

HEROES OF TERRA

CREATURES AND PLANTS OF TERRA



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INTRODUCTION

Terra is a parallel world to Earth, one where the meteor never killed the dinosaurs and magic never left the world. As such, there are sixty-five million years of divergent evolution between the two worlds, as well as a whole additional force acting on the animals and plants of the world. Many creatures of Terra are descended from the dinosaurs or from the dinosaur-era plants that were dominant before the rise of large land mammals.

Still, some sort of bleed between Earth and Terra—probably leakage through the mystic barrier known as the Warp—has caused some similarities between the worlds. The dominant intelligent species of the Lemurian continent are very humanoid, even though they are plant-based or reptilian rather than mammalian. The flowers and trees of Terra would seem very familiar to a botanist, though they would be just different enough to cause headaches.

The major difference is that there are very few large land mammals. Most of the mammals either returned to the ocean or stayed in the trees due to the dominance of saurian life. Fungus-based and plant-based life forms have become ambulatory, and many creatures referred to as “plants” are just as

mobile and dangerous as any Earthly wolf. Insects have remained at huge size, and many have become larger than would be possible on Earth due to Terra’s slightly less gravity and greater magic. A huge diversity of saurians and avians also exists across Terra, as well as many creatures that would be hard-pressed for a human biologist to quantify.

Ankillo

This enormous saurian is a four-legged beast covered in a heavy, spiked shell. Its long tail is tipped with a heavy bone club and its head is ridged with spines. Though an herbivore, the ankillo has a nasty temper and is likely to take a swipe at anyone who gets close enough to reach. A few mandragora clans have managed to tame and domesticate the ankillo as a beast of burden.

Kappa prize ankillos as beasts of war, even though they occasionally crush their handlers underfoot. An ankillo can carry a full howdah crew of four kappa, plus a handler. Some ankillo war-beasts are also mounted with kappa cannons.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 15 (4)

Special Abilities:

- **Armor +4:** Thick bone plates.
- **Large:** Attackers gain +2 on attack rolls due to the ankilllo's size.
- **Size +4:** An ankilllo is roughly the same size as a small elephant.
- **Tail Club:** Str+d10.

Ballista Drone

Among the most terrible creations of the kappa artificers are the so-called ballista drones, constructs of great cruelty and vicious animal intelligence. These creatures are made of polished black iron, vaguely cylindrical in shape, with a tapered front end, frequently painted in terrifying tribal motifs by the kappa to make them seem more like predatory animals. Their natural form, however, lacks any distinguishing features save their tiny claw-like arms.

Launching themselves into the air with magical flight, the ballista drones seek out any sign of resistance to their kappa masters and hunt it down relentlessly. Their favorite tactic is to swoop out of ambush and ram a target at top speed, rushing past before they have a chance to respond. Only the high cost needed to enchant a ballista drone prevents the kappa horde from producing them in the thousands and simply deluging their foes with them.

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

Skills: Fighting d8, Notice d8

Pace: 0; **Parry:** 6; **Toughness:** 8 (4)

Special Abilities:

- **Armor +4:** Steel shell.
- **Construct:** +2 to recover from being Shaken. No additional damage from called shots. Immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Flying Pace 10", Climb 2. Ballista drones have a "running" die of d10 while flying. On the ground, if somehow deprived of their magical flight abilities, ballista drones lack any ability to move.
- **Improved Extraction:** A ballista drone can withdraw from one opponent in close combat without suffering a free attack on a successful Agility roll. On a raise, it can withdraw from any number of opponents without suffering free attacks.
- **Ram:** If a ballista drone moves at least 6" in a straight line before attacking an opponent, the ballista drone's slam attack deals an additional +4 damage.
- **Size -1:** Ballista drones are only about the size of large dogs.
- **Slam:** Str+d6.

Carnivorous Plant

This enormous plant is something like a Venus fly-trap, consisting of a thick stalk topped by a mobile maw. These monstrosities lurk amongst large patches of other plants,

devouring any animal unlucky enough to come near. When threatened by ranged attacks, they can withdraw the bulk of their body into the ground to take cover.

A rare variant of the carnivorous plant is the *pyrrhic plant*, which has evolved in close proximity to pyreblooms, giving it the ability to spit fireballs. Such variants have the fireball variant of the *bolt* power, 10 Power Points to activate it, and a Shooting skill of d6 that they use to attack with the power.

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

Skills: Fighting d6

Pace: 0; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Bite:** Str+d6.
- **Plant:** Called shots do no extra damage. Not subject to Tests of Will.
- **Roots:** A carnivorous plant can uproot itself and move, though doing so is very difficult for it. A carnivorous plant has a basic Pace of 0, but it can take an action to “run,” giving it a d6 bonus to Pace for the round.
- **Size +1:** These plants are a good eight feet tall and have a maw as wide across as a person’s body.
- **Tendrils:** A carnivorous plant has 1d6+1 tendrils attached to its base by long stalks. These tendrils have Reach 2, and each is capable of grabbing a foe independently; a successful Fighting roll from a tendril

indicates that it has grabbed the target (as per grappling, SWDE 73). The plant can drag creatures close enough to bite with an opposed Strength check. Each tendril is treated as a separate foe for damage purposes; severing a tendril does not harm the plant as a whole. Tendrils cannot make free attacks against fleeing foes.

