (Fire):** Hellhounds take no damage from fire.

Adventure Seed

Horse Thieves

A horse dealer offers to sell the heroes what he claims is a purebred riding horse. The horse is brown.

Unfortunately, the horse is actually an elven horse the unscrupulous trader acquired from a half-orc and then dyed brown.

The first time it rains, the dye runs off. Naturally, it is just at that time the characters encounter a band of elves looking for a stolen horse.

- **Terrible Wounds:** The jagged teeth of a hellhound inflict terrible wounds, which do not heal quickly. Healing rolls, including magical and natural healing, are subject to a -2 penalty on top of any wound penalties.

Hippogriff

A hippogriff has the body and hind quarters of a horse, and the head, wings, and forelimbs of a giant eagle. They are natural enemies of griffins, but are no less fond of flesh than their rivals.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d12

Pace: 8; **Parry:** 6; **Toughness:** 11

Treasure: Meager, in lair.

Special Abilities:

- **Bite/Claws:** Str+2.
- **Flight:** Hippogriffs have a Flying Pace of 8" and a Climb of 4".
- **Improved Frenzy:** Hippogriffs may make two Fighting attacks each action at no penalty.
- **Size +3:** Hippogriffs are comparable in size to a war horse.

Hobgoblin

Hobgoblins are large goblins. They can be found in their own communities, as well as lording over their lesser kin.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climb d6, Fighting d8, Guts d8, Intimidation d8, Notice d6, Taunt d6, Shooting d8, Stealth d8, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Leather armor (+1), long swords (Str+3)

Special Abilities:

- **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).

Horse, Elven

Elven horses are lighter than regular riding horses but are considerably faster and can cross broken ground as if it were a smooth road. Elves never sell them, and assume any non-elf caught riding one has either taken it by force or stolen it.

Attributes: Agility d10, Smarts d10(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d4, Guts d10, Notice d8

Pace: 10; **Parry:** 4; **Toughness:** 10

Treasure: None

Special Abilities:

- **Fleet Footed:** Elven horses roll a d12 for their running die. Elven horses do not suffer movement penalties for Difficult Terrain.
- **Kick:** Str+2.
- **Rider Empathy:** Elves gain +2 to Riding rolls on an elven horse.
- **Size +3:** Elven horses weigh between 600 and 800 pounds.

Hydra

Hydra are multi-headed beasts, akin to dragons. Some breathe fire, others can grow new heads to replace ones lost in combat, and others are more mundane. The number of heads varies.

The stats below include fire breath and regenerating heads. Whether you choose to use one, both, or none depends on how powerful a hydra you want.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d10, Notice d6

Pace: 5; **Parry:** 5; **Toughness:** 13

Treasure: Worthwhile, in lair.

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite:** Str+2, Reach 1.
- **Fiery Breath:** Some hydras breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. Individual heads

may not attack with bite in the round they breathe fire.

- **Multiple Heads:** Hydras have between four and ten heads. Each head may make a Fighting roll in a round without incurring a multi-action penalty, though no more than four heads may attack a single target, regardless of its size. Every head has 1 wound and is severed if it is Incapacitated. Damage caused to heads does not affect the hydra, though it dies when the last head is severed.

- **Regeneration:** Each round after a head is severed, the hydra makes a Vigor roll. On a success, any severed heads are replaced by two new ones. Damage caused by fire prevents regeneration, as does cauterizing the wound before a new heads grow. This requires a successful Fighting roll with a torch or other flaming object.

- **Size +5:** Hydra are large creatures. Most weigh over 10,000 pounds.

Jabber Birds

Jabber birds are cowardly forest-dwelling scavengers. Their high-pitched jabbering, for which they are named, serves two purposes—it disorientsates potential prey and it alerts predators that there is an easy meal waiting. Once the predators have killed the prey and taken their fill, the jabber birds feed on the remains.

Jabber birds hunt in small flocks, surrounding prey and preventing it from escaping before the nearest predator arrives.

Attributes: Agility d10, Smarts d6(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6

Pace: —; **Parry:** 4; **Toughness:** 3

Treasure: Meager, per 5 birds.

Special Abilities:

- **Flight:** Pace 6", Climb 4".

- **Jabber:** The jabbering of these birds fills a Medium Burst Template centered on the bird. Characters within the Template must make as Spirit roll, -1 for each additional Template they are caught in, or become disoriented. Disoriented characters suffer a -2 penalty to trait rolls and Pace so

long as they remain within at least one Template and for 3 rounds after they leave.

- **Size -2:** Jabber birds are 1' tall.

Jabberwock

This beast is taken from Lewis Carroll's *Through the Looking Glass*. A jabberwock is a towering monstrosity, with a serpentine neck ending in a dragon's head, gangly arms ending in huge birdlike talons, two clawed legs, a snaking tail, and bat-like wings.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d12

Pace: 7; **Parry:** 6; **Toughness:** 13

Treasure: Worthwhile, in lair.

Special Abilities:

- **Bite/Claws:** Str+3, Reach 2.

- **Burning Eyes:**

- **Fear -2:** Anyone seeing a jabberwock must make a Guts roll at -2.

- **Flight:** Jabberwocks have a Flying Pace of 6" and an Acceleration of 2".

- **Improved Frenzy:** Jabberwocks may make two attacks each round at no penalty.

- **Large:** Attackers are +2 to attack rolls due to the beast's size.

- **Size +6:** Jabberwocks stand 25' tall.



Adventure Seed

Message in a Bottle

While walking along, the group comes across a smoked glass bottle wedged between two rocks. On opening the bottle, a djinni is released. It has been imprisoned for centuries and is rightly upset.

It tries to destroy the group, but if beaten or tricked back into the bottle, promises to serve them for a year. When the year is up, the djinni intends on enacting a bloody revenge.



Jinni

Jinn (singular: jinni) are grouped into five categories. Marids are the most powerful, then efrit, shaitan, jinn, and finally the jann. All five are powerful, corporeal beings, but with the power to disappear at will. Some jinn are good, but the majority are evil, and all are masters of trickery. The Westernized spelling is genie. The stats presented here are for a typical jinni.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Spellcasting d10, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Treasure: None, but can often bestow wealth upon their patrons.

Gear: Scimitar (Str+3)

Special Abilities:

- **Immunity (Fire):** Jinn suffer no damage from fire or heat, being born of such material.
- **Invisibility:** Jinn can become completely *invisible* with a successful Smarts roll and can remain that way indefinitely.
- **Magic:** In addition to their other abilities, jinn have 20 Power Points and know the following powers: *blast* (fire trapping), *bolt* (fire trapping), *fear*, and *shape change*.
- **Servitude:** A jinni Incapacitated by violent means will seek to make a bargain with its opponent. The jinni offers service for a year and a day in return for sparing its life. During the period of servitude, the jinni is gracious and obedient (though not suicidal), but once the period elapses it strives to destroy the one who forced its enslavement.

• **Smoky Form:** A jinni can assume a smoky form with a successful Smarts roll. While in this form, the jinni cannot be harmed by any means, but it cannot affect the world in any way. As smoke, they can fit into small containers, such as lamps.

• **Teleport:** Jinn can *teleport* anywhere in the world. A Smarts roll is required for *teleporting* to an unseen location as normal.

• **Variable Size:** Jinn can vary their size from that of a man (their base form) to over 100' high. The base statistics assume they are human-sized. Each point of Size they gain gives them +1 Toughness and Strength. At Size +4 they become Large creatures, at Size +8 they are Huge, and at Size +12 and over they are Gargantuan. Changing Size requires a Smarts roll, with the jinni gaining or losing 1 level of Size per success and raise. The roll may be made once per round.

• **Weakness (Earth):** Jinn were born of fire, but man, who the gods favor over jinn, was born of clay. Attacks involving earth, whether thrown rocks or magical trappings, inflict double damage.

Khazok

Khazok is a dwarven word meaning "rock monster." Khazoks are carnivorous creatures with sharp mandibles and a rocky shell, and are found in mountainous terrain and deep underground. Their favorite tactic is to curl into a ball, which resembles a small boulder, then spring to attack an unwary passersby.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d4, Notice d6, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 7

Treasure: Meager, per every 5 khazoks.

Special Abilities:

- **Armor +2:** Rocky shell.
- **Bite:** Str+2.
- **Camouflage:** While not moving, khazoks resemble small boulders. Characters actively searching for danger suffer -4 to their Notice rolls. Khazoks which aren't detected strike with surprise, getting the Drop on their unsuspecting foes.

Knight

Knights are the fantasy equivalent of tanks—heavily armored and highly mobile. They differ from regular cavalry troops in that they are usually minor nobles, often with a fortified manor as their fief. Knights may be chivalric champions out to save princesses and slay dragons, or despicable curs interested only in throwing their weight around.

Knight

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Riding d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 9

Hindrances: Code of Honor

Edges: Command, Noble

Treasure: Meager, Worthwhile in castle.

Gear: Corselet (+3), chain arms and legs (+2), closed helm (+3), long sword (Str+3), medium shield (+1 Parry), lance (Str+4), war horse

Veteran Knight

These knights are the elite of a kingdom, having survived several battles. Most own a small castle and control 100 soldiers.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d6, Knowledge (Battle) d8, Notice d6, Riding d10

Charisma: +2; **Pace:** 6; **Parry:** 10; **Toughness:** 10

Hindrances: Code of Honor

Edges: Block, Combat Reflexes, Command, Fervor, Frenzy, Level Headed, Noble

Treasure: Worthwhile, Treasure Trove in castle.

Gear: Corselet (+3), plates arms and legs (+3), closed helm (+3), long sword (Str+3), large shield (+2 Parry), lance (Str+4), war horse

Holy/Unholy Knight

Religious knights are champions of faith, acting as the military wing of a religion. Some serve good gods, defending the weak and fighting evil. Others follow dark gods, promoting their evil agendas.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Guts d10, Healing d6, Intimidation d6, Notice d6, Persuasion d8, Riding d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 10

Hindrances: Code of Honor, Vow

Edges: Command, Holy/Unholy Warrior, Noble

Treasure: Worthwhile.

Gear: Corselet (+3), plates arms and legs (+3), closed helm (+3), long sword (Str+3), medium shield (+1 Parry), lance (Str+4), war horse

Knowledge Eaters

Knowledge eaters resemble large spiders but have an extendable proboscis and a grey, pulsating, membranous body. They feed on the knowledge of their

victims, literally sucking away intelligence. It seems unlikely that such a beast could have evolved naturally, but so far no race has uncovered any knowledge regarding their creation.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 4

Treasure: None.

