

PAUL "WIGGY" WADE-WILLIAMS

HELLFROST

• CREATURE GUIDE •

BUFOMI

● INTRODUCTION ●

Most citizens of Rassilon know of bufomi only through travelers' tales. Jokingly referred to as "toadies," they are often portrayed as harmless, backward simpletons practicing a bizarre toad-worshipping faith. But those who dwell near the dank marshes the bufomi call home, tell no such stories and do not laugh with those that do, for they know how savage and cunning the toad-men can be when aroused. Their culture is a violent one, where the strong devour the weak and life is a constant struggle. This supplement delves beneath the stereotypical exterior of bufomi society to reveal the true nature of the toad-men race.

● ORIGIN OF THE SPECIES ●

Although much of the sentient races' historical records were destroyed during the Blizzard War, and the centuries long collapse of civilization that followed, fragmentary Anari texts dating back many millennia make vague mention of "men not unlike toads in appearance and habit" dwelling in the marshes of Alantaris Isle.

Although the older races—frost dwarves, elves, and gatomen, among the more notable—make no mention of bufomi, this should not be taken as proof they were not around in antiquity. The dwarves had no reason to venture into the marshes, the elves were tied to their forests, and gatomen were of the habit of labeling all lesser races simply as slaves, not bothering to distinguish them.

Most civilized races now put the creation of the bufomi down to Eostre or Loki. Followers of Eostre Animalmother claim the goddess created all animal life, even the toad-men. An early race of dull intelligence, they were given dominion over the marshes, and were to be its watchmen and guardians, tending the creatures and plants in the wondrous and varied garden of creation. But the toad-men began to create idols in their own image and fell from grace, rapidly devolving into barbarity without the blessing of the goddess. In other stories, the bufomi remained loyal to their task until they were led astray by Loki, whose mischief knew no bounds.

Sages less bound to religious myths argue that the bufomi may once have been a continent-spanning race, for they are found in numerous marshes below and above the Icebarrier Mountains. Although they do not know it, they are closer to the truth than they realize, for bufomi society arose during the ancient age when much of the northern continent was dank marsh.

Permission is granted to print this ebook. No site licence is given.

THIS GAME REFERENCES THE SAVAGE WORLDS GAME SYSTEM, AVAILABLE FROM PINNACLE ENTERTAINMENT GROUP AT WWW.PEGINC.COM. SAVAGE WORLDS & ALL ASSOCIATED LOGOS & TRADEMARKS ARE COPYRIGHTS OF PINNACLE ENTERTAINMENT GROUP USED WITH PERMISSION. PINNACLE MAKES NO REPRESENTATION OR WARRANTY AS TO THE QUALITY, VIABILITY, OR SUITABILITY FOR PURPOSE OF THIS PRODUCT.

© 2010 Triple Ace Games. Hellfrost Rassilon Guides and all related marks and logos are trademarks of Triple Ace Games. Savage Worlds and all related marks and logos are trademarks of Pinnacle Entertainment Group. All rights reserved. Used with permission. © 2010. All Rights Reserved.

Author: Paul "Wiggy" Wade-Williams
Graphic Design: Robin Elliott
Editing: Vince Kingston



WWW.TRIPLEACEGAMES.COM

HELLFROST CREATURE GUIDE

●ANATOMY●

Once found far and wide across Rassilon, bufomi are largely confined to the Hearthlands these days, though colonies exist in the marshes of the Low Winterlands. Despite being separated by hundreds or thousands of miles and millennia of time, the disparate tribes have never evolved along distinct lines. While individual tribes may have unique customs based on circumstances or the whim of their rulers, and perhaps minor variations in skin tones caused by diet, there is but one bufom race sharing a common physiology and psychology.

PHYSIOLOGY

Bufomi are the only known sentient amphibian race. A typical toad-man stands around four feet tall and weighs in at a measly 95 pounds. Male and female genders exist. Females are larger, often weighing as much as 150 pounds, less aggressive, and unlikely to be encountered outside the lair.

Bufomi are not called toad-men for nothing, for their general appearance is that of a bipedal toad. Their skin is moist and warty, though thin and prone to drying out if not regularly bathed. Most bufomi have green skin, though the exact shade varies immensely—shamans tend to have mottled brown skin, as do the rare slime lords.

Like toads, the eyes are high on the head. Capable of swiveling to face rearward, they allow bufomi to keep an eye on prey while seemingly oblivious to its presence. In the dangerous world of the marshes, wherein dwell giant leeches, marsh trolls and dragons, the ability to see behind you is as much for defense as offense. When a bufom is submerged in water a thin membrane slides down over the eye. This lens acts to correct vision, allowing the bufomi to see equally well underwater or on land.