Ceratopsid

These mighty herbivores are named for the bony crests they have protecting their necks. Many of them possess horns, though not all. Ceratopsids are generally peaceful herd animals, aggressive only when provoked or protecting their young. Kappa despise the huge beasts for their docility and prefer more vicious animals for their war machine.

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

Skills: Fighting d6, Intimidation d6, Notice d8

Pace: 8; **Parry:** 5; **Toughness:** 14 (2), 17 (5) against head shots

Special Abilities:

- **Armor +2:** Tough hide. Ceratopsids have Armor +5 against head shots.
- **Gore:** If a ceratopsid can move at least 6” in a straight line before attacking, it gains a +4 bonus to horn damage.
- **Horns:** Str+d8.

- **Large:** Opponents are +2 to all attack rolls against a ceratopsid due to its size.
- **Size +6:** Most ceratopsids are larger than bull elephants.

Chainmaw

Another dreadful creation of kappa artificers, the chainmaw is a pitted iron sphere connected to a length of chain. The other end is typically anchored to a specific point to let the construct act as a limited-range guardian, though some have broken free of their restraints and wander free to rampage the land.

When a chainmaw attacks, its spheroid body splits open, revealing an iron mouth full of sharpened teeth, and its sunken eyes glow a baleful red. Chainmaws are shockingly fast, but they are normally restricted in their attack range by their attached chain.

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

Skills: Fighting d6, Notice d8, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Iron body.
- **Bite:** Str+d8, AP 1.
- **Chained:** An active chainmaw is so vicious that even its masters dare not let it wander free. When a chainmaw is transported to a new location, it is kept deactivated until its owner is ready to use it. During this time, the free end of its chain is

attached to a sturdy fixture to keep it from wandering away or roaming freely. A chainmaw's master must decide if its chain allows it a movement range equal to a Small, Medium or Large Burst Template. The chainmaw cannot move outside of that range unless its chain is severed. While chained, a chainmaw can use its momentum and quickness to move to any point within its attack range as its normal movement, regardless of actual distance. Only if a chainmaw is freed does its Pace matter.

- **Construct:** +2 to recover from being Shaken. No additional damage from called shots. Immune to poison and disease.
- **Fast:** If freed from its chain, a chainmaw has a Pace of 8 and a running die of d10.

Dry Bones

The skin has already rotted from these risen dead, making them seem dusty even if relatively fresh. They are often found wandering the corridors of a necromancer's lair. Possessing no muscles, they are somewhat slow. Some powerful necromancers have discovered ways to make dry bones more durable, including a variant that spontaneously regenerates after a few days if destroyed, unless destroyed in a specific way.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

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

Special Abilities:

- **Bony Claws:** Str.
- **Fearless:** Dry bones are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; immune to poison and disease; no additional damage from called shots.

Florapede

Despite their somewhat cutesy name, these enormous centipedes are anything but cute. They receive their name from their flowery head coverings and brightly-colored bodies, traits that act as camouflage in the forests they call home. Florapede are enormous, venomous bugs with a hunger for flora and flesh alike.

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

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 9 (1)

Special Abilities:

- **Armor +1:** Chitin armor.
- **Bite:** Str+d8 and poison.
- **Poison (-2):** Paralysis (see core rules, page 89).
- **Size +2:** Flowerpillars grow up to 10 feet long.

Ghost

In the world of Terra, the orgone energy of living creatures sometimes

creates a psychic imprint after the person's death, leaving behind a free-floating cloud of mystic energy that exists only to perpetuate its own existence. Ghosts rarely have any of the memories of the people they once were, nor do they physically resemble them. Most ghosts are just semi-transparent clouds of ectoplasm, glowing faintly. They are cowardly by nature, preferring to attack only from ambush and retreating when observed.

Rumor speaks of ghosts with mostly intact memories of their lives, capable of offering advice to their descendants in exchange for tributes of blood and life force.

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

Skills: Fighting d4, Intimidate d8, Notice d8, Stealth d12+4

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

Special Abilities:

- **Disruptive Touch:** Simply being touched by a ghost can cause a living creature's energy pattern to become disrupted. Ghosts feed through this contact, siphoning off life energy to sustain themselves. A touched creature must attempt a Vigor at -2 roll to avoid becoming Shaken.
- **Ethereal:** Ghosts are immaterial and can only take wounds from magical attacks.
- **Fear:** Ghosts cause Fear checks when they let themselves be seen.
- **Size -1:** Ghosts are somewhat smaller than humans, basically

large balls of ectoplasm a few feet across.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; immune to poison and disease; no additional damage from called shots.

Ghûl

Sometimes called a zombie or a ghoul, this creature is formed from a mostly intact corpse. The creature that rises is grey-skinned and hollow-eyed, hungry for the flesh and life force of the still-living. Ghûls have more intelligence than dry bones, though little creativity or spark. A ghûl can track over great distances with its keen sense of smell.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Throwing d6, Tracking d6

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

Special Abilities:

- **Claws:** Str+d4.
- **Fearless:** Ghûls are immune to Fear and Intimidation.
- **Keen Nose:** Ghûls get +2 to Notice and Tracking rolls made against living creatures.
- **Paralysis:** Victims of a ghûl's claw attack must make a Vigor roll at -2 or be paralyzed for 2d4 rounds.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; immune to poison and disease;

no additional damage from called shots.