Special Abilities:

- **Ambush:** Knowledge eaters lurk above ground level. When prey passes beneath, they attempt to drop onto its head. If a character passes beneath an undetected knowledge eater, it has the Drop. Its first attack is always a Called Shot to the head.

- **Infravision:** Halve darkness penalties against living targets (round down).

- **Potion:** The membranous body of a knowledge eater can be boiled to make a thick, grey sludge. Successfully creating the potion requires a Smarts roll. When drunk, the imbiber gains a +1 step increase in his Smarts and all linked skills for the next hour.

Hills Encounters

This table assumes the hills are only partially covered with patches of forest and are situated away from cultivated lands.

d20 Encounter

1-4	Game
5	Manticore
6	Hippogriff
7	1d2 Common Giants
8	1d4 Cyclops
9	2d3 Gargoyles
10	1d4+2 Centaurs
11	1d3 Trolls (common variety)
12	Hydra
13	1d4+2 Wolves, Dire Wolves, or Frost Wolves
14	1d4 Ogres
15	2d4 Bandits
16	1d6+1 Crocottas
17	1d2 Lions or Sabre-Toothed Tigers
18	Chimera
19	Griffin
20	Wyvern

- **Proboscis:** Str+1. If the victim of a Called Shot to the head is Shaken or wounded, the foul beast sinks its proboscis into his brain. Each round it remains attached, the victim suffers a permanent 1 die reduction in Smarts and all linked skills. If Smarts reaches zero, the victim is left a gibbering idiot.
- **Size -1:** Knowledge eaters are the size of small dogs.

Lizard Men

Lizard men are aggressive bipedal lizards with a fondness for warm flesh. Most live in marshy terrain, where they hunt fish and water fowl. Their society is extremely primitive. They have never developed metalworking, but prize metal tools and weapons looted from the corpses of those who intrude in their realms.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Stealth d6, Swimming d8, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Treasure: Meager per 5 lizard men.

Gear: Leather armor (+1), stiff hide shield (+1 Parry), flint battle axe (Str+3), flint throwing axe (Range: 3/6/12, Damage: Str+2)

Special Abilities:

- **Keen Senses:** Lizard men “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means they are always considered “Active” when consulting the Stealth results table.
- **Natural Swimmers:** Lizard men’s tails make them powerful swimmers, giving them +2 on all Swimming rolls and increasing their swimming Pace to equal their Swimming skill.

Mage

Mages range from lowly apprentices armed with a handful of spells to arch mages, whose great power is often political as well as arcane.

The stats here are for typical adventuring mages, but they need to be adjusted to fit whatever role they are found in. A court mage is very different from a magic item crafter, for example. Feel free to add new powers to suit your particular needs.

Novice Mage

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d8, Knowledge (Arcana) d8, Notice d8, Shooting d6, Spellcasting d8, Stealth d6, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various

Edges: Arcane Background (Magic), New Power, Power Points, Wizard

Treasure: Meager.

Gear: Various

Spells: (15 Power Points) *armor, bolt, detect/conceal arcana, light.*

Veteran Mage

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d8, Knowledge (Arcana) d10, Notice d8, Persuasion d8, Shooting d8, Spellcasting d12, Stealth d6, Streetwise d8, Taunt d8

Pace: 6; **Parry:** 5;

Toughness: 5

Hindrances: Various

Edges: Arcane Background (Magic), New Power, Power Points, Rapid Recharge, Wizard



Treasure: Meager.

Gear: Various, but at least one magic item

Spells: (25 Power Points) *armor, bolt, detect/conceal arcana, dispel, fly, light.*

Arch Mage

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Guts d10, Intimidation d10, Knowledge (Arcana) d12, Notice d8, Shooting d10, Spellcasting d12+2, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Various

Edges: Arcane Background (Magic), Connections, Improved Rapid Recharge, New Power, Power Points, Wizard

Treasure: Worthwhile.

Gear: Various, but at least three magic items

Spells: (40 Power Points) *armor, blast, bolt, detect/conceal arcana, dispel, fly, light, puppet, teleport.*

Mage Bane

Many stories exist about how mage banes came to be. Some say they are the spirits of mages who never fulfilled their potential in life. Others claim they are the result of magical backlash. A few even say they are elementals, drawn from the realm of magic. Whatever the truth, they detest mages (but not priests or other Miracle workers). They appear as black, faceless humanoids.

Attributes: Agility d10, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Spellcasting d12

Pace: 6; **Parry:** 5; **Toughness:** 6

Treasure: One relic.

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Improved Arcane Resistance:** +4 Armor against damage-causing powers and +4 on trait rolls to resist opposed powers.
- **Invulnerability:** Mage banes take no damage from non-magical attacks.
- **Magic Drain:** On a successful Touch Attack the mage bane drains 1d6 Power Points from a victim unless the victim succeeds in an opposed Spirit roll. Drained points are added to the mage bane's own pool. It cannot exceed its starting level, however.
- **Magic Sense:** Mage banes can *detect arcana* as a natural sense.
- **Powers:** Mage banes have 40 Power Points and know the following powers: *bolt, deflection, dispel, entangle, fear, obscure, telekinesis, and teleport.*

Mammoth

Mammoths are large elephants with long, curling tusks and thick, woolly coats. They are found only in cold climates.

Frost Mammoth

Frost mammoths resemble small mammoths. Unlike regular mammoths, however, their breath can freeze a man to death.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d6, Guts d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 14

Treasure: None.

Special Abilities:

- **Armor +2:** Thick hide and fur.
- **Icy Breath:** Frost mammoths breathe an icy blast using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d8. A frost mammoth may not attack with its tusks or trample in the round it breathes fire.
- **Immunity (Cold):** Mammoths take no damage from cold, including magical attacks.
- **Large:** Attackers have +2 to attack rolls against these beasts due to their size.
- **Size +5:** Frost mammoths weigh over 4,000 pounds.
- **Trample:** Str.
- **Tusks:** Str+2.

Adventure Seed

Snow Demon

While exploring high mountains or arctic wastes, the party happens across a group of explorers, all frozen to death bar one. The survivor manages to warn the party about the "ice demon" before he dies.

The ice demon is in fact a rogue frost mammoth of enormous size and he lies in the party's path.

Woolly Mammoth

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12

Skills: Fighting d6, Guts d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 16

Treasure: None.

Special Abilities:

- **Armor +2:** Thick hide and fur.
- **Immunity (Cold):** Mammoths take no damage from cold, including magical attacks.
- **Large:** Attackers have +2 to attack rolls against these beasts due to their size.
- **Size +6:** Mammoths weigh over 5,000 pounds.
- **Trample:** Str.
- **Tusks:** Str+2.

Manticore

A manticore has the body of a lion and a vaguely human head. Its mouth contains three rows of razor

sharp teeth and its tail ends in a ball of darts or spines. Manticores are fierce predators and devour every part of their victims, including their gear.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d10, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 9

Treasure: None

Special Abilities:

- **Bite/Claw:** Str+2.
- **Defensive Volley:** Rather than fire its tail darts at one target, the manticore may launch them in a circular pattern. The manticore makes a single Shooting roll against all target within range. Victims suffer 2d6 damage. The manticore may take no other actions in the round it uses this ability, including movement. This ability may be used only once per day and uses all the darts in the tail. There must be at least 3 volleys of darts left for this ability to work.
- **Improved Frenzy:** Manticores may make two Fighting attacks each action at no penalty.
- **Tail Darts:** Each round, a manticore may fire a volley of darts at one target. Range: 4/8/16, Damage: 2d6. It may not fire its darts at the same target it attacks with its claws or bite during the same round. A manticore can only fire 10 volleys in a single day.
- **Size +2:** Manticores weigh over 600 pounds.

Jungle Encounters

Jungle is found only in hot climates.

d20	Encounter
1-3	Game
4	Siren Bush
5	1d6+1 Jabber Birds
6	1d2 Ahuizotls
7	Hydra
8	2d3 Glide Monkeys
9	1d3 Giant Centipedes
10	Dryad
11	Methusaleh Tree
12	2d3 Moss Men
13	2d3 Cavemen Warriors and a Shaman
14	2d6 Giant Bees
15	1d6+1 Giant Spiders
16	1d3 Common Giants
17	2d4 Lizard Men
18	1d6+1 Elves on patrol
19	Naiad
20	Tree Man

Medusa

The legendary medusa was a unique creature—a former maiden of beauty cursed by the gods for her vanity. In fantasy settings, the creature may be unique or part of a race of the same name. Medusas are found in most terrains. Their lair is usually decorated with numerous “statues.”

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d10, Notice d8, Shooting d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Treasure: Worthwhile, in lair.

Gear: Short sword (Str+2), bow (Range: 12/24/48, Damage: 2d6)

Special Abilities:

- **Petrify:** The visage of a medusa is deadly to behold. In combat, a character may avert his eyes by taking a penalty to his attack roll. The attacker may take a -1, -2, -4, or -6 penalty to his attack roll (his choice). Whether the attack is successful or not, he must then make a Spirit roll with a bonus equal to the penalty he took to his attack roll. On a

failure, he catches sight of the medusa's face and is turned to stone—permanently. A character Surprised by a medusa may make an Agility roll at -4 to quickly avert his gaze.

• **Snake Hair:** The writhing snake hair of a medusa can attack all adjacent foes with no multi-action penalty. The bite inflicts d4+2 damage, and also delivers poison.

Victim must make a Vigor roll at -2. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die.

As an action, a medusa may drip venom from a snake onto an arrow. The poison is good for one shot.

Mercenary

Mercenaries are hired soldiers. Some belong to respectable units, with a history of integrity and loyalty to their paymaster. Others happily switch sides if a better offer is made. Groups of mercenaries are often armed with the same weapons. Thus, one finds mercenary pikemen, cavalrymen, skirmishers, archers, and so on.

Common Mercenary

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Hindrances: Various.

Edges: —

Treasure: Meager per 5 soldiers.

Gear: Leather armor (+1), various weapons.

Veteran Mercenary

Hardened by battle, these tough combatants charge more for their services. As with common mercenaries, their reputation and weapons vary considerably.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d8, Notice d6, Shooting d10, Stealth d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 8

Hindrances: Various

Edges: Combat Reflexes

Treasure: Meager per 3 soldiers.

Gear: Chain mail (+2), open helm (+3), various weapons

Adventure Seed

Life Imitating Art

A wealthy merchant hires the party to travel to an old temple and recover some statues. The merchant passed by the temple recently and saw several fine statues.

Unfortunately, the statues are actually the victims of a medusa, who has taken up residence in the temple. She takes a dim view of thieves trying to steal her art collection and tries to add the party to her statue garden.