The wide, lipless mouth can open wide enough to engulf cat-sized animals with ease. Bufomi are toothless. Small prey and handfuls of vegetable matter can be swallowed whole, but larger meals must be cut up first. Bufomi are capable of understanding other languages, but the physiology of their mouths and larynx prevents them from speaking in any language other than their own croaking tongue.

Thanks to its wide mouth, bufomi appear both idiotic and alien. These views are only emphasized when the creature's long, sticky tongue whips out to moisten its eyeballs or snatch a fly from the air.

Located on the male's bottom jaw are two sacs. Normally invisible, these can be inflated at will, almost doubling the size of the toad-man's head. This serves the bufomi in several ways. First, it serves as an internal air supply, enabling the toad-men to remain submerged for up to five minutes. Second, by making the bufomi look larger it makes him look both more physically impressive and more dangerous. Likely at one stage this was used in courtship rituals and to ward off other males. Today it

serves only for the latter purpose. Third, the bufomi can release the stored air to produce the thunderous croaks which form a key part of their military tactics.

The loud croak is also used for primitive communication, for on a clear night the croak can be heard at distances of up to one mile. The booming noise conveys no information beyond indicating that a bufom is present. Scholars have deduced that each tribe has a unique croak. Thus, it is likely that sentries in areas where multiple tribes dwell croak to warn others they are straying into their territory.

Strangely, when a bufomi is killed his air sacs inflate and deflate one last time, producing a feeble, drawn out croak. This led to use the use of "croak" among the Anari to mean someone has died (as in "He's croaked it").

Bufomi have long, webbed fingers and toes (three at the end of each limb), making them capable swimmers. Their arms tend to be spindly, but their thighs are extremely powerful. The natural walking motion is not as with humans, but rather an ungainly hopping motion. By tensing and rapidly unleashing its thigh muscles, bufomi can leap horizontal distances of up to 16 yards in a single bound.

However, the legs of shamans tend to be weaker, prohibiting them from leaping to any noticeable distance beyond that of an average human. Since caste is not based on genetics, sages can only assume that shamans lose the ability due to lack of physical exercise.

LIFE CYCLE

Female bufomi are fertile at about one year old, whereas male can take between three and five years to reach full maturity. During this time, treat all attributes and skill a being one die type lower, to a minimum of a d4. Bounding is limited to 1d4+1".

Bufomi utilize external fertilization. During mating season, which occurs in late summer and is triggered by the steady drop in temperature, female bufomi lay hundreds of eggs in special spawning pools situated in the heart of the lair. The males of the tribe then do their bit to fertilize them. All males use the same pools, though shamans perform their duty before warriors. The eggs develop into tadpoles, which hatch in the same pool.

At least 95% of the tadpoles hatched the next spring are devoured by their kin. The bufomi see this as natural selection and make no attempts to interfere in the process. Those who survive to grow into immature bufomi are carefully studied by the shamans of the tribe.

Depending on the traits they exhibit, the infants are cast as either shamans or warriors, receiving appropriate training from the moment they vacate the pool. Bufomi society is harsh. Infants who fail to make the grade are not demoted to a lower caste—they are sacrificed.

Throughout his adult life a male bufomi toils to ensure both he and his tribe survive. Life will be an endless challenge of hunting and gathering, avoid death at the hands of predators, and avoiding ending up in his god's already bloated stomach. He has no hope (or indeed

concept) of promotion or a better life. He is what he is, and that is all he will ever be.

Those few who manage to reach old age, which is around 40 years, are either very blessed or very lucky. Unlike in many societies, bufomi do not honor their elderly for their wisdom.

Once a bufom becomes infirm whether from long-term illness, infertility (easily recognized only in females), permanent injury, or the ravages of old age, there is only one fate awaiting him—to become a sacrifice. The tribe's daily struggle for food means the bufomi can ill-afford to feed useless mouths. Even those tribes with adequate food see no purpose in the weak, save to appease K'kroakaa.

PSYCHOLOGY

Although the bufomi were once a relatively advanced race, their fall from grace has not itself marked their psyche. The gatormen, for instance, vividly remember and lament the halcyon days of their mighty empire, lusting after a return to former glories. The bufomi do not place any attachment to their ancient achievements. That said, they still prefer to dwell in ancestral areas, but this is more akin to a primitive calling than a conscious decision to cling to ancient memories.

In days of old bufomi were passive creatures. They kept to their patch of marsh and, with plentiful resources, were even willing to trade with other tribes. Thanks to centuries of privation by gatormen and lizardmen, and the reduction in viable homeland due to massive climate changes, these days bufomi are highly territorial creatures.