Giant Beetle

Beetles the size of men wander the wildernesses of the world of Terra, and supposedly in the distant places, they grow even larger. The most common kind of giant beetle are enormous blue-shelled creatures colloquially known as "buzzers" because of the distinctive noise they make when agitated. Most giant beetles are docile creatures, but they are unpredictable, stupid and virtually impossible to domesticate. This doesn't stop the kappa from capturing them and using them as guard animals.

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

Skills: Climbing d6, Fighting d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Special Abilities:

- **Armor +2:** Thick shell.
- **Bite:** Str+d6.
- **Slow:** Giant beetles have a running die of only d4.

Giant Mole

Mammals never got much of a chance to thrive on the surface world on Terra, due to the presence of powerful saurians and avians. Underground, things were a different story. Many of the subterranean regions of Terra are dominated by enormous insects and giant mammals, like the megafauna

of Earth. The most common of these creatures is the giant mole. Roughly the size of a grizzly bear, nearly blind but equipped with an incredible sense of smell and the ability to sense vibrations, these omnivores occasionally wander near the surface and attack tasty-smelling plant people.

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

Skills: Fighting d6, Notice d8

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

Special Abilities:

- **Burrow:** Giant moles can burrow through soft earth with a Pace of 6".
- **Claws:** Str+d6, AP 1.
- **Size +2:** Giant moles can grow up to 8 feet long and weigh nearly half a ton.

Mimu

A semi-bird the size of an ostrich with a combination of scales and feathers, the mimu is a common herd animal for the kappa tribes that live in the Blight. Mimus are very stupid creatures that make comical noises when they're startled — which is often.

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

Skills: Notice d6

Pace: 8; **Parry:** 2; **Toughness:** 5

Special Abilities:

- **Claw:** Str+d4.
- **Easily Startled:** Mimus suffer a – 2 penalty on Fear checks.

- **Fleet Footed:** Mimus have a running die of d10.

Revenant [Wild Card]

A revenant is a ghûl or other undead creature that has stolen enough life force to replenish its own even after being apparently destroyed. Revenants are highly intelligent and vicious, existing only to haunt and torment the living. Their jealousy for those with life knows no bounds.

Revenants are Wild Cards.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Special Abilities:

- **Armor +1:** Tough hide.
- **Bite:** Str+d6.
- **Fast Regeneration:** Revenants may attempt a natural healing roll every round unless their wounds were caused by fire. If a revenant is Incapacitated through damage, it lies as if a corpse for 1d6 hours before rising again, ready to fight. Only dismembering and burning the corpse to ash puts the revenant out permanently.
- **Fear:** Anyone seeing a revenant must make a Fear check.
- **Fearless:** Revenants are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; immune to poison and disease;

no additional damage from called shots.

River Dragon

These large dinosaurs are common inhabitants of lakes and rivers throughout Terra, with close cousins living in the coastal seas as well. Their smooth pebbly hide is grey or blue-grey to better blend with their surroundings. They normally eat fish and large water birds, but they will happily wade ashore to attack humanoids as well.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+3, Vigor d8

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

Face: 4; **Parry:** 5; **Toughness:** 11 (1)

Special Abilities:

- **Armor +1:** Tough hide.
- **Bite:** Str+d6.
- **Capsize:** River dragons can capsize small boats. The river dragon makes a Strength roll and compares the total to the boat's Toughness (including Armor). If the river dragon's total is higher, it has capsized the boat, dumping everyone aboard into the water. Boats with Heavy Armor cannot be capsized by a river dragon.
- **Dehydration:** River dragons must immerse themselves in water for at least one hour out of every six. Those that don't are automatically Fatigued every six hours until they are Incapacitated; six hours after that, they perish.

- **Large:** Attackers gain +2 to attack rolls against a river dragon due to its size.
- **Semi-Aquatic:** Swimming Pace 8. River dragons can stay submerged for up to 30 minutes before needing air.
- **Size +4:** River dragons can weigh as much as four tons.

Specter

These swollen, amorphous blobs of ectoplasm bear twisted faces that are little more than wide eyes and leering mouths. They are more powerful than common ghosts, though they bear less of the ghost's memories of life. Some believe that a specter is what happens when a ghost consumes enough of its own kind to become huge and bloated.

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

Skills: Fighting d6, Intimidate d8, Notice d8, Stealth d12+2, Throwing d8

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

Special Abilities:

- **Disruptive Touch:** Simply being touched by a specter can cause a living creature's energy pattern to become disrupted. Specters feed through this contact, siphoning off life energy to sustain themselves. A touched creature must attempt a Vigor roll at -2 to avoid becoming Shaken.

- **Ethereal:** Specters are immaterial and can only take wounds from magical attacks.
- **Fear -1:** Specters cause Fear checks at -1 when they let themselves be seen.
- **Thrown Objects:** Specters can telekinetically hurl heavy objects for Str+d6 damage.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; immune to poison and disease; no additional damage from called shots.

Stone Ghosts

More properly known in the kappa tongue as *dossun*, these creatures are huge snail-like monsters with heavy shells. At first glance, a stone ghost looks like little more than a rough-hewn boulder. Only close inspection would reveal the seam in the shell or the muscular body of the creature within. Stone ghosts live in underground caverns, where they slowly crawl onto the ceiling and wait for passing creatures—then drop on them, crushing them to edible paste. In direct combat, stone ghosts are slow and ponderous but stubborn and durable.