Mercenary Captain

Captains are experienced soldiers commanding a mercenary unit. They typically carry the same weapons as their men but are mounted.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d12, Guts d10, Knowledge (Battle) d10, Intimidation d10, Notice d8, Riding d8, Shooting d10, Stealth d6, Throwing d10

Pace: 6; **Parry:** 9; **Toughness:** 9

Hindrances: Various

Edges: Block, Combat Reflexes, Command, Fervor, Hold the Line

Treasure: Worthwhile

Gear: Plate corselet (+3), chain limbs (+2), open helm (+3), various weapons, war horse.

Mermaid

Mermaids appear as beautiful, naked young women from the waist up with glistening fish tails for their lower torso. Once underwater, their true form is revealed. They are hideous monsters with jagged teeth, blood-red fish eyes, and green scaly skin covered in slime.

Once sailors are in the water, they attempt to hold them there and drown the unfortunate souls.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Adventure Seed

Logging for a Living

Loggers have begun disappearing in an elf wood. Tensions run high between the noble who owns the logging camp and the local elves, who deny any involvement.

The noble hires the party to discover what is happening to his men. While exploring the forest, they find the withered husk of a logger. His comrades identify him as a man only in his early 20's.

A Methusaleh Tree grows close to the camp and is picking off the loggers one by one.

Skills: Fighting d6, Notice d6, Persuasion d10, Stealth d8, Taunt d8, Swimming d6

Charisma: +4; **Pace:** 0; **Parry:** 5; **Toughness:** 6

Treasure: Worthwhile, per every 5 mermaids.

Special Abilities:

- **Aquatic:** Pace 6.
- **Claws:** Str+1.
- **Siren Song:** The mermaid's song is like a narcotic for men. When first heard, male characters of all species must make Spirit rolls. Those who fail stumble into the sea and become completely complacent, believing they're cavorting with the beautiful sea nymphs. In truth, the victims are drowning.

Every time the victim suffers a wound or a Fatigue level from *any* source, he gets a Spirit roll at -2 (plus the Fatigue penalty) to realize his peril and break the spell. Those who do are quickly savaged by the watching mermaids. Aquatic races may fall victim to the mermaids as well, but since they can't drown, they'll simply be rent to shreds.

Methusaleh Tree

Methusaleh trees look like oaks, spruces, and other mundane trees, but are always healthy specimens, unbothered by nesting birds or tree-dwelling mammals. There is good reason why animals do not bother the tree—it feeds on their life-force.

As well as regular foliage, a Methusaleh tree has four sharpened branches which it uses to impale prey, draining and sucking out their vitality, thus rejuvenating itself.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+4, Vigor d10

Skills: Fighting d8, Guts d8, Notice d8

Pace: —; **Parry:** 6; **Toughness:** 17

Treasure: Meager, scattered around base.

Special Abilities:

- **Armor +2:** Bark.
- **Branches:** Str+2. A Methusaleh tree may make up to four attacks each round. On a raise, the creature has impaled the victim. The victim must make a Vigor roll or permanently lose one Vigor die. If Vigor reaches zero, the victim dies. Each round the branch stays impaled, the victim must make another Vigor roll. Removing the branch requires an opposed Strength roll to pull it free. For each Vigor die drained, the tree may heal 1 wound. The branches have Toughness 10 and one wound. Severing them does not affect the tree's overall health. Severed branches regenerate after 1d6 days.
- **Huge:** Attackers are +4 to attack rolls due to the tree's size.
- **Plant:** Plants are not subject to Tests of Will.
- **Size +8:** Methusaleh trees stand over 60' tall.

Moss Man

Moss men are mobile, semi-intelligent humanoid plants composed of tightly packed moss, vines, and grass. They have a mouth, tipped with sharp thorns which function as teeth, and glowing yellow eyes.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6

Pace: 5; **Parry:** 5; **Toughness:** 6

Treasure: None.

Special Abilities:

- **Bite:** Str+1.
- **Camouflage:** Moss men gain +2 to Stealth rolls in forest and jungle because of their appearance.
- **Spores:** Moss men can release a cloud of choking spores. The cloud fills a Medium Burst Template centered on the moss man. Creatures within the Template must make a Vigor roll or be Shaken. Each cloud costs 2 Power Points and the moss man has 10 available for this purpose only.

Mummy

Mummies are undead whose bodies have been dried and preserved. The spirit is bound to the corpse through powerful necromantic rituals known only to a select few priests. In your setting, you may allow a more powerful version of the *zombie* power to create these horrors.

Guardian Mummies

The most common type of mummy, these creatures were former servants and soldiers, placed in tombs to guard them for all eternity.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Treasure: Meager.

Special Abilities:

- **Fear:** Anyone seeing a guardian mummy must make a Guts roll.
- **Arcane Resistance:** +2 Armor versus magic, and +2 to rolls made to resist magical effects.
- **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has "mummy rot" and suffers an immediate wound.
- **Shuffling Gait:** Guardian mummies roll a d4 running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots; Half damage from arrows and other piercing weapons.
- **Weakness (Fire):** Mummies take +4 damage from fire.

Mummy Lord

Mummy lords were former priests and mages, preserved for eternity and granted an unearthly life through arcane rituals.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d10, Notice d8, Spellcasting d10

Pace: 4; **Parry:** 7; **Toughness:** 13

Treasure: Rich.

Gear: Ancient bronze armor (+3), long sword (Str+3)

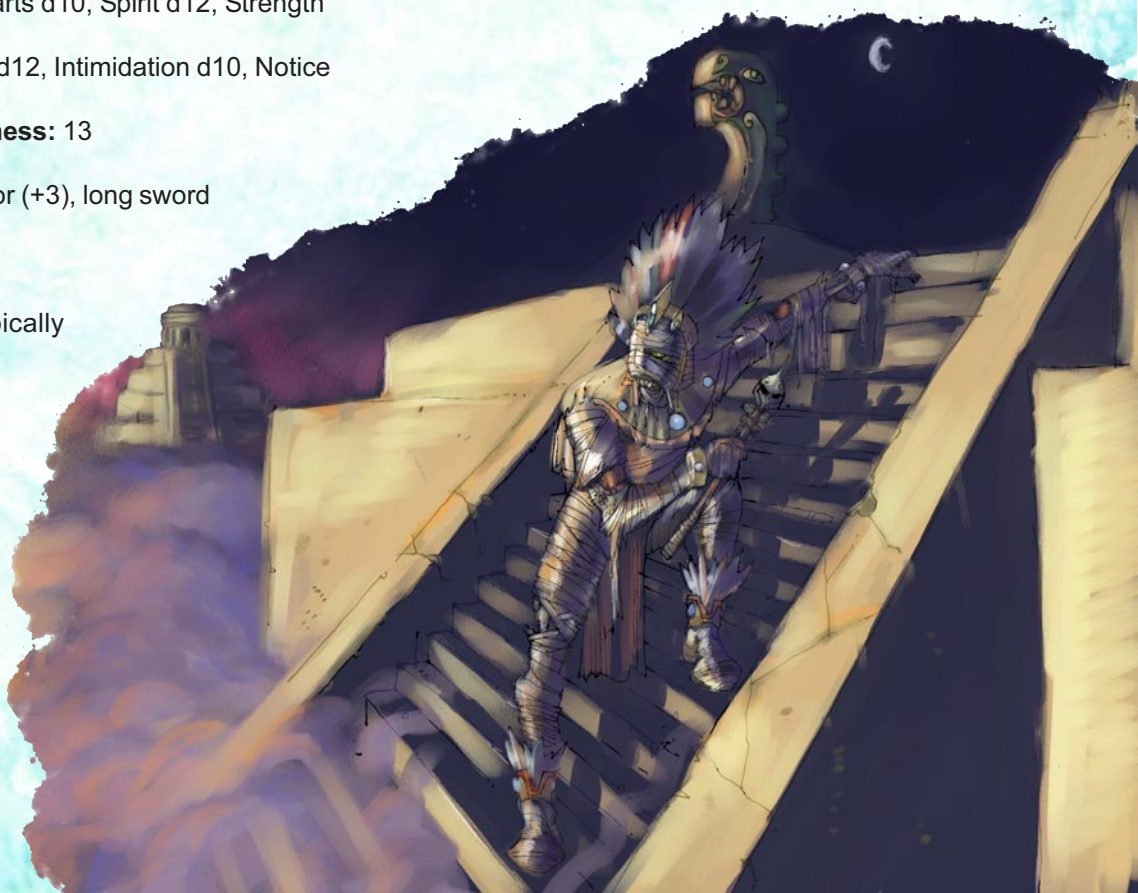
Special Abilities:

- **Arcane Background (Magic):** A mummy typically knows *barrier* (wall of darkness), *bolt* (swarm of tiny skulls), *deflection* (shield of swirling skulls), *fear* (unearthly cry), *obscurement* (area of darkness), and *zombie* (ritual preparation). (30 Power Points.)

- **Fearless:** Mummy lords are immune to Fear and Intimidation.
- **Fist:** Str+2.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has "mummy rot" and suffers an immediate wound. Victims who die as result of "mummy rot" may be brought back as mummies through the *zombie* power.
- **Shuffling Gait:** Mummies roll a d4 running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No wound penalties; Immune to poison and disease; No additional damage from called shots; Half damage from arrows and other piercing weapons.
- **Weakness (Fire):** Mummies take +4 damage from fire.

Naga

Naga are giant snakes with the head of women. In Buddhist mythology, the naga tried to follow Buddha's teaching and become a monk, transforming into human form to infiltrate the monks. Buddha discovered the ploy and told the naga it was a beast, not a human, and therefore could not be ordained. Still loyal to the Buddhist faith, naga became a temple guardian. In a fantasy campaign, nagas serve as guardians of temples to the gods of good.



Guardian Naga

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Guts d10, Intimidate d8, Notice d10, Persuade d10, Stealth d4, Taunt d8

Pace: 7; **Parry:** 6; **Toughness:** 10

Treasure: Worthwhile.

Special Abilities:

- **Bite:** Str+1.
- **Constrict:** A naga may choose to constrict a foe in her coils and does so by making a Fighting attack. The round it entangles and each round thereafter it causes damage equal to Str+3. The prey may attempt to escape by getting a raise on an opposed Strength roll. Given its large size, a naga may constrict one foe and bite another, suffering the standard multi-action penalty.
- **Hypnotic Gaze:** The naga can use the *puppet* power using her Smarts instead of an arcane skill. She can use and maintain the power indefinitely, but may only affect one target at a time.
- **Quick:** A naga is frighteningly quick for its size, and redraws cards of 5 or less.
- **Shape Change:** As an action, a naga can change into female human form with a Smarts roll at -2. Changing back into naga form requires a Smarts roll.
- **Size +3:** A naga is 15' long and about a foot in diameter.
- **Strong Willed:** A naga cannot be swayed by threats or taunts. She receives a +2 bonus to defend against Tests of Will.