Each tribe marks out an area for its own and fiercely defends it from all trespassers. Markers usually comprise small piles of skulls. Violent competition for the best feeding grounds is rife when multiple tribes exist in a small geographic area. This serves the neighboring races well, for it keeps the bufomi occupied.

Much of a bufomi's life is spent in fear. Part of this stems from a natural fear of larger creatures, both sentient and bestial which inhabit the same marsh. Bufomi are not naturally belligerent and, while tenacious and relatively cunning, are unskilled fighters. The other fear originates in the unfortunate practice of regular sacrifice to their bloated god and cannibalism.

To allay the latter eventualities, bufomi are always trying to prove their worth to their leaders. Rather than displays of physical prowess, they do this by fawning over their social superiors and offering plentiful gifts of food. There is an old saying among the bufomi that it is better to be alive and hungry than dead and bloated.

The starvation levels suffered by most tribes can make them gullible to crafty outsiders looking for cheap, if largely ineffective, mercenaries. Promises of plentiful food, and some treasure for the shaman, can sway the tribe to undertake activities they would never normally dream of doing.

Treachery is a trait found only among the shaman

NEW GEAR

Air Sacs: Bufomi may be a sentient species, but to most other races they are nothing more than primitive beasts. This bias has led some to utilize dead bufomi for their body parts, in particular the air sacs. The sacs are fashioned into crude double bladders. Inflating a pair to full size, about a foot in diameter each, takes four actions.

Air sacs can be used as flotation bladders. A pair of inflated air sacs provides a +1 bonus to Swimming rolls to remain afloat.

They can also serve as emergency air supplies. By inhaling air from an inflated bladder at regular period, a character doubles the number of rounds he can hold his breath.

Air sacs must be kept moist or the skin becomes brittle and ruptures when inflated. Attempts to artificially protect the skin have failed—the skin becomes too thick and will no longer inflate.

Availability: S (found only close to marshes where bufomi lair); **Cost:** 10 gs per pair; **Weight:** 1 lb per pair.

caste, and even then it is always for the benefit of the tribe. Indeed, this tribal mentality is thoroughly ingrained in the race from birth. While bufomi have individual names, their few aspirations are always centered on improving the tribe's lot. The thought of doing something purely for oneself is a very rare trait.

SOCIAL STRUCTURE

Bufomi society operates around two castes—shamans and warriors—though there are rare sub-castes. Casting occurs as a matter of selection and training, not one's birthright. Within bufom society there is no place for advancement—one either spends one's entire life fulfilling one's chosen role, or you end up as a sacrifice.

Warriors make up from 60-75% of the population. Shamans range from a single individual to a full 10%. Females rarely exceed 10%, even in the largest tribes. The remainder is juvenile bufomi undergoing training.

Tribes vary in size from a lowly 30 up to several hundred members depending on the local climate, predators, internal conflicts, and available food. Familial groups, such a clans and families, are unknown to bufomi. Indeed, the ideas are totally alien to the race. A tribe with a single female can rightly claim to be mother of the entire tribe, but tracing one's father is impossible due to the communal nature of breeding.

SHAMANS

Bufomi are a superstitious race. Since only shamans

HELLFROST CREATURE GUIDE

have supernatural powers, bufomi take this as a clear sign that only they are fit to rule.

Every bufomi tribe is led by a single shaman. Large tribes may boast multiple shamans, but there is always a dominant one who takes the title “high priest.” Competition for leadership can be fierce, for it brings many rewards. Those desiring power must have the cunning to outwit their rivals, display greater faith, and garner the support of the warrior caste.

Maintaining this power requires a mixture of cunning, aggression and blind luck. While no warrior would deign to overthrow a shaman of his own volition, every junior shaman is looking to increase his personal power. Coups are typically instigated with K’kroakaa’s “blessing.” The would be usurper need only highlight a tribe’s misfortune and point to the current ruler to begin a rapid cascade toward violence.

Unfortunately, being a leader is not always an active choice, for some tribes practice a form of enforced democracy. While rulers are accorded immense respect, and are gifted the bulk of the food gathered and all the treasure scavenged, their position is very shaky.

Their continued reign requires the tribe to prosper, or at least not slide further into decay. Once things turn bad, rivals are quick to accuse the shaman of offending K’kroakaa. The only solution is to sacrifice the unfortunate shaman to his god and install a new leader.

Many shamans work hard to emulate their god—they make proclamations and croak orders, but let others do the hard work while they gorge themselves into obesity and siphon off most of the plunder. The most dangerous tribes are led by young, dynamic, ruthless, and smart shamans.