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

Skills: Climbing d8, Fighting d4, Notice d8

Pace: 4; **Parry:** 4; **Toughness:** 13 (5)

Special Abilities:

- **Armor +5:** Heavy shell.

- **Drop:** The preferred tactic of a stone ghost is to get the drop on foes—literally. If a person walks under a stone ghost, it falls from its perch on top of them. The creature gets an Agility roll to dodge the falling creature, though the roll is at -4 if the target was unaware of the stone ghost's presence. A creature struck by a falling stone ghost suffers 1d10 damage per 10 feet the creature falls, to a maximum of 5d10.
- **Hardy:** A stone ghost does not suffer a wound from being Shaken twice.
- **Slow:** Stone ghosts have a running die of d4. They discard and redraw any initiative card above a 10, except for Jokers.
- **Wall Crawler:** A stone ghost can move on sheer vertical surfaces, or even hanging from the ceiling, at their normal (slow) pace.

Teuthid

These man-sized white cephalopods live in both saltwater and fresh water, but they are capable of leaving the water and surviving in air for lengthy periods of time. More impressively, they can use their powerful ink jets to fly for short distances while out of the water.

A rare variant of these creatures, the *lightning squid*, exists that can electrify itself and project short-range bolts of lightning. This variant can use the *bolt* power, using the

lightning trapping. It has Shooting d6 for this power, and draws on its existing Power Points to fuel the ability. Such variants sometimes have more Power Points—as many as 20.

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

Skills: Fighting d8, Notice d6, Stealth d6, Swimming d12

Pace: 1; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Aquatic:** Swimming Pace 6". On land, the teuthid has only a Pace of 1 and cannot run (but see *Flight*, below).
- **Flight:** Teuthids can fly for short distances while out of the water, utilizing their powerful ink jets to erratically dart around. A teuthid can activate the *flight* power without using an action or making a skill roll. For this purpose, their swimming Pace is considered their base Pace. As long as the teuthid is flying, it does not have to worry about being out of the water; once it stops, it suffers from air exposure like any other water-breather. This ability draws off the teuthid's innate Power Points.
- **Ink Cloud:** In the water, a teuthid can create a cloud of obscuring ink. This functions as the *obscure* power, but requires no activation roll (though it still takes an action). It draws off the teuthid's innate Power Points.

- **Power Points:** Teuthids have a natural reserve of 10 Power Points.

Wraith [Wild Card]

When a specter grows large enough to dominate a territory on its own, it becomes bold and aggressive. Eventually, these huge monsters evolve into wraiths, monstrous clouds of vampiric fog that cackle and form crude faces. Wraiths only avoid depleting the life force of entire regions because of their hate of sunlight and fear of magic. They hate and hunger—but they're not stupid.

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

Skills: Fighting d6, Intimidate d10, Notice d10, Stealth d12+2, Throwing d10

Pace: 6; **Parry:** 5; **Toughness:** 10

Special Abilities:

- **Engulf:** Simply being touched by a wraith can cause a living creature's energy pattern to become disrupted. Wraiths feed through this contact, siphoning off life energy to sustain themselves. A touched creature must attempt a Vigor roll at -2 to avoid becoming Shaken. Wraiths are huge enough that they can affect all creatures in a Small Burst Template as a free action.
- **Ethereal:** Wraiths are immaterial and can only take wounds from magical attacks.

- **Fear -2:** Wraiths cause Fear checks at -2 when they let themselves be seen.
- **Size +3:** Wraiths are clouds of ectoplasm up to fifteen feet across.
- **Thrown Objects:** Wraiths can telekinetically hurl heavy objects for Str+d8 damage.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; immune to poison and disease; no additional damage from called shots.

NON-PLAYER CHARACTERS

Here is a small selection of non-player characters for easy insertion into a *Heroes of Terra* campaign. Feel free to alter these NPCs as needed, give them names and histories, and so on. These stat blocks exist for ease of reference, not as some sort of canonical statement. Do you need a Doom Priest who is skilled in battle? Increase his Fighting to d10 and make him a Wild Card. Want a mandragora farmer who's willing to stand up to tyranny? Remove the Yellow Hindrance and maybe add the Strong-Willed Edge.

It's your world! These NPCs are only here to make things easier on you!

Kappa Trooper

Only a decade ago, the kappa were a disorganized rabble of warring tribes. The Dragon Emperor forged them into a true army, though the average soldier in that army is still little more than a better-equipped saurian savage.

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

Skills: Fighting d6, Intimidation d4, Notice d4

Pace: 6; **Parry:** 7; **Toughness:** 9 (2) or 11 (4) vs. ranged; **Charisma:** -4

Gear: Spear (Str+d6, +1 Parry), medium shield (+1 Parry, +2 Armor vs. ranged attacks), breastplate (+2)

Special Abilities:

- **Bloodthirsty:** Kappa enjoy slaughter and violence for their own sake, giving them a -4 to Charisma with less bloodthirsty races.
- **Loyal:** Kappa troopers live and die by the command of the Dragon Emperor.
- **Low Light Vision:** The kappa lands are dim and unpleasant places where the skies are constantly choked with ash. Kappa ignore penalties from Dim and Dark lighting.
- **Phalanx Fighter:** Most kappa troopers are trained to use a spear and shield together. A kappa trooper treats a spear as a one-handed weapon while also carrying a shield. Additionally, a kappa trooper adjacent to

another kappa trooper with this ability gains +1 Armor.