Corrupt Naga

In a fantasy setting, there is no reason why a naga cannot follow the gods of evil. Unlike guardian naga, who are forbidden from joining the priesthood and learning magic, corrupt naga are powerful spellcasters. Some even go so far as to form their own cults, with the naga as living gods.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Guts d10, Intimidate d12, Notice d10, Spellcasting d10, Stealth d4, Taunt d8

Pace: 7; **Parry:** 6; **Toughness:** 10

Treasure: Worthwhile.

Special Abilities:

- **Bite:** Str+1.
- **Constrict:** A naga may choose to constrict a foe in her coils and does so by making a Fighting attack. The round it entangles and each round thereafter it causes damage equal to Str+3. The prey may attempt to escape by getting a raise on an opposed Strength roll. Given its large size, a naga may constrict one foe and bite another, suffering the standard multi-action penalty.
- **Hypnotic Gaze:** The naga can use the *puppet* power using its Smarts as their arcane skill. It can use and maintain the power indefinitely, but may only affect one target at a time.
- **Magic:** Corrupt nagas practice arcane magic. They have 30 Power Points and know the following powers: *armor*, *bolt*, *boost/lower trait*, *burrow*, *deflection*, *detect/conceal arcana*, *dispel*, *fear*, *invisibility*, *obscure*, *quickness*, and *speak language*. They retain this ability in human form.
- **Quick:** A naga is frighteningly quick for its size, and redraws cards of 5 or less.
- **Shape Change:** As an action, a naga can change into female human form with a Smarts roll at -2. Changing back into naga form requires a Smarts roll.
- **Size +3:** A naga is 15' long and about a foot in diameter.
- **Strong Willed:** A naga cannot be swayed by threats or taunts. She receives a +2 bonus to defend against Tests of Will.

Adventure Seed

Mysterious Cult

Residents in a small, rural village are reporting strange happenings. People keep vanishing, then reappearing days later giving ludicrous reasons why they have been away. The local lord sends the group to investigate.

A corrupt naga has set up camp nearby and is recruiting locals to join her cult using her *puppet* power.

By the time the heroes arrive, fully half the villagers worship her as a goddess.

Naga - Human Form

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Intimidate d8, Notice d6, Persuade d10, Stealth d6, Taunt d8

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Hypnotic Gaze:** The naga can use the *puppet* power using its Smarts as its arcane skill. It can use and maintain the power indefinitely, but may only affect one target at a time.

- **Quick:** Nagas redraw action cards of 5 or lower.
- **Strong Willed:** A naga cannot be swayed by threats or taunts. She receives a +2 bonus to defend against Tests of Will.
- **Very Attractive:** The human form of the naga is that of a beautiful, dusky-skinned woman.

Naiad

Naiads are fresh water spirits, in the way dryads are tree spirits. Nereids are the salt water equivalent to naiads and use the same stats.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10, Swimming d10

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Treasure: None.

Special Abilities:

- **Aquatic:** Naiads have a Pace of 10 underwater.
- **Attractive:** Naiads resemble beautiful human females.
- **Magic:** Naiads have 30 Power Points and know the following powers: *barrier* (wall of water), *beast friend* (aquatic only), *entangle* (bound by water), *healing*, *invisibility* (assumes a watery, translucent form), *shape change* (aquatic only), and *stun*.
- **Pool Bond:** Naiads share their soul with a particular pool or similar small body of water. They must remain within 36" of the water or their magic does not work. If the pool is polluted, the naiad must make a Vigor roll each day or suffer a Fatigue level until the taint is cleared.

Nightmare

Nightmares are demonic steeds. They are black as night, with fiery hooves and eyes. They only accept evil riders, throwing off and stomping those of good heart.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d8, Guts d12, Notice d8

Pace: 10; **Parry:** 6; **Toughness:** 10

Treasure: None.

Gear: Some necromancers give their nightmares barding (+3)

Special Abilities:

- **Fleet Footed:** Nightmares roll a d8 for their running die. Nightmares run just above the surface of the ground, and do not suffer movement penalties for Difficult Terrain.
- **Kick:** Str+2.
- **Size +3:** Nightmares weigh between 800 and 1000 pounds.

Noble

This entry covers both true nobles and their courtier lackeys, such as seneschals and chancellors. The generic noble is suitable for every noble rank from baron to emperor.

Courtier

Courtiers are more than just servants, they are advisors and often hold positions of importance within the court. Unless the characters know a noble personally, most dealings are conducted through a trusted courtier, typically a seneschal.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Notice d8, Persuasion d8, Riding d6, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various

Edges: Charismatic

Treasure: Meager.

Gear: Rapier (Str+1, +1 Parry)

Marsh Encounters

Marsh can be anything from wet fenlands to ancient, dank swamps heavy with the stench of decay.

d20	Encounter
1-2	Game
3-4	1d3 Marsh Trolls
5	2d3 Harpies
6	1d3 Giant Toads
7	Catoblepas
8	Hag
9	1d3 Giant Centipedes
10	Dryad
11	2d4 Stymphalian Birds
12-13	3d4+2 Lizard Men hunters
14	Will-o-the-Wisp
15	1d6+1 Giant Spiders
16	Snake (viper)
17	Piranha Swarm (treat as normal swarm)
18	Naiad (often an evil variety)
19	Snake (constrictor)
20	Tree Man

Adventure Seed

Funny Little Man

During a town fair the local ruler's jester begins publicly mocking and ridiculing a character. At first the jokes are funny, but they soon turn personal.

Since the jester belongs to the town's ruler, giving him a sound thrashing is not a wise option.

As the day wears on, the hero's Charisma is lowered as other citizens begin mocking him as well.

Unless the character acts quickly, his reputation will be left in tatters and his name synonymous with buffoonery.

Court Jester

Despite often being dwarves or hunchbacks (or both), jesters are more than just comical entertainment for the nobility. They have their lord's ear, are privy to his most secret affairs, can get away with insulting powerful guests, and conceal great wisdom in their seemingly nonsensical riddles and japes.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Guts d6, Notice d8, Persuasion d6, Streetwise d8, Taunt d12

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Various, but often some sort of physical affliction.

Edges: Acrobat, Ambidextrous, Strong Willed

Treasure: Meager.

Gear: Stick (Str+1)

Special Abilities:

- **Knowledgeable:** Jesters are expected to be well versed in many topics. They get +2 to all Common Knowledge rolls.

Noble

Some nobles are decadent dandies content with living a life of luxury. Others are rich landowners, skilled in business matters. Other noble types include military commanders, advisors to a higher authority, poverty stricken ones, extremely wealthy ones, and those who dabble in forbidden arts.

This version presents a typical middle-of-the-road noble. A few specific Hindrances and Edges can quickly turn this into any sort of noble you need.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Persuasion d6, Riding d8

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Various.

Edges: Command, Connection, Noble

Treasure: Worthwhile, Rich in castle.

Gear: Rapier (Str+1, +1 Parry) in court; war gear varies with type of noble.

Octopus, Giant

These terrors of the deep are aggressive and always hungry. Alone, they are quite cowardly and attack only what they consider easy prey. Wounded beasts typically emit an ink cloud and attempt to escape. Characters may often try to sever tentacles. A tentacle is severed if it takes the creature's Toughness in damage in one shot from an edged weapon. Attacking a tentacle that has entangled a friend is somewhat risky—a roll of 1 on the attack die means the ally is hit instead.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Stealth d6, Swimming d6

Pace: 0; **Parry:** 6; **Toughness:** 12

Treasure: None.

Special Abilities:

- **Aquatic:** Pace 6".
- **Huge:** Characters add +4 when attacking a giant octopus due to their great size.
- **Ink Cloud:** A giant octopus can spurt a cloud of black ink once per day. The cloud fills a sphere equal to a Large Burst Template. No sight or smell functions within this putrid stuff, even for the octopus.
- **Size +6:** The body of a giant octopus is as big as a sloop, while each tentacle is over 20' long.
- **Tentacles:** A giant octopus may make up to four attacks each round. On a raise, the creature has grappled the victim. A entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the octopus does its Strength damage automatically by crushing with its arms and rending with its beak. A victim killed by an octopus' tentacles is usually ripped in half.

Ogroc

Ogrocs are the result of a union between an orc and an ogre. They resemble large orcs. Orcs place little value on their lives and use them as shock troops.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10
Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Stealth d4, Throwing d6.
Pace: 6; **Parry:** 5; **Toughness:** 10
Treasure: Meager.
Gear: Thick hides (+1), battle axe (Str+3)
Special Abilities:

- **Size +2:** Ogrocs are around 7' tall and have a heavy build.
- **Sweep:** May attack all adjacent foes at -2.

Orc Shaman

Orcs worship gods of destruction and slaughter. Their shamans personify this image, and while they are usually the smallest members of a clan, they are often the most savage.

Orc shamans drape themselves in crude fetishes, bones, and other occult trappings to appear more menacing to their foes. Their power is simple hedge magic, however, and is not divinely inspired despite several millennia believing otherwise.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Spellcasting d8, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 6
Treasure: Meager.
Gear: Leather armor (+1), spear (Str+2, Parry +1, Reach 1)
Special Abilities:

- **Infra-vision:** Orcs halve penalties for bad lighting when attacking living targets.
- **Spells:** Shamans have 15 Power Points, and typically know *armor*, *bolt*, *fear*, and *smite*.

Pegasus

Pegasi (singular: pegasus) are horses with great, feathery wings. In Greek myth the animal was unique, but in many fantasy settings they are standard creatures.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8
Skills: Fighting d6, Guts d6, Notice d6
Pace: 8; **Parry:** 5; **Toughness:** 8
Treasure: None.
Special Abilities:

- **Flying:** Pegasi have a Flying Pace of 12" and a Climb of 6".
- **Kick:** Str.
- **Size +2:** Pegasi weigh around 800 pounds.

Peryton

A peryton has the body of a large bird and the head and feet of a deer. Its horns are sharp and its teeth are those of a carnivore.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12, Vigor d8
Skills: Fighting d8, Notice d8
Pace: 8; **Parry:** 6; **Toughness:** 8
Treasure: Meager, in lair.
Special Abilities:

- **Fearless:** Perytons are immune to Fear and Intimidation.
- **Fleet Footed:** Perytons roll a d8 running die on the ground instead of a d6.
- **Flight:** Perytons have a Flying Pace of 12" and an Acceleration of 4".
- **Gore:** Perytons use this maneuver to gore their opponents with their horns. If they can charge at least 6" before attacking, they add +4 to their damage total.
- **Improved Frenzy:** A peryton can make two Fighting attacks per round at no penalty.
- **Natural Weapons:** Str+2. A peryton can attack with its bite, horns, and hooves.
- **Size +2:** Perytons stand 8' tall.