SLIME LORDS

The rarest and most powerful bufomi are the slime lords. They are of the shaman caste, but are immensely bloated and exceptionally intelligent.

Their warty skin exudes a viscous, pungent hallucinogenic slime. Before entering combat, a slime lord smears his bodily excretion on his weapon.

These fearsome, slime-coated creatures are always the leaders of their tribe, and often command several lesser tribes. The cohesive bonding of disparate tribes under a single figure can make the bufomi a threat to their neighbors, but such a union can exist only as long as the slime lord rules. Once he dies, natural rivalries over feeding grounds return the tribes to the dominant *status quo*.

WARRIORS

Warriors make up the bulk of every tribe. They live only to serve K’kroakaa through his earthly shamans, acquire enough food to ensure the tribe’s continued survival, and breed so there will be a new generation to fill vacant roles.

Despite the caste name, which is one used by other races, warrior males fill every role from laborer to hunt-

er-gathered to actual protector of the tribe. The bufom word for the caste translates literally as “servant.”

CHAMPIONS

Whereas most bufomi are small, the champion is a tall, muscular member of the species. They stand a head taller than Saxa and weigh upward of 200 pounds. Despite their huge size, they are still members of the warrior caste, albeit ones accorded greater respect.

Unlike other bufomi, champions are noticeable from birth, being larger and more aggressive members of the species. From the moment their status becomes clear, their destiny is set.

A champion’s primary diet comprises of young bufomi who fail to meet the grade for their chosen caste, and the flesh of sacrifices. Unlike regular warriors, champions wield good quality weapons. These are usually looted from the corpses of intruders.

FEMALES

Whereas male bufomi are divided into two castes—shamans and warriors—females are outside the caste system. Their sole purpose is the procreation of their race, and because of this they are deeply respected (though granted no authority over males) and diligently protected at all times.

Females are extremely rare, with most tribes boasting only one per 20 males. Possession of females not only increases the potential number of tadpoles each mating season, but it is also a sign of status.

Most tribes are content to survive with just a single female. However, should she die or become infertile (an event met by her sacrifice), the tribe has only two choices—slowly wither away or find a new female. The latter means open conflict with another tribe, and a tribe with no females is a truly deadly foe, for it has nothing to lose in armed struggle.

Possession of healthy females, while a boon in terms of more potential hatchlings and greater prestige with neighboring tribes, is not without its drawbacks. Females require substantial amounts of food if they are to produce a plethora of viable eggs. While bufomi do not begrudge giving food to their females, such offerings do reduce the amount available to the rest of the tribe.

● CULTURE ●

Regardless of its level of civility and intricacy, all sentient beings possess a culture. This section looks at the basic culture of the bufomi.

HABITAT

For all their other failings as a race, the bufomi are deeply spiritual, in their peculiar, barbaric way. Com-

munities exist to serve the tribe's temple rather than the other way round, and thus wherever the bufomi have set up home there is always a place of worship at its heart.

Long ago, the bufomi raised stone temples to honor their gluttonous god. Never masters of masonry, such temples were far from majestic, but they still boasted an impressive number of rooms. Over time these structures have largely crumbled, leaving behind naught but creep-er-choked piles of rubble in most places and a patchwork of standing walls and piles of collapsed stonework in others.

Although they possess no ability to see in the dark, bufomi prefer to live underground whenever possible, ideally in cool, damp places. Conditions deemed insani-tary by other races, even orcs, are often ideally suited to toad-men, though even they draw the line at Rassilon's few sewers.

As a matter of prudence, there is usually one visible entrance and a smaller, concealed one for emergency evacuation. Unlike orcs, who prefer a strongly defended entrance, bufomi post only a handful of guards. Since their homes are usually low (by human standards), put-ting your enemy at a disadvantage is seen as more prefer-able than a suicidal stand.

Being a small race, they favor lairs with narrow cor-ridors and low ceilings. Floors in select rooms may be excavated as deep as ten feet, allowing them to fill with water. While the bufomi can cross these with ease, either by leaping if the ceiling height allows or simply swim-ming, they present an obstacle for most intruders. War-riors dominate the outer areas, while the shamans and the vital rooms, such as the larder and birthing pool are placed deeper within the tunnels.

But while Rassilon boasts an innumerable number of suitable ruins, bufomi refuse to leave their ancestral marshes. As a result, many tribes are forced to dwell on the surface due to a lack of ruins and soil too boggy to excavate safely.

When forced to live above ground, the most favored location is an island. Although the ability to work stone has been lost, bufomi have enough knowledge to erect simple fortifications from either wood or, more com-monly, by planting thorny bushes around the perimeter.