- **Size +1:** Kappa stand head and shoulders taller than humans.
- **Weak-Willed:** Despite their power and ferocity, kappa troopers have a tendency to buckle before ridicule or brow-beating. They suffer a -2 penalty to resist Test of Will and tricks.

Kappa Doom Priest

The “Doom Priests” of the kappa are ancestor-worshippers who have long been crucial in keeping their tribes alive with their minor magical powers. The power of the Doom Priests has waned since the rise of the Dragon Emperor, and some resent their lessened position.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Spellcasting d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (1);

Charisma: -4

Gear: Short sword (Str+d6), leather armor (+1), bag of bones (casting focus)

Special Abilities:

- **Bloodthirsty:** Kappa enjoy slaughter and violence for their own sake, giving them a -4 to Charisma with less bloodthirsty races.
- **Hedge Magic:** Doom Priests are hedge magicians with knowledge of the *bolt* (fireball variant) and *deflection* powers; a small number

also know *healing* or *zombie*. They have 10 Power Points.

- **Low Light Vision:** The kappa lands are dim and unpleasant places where the skies are constantly choked with ash. Kappa ignore penalties from Dim and Dark lighting.
- **Size +1:** Kappa stand head and shoulders taller than humans.
- **Weak-Willed:** Despite their power and ferocity, Doom Priests have a tendency to buckle before ridicule or brow-beating. They suffer a -2 penalty to resist Test of Will and tricks.

Hammer Brethren [Wild Card]

The kappa have always held the hammer in fascination and loathing. The mandragora use of heavy sledges to crack kappa shells goes back centuries, and hammers are the standard weapon of mandragora infantry soldiers. During the tribal era of kappa history, one tribe turned their fascination for the hammer into a nearly religious devotion. With time, the Hammer Tribe became the foremost authority on the art of hammer fighting and the ways to defeat the military tactics of the mandragora.

When the Dragon Emperor came to power, the Hammer Tribe opposed his ascension, and nearly all of them were slain for their temerity. The remaining few betrayed their own and took the secrets of the hammer to the emperor in exchange for a

place in his new empire. These elite warriors were reformed into the Order of the Hammer, an organization one part monastic, one part knightly. The “Hammer Brethren” are among the most devoted and lethal servants of the emperor, and their service is highly prized.

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

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

Pace: 6; **Parry:** 10; **Toughness:** 11 (3);

Charisma: -4

Gear: War hammer (Str+d6, AP 1), throwing hammers (3/6/12, RoF 1, Str+d6, AP 1), plate corselet (+3)

Special Abilities:

- **Block:** +1 Parry (already included).
- **Bloodthirsty:** Kappa enjoy slaughter and violence for their own sake, giving them a -4 to Charisma with less bloodthirsty races.
- **Combat Reflexes:** +2 to recover from being Shaken.
- **Frenzy:** Hammer Brethren can take two Fighting attacks on their action at -2 to each roll.
- **Level-Headed:** Hammer Brethren draw two cards for initiative and act on the better one.
- **Low Light Vision:** The kappa lands are dim and unpleasant places where the skies are constantly choked with ash.

Kappa ignore penalties from Dim and Dark lighting.

- **Reputation:** The dire reputation of the Order of the Hammer makes its members far more terrifying than one would imagine. Hammer Brethren add their Charisma penalty as a bonus on Intimidation rolls.
- **Size +1:** Kappa stand about eight feet tall, but a Hammer Brethren’s incredible musculature makes them seem even bigger.
- **Vow:** The Brethren of the Order of the Hammer have sworn sacred vows to obey the Dragon Emperor above all else, even unto death.

Mandragoran Citizen

The average citizen of the Mandragora Kingdom is a poor fighter, with only the most rudimentary knowledge of self-defense. Mostly, they just want to be left alone in peace.

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

Skills: Fighting d4, Notice d4, Throwing d4

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

Charisma: +0

Gear: Silk pants, bark-cloth vest, sling (Str+d4)

Special Abilities:

- **Environmental Dependence:** A mandragora is -2 to resist poison, disease, heat, cold, and other environmental hazards.

- **Yellow:** Mandragora citizens have learned fear under the reign of the Dragon Emperor. They suffer -2 on Fear rolls and to resist Intimidation.

Mandragoran Soldier

Most of the town guardsmen and local militia groups of Agaric were culled by the kappa. The few soldiers willing to work under kappa rule are considered traitors and quislings by their countrymen, even if all they want is to keep protecting their own people. Many soldiers have also fled into the wilderness, forming resistance groups.

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

Skills: Fighting d6, Notice d6, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6 (1);

Charisma: +0

Gear: Spear (Reach 1, 2 hands), bow (Str+d6), leather armor (+1)

Special Abilities:

- **Combat Reflexes:** +2 to Spirit rolls to recover from being Shaken.
- **Environmental Dependence:** A mandragora is -2 to resist poison, disease, heat, cold, and other environmental hazards.
- **Vow (Protect Agaric):** Every soldier has sworn to die in the defense of their homeland and its people, and quite a few of them already have.

Mandragoran Officer

Few officers of the national militia survived the war against the kappa, but quite a few officer trainees were sent out of the cities by their families before they fell. Young officers are a mixed blessing for resistance groups. They have the training to be good leaders, but lack life experience.