Phoenix

Clad in fiery feathers of yellow, orange, and red, the immortal phoenix is seen as a representation of the sun god. Many cultures consider the bird sacred, but its feathers contain magical power and thus the bird is often hunted.

The greatest gift a phoenix can bestow is one of



Adventure Seed

Brothers in Death

A priest approaches the heroes and asks for help in exhuming bodies from an old temple for reburial in freshly consecrated grounds.

The priest is actually a follower of death and is using the heroes to supply him with bodies with which to build a small army.

The heroes are caught in the act by the local watch and charged with grave robbing and necromancy. Unless they can find the priest and bring him to justice, it will be their necks on the chopping block.

its tail feathers. Although the magic in them is temporary, the phoenix forever weakens its life-force with the gift.

Attributes: Agility d10, Smarts d10(A), Spirit d8, Strength d6, Vigor d10

Skills: Fighting d6, Guts d8, Notice d10, Spellcasting d12

Pace: 2; **Parry:** 5; **Toughness:** 6

Treasure: None.

Special Abilities:

- **Flight:** Phoenix have a Flying Pace of 12" and a Climb of 6".
- **Powers:** A phoenix has 35 Power Points and knows the following powers: *barrier*, *blast*, *bolt*, *burst*, and *light*. All powers have a fire trapping.
- **Rebirth:** If a phoenix is killed, it explodes into flame filling a Medium Burst Template. Creatures within the Template suffer 2d10 damage and have a chance of catching fire. During the explosion, the body of the phoenix transforms into an egg. A new phoenix hatches 2d6 days later.
- **Size -1:** A phoenix is the same size as a large eagle.
- **Tail Feathers:** Every phoenix has 35 magical tail feathers, each acting as a one-shot spell. Each of the thirteen yellow feathers contain *bolt* (one bolt, 3d6 damage), the twelve orange feathers have *burst*, and the ten red feathers hold *blast* (3d6 damage in Medium Burst Template). The powers are cast using the phoenix's Spellcasting—all the user need do to activate the power is throw the feather at the target (as an action).
Removed tail feathers do not grow back. Furthermore, each lost feather permanently reduces the bird's Power Points by one. When the last feather is removed, the bird explodes (as above) but is not reborn.

Priest

Priests are the servants of the gods. Each deity has a network of priests, whose duty it is to spread the faith and ensure the tenets of the god are upheld by the faithful. Every priest has equipment and powers appropriate to his faith. A sample of commonly-encountered priests is presented below.

Priest of Death

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Faith d10, Guts d8, Intimidation d8, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Various

Edges: Arcane Background (Miracles), New Power, Points

Treasure: Meager.

Gear: Leather armor (+1), short sword (Str+2), holy symbol

Powers: *Armor* (bone trapping), *fear*, and *zombie* (15 Power Points).

Priest of Healing

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Faith d10, Guts d6, Healing d10, Notice d6, Persuasion d8, Taunt d6

Pace: 6; **Parry:** 3; **Toughness:** 5

Hindrances: Pacifist (Minor), Vow (care for the sick)

Edges: Arcane Background (Miracles), Healer, New Power, Power Points

Treasure: Meager.

Gear: Staff (Str+1, Parry +1, Reach 1), holy symbol

Powers: *Deflection*, *healing*, and *light* (15 Power Points).

Priest of War

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Faith d8, Guts d8, Intimidation d8, Knowledge (Battle) d6, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8

Hindrances: Various

Edges: Arcane Background (Miracles), New Power, Power Points

Treasure: Meager.

Gear: Chain mail (+2), battle axe (Str+3), medium shield (+1 Parry), holy symbol

Powers: *Armor*, *boost/lower trait*, and *smite* (15 Power Points).

Ranger

Rangers inhabit wilderness areas, preferring to avoid crowded towns and cities. Some belong to organizations often dedicated to hunting down evil creatures and protecting the wilds. Others are solitary, hiring out their services as guides and trackers.

Typical Ranger

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d8, Healing d6, Intimidation d6, Notice d8, Riding d6, Shooting d8, Stealth d8, Survival d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: Various

Edges: Beast Master, Woodsman

Treasure: Meager.

Gear: Leather armor (+1), long sword (Str+3), dagger (Str+1), long bow (Range: 15/30/60, Damage: 2d6)

Veteran Ranger

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d8, Fighting d10, Guts d8, Healing d6, Intimidation d6, Notice d10, Riding d6, Shooting d10, Stealth d8, Survival d10, Tracking d10

Pace: 6; **Parry:** 7; **Toughness:** 8

Hindrances: Various

Edges: Beast Master, Combat Reflexes, Steady Hands, Woodsman

Treasure: Meager.

Gear: Leather armor (+1), long sword (Str+3), dagger (Str+1), long bow (Range: 15/30/60, Damage: 2d6).

Rat Man

Rat men are, as the name implies, a cross between rats and humans. They are bipedal, but otherwise resemble rats. They are not lycanthropes, for they cannot change into a purely human form. Most rat men colonies are found in or beneath cities, where they scavenge for food and dropped coins.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d4, Notice d8, Stealth d10, Survival d8, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Treasure: Meager per 5 rat men.

Gear: Short sword (Str+2)

Special Abilities:

- **Bite:** Str+1.

• **Direction Sense:** Rat men usually live in sewers or slums. Maneuvering around these mazes has given them a good sense of direction. Rat men never get lost, even in nonnative locales.

• **Immunity:** Rat men are immune to poison and disease.

• **Infection:** Anyone bitten by a rat man must make a Vigor roll or the wound becomes swollen and infected. The victim suffers a level of Fatigue, which is recovered with a successful Healing roll or after 24 hours. Cumulative infections can cause a victim to be Incapacitated, but cannot lead to Death.

Redcap

Redcaps are related to goblins, but are much larger and more ferocious. Their name comes from the woolen hats they wear, which are soaked in the blood of their victims.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d6, Taunt d8

Mountain Encounters

Mountains are desolate places, home to terrifying creatures.

d20	Encounter
1-2	Game
3	1d2 Frost Giants
4-5	1d6 Khazoks
6	1d3 Common Giants
7-8	3d6+2 Orcs on patrol
9	Griffin
10	Golden Ram
11-12	2d4 Gargoyles
13	3d4 Bandits
14	2d6+5 Dwarves on patrol
15	2d6 Dire or Frost Wolves
16	3d4 Cavemen hunters
17	1d3 Trolls (common variety)
18	Hippogriff
19	1d3 Cyclops
20	Wyvern

Pace: 6; **Parry:** 6; **Toughness:** 9

Treasure: Meager.

Hindrances: Bloodthirsty

Edges: Berserk, Combat Reflexes, Improved Frenzy, Improved Nerves of Steel, Improved Sweep

Gear: Leather armor (+1), great axe (Str+4, -1 Parry, requires 2 hands)

Special Abilities

- **Fear:** Characters seeing a redcap must make a Guts roll.
- **Infravision:** Redcaps halve penalties for dark lighting against living targets (round down).
- **Size +2:** Redcaps stand over 8' tall.



These massive birds are large enough to pick up small ships and whales. The great Sinbad the Sailor had a near-fatal encounter with one. Most roost in isolated aeries, searching for large prey for their feasts. Sailors and city guard have sometimes managed to fend off these beasts with ballistas, but even these weapons rarely penetrate the roc's lizard-like skin.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 14

Treasure: Rich, in nest.

Special Abilities:

- **Bash:** Rocs have incredible lift, and can pick up small ships (those with a base Toughness of 15 or less) to drop them on the rocks. It takes the roc a full round to properly grasp a ship, which is a Fighting attack against a "Parry" of 2. With a raise,

the roc lifts the boat in the air and ascends 6" per round afterward. After five full rounds, it drops its prey, automatically destroying any boat it can lift. Characters suffer damage according to the height.

- **Flight:** Rocs have a Flying Pace of 16", with an Acceleration of 4" and a Climb of 6".

- **Huge:** Characters add +4 when attacking a roc due to their great size.

- **Size +8:** Rocs are huge creatures with wingspans of over 120'.

- **Talons:** Str+2; AP 4. These claws are large enough to damage ships with Heavy Armor and fortifications.

Sabre-Toothed Tiger

Sabre-toothed tigers haunt grasslands using their patterned skin to sneak up on unsuspecting prey. Their twin canine teeth can slice through armor and bone as easily as flesh.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d6, Intimidation d8, Stealth d8, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Treasure: Meager, in lair.

Special Abilities:

- **Bite:** Str+4, AP 1.
- **Claws:** Str+2.
- **Improved Frenzy:** A sabre-toothed tiger may make two attacks each round with no penalty.
- **Pounce:** Sabre-tooths often pounce on their prey to best bring their mass and teeth to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver, however.
- **Size +3:** Sabre-tooths weigh over 800 pounds.

Scorpion, Giant

Giant scorpions are usually found in hot climates. Unlike their normal-size cousins, giant scorpions are fierce predators.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+1, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 11

Treasure: Meager, in lair.

Special Abilities:

- **Armor +3:** Chitinous skin.
- **Grapple:** A scorpion may grapple a foe with one or both pincers. If it uses both, each must make a successful opposed Strength roll. Escaping from a double



grapple gives the prey a -4 penalty to his Strength roll to escape. A stinger attack against a grappled foe is made at +2 or +4 if the victim is held in both pincers.

- **Improved Frenzy:** Giant scorpions may make 2 Fighting attacks with no multi-action penalty.
- **Pincers:** Str+1.
- **Poison:** Anyone wounded or Shaken by a stinger attack must make a Vigor roll or immediately become Incapacitated. Death follows in 2d6 rounds.
- **Stinger:** Str+2.
- **Size +1:** Giant scorpions measure 7' in length.

Scorpion Man

Scorpion men have the upper bodies of humans and the lower bodies of scorpions. They prefer hot, dusty environments, but can survive in temperate conditions. They guard their lairs with deadly force.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d8, Shooting d10, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 8

Treasure: Meager per 3 scorpion men.

Gear: Scimitar (Str+3), bow (Range: 12/24/48, Damage: 2d6)

Special Abilities:

- **Armor +2:** Chitinous skin.
- **Fleet Footed:** Scorpion Men roll a d8 for their running die, instead of a d6.
- **Marksman:** Scorpion men are expert archers. If they do not move in a turn, they may fire as if they took the aim maneuver.
- **Poison:** Anyone wounded or Shaken by a stinger attack must make a Vigor roll or become Incapacitated. Death follows in 2d6 minutes. A Healing roll at -2 prevents death.
- **Stinger:** Str+2.