Most surface-dwelling bufomi live in crudely fash-ioned circular reed huts. Each hut sleeps anywhere from four to ten warriors. Privacy is not a common trait, and no internal divisions exist to create separate sleeping areas. Bedding is usually a mass of wet reeds.

Typically, a village is built as a series of concentric circles, with warriors' hut outermost. When a tribe has a champion, he normally lodges with the leader, effec-tively becoming his private bodyguard. Junior shamans, when such exist, form an inner ring around the heart of the settlement—the birthing pool, the ruler's hut, and the temple.

Serving as the altar is an effigy of a giant toad with its mouth open. In many temples offerings are shoved into the maw and out through the toad's back. The symbolic sacrifice over, the bufomi dine on the carcass while the

highest ranking shaman takes the treasure. In a rare few others, the sacrifices fall through a hole in the base of the statue into a subterranean chamber. Giant toads are housed below the temple, and they dine on the still screaming victims.

DIET

Bufomi are carnivorous hunter-gatherers capable of eating almost anything they can fit into their mouths.

Much of their diet comprises worms, slugs, spiders, grubs, small birds, vermin, and insects either caught on their sticky tongues or collected in reed baskets attached to long pole. Gathered insects are returned home and mashed into small balls. While insects are plentiful, a bufom requires more than the occasional mosquito or fly to survive.

Nets and spears are used to hunt fish, eels, leeches, and even other amphibians. Despite the similarities be-tween the race and mundane amphibians, bufomi have the same approach to eating frogs and toads as humans do to other animals. While technologically primitive, bufomi are masters of snares. This enables them to catch small land animals.

It should be noted that while bufomi do eat the flesh of sentient beings, it is a rarity in their daily diet. In dire emergencies they may attack a small stead on the fringes of their territory, but they are too fearful to launch attacks on larger settlements unless driven to the point of utter despair. Lone travelers and small parties should always take care, though, for the opportunistic bufomi will take small risks to ensure they eat.

Outsiders who come prepared can buy safe passage and even hire guides in return for fish or shreds of meat. Bufomi are quite happy with rotting meat, so an adven-turer need not spend a fortune purchasing fine cuts. Loyalty, though, only extends as far as the next meal. It has been known for a bufom to work for an adventur-ing party, be refused food, and lead his so-called masters into a treacherous area of bog or into an ambush.

While bufom make use of fire for heat and light, they disdain cooked food, finding it unpalatable (which is saying something). Whether flies, fish, or rabbits, food is hacked into manageable chunks and swallowed whole.

Certain soft weeds are eaten, but only as a last resort, for they provide very little nutrition. Lacking teeth, any fibrous plants are rolled around the mouth until they form a ball and then swallowed.

Although always on the hunt for sufficient food, bufomi are careful hunter-gatherers. They understand enough about the cycle of life not to hunt to excess, lest they leave themselves short of prey the next year.

CLOTHING

Personal modesty and fashion mean nothing to bu-fomi. They do not wear clothes, even when garments are available to them. A shaman might wear a piece of plundered jewelry to show his status, but would not don

HELLFROST CREATURE GUIDE

an ermine lined cloak, though he probably would happily use it as a blanket.

This reluctance to don clothing leaves the bufomi vulnerable to cold weather and has led to the misunderstanding that they hibernate in winter. In truth, they merely limit their outside activities to a minimum, instead huddling around fires in the safety of their damp homes.

LAW AND ORDER

Within a tribe the word of the ruling shaman is absolute law. Generally there is little need for policing, as tribes are naturally communal, the idea of personal possessions is confined to a rare few individuals such as senior shamans and champions (and even then it is for the good of the tribe), as such there is little crime.

Despite this, there are some immutable laws in place. Over eating, stealing food, or hoarding of food in secret is a crime, as is using the birthing pool out of turn. Treason against the ruler is a crime only if the ruler is not overthrown, otherwise it is a perfectly valid way of trying to improve the tribe's fortunes. Murder is a very serious crime, though only if the victim was a productive member of society. Those unfit to aid the tribe are non-entities, though murdering one out of hand is a religious crime, as it robs K'kroakaa of a meal.

Bufomi society has no room for lengthy trials dominated by legal precedent and clever wording. All cases are brought before the ruler, who is quick to pass the only judgment known to the race—death by sacrifice.

HEALTHCARE

Bufomi society favors the strong. The weak are a serious drain on resources, and likely to end up as a sacrifice. However, bufomi are also pragmatists—if a wounded warrior can be healed relatively easily, then why waste a valuable resource?