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

Skills: Fighting d6, Knowledge (Battle) d6, Notice d6, Persuasion d6

Hindrances: Code of Honor, Vow (protect Agaric)

Edges: Block, Combat Reflexes

Gear: War hammer (Str+d8, AP 1), crossbow (2d6, AP 1), silk weave armor (+2), clan signet

Pace: 6; **Parry:** 7; **Toughness:** 7 (2);

Charisma: +0

Special Abilities:

- **Block:** +1 Parry (already included above)
- **Code of Honor:** Officers of the Mandragora Kingdom are held to a higher standard of behavior than common soldiers.
- **Combat Reflexes:** +2 to Spirit rolls to recover from being Shaken.
- **Environmental Dependence:** A mandragora is -2 to resist poison, disease, heat, cold, and other environmental hazards.
- **Vow (Protect Agaric):** Every officer has sworn to die in the defense of their homeland and its people, and quite a few of them already have.

Mandragoran Noble [Wild Card]

Many of the high courtiers of the Blossom Courts escaped during the fall of Agaric, or in the months after. Some were mere children when their parents were slain, but are now grown into warrior-mages with the legacy of a kingdom to reclaim.

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

Skills: Fighting d6, Flowerspeak d8, Knowledge (Magic) d8, Notice d8, Persuasion d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (2);

Charisma: +2

Gear: Needle sword (Str+d4, +1 Parry), silk weave armor, clan signet, adamant shard (5 Power Points)

Special Abilities:

- **Arcane Background (Floral Sorcery):** Most mandragora nobles are also sorcerers. The average noble knows the following powers—*bolt* (fireball variant), *deflection*, *detect/conceal arcana*. 15 Power Points.
- **Arrogant:** Most mandragora nobles are so self-assured in their right to rule that it can be a little hard to convince them otherwise.
- **Environmental Dependence:** A mandragora is -2 to resist poison, disease, heat, cold, and other environmental hazards.
- **Noble:** The members of the Blossom Court are the true leaders of the mandragora people, gaining +2 Charisma.

Myconite Berserker

The fungal berserkers of the kappa horde, these small genderless creatures are distant cousins of the mandragora. On their own, myconites have little ambition beyond their next meal, which has led to occasional raids of civilized areas for resources. As fungus-based life forms, myconites heal very quickly and can recover from all but the most grievous wounds.

A myconite stands around four feet tall, with ruddy or mottled skin in shades of tan and dull orange. They have a dark hair-analogue that tends to cascade around their shoulders in a greasy, unkempt mane. Their bodies are slim and androgynous, and they typically wear only whatever clothing they choose to wear for the sake of decoration. Free myconites frequently adopt a personal gender, despite the fact that they are actually asexual, and many of them dress and act accordingly.

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

Skills: Fighting d6, Notice d4, Survival d6

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

Charisma: -2

Gear: Crude axe (Str+d6), crude leather armor (+1 Armor)

Special Abilities:

- **Berserker:** Myconite berserkers always choose to wild attack if they can do so, suffering -2 to Parry in exchange for +2 to their Fighting and damage rolls.

- **Bite:** Str+d4.
- **Fearless:** Myconite berserkers have almost no fear to speak of. They gain a +4 bonus on Fear rolls, and mass combat units made primarily of myconite berserkers gain a +4 bonus on Morale checks.
- **Fungal Growth:** Myconites take no penalties to natural healing rolls, including those from wounds or from lack of medical treatment.
- **Size –1:** Myconites stand around four feet tall, making them somewhat smaller than the average human.
- **Ugly:** Myconites are unattractive by the standards of most other races. They suffer a –2 penalty to Charisma.

Myconite Sporeling

Some myconites have an almost unlimited ability to reproduce more of their kind. Respected and feared in fungal society, these “spore mothers” spend all of their time producing spawn and eating the food brought to them by other myconites. Spore mothers produce not only the vast bulk of the myconite hordes but dozens of grotesque mutations as well. Sporelings are one of the more common (and more stable) such mutations.

An individual sporeling is only about half a foot tall, but what they lack in size, they make up for in

numbers and viciousness. They are incapable of reproducing, leaving them dependent on spore mothers for their creation, but a spore mother tends to produce several hundred sporelings where one or two myconites might have been created. Sporelings swarm their enemies, biting and clawing en masse until their prey is brought down by sheer weight of numbers.

A sporeling swarm fills a Medium Burst Template. They are about as intelligent as dogs, and are smart enough to not attack their allies — usually.

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

Skills: Notice d6

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

Special Abilities:

- **Bite:** Sporeling swarms inflict hundreds of tiny bites every round to their victims, automatically hitting and dealing 2d4 damage to everyone in the template. Damage is applied to a victim’s least armored location.
- **Swarm:** Parry +2. Because the sporeling swarm is composed of scores of creatures, cutting weapons deal only half damage and piercing weapons do nothing. Area effect and blunt weapons work normally, and a character can stomp to inflict his Strength as damage to the swarm, each round. Sporelings cannot follow their victims into water.

Pudican Advisor

The pudican people keep to themselves. The few that leave their cloistered forest homes are scholars and engineers who act as advisors to other races. These advisors rarely care about who's right or who's wrong in a given conflict—only who appreciates their expertise the most.