Sea Serpent

Sea serpents are monstrous beasts, capable of crushing ships into kindling. Even ship-mounted artillery can do little to hurt these nightmarish beasts.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+8, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Swimming d8

Pace: —; **Parry:** 6; **Toughness:** 19

Treasure: None.

Special Abilities:

- **Aquatic:** Pace 12.
- **Bite:** Str+2, Reach 2. Heavy Weapon.

Adventure Seed

Clashing Rocs

Two rival merchant companies are on the edge of armed conflict following the disappearance of several vessels. Both are competing for the same lucrative contract and accuse each other of piracy.

The guilty party is actually a roc, who has taken up residence on a deserted island along the shipping route. If the party is dishonest, they can accrue great wealth from selling the cargo they have plundered from the merchant vessels. If they can kill the roc, of course.

- **Crush:** A sea serpent may wrap its serpentine body around a ship (or large sea creature) as a grapple. Victims suffer damage each round the grapple is maintained. A sea serpent may crush and bite in the same round without incurring a multi-action penalty.
- **Gargantuan:** Heavy Armor. Creatures add +4 when attacking the body of a sea serpent due to its great size. Add Size to damage when crushing but subtract Size of victim. Ships have a Size equal to their base Toughness (ignoring Armor).
- **Long Neck:** A sea serpent's long neck gives it a Reach of 2.
- **Quick:** Sea serpents possess fast reflexes, able to turn in an instant and whip their long necks to attack passing prey. They redraw action cards of 5 or lower.
- **Size +12:** Sea serpents measure over 150' long.

Siren Bush

Siren bushes are carnivorous plants. When they detect living prey, they emit a hypnotic hum, which lures the victim into the web of roots. Once close enough, the thorny roots rip into the target's flesh, saturating the surrounding ground in blood, which the roots then absorb.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6

Pace: —; **Parry:** 5; **Toughness:** 5

Treasure: Meager, around base.

Special Abilities:

- **Plant:** Plants are not subject to Tests of Will.
- **Roots:** Str. Extending from the siren bush to a range of 3" is a tangle of surface roots, each covered

Adventure Seed

Riddle Me This

While traveling through the country side, the heroes are confronted by a sphinx. Rather than challenge them to a riddle contest, it asks for their help.

The sphinx has been challenged to a riddle contest by a rival. The rival is much older and wiser and has a vast knowledge of riddles.

The sphinx offers the characters half its treasure if they help it find a riddle the rival sphinx is unlikely to know. The sphinx knows just the place to start looking—a long abandoned, and supposedly haunted, temple.

in sharp thorns. The roots are mobile and can attack everything within range with no multi-action penalty.

• **Siren Song:** Siren bushes emit a low, hypnotic hum when a living creatures approaches within 12". All creatures in range must make an opposed Spirit roll. Those who fail are subject to the *puppet* power. Normally the tree uses the power to draw its prey close enough for its roots to attach themselves, though if the need arises it can order them to defend it from attackers.

Snake

Club Snake

Club snakes are closely related to rattlesnakes but have a thick, bony club at the end of their tail.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Guts d6, Notice d10

Pace: 8; **Parry:** 6; **Toughness:** 4

Treasure: None.

Special Abilities:

- **Club:** Str+2, Reach 1.
- **Size -1:** Club snakes are over 8' long and as much as six inches in thickness.

Spear Snake

Spear snakes look like vipers but have a long, sharp, bony spear instead of a regular tail. They attack by curling up, then launching themselves tail first at prey.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d4

Skills: Fighting d8, Guts d6, Notice d12

Pace: 10; **Parry:** 6; **Toughness:** 2

Treasure: None.

Special Abilities:

- **Quick:** Spear snakes are notoriously fast. They redraw action cards of 5 or lower. They must keep the replacement card, however.
- **Size -2:** Spear snakes are over 4' long but only a few inches thick.
- **Small:** Anyone attacking a spear snake must subtract 2 from his attack rolls.
- **Spear:** Str+2.

Sphinx

An sphinx has the body of a lion, the head of a human (often female), and feathered wings. They are extremely clever, enjoy riddles, and savor the taste of human flesh.

Attributes: Agility d8, Smarts d12+1, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Persuasion d10, Stealth d8, Taunt d12

Pace: 8; **Parry:** 6; **Toughness:** 8

Treasure: Rich, in lair.

Special Abilities:

- **Bite/Claw:** Str+2.
- **Flight:** Sphinxes have a Flying pace of 12" and a Climb of 6".
- **Riddles:** Rather than immediately attack sentient prey, sphinxes prefer to enter into riddle contests. If the prey loses, it gets eaten. Riddle contests are conducted as an opposed Smarts roll.
- **Size +2:** Sphinxes are the same size as lions.
- **Strong Willed:** As masters of trickery, sphinxes gets a +2 bonus on Tests of Will.
- **Wise:** Sphinxes are renowned for their wisdom. They get +2 to all Common Knowledge rolls and roll a d8 for all Knowledge skills.

Stymphalian Bird

Stymphalian birds are man-eaters. They take down prey with their iron beaks or claws, or by firing iron feathers tipped with poison. They are also masters of hiding, but are easily startled by loud noises.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d6, Shooting d8, Stealth d12

Pace: 2; **Parry:** 5; **Toughness:** 7

Treasure: None.

Special Abilities:

- **Armor +3:** Iron feathers.
- **Flight:** Stymphalian birds have a Flying Pace of 8" and an Acceleration of 4".
- **Iron Beak/Claws:** Str+2.
- **Iron Feathers:** Stymphalian birds can fire their iron feathers. Range: 3/6/12, Damage: 2d6. Up to 3 may be fired each round, with standard multi-action penalties.
- **Poison:** The feathers of these birds are poisonous. Victims must make a Vigor roll or be paralysed for 2d6 rounds.
- **Size -1:** Stymphalian birds are 3' high.

Tengu

There are several species, but the ones presented here are Karasu Tengu, famed for their swordsmanship. Tengu are sentient humanoids with a human body but the head and wings of a crow.

Tengu are solitary creatures, living in mountains where they can practise their sword skills unmolested. They have been known to take human students, but do so only rarely as they are protective of their territory.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d12+2, Guts d8, Knowledge (Battle) d10, Intimidation d8, Notice d8, Taunt d8, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 11; **Toughness:** 6

Hindrances: Mean

Edges: Combat Reflexes, Improved Block, Improved First Strike, Improved Frenzy, Improved Level Headed, Improved Sweep, Improved Trademark Weapon (katana), Quick Draw

Treasure: Meager.

Gear: Katana (Str+4)

Special Abilities:

- **Flight:** Karasu Tengu have a Flying Pace of 6" and a Climb of 2".
- **Magic Staff:** Tengu carry tall, wooden staves, which provide them with the Improved Arcane Resistance Edge. The staves do not function in the hands of non-Tengu.
- **Shape Change:** Tengu can use *shape change* at will, even assuming the form of other races.
- **Teaching:** If a Tengu can be persuaded to accept a character as a student (an adventure in itself), the bird can teach the character any Combat Edge. The character ignores the Rank requirement, but must meet all other requirements. Training takes four weeks, at the end of which the character must make a Smarts roll. If successful, he learns the Edge without needing to spend a leveling opportunity.

Thief

Thieves earn a living from stealing from others. Some may be allies of the characters, other are antagonists. In a city or town, thieves often assemble into a guild. Despite being tricky customers, thieves' guilds are often excellent sources of information—if you can find them.

Thief

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d6, Lockpicking d8, Notice d8, Stealth d8, Streetwise d6, Taunt d6, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Various

Edges: Thief

Treasure: Meager, Worthwhile in lair.

Gear: Leather armor (+1), short sword (Str+2), throwing knives (Range: 3/6/12, Damage: Str+1).

Plains Encounters

Plains can cover icy steppes through to prairie and cultivated farmland. This table assumes the region is reasonably wild.

d20	Encounter
1–5	Game
6	Herd of Aurochs
7–8	Hippogriff
9	2d4 Horse Nomads (treat as Ranger but add Riding d10 and Steady Hands)
10	Merchants. 2d6 Citizens and 3d4 Mercenary guards.
11–12	2d4 Centaurs
13	1d4+1 Crocotta
14	Griffin
15	2d4 Wolves, Dire Wolves, or Frost Wolves
16	2d4+2 Orcs or Goblins
17	1d2 Trolls (common variety)
18	1d2 Lions or Sabre-toothed Tigers
19	Manticore
20	1d3 Common Giants

Adventure Seed

Tengu Blade

A mysterious warrior enters town and immediately begins challenging the local sellswords. He defeats them all with ease. Eventually he challenges the heroes.

If they win, or at least put up a good fight, the warrior reveals himself to be a tengu. Thieves stole his ancestral katana and he is looking for skilled warriors to track down the thieves and return the blade.

In return, he offers to teach each character one Combat Edge. This does not require them to use a leveling opportunity.

Master Thief

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d8, Lockpicking d12, Notice d10, Stealth d12, Streetwise d8, Taunt d8, Throwing d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Various

Edges: Acrobat, Dodge, Level Headed, Thief

Treasure: Worthwhile, Rich in lair.

Gear: Leather armor (+1), short sword (Str+2), throwing knives (Range: 3/6/12, Damage: Str+1).

Toad, Giant

Giant toads are monstrous, bloated amphibians, capable of swallowing a riding horse in one gulp.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 10

Treasure: Meager, in lair.

Special Abilities:

- **Bite:** Str+2.
- **Engulf:** Giant toads can swallow prey as large as Size +2 whole. While engulfed, the target is at -4 on all rolls including damage, to hit and Strength rolls to free himself, and suffers 2d6 damage per round from digestive juices. (Armor offers no protection.)
- **Large:** Attackers are +2 to attack rolls against the toad due to its size.
- **Size +4:** Giant toads weigh over 4000 pounds.

- **Tongue:** Reach 3. The tongue is coated in sticky saliva. If the toad scores a success on its Fighting roll it has grappled its prey. Unless the foe can escape, it Engulfs him on its next action. On a raise, the victim is grappled and Engulfed in the same action.

Town/City Watch

The watch are charged with maintaining law and order within the settlement, and defending it in time of attack. Depending on the settlement, the watch may be a full-time professional body led by officers or local farmers.

Watch

These are average town or city guardsmen. They are competent and brave, but not suicidal.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 7

Hindrances: —

Edges: —

Treasure: Meager for every 3 soldiers.