What bufomi sorely lack is access to magical healing. A tribe might own one or two *healing* potions, but these would be precious treasures, not things to be casually squandered. A handful of warriors might know basic first aid, but most medical care lies with the shamans.

Fortunately, bufomi shamans often understand hedge magic. The marshes they call home are abundant with medicinal herbs, not all of which are known to non-bufomi practitioners. While perfectly safe for other races to use, most concoctions take the form of thick, slimy pastes that are either rubbed onto the skin or gulped back. A race that happily eats bugs has little care about ingesting rotting weeds.

LANGUAGE

Bufomi speak a dialect of Lesardetongue, a language also shared by gatomen and lizardmen. Scholars have long argued why this should be so, since bufomi were never enslaved *en masse* and are not biologically or

mythically related to the other races. To date no viable solution has been put forward. While other races can reproduce the language, it is hard on the throat.

The language is not advanced, though whether or not it is debased from an earlier tongue or just never evolved is open to discussion. Sentences are very clipped and never used in a compound structure.

NAMES

While individuals have personal names, the race has no concept of surnames. They do not name their tribes, either. Instead, a bufomi describes where he is from when forced to reveal anything about his tribe. For instance, a bufomi may state that his tribe “lives in the shadow of the bent tree near the brook where the frogs grow.”

Only shamans use personal adverbs and pronouns—warriors use their given name. So while a shaman might say “I want the spear,” a warrior would say “Kruk wants the spear.”

NUMBERS

Despite having just six fingers, bufomi use a decimal system. Again, it is hypothesized this is a hold over from relations with the gatomen or lizardmen, though it is impossible to prove. The bufomi numbering system stops at 1000—they simply have no need to count any higher. Beyond that, they employ vague descriptive terms, like “many more than us” or “as many as there are flies in a swarm.”

WRITTEN LANGUAGE

Bufomi have no true written language. They utilize simple pictograms, but these convey only basic meanings, such as “Danger” or “Sacred.” Though little true education occurs among the primitive race, customs, laws, and religious beliefs are passed on through an oral tradition by the shamans.

CALENDAR

Bufomi have never been stargazers or farmers, and thus have little use for a calendar. They understand the changing of the season, as this alters what food is available. Their primitive culture knows the seasons as Bad Time (winter), Warming Time (spring), Insect Time (summer), and Hunting Time (fall).

Winter is aptly named, for the insects and animals that form much of their diet are hard to find. Ice may prevent fishing, and wild animals tend to migrate out of the marsh to better feeding grounds. For much of the winter the tribe sits in its lair, rationing provisions gathered the previous year, and hoping the Warming Time quickly comes.

As spring dawns so the tribe becomes more active, venturing outside in the hope of catching fresh provisions. Tribal boundaries are checked, and if necessary

rebuilt to warn rivals the tribe is active. As lambing season approaches, tribes fortunate enough to live close to steads begin making their first raids.

Summer is a time of relative plenty. Swarms of buzzing insects fill the air, the waters run freely, and other animals are starting to gain body fat, at least in the Hearthlands. For tribes in the Winterlands, Insect Time is less a leisurely banquet and more a mad scramble for pitiful scraps. The warriors spend much of their time hunting and gathering in preparation for the coming winter. Ironically, while humans favor war in summer, bufomi cannot afford to waste the short period on such matters.

As the great wheel of the heavens turn, so summer gives way to fall. The days grow shorter and colder, and the bufomi know it is time for a last minute flurry of food gathering before winter again blankets the land in its deadly embrace. Raids against neighboring tribes and isolated steads reach a peak in the weeks before the first snow falls. As winter comes, the tribe again withdraws to its lair to weather the hard times to come.

Bufomi have no names for the days of the week or months, seeing each day as just another cycle of activity. The passage of time is crudely marked by noting the number of sun rises. Bufomi mythology claims the sun is slowly being devoured by K'kroakaa in revenge for burning him (see page xxx).

The moon is identified as K'kroakaa's belly. When full of sacrifices, it expands and fills the night sky. As the god digests his meals, so his stomach deflates until it is empty. This superstitious belief has led to sacrifices being offered during the phases when the moon is more dark than light.

TRADE AND TRIBUTE

All bufomi tribes are self-sufficient in the basic wares they need to survive day-to-day. Cooperation between rival tribes is virtually unheard of due to the bufomi's tendency to view everyone else as competitors for the same resources. A powerful slime lord might bond multiple tribes together, but even then there is little direct trade—such an organization is more a personal military force than an economic one.

Still, bufomi are sorely lacking in arms and armor, and will trade for them. They have been known to trade for sacrifices as well. Since they possess no valuable crafts, all they have to offer is herbal remedies and general support, typically supplying small numbers of warriors.