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

Skills: Knowledge (Engineering) d10, Knowledge (Magic) d10, Notice d8, Persuasion d8, Repair d8+2

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

Charisma: -2

Gear: Mask, backpack full of books

Special Abilities:

- **Scholar:** Pudican advisors gain a +2 bonus on Knowledge (Engineering) and Knowledge (Magic) rolls. Additionally, due to their intense training, pudican scholars gain a +2 bonus on Common Knowledge rolls.
- **Stoic:** Pudica gain a +2 bonus to Fear checks as well when defending against Intimidation, Taunt, and Smarts tricks. Pudica treat any Charisma bonus or penalty as though it were 2 points less than its actual value.
- **Toolkit:** A pudica's natural ability with manufactured objects and their grasp of advanced engineering principles makes them invaluable as craftsmen and architects. They gain a +2 bonus on Repair rolls and are always

considered to have at least basic tools on hand.

- **Vow:** Pudican advisors have sworn to serve the interests of their people above any other concern, even their personal feelings.

Pudican Assassin [Wild Card]

The “shy folk” like to be left alone—and they're not afraid to take actions that other people would consider ruthless to ensure that. The pudica know that they lack strength of arms in direct battle, so their warriors excel at “removing” threats to their interest discreetly. Few people have ever heard of the Silent Knives of the pudica—and fewer still have proven trustworthy enough to be allowed to live after learning about them.

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

Skills: Climbing d8, Fighting d6, Lockpicking d8, Notice d10, Repair d6, Shooting d8, Stealth d10, Throwing d8

Pace: 6; **Parry:** 5; **Toughness:** 7 (1);

Charisma: -2

Gear: Knife (Str+d4), crossbow (2d6, AP 1), poison (Vigor roll at -2 or suffer a wound), mask, shadow cloak, leather armor (+1)

Special Abilities:

- **Assassin:** Pudican assassins gain a +2 bonus on damage rolls against unaware opponents.
- **Marksman:** If a pudican assassin does not move on his turn, he

acts as though taking the Aim maneuver, gaining a +2 bonus to Shooting or Throwing rolls.

- **Stoic:** Pudica gain a +2 bonus to Fear checks as well when defending against Intimidation, Taunt, and Smarts tricks. Pudica treat any Charisma bonus or penalty as though it were 2 points less than its actual value.
- **Toolkit:** A pudica's natural ability with manufactured objects and their grasp of advanced engineering principles makes them invaluable as craftsmen and architects. They gain a +2 bonus on Repair rolls and are always considered to have at least basic tools on hand.
- **Vow:** Pudican assassins have sworn to serve the interests of their people above any other concern, even their personal feelings.

Quetzal Tribal Hunter

The average quetzal is a hunter-gatherer with little in the way of book learning but a lot of practical skills for survival in the deep forests.

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

Skills: Fighting d6, Notice d8, Survival d8, Throwing d6, Tracking d8

Pace: 8; **Parry:** 5; **Toughness:** 7 (2);

Charisma: -2

Special Abilities:

- **Armor +2:** Thick scales.
- **Bite:** Str+d4.

- **Gliding:** Quetzals add 1" to their base jumping distance, and they suffer half damage from falls as long as they are conscious and able to move freely.
- **Jumpy:** Quetzals are highly-strung and easily startled. They suffer a -2 penalty on Fear checks and rolls made to resist Intimidation.
- **Keen Senses:** The quetzal have highly attuned senses of sight and smell. They gain +2 on Notice rolls.
- **Mount:** Quetzals can act as mounts for any humanoid of Size +0 or smaller, ignoring the "rider's" weight for purposes of encumbrance. While mounted on a quetzal, the rider checks his Fighting against his Riding skill or the quetzal's Agility, whichever is *better* for determining his maximum mounted Fighting skill. While carrying a rider, the quetzal gains +1 Armor.
- **Non-Vocal:** A quetzal cannot speak any non-saurian language. This gives them difficulty being understood by outsiders. They suffer a -2 penalty to Charisma when dealing non-saurians.

Quetzal Coatl [Wild Card]

Coatls are the leaders of quetzal villages, respected individuals who are the primary point of contact between the quetzal and the outside world. A coatl resolves disputes,

arranges living spaces, and leads all trade with non-quetzals.

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

Skills: Fighting d8, Notice d8, Persuasion d6, Survival d8, Throwing d6, Tracking d8

Pace: 8; **Parry:** 6; **Toughness:** 8 (2);

Charisma: 0 (+2 with saurian)

Special Abilities:

- **Armor +2:** Thick scales.
- **Bite:** Str+d4.
- **Charismatic:** A quetzal coatl often learns better communication skills than others of his kind.
- **Flight:** Flying Pace 8", Climb 0.
- **Gliding:** Quetzals add 1" to their base jumping distance, and they suffer half damage from falls as long as they are conscious and able to move freely.
- **Jumpy:** Quetzals are highly-strung and easily startled. They suffer a -2 penalty on Fear checks and rolls made to resist Intimidation.
- **Keen Senses:** The quetzal have highly attuned senses of sight and smell. They gain +2 on Notice rolls.
- **Mount:** Quetzals can act as mounts for any humanoid of Size +0 or smaller, ignoring the "rider's" weight for purposes of encumbrance. While mounted on a quetzal, the rider checks his Fighting against his Riding skill or the quetzal's Agility, whichever is *better* for

determining his maximum mounted Fighting skill. While carrying a rider, the quetzal gains +1 Armor.