Gear: Chain mail (+2), long sword (Str+3), open helm (+3), medium shield (+1 Parry). Some are equipped with crossbows (Range: 15/30/60, Damage 2d6)

Veteran Watch

These fellows are well-trained, well-equipped, and well-led. They are veterans of many scrapes and know how to handle themselves.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 8; **Toughness:** 9

Hindrances: —

Edges: Combat Reflexes

Treasure: Meager.

Gear: Corselet (+3), chain arms and legs (+2), open helm (+3), long sword (Str+3), dagger (Str+1), medium shield (+1 Parry). Some are equipped with crossbows (Range: 15/30/60, Damage 2d6)



Watch Captain

Captains command a squad of town or city guards and answer only to the ruling authority.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d8, Riding d8, Shooting d8, Stealth d6
Pace: 6; **Parry:** 9; **Toughness:** 9
Hindrances: —
Edges: Block, Combat Reflexes, Command
Treasure: Worthwhile.
Gear: Corselet (+3), plate arms and legs (+3), open helm (+3), long sword (Str+3), dagger (Str+1), medium shield (+1 Parry)

Town/Village Militia

Militia are employed in smaller towns and in large villages. Though they are tasked with defending the area in case of emergency it isn't their primary job and they are not particularly skilled.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d4, Intimidation d4, Notice d4, Shooting d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 6
Hindrances: —
Edges: —
Treasure: Meager for every 5 soldiers.
Gear: Leather (+1), short sword (Str+2), dagger (Str+1). Some militia use slings (Range: 4/8/12, Damage: Str+1).

When you need a trap, draw a single card from the Action Deck—this tells you everything you need to know about its type and lethality.

Detecting: Detecting a trap requires a Notice roll. Unless a character has Danger Sense, searching for traps requires an action.

Disarming: Disarming a trap requires a Lockpicking roll. On a roll of 1 (regardless of Wild Die), the trap activates.

Initiative: Most traps activate with little warning to the unfortunate victim. Use the rules for Surprise. A trap catching a character by Surprise also has the Drop (where applicable).

Area: Static traps, such as pits and blades, affect a 1" square on the battle grid. Nonmagical projectile traps, such as arrow traps, have a fixed range of 4".

Duration: Nonmagical traps are one-shot devices. Once activated, they must be reset in order to work again. Magical traps continue to work indefinitely, having infinite Power Points.

Effects: Check the card against the Trap Table below.

Notes: The following short codes are used on the table. Sh = Shooting skill. Xdx = number and type of dice damage. ROF = the number of attacks a projectile trap makes against all targets in range, unless otherwise stated. Traps which use Shooting do not suffer multi-action penalties for a ROF more than 1.

Traps

Traps are common enough in most fantasy games—especially in ancient tombs bulging with treasure. Of course, some intelligent monsters, such as orcs, also set traps to guard their homes. The system presented here is a Fast! Furious! Fun! way of making deadly traps.

Tree Man

According to the elves, tree men were present at the beginning of time. They are a sentient species, dedicated to guarding their forests against all forms of attack. They can resemble any form of regular tree, but are always of a type native to the forests in which they live.

Trap Table

Value	Trap	Clubs	Diamonds	Hearts	Spades
2–5	Pit Trap	3 yards, 2d6	5 yards, 2d6	10 yards, 2d6+5	20 yards, 2d6+10
6	Spiked Pit	3 yards, 2d6+2	5 yards, 2d6+5	10 yards, 2d6+10	20 yards, 2d6+15
7–8	Projectile	Sh d6, 2d6, ROF 2	Sh d8, 2d6, ROF 3	Sh d10, 3d6, ROF 2	Sh d12, 3d6, ROF 3
9–10	Blade	Fighting d6, 1d6	Fighting d8, 2d6	Fighting d10, 3d6	Fighting d12, 4d6
Jack	Poisoned	As Projectile, but victims must also make a Vigor roll per hit or suffer an automatic wound.			
Queen	Poisoned	As Blade, but victims must also make a Vigor roll at –2 or suffer an automatic wound.			
King	<i>Bolt*</i>	Sh d6, 2d6, RoF 2	Sh d8, 2d6, ROF 3	Sh d10, 3d6, ROF 2	Sh d12, 3d6, ROF 3
Ace	<i>Blast**</i>	Medium Burst, 2d6	Medium Burst, 3d6	Large Burst, 2d6	Large Burst, 3d6
Joker	The trap is faulty and does not function.				

* *Bolt* has a range of 12". Trappings vary. All attacks are made against the closest target.

** *Blast* has a fire trapping and the Template is centered on the square containing the trap.

Sapling

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

Skills: Fighting d8, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 15

Treasure: None.

Special Abilities:

- **Armor +2:** Thick bark.
- **Camouflage:** When a tree man isn't moving or attacking it looks just like a normal tree. It adds +4 to Stealth rolls.
- **Lashing Branches:** Str+4, Reach 3.
- **Huge:** Characters add +4 when attacking a tree man because of its great size.
- **Improved Sweep:** May attack all adjacent foes.
- **Powers:** Tree men are lords of the forest. They have 10 Power Points and know the following powers: *beast friend* and *entangle*.
- **Size +6:** Tree men are over 50' tall
- **Weakness (Fire):** Fire-based attacks do +2 damage and the chance of catching alight is 5–6 on a d6.

Mature

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12+6, Vigor d12+1

Skills: Fighting d10, Stealth d6

Pace: 10; **Parry:** 7; **Toughness:** 21

Treasure: None.

Special Abilities:

- **Armor +2:** Thick bark.
- **Camouflage:** When a tree man isn't moving or attacking it looks just like a normal tree. It adds +4 to Stealth rolls.
- **Lashing Branches:** Str+4, Reach 6.
- **Gargantuan:** Heavy Armor. Ranged attacks against Oaken Giants by man-size creatures are made at +4. His attacks are Heavy Weapons. Add Size to Damage when stomping.
- **Huge:** Characters add +4 when attacking a tree man because of its great size.
- **Improved Sweep:** May attack all adjacent foes.
- **Powers:** Tree men are lords of the forest. They have 25 Power Points and know the following powers: *beast friend* and *entangle*.
- **Size +11:** Tree men are over 100' tall.
- **Weakness (Fire):** Fire-based attacks do +2 damage and the chance of catching alight is 5–6 on a d6.

Troll

These trolls are variations on the standard fantasy troll found in the rulebook.

Marsh Troll

Also known as swamp trolls, bog trolls, and marsh fiends, these foul creatures haunt dank marshes. Their skin is black and slimy, matching the murky waters of their home, and stinks like rotting vegetation.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d8, Swimming d6

Pace: 7; **Parry:** 6; **Toughness:** 9

Treasure:

Worthwhile, in lair.

Gear: Spiked club (Str+3)

Special Abilities:

- **Armor +1:** Rubbery hide.
- **Claws:** Str+2.
- **Immunity:** Immune to poison and disease.



- **Infection:** The claws of a marsh troll are caked in filth. Any creature Shaken or wounded by a claw must make a Vigor roll. On a failure, the wound becomes infected. The victim has a cumulative -1 penalty to trait rolls until the wound is cleaned. This requires a successful Healing roll for each wound.
- **Infravision:** Trolls halve penalties for bad lighting when attacking living targets (round down).
- **Regeneration (Fast):** Trolls roll to regenerate each round. Fire stops their regeneration, as does cutting off their heads.
- **Size +1:** Marsh trolls are smaller than regular trolls, being only 7' tall.
- **Stench:** Any creature adjacent to a marsh troll must make a Vigor roll or become Shaken with nausea.

Sea Troll

Called sea trolls by some, skrags and manes by others, these flesh-eating fiends haunt areas of rocks and seaweed.

They dress in numerous soft kelps, seashells, and other natural materials that add +2 to their Stealth when they sit quietly in small pools or piles of detritus from the sea.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d6, Swimming d10

Pace: 5; **Parry:** 7; **Toughness:** 7

Treasure: Worthwhile, in lair.

Gear: Coral-tipped spear (Str+2, Parry +1, Reach 1)

Special Abilities:

- **Aquatic:** Sea trolls have a Pace of 10 underwater.
- **Armor +1:** Leathery hide.
- **Claws:** Str+2.
- **Infravision:** Trolls halve penalties for bad lighting when attacking living targets (round down).
- **Regeneration (Fast):** Trolls roll to regenerate each round. Fire stops their regeneration, as does cutting off their heads.
- **Sea Suit:** +2 Stealth when hiding.

Sand Troll

Sand trolls primarily inhabit deserts, though they can sometimes be found on beaches. Their favorite tactic is to burrow just below the surface, then leap out to attack passing prey.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 7; **Parry:** 6; **Toughness:** 11

Treasure: Worthwhile, in lair.

Special Abilities:

- **Armor +1:** Thick hide.
- **Burrow:** Pace 4.
- **Claws:** Str+2.
- **Infravision:** Trolls halve penalties for bad lighting when attacking living targets (round down).
- **Regeneration (Fast):** Trolls roll to regenerate each round. Fire stops their regeneration, as does cutting off their heads.
- **Size +3:** Sand trolls are over 8' tall.

Trow

Trow are related to trolls, though they are smaller and do not regenerate damage. Typically solitary creatures, some trow have been known to appoint themselves guardians of rural human settlements, demanding food, treasure, or women in return for their services.

Sea Encounters

Sea encounters cover everything from the center of the ocean to a few hundred yards off the coast. The table assumes the characters are on the surface.

d20	Encounter
1-6	Game
7	2d4 Mermaids
8	Sea Serpent
9	2d3 Sharks
10	Ghost Ship crewed by 3d4 Zombies and captained by a Wight.
11	Nereid
12-13	3d4 x 10 Pirates. Treat as bandits but add Boating d6.
14	Great White Shark
15-16	Merchantman. 3d6 Civilians with Boating d6 and 2d4 Mercenaries
17	Roc
18	1d3 Sea Trolls
19	Giant Octopus
20	Sea Giant

Typical Trow

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d8, Notice d6, Spellcasting d8

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Hindrances: Mean, Ugly

Edges: Brawny

Treasure: Meager, per 3 trow.

Gear: Leather armor (+1), big club (Str+2)

Special Abilities:

- **Earth Magic:** Trow have 15 Power Points and know the following powers: *armor* (hardened skin), *burrow*, and *entangle* (the earth swallows victims).
- **Weakness (Sunlight):** Trows caught above ground in sunlight cannot return to their subterranean home.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d12

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d6, Spellcasting d8

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 12

Hindrances: Mean, Ugly

Edges: Brawny

Treasure: Worthwhile.