While the latter may not sound appealing, rumors are circulating that an engro merchant in Drakeport was using bufomi from Gnatmarsh to commit acts of piracy. Such alliances are extremely uncommon, and are never based on mutual trust.

When large quantities of goods must be moved around, giant toads fitted with simple harness supporting wicker baskets are used as beasts of burden.

Strong tribes have, on occasion, risen to such power as to be able to demand tribute from weaker tribes. While

TOADS AND FROGS

One aspect of bufomi culture little witnessed by observers is their use of small amphibians. Warriors have been found to be carrying species of toad and frog in small sacks. These are usually dismissed as either pets (a foreign notion to bufomi) or snacks. In fact, bufomi lick or ingest these creatures to induce certain physical and mental states.

In all the examples below, licking a toad takes one action and an individual toad may be licked only once per day.

Great Warty Toad: A large, brown, warty specimen, found mainly in the Great Swamp, the warty toad's secretions produce feeling of euphoria. Humans involved in the narcotics trade pay good money for live specimens. Licking a warty toad acts as a courage healing brew (see *Rassilon Expansion*).

Red-spotted Toad: Common to Gnatmarsh, the red-spotted toad (also known as blood toads or Dargar's toads) is known to be toxic. Its secretions produce a raging fever if they enter the body. Bufomi, however, react very differently. By licking a red-spotted toad, bufomi suffer a temporary madness akin to a berserker frenzy. Bufomi licking this specimen suffer the effects of a berserk herbal brew. Other races must make a Vigor roll (–2) or suffer a level of Fatigue for 24 hours.

Rigr's Toad: So named because they are active at night (and thus never appear to sleep) and because of their useful secretion. Licking one provides the benefits of a stimulant I brew.

Wretch Toad: Bright green with yellow spots, the secretions of this amphibian are a defense mechanism against predators. When ingested, the mucus acts as a purgative herbal brew.

a strong tribe could take what it wanted by force, open warfare risks casualties, and even a seemingly weak foe might prove difficult to crush. So the threat of violence is used instead.

It is theoretically possible, but as yet unknown, that a tribe could extend its influence outside the marsh, demanding tribute from farms and steads in return for leaving the settlers in peace. But any such act would require either a strong military force or a massive bluff, and either is likely to earn only a short term victory.

WARFARE

Bufomi are not widely renowned for their bravery or skill at arms, though when defending their lairs they fight with a tenaciousness rarely found elsewhere. Under the direct command of a slime lord, they can become a reasonable fighting force.

HELLFROST CREATURE GUIDE

WEAPONS AND ARMOR

Bufomi lack the technology and skill sets to forge and work metal. Even leatherworking is beyond their understanding. Unless a warrior has been fortunate enough to acquire a suit of armor from an outside source, such as a fallen foe of similar size, he fights naked.

Even when armor is available, it is rarely worn around the clock. Bufomi skin may appear tough, but it is actually surprisingly delicate. Armor is renowned for chafing. Furthermore, being able to swim is a key part of their daily life, and armor is heavy.

As a general rule, one can expect champions to wear at least a leather vest to denote their status. Slime lords protect themselves with the heaviest armor they can find. Since they spend much of their day seated, chaffing and weight are rarely problematic.

Similarly, unless an outside source of weapons is located all he has to fight with is a very primitive spear. Often these are little more than sharp stones lashed to sticks with dried reeds. Spears are popular across the spectrum of sentient races, not only because they are cheap to produce but also because they allow you to attack at an increased range, thus helping ensuring your foe doesn't get chance to strike you.

Perhaps because of their powerful leap, bufomi have never bothered with ranged weapons. While the invention of the sling is hardly a work of genius, limitations in understanding prohibit the manufacture of bows. Again, though one should never assume the bufomi will only engage in melee—tribes that manage to acquire missile weapons are inclined to at least experiment with them.

TACTICS AND STRATEGY

No organized military structure exists within a bufomi tribe. Every male is expected to help protect the tribe, though the leader only rarely places himself in mortal peril. On all but the rarest occasions, the junior shamans fill the role as military commanders, though their main purpose is to supply magical support rather than true leadership.

This section looks at bufomi tactics in ambushes, when defending lairs, and on small scale raids. No tribe or collection of tribes has yet taken part in a pitched battle, and it is unlikely they ever will.

AMBUSHES

Bufomi rarely have the manpower to attack from a position of strength. Instead, they prefer to attack from a position of surprise, looking to overpower their enemies before spells can be brought against them. Given ideal circumstances, bufomi like to outnumber their foes by at least two-to-one. However, under desperate circumstances they will attack larger forces, though usually only for a few rounds before retreating.

Being semi-aquatic, bufomi prefer to employ ambushes at sites where there is water on multiple sides. The

sly hunters lurk below the surface with only their eyes protruding. As well as providing cover from which to attack, it makes for a handy escape route should things turn bad. Warriors are spread around the ambush site, ensuring that the approaching enemy can be adequately hampered from all sides.

Knowing that the opening few seconds of an ambush are the most vital time, bufomi attacks always begin with the warriors on one side emitting a barrage of croaks in a bid to stun their opponents for those crucial few seconds. When enemies not stunned turn to face the direction of the attack, the warriors not behind them repeat the tactic. This tactic is also employed when an enemy immediately breaks or tries to fall back to regroup.

With the enemy now reeling, the warriors bound into battle from all sides simultaneously, employing another of their strengths to deliver deadly blows before their opponents can recover.

Unless these first few moments have given the bufomi an advantage, they are likely to turn tail and flee at the earliest opportunity. Only if their foes are on the ropes will they press the attack.

Shamans remain as far from battle as their spells allow. During the initial two rounds, when the warriors are croaking, shamans unleash their offensive spells at the enemy, hoping to kill or disable them before the warriors leap into action. Spells such as *blast* and *entangle* are targeted at the most dangerous looking foes, while *stun* is used against weaker looking troops. Cavalry may be pelted with *knockdown* spells in an attempt to unhorse the rider, thus robbing the rider of his height and speed advantage. *Prolonged blast* is normally only used when the bufomi are outnumbered, the spell being placed so as to divide the enemy into more manageable sized units.

Once melee is joined, the shamans become more selective, angling spells to pick off groups of foes without endangering their warrior comrades.

Beast friend can be useful for controlling giant toads or swarms of carnivorous frogs, but only when such creatures are present. Given a chance to employ such allies, bufomi use them as shock troops. When giant toads are not available, the shaman often employs his *summon herald* spell to bring one forth before the ambush is sprung. Spells such as *boost/lower trait*, *leaping*, *shape change*, *sanctuary*, and *wall walker* are kept in reserve in case the shaman needs to make a quick getaway.

DEFENDING LAIRS

As noted above, bufomi prefer to allow intruders into their lairs before mounting any type of resistance. As well as favoring the defender, the bufomi have learned the hard way that grouping warriors together in a small confine is an invitation for an enemy spellcaster to drop an area effect spell.

Warriors stationed at the entrance fight fanatically, not in a bid to force attackers back, but simply to buy their comrades more time.

Unable to bound effectively in low, narrow corridors, bufomi must fall back on croaking as their primary tactic. Intersections are the ideal place to surprise an enemy, as it allows for a crossfire of croaks followed by a multi-pronged charge with spears. When strength of numbers proves too great, the bufomi simply retreat to another advantageous position and repeat the tactic.

Flooded rooms, slick floors, even mud are used to great advantage. Although bufomi are just as hampered by slippery surfaces as other races, their ability to leap, combined with their swimming skills, allow them to bypass most such obstacles with ease. While the enemy flounders in the mire or has to wade through chest-deep water, they are susceptible to croaks and spells.

When fighting in the outer regions, shamans are more likely to invoke *blast* spells. *Prolonged blast*, when available, can be very useful in blocking corridors and either hemming the enemy into a killing ground or simply preventing them from progressing deeper.

But as the fight continues toward the birthing pool and larder so shamans switch to non-damaging spells, like *entangle*, *knockdown*, and *stun*, so as not to risk causing collateral damage.

SMALL RAIDS

Most raids are for livestock, not to cause destruction or take prisoners (though bufomi never turn down a free meal when the opportunity arises). Raiding parties are always small bands, generally of no more than a dozen warriors and one or two shamans.

Ill-suited for warfare in the open, stealth is the key factor in any raid. It is far better to steal one sheep and lose no warriors, than to steal ten sheep, and suffer catastrophic losses. Night raids are popular, for while bufomi have trouble with the dark, so do most of their targets, thus ensuring a level playing field. Darkness also limits the effectiveness of missile fire, again bringing things down to the toad-men's level. Unless times are desperate, raiding parties turn and run at the first sign of stiff resistance.

Naturally stealthy and skilled at leaping, bufomi can easily circumvent low obstacles in silence, allowing them to penetrate the enemy's defenses without wasting valuable time assaulting gates or raising scaling ladders. Once inside, they move quickly, gathering everything of use to the tribe before retreating back to the safety of the marsh.

RELIGION

The bufomi faith centers around a single, ever-hungry deity, K'kroakaa, the Bloated