- **Non-Vocal:** A quetzal cannot speak any non-saurian language. This gives them difficulty being understood by outsiders. They suffer a -2 penalty to Charisma when dealing non-saurians.

SUMMONED ALLIES AND UNDEAD

Two powers—*summon ally* and *zombie*—allow a character with arcane powers to call forth servitors to aid him. The creatures called or created by these powers differ in *Heroes of Terra* from the core rules. Primarily, summoned allies are standardized by caster type, and *zombie* can call upon increasingly more powerful undead creatures as the caster increases in Rank.

SUMMON ALLY

The five types of summoned allies are arranged by Rank, Novice through Legendary. The basic statistics of each ally are the same. However, each caster type's allies appear very different; without some sort of magical knowledge, onlookers would be hard pressed to determine that they were the same sort of being at all.

A floral sorcerer's allies are spirits of the land, called forth through the power of the language of flowers. An artificer's allies are crafted constructs, built ahead of time and stored in the Warp until called upon. No one is quite sure what a channeler's allies are, or where they come from—only that they are strongly reminiscent of chessmen.

ZOMBIE

Generally, the *zombie* power needs a recently deceased corpse to function, though a well-preserved skeleton can let a caster gain the service of a dry bones even centuries after death. A recently ruined life spark is necessary for the creation of a ghost, however; some necromancers avoid this problem with the judicious use of soul-catching orbs (see Blessings of the Land).

Most casters are incapable of using *zombie* until Veteran Rank.

Characters with the Necromancer Edge can get this magic sooner, though they gain no improved access to better forms of undead prior to the correct Rank.

See the Bestiary for more information on ghosts, specters, wraiths, dry bones, ghûls, and revenants.

The Novice ally is called a *minion*. For floral sorcerers, it manifests as a man-sized carnivorous plant. Artificers build mechanical servants of various shapes, though the most popular are crabs the size of wolves. The channeler ally is a faceless humanoid dressed in all-white or all-black resembling a chess pawn.

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

Skills: Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Special Abilities:

- **Armor +2:** Tough hide.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; immune to poison and disease.
- **Fearless:** Minions are immune to fear and Intimidation.
- **Slam:** Str+d8.

Harrier (Seasoned Ally)

The Seasoned ally is known as a *harrier*. Floral sorcerers call forth a man-sized dragonfly spirit. The most common artificer ally looks like an oversized clockwork owl.

Channelers call forth an enormous black or white corvid called a rook.

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

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Special Abilities:

- **Armor +1:** Tough hide.
- **Claws:** Str+d6, AP 1.

Minion (Novice Ally)

- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; immune to poison and disease.
- **Fearless:** Harriers are immune to fear and Intimidation.
- **Flight:** Harriers have a Flying Pace of 10" and a Climb 2.

Sentinel (Veteran Ally)

The Veteran ally is called a *sentinel*. This creature is a huge amalgamation of the five elements for a floral sorcerer or a hulking steam-powered golem for an artificer. Channelers call a hulking armored faceless humanoid that looks like a chess knight.

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

Skills: Fighting d8, Notice d6

Pace: 5; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Tough hide.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; immune to poison and disease.
- **Fearless:** Sentinels are immune to fear and Intimidation.
- **Size +1:** Sentinels are somewhat larger than humans, and bulky to boot.
- **Weapon:** Str+d8.

Champion (Heroic Ally)

The Heroic ally is known as a *champion*. Floral sorcerers conjure forth gigantic insects carved of gemstones and crusted with flowers.

The artificer champion is a surprisingly lithe clockwork servant, deadly and swift. Channelers call up an idealized robed faceless humanoid resembling a chess bishop.

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

Skills: Fighting d10, Intimidation d8, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 12 (3)

Special Abilities:

- **Arcane Bond:** Champions have the Arcane Resistance Edge for powers cast by anyone other than their summoner.
- **Armor +3:** Stony hide.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; immune to poison and disease.
- **Fearless:** Champions are immune to fear and Intimidation.
- **Improved Sweep:** A champion may attack everyone adjacent to itself as a single action.
- **Size +2:** Champions are twice the height of a man and very dense.
- **Weapon:** Str+d10, -1 Parry.

Noble Servitor (Legendary Ally)

The Legendary ally is called a *noble servitor*, and it surpasses the power of almost any other conjured being. Floral sorcery calls up a true avatar of nature, a forest lord—a dozen feet tall and crowned with branches for horns. The artifice ally is a dreadnought, an enormous creation made only for war. The channeler

ally is a chess queen or king, at the caster's preference—either is equally deadly. Unlike other summoned allies, the chess king and queen have faces, strongly resembling the character who summoned them.

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

Skills: Fighting d12, Intimidation d10, Notice d10

Face: 8; **Parry:** 7; **Toughness:** 16 (5)

Special Abilities:

- **Arcane Bond:** Noble servitors have the Improved Arcane Resistance Edge for powers cast

by anyone other than their summoner.

- **Armor +5:** Steely hide.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; immune to poison and disease.
- **Fearless:** Noble servitors are immune to fear and Intimidation.
- **Hardy:** A noble servitor does not suffer a wound from being Shaken twice.
- **Size +3:** Noble servitors stand over twice the height of a man and massively built.
- **Weapon:** Str+d10, AP 2, -1 Parry.