Gear: Chain mail (+2), battle axe (Str+3)

Special Abilities:

- **Earth Magic:** Trow kings have 20 Power Points and know the following powers: *armor* (hardened skin), *burrow*, and *entangle* (the earth swallows victims).
- **Size +1:** Trow kings stand over 7' tall.
- **Weakness (Sunlight):** Trows caught above ground in sunlight cannot return to their subterranean home.



Trow King

On rare occasions, a powerful trow organizes other trow into a small community under his rule.



Tyrannosaurus Rex

King of the dinosaurs, the T-rex is a deadly predator, capable of taking on prey much larger than itself. T-rex are poorly suited for mountainous and dense forest terrain, and can most often be found in hilly areas or on plains, where they hunt large herbivores.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 15

Treasure: Worthwhile, in lair.

Special Abilities:

- **Armor +2:** Thick hides.
- **Bite:** Str+3; AP 2.
- **Large:** Creatures add +2 when attacking a T-rex due to their great size.
- **Roar:** As an action a T-rex can emit a terrifying roar. All those who hear the roar—typically anyone within a mile—must make a Spirit roll or be Shaken.
- **Size +7:** These fearsome creatures stand 30' tall and weigh over 20,000 pounds.

Lycanthropes

There is no restriction on what animals can have a were-form, though it should be restricted to normal animals rather than griffins or hydra. To create a werecreature, assign the following modifications to the regular statistics.

- Increase Agility by +1 step, Strength by +3 steps and Vigor by +2 steps. If a character becomes infected, use the highest of his traits and the animal form as the base, then modify as above.

- +1 to natural weapon damage.
- +1 Size.

Add the following Special Abilities.

- **Infection:** Anyone slain by a werecreature has a 50% chance of rising as a similar beast themselves. The character involuntarily transforms every full moon. He gains control of his lycanthropy only after 1d6 years as a werebear.

- **Immunity:** Werecreatures can only be Shaken by weapons that are not silver—not wounded.

- **Weakness:** Werecreatures suffer normal damage from silver weapons.

Unicorn

Often seen as the embodiment of good and purity, unicorns are white horses with a horn growing from their forehead. The horn is said to possess magical properties, which makes them a target for unscrupulous hunters. A unicorn that loses its horn while still alive instantly dies.

Attributes: Agility d8, Smarts d8(A), Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d6, Guts d10, Notice d8, Spellcasting d12, Stealth d8

Pace: 10; **Parry:** 5; **Toughness:** 9

Treasure: None.

Special Abilities:

- **Fleet Footed:** Unicorns roll a d10 for their running die, rather than a d6.
- **Force of Good:** Unicorns add +2 to damage when attacking supernatural evil foes, and have +2 Toughness when suffering damage from such creatures.
- **Healing:** A unicorn can cast *healing* and *greater healing* by touching its horn to a target. It has 40 Power Points. A horn cut from a living unicorn retains these powers. Anyone performing such a foul deed is cursed by the gods of good. The victim's skin becomes covered in boils and blisters, which no magic can heal. He suffers -4 Charisma.
- **Kick:** Str+2.
- **Size +2:** Unicorns weigh between 600 and 800 pounds.

Velociraptor

These smart, bipedal dinosaurs are pack hunters, and use remarkably well-developed tactics. True velociraptors were the size of turkeys—the larger variety made famous in the movies are actually *dinonychus*, a related species.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d6, Notice d8, Stealth d8, Swim d6

Pace: 8; **Parry:** 6; **Toughness:** 9

Treasure: Meager, in lair.

Special Abilities:

- **Armor +2:** Velociraptors have thick scaly hides.
- **Bite or Rake:** Str+3.
- **Size +1:** Velociraptors are about 7' tall.

War Tree

War trees are regular trees animated through dryad or special elven magic. They are not sentient, but possess animallike intelligence.

Attributes: Agility d4, Smarts d4(A), Spirit d10, Strength d12+6, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 19

Treasure: None

Special Abilities:

- **Armor +4:** Thick bark.
- **Branch Swipe:** Str+2, Reach 1.
- **Huge:** Attackers are +4 to attack rolls against a war tree due to its size.
- **Plant:** +2 to recover from being Shaken; Half damage from arrows and other piercing weapons; No

Adventure Seed

Hunter or Hunted

The characters are stranded on a remote island following a terrible storm. The sole resident, a mad druid, invites them to see his dinosaur park.

Unfortunately the fencing he erected has been blown down by the storm and a pack of velociraptors has broken free.

As the storm returns, the raptors begin hunting for fresh meat.

Things go from bad to worse when the T-rex also escapes. With little hope of rescue before the storm ends, the heroes have to hope the dinosaurs don't get too hungry.

additional damage from Called Shots; Immune to poison and disease.

- **Size +8:** An average war tree is over 40' tall.
- **Stomp:** Strength +4. The creature is naturally adept at using its full weight to smash its foes. Nonrigid armor (leather, chain mail) offers no protection against the stomp.
- **Sweep:** A war tree can attack all adjacent opponents at no penalty.
- **Weakness (Fire):** Fire attacks cause +4 damage.

Werebear

Whereas werewolves take delight in using their powers to kill, werebears are generally more refrained. Even in human form, werebears prefer to stay far from civilization. Good werebears, and they do exist, often help elves and rangers patrol the wilderness. Those of evil nature revel in their dark powers, however.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+6, Vigor d12+2

Skills: Climb d8, Fighting d12+2, Guts d10, Intimidation d10, Notice d12, Swimming d6, Stealth d8, Tracking d8

Pace: 8; **Parry:** 9; **Toughness:** 11

Treasure: Meager, in lair.

Special Abilities:

- **Bear Hug:** A werebear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the hug on his action, which requires a raise on an opposed Strength roll.
- **Bite/Claws:** Str+3.

• **Infection:** Anyone slain by a werebear has a 50% chance of rising as a werebear themselves. The character involuntarily transforms every full moon. He gains control of his lycanthropy only after 1d6 years as a werebear.

• **Immunity:** Werebears can only be Shaken by weapons that are not silver—not wounded.

• **Low Light Vision:** Werebears ignore penalties for Dim and Dark lighting.

• **Size +2:** These creatures stand up to 8' tall and weigh over 1000 pounds each.

• **Weakness:** Werebears suffer normal damage from silver weapons.

Wight

Wights are restless dead, most often noble lords whose greed and earthly desires cause their spirits to remain behind to guard their treasures.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 11

Treasure: Rich, in lair.

Gear: Ancient bronze breastplate (+3), bronze long sword (Str+3)

Special Abilities:

• **Armor +1:** Leathery skin.

• **Bony Claws:** Str+1.

• **Fear -1:** Anyone who sees a wight must make a Guts check at -1.

• **Fearless:** Wights are immune to Fear and Intimidation.

• **Poison:** Wights' claws deliver a powerful neurotoxin. A character clawed by a wight must make a Vigor roll at -2. With success, the character gets the "shakes," suffering -1 to all trait rolls for 24 hours. On a failure, the victim becomes immediately Incapacitated and dies in 2d6 rounds unless treated. A successful Healing roll at -2 prevents this.

• **Quick:** Wights redraw action cards less than 5.

• **Undead:** +2 Toughness. Called shots do no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons do half damage.

Settlement Encounters

Settlements can range from small hamlets to sprawling cities. This table is designed for towns and cities.

d20	Encounter
1-4	1d6+2 Watch on patrol.
5-6	Thief, at work picking pockets
7-8	Priest and 2d6 followers
9	Noble with entourage of 1d4 Courtiers and 2d6 Veteran City Watch guards
10	Gang of 2d4 Street Urchins (as Civilians)
11	1d3+2 Drunks (as Militia)
12-13	2d4 Street Vendors (as Civilians)
14	1d4 Prostitutes (as Civilians)
15	1d6+1 Visitors (any race)
16-17	1d3+1 Entertainers (treat as Civilians but add Acrobat)
18	Knight plus Squire (as Militia)
19	2d3 Rat Men (in disguise)
20	Veteran Mage and entourage of 1d3 Novice Mages

Will-o-the-Wisp

Also known as marsh phantoms and ghost lanterns, wisps are malicious spirits resembling glowing balls of light. They captivate victims with their lights, then lead them into quicksand or the lairs of dangerous beasts. They have no combat capabilities and so try to remain a safe distance from their prey.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Notice d10

Pace: 8; **Parry:** 2; **Toughness:** 3

Treasure: None.

Special Abilities:

• **Charm:** By swaying from side to side and pulsating, wisps can charm prey into following them. This requires a Spirit roll opposed by the victim's Smarts. If the victim ever loses sight of the wisp, the charm is broken.

• **Size -2:** Wisps measure 1' in diameter.

• **Small:** Attackers are -2 to attack wisps because of their size.

Wyvern

Wyverns resemble small, two-legged dragons. They have no wings or fiery breath, but possess long necks, sharp teeth, and a poisonous sting in their tail.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 12

Treasure: Worthwhile, in lair.

Special Abilities:

- **Armor +2:** Thick scales.
- **Bite/Sting:** Str+2, Reach 1.
- **Improved Frenzy:** Wyverns may make a bite and sting attack in the same round at no penalty.
- **Poison:** Anyone Shaken or wounded by a sting attack must make a Vigor roll at -2 or be paralysed for 2d6 minutes.
- **Quick:** Wyverns move with exceptional speed. They redraw action cards of 5 or lower.
- **Size +3:** Wyverns weigh around 1500 pounds.

Zombie Animals

The *zombie* power isn't restricted to humans and other sentient creatures—it works on animals and monsters as well. While zombie humans are useful servants, a zombie bear or lion makes for a deadly bodyguard.

To create a zombie animal like we've done below, just add the Undead and Weakness (Head) Special Abilities to a regular animal and reduce its Pace by 2, to a minimum of 1.

Obviously zombie animals are much more dangerous than regular zombies. You may wish to increase the Power Point cost to raise zombie animals to reflect this. Increasing the cost by 1 Power Point per level of Size is a good place to start, but you could just as easily use the *shape change* chart as a guideline.

Zombie Bear

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d10, Notice d8, Swim d6

Pace: 6; **Parry:** 6; **Toughness:** 12

Treasure: None.

Special Abilities:

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.

• **Claws:** Str+2.

• **Size +2:** These creatures stand up to 8' tall and weigh over 1000 pounds each.

• **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.

• **Weakness (Head):** Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.

Zombie Giant Spider

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d10, Vigor d6

Skills: Climbing d12+2, Fighting d8, Guts d6, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Treasure: None.

Special Abilities:

• **Bite:** Str+1.

• **Poison (-4):** The bite of the spider causes instant paralysis for those who fail their Vigor roll. It lasts for 2d6 minutes.

• **Webbing:** Spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

• **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.

• **Weakness (Head):** Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.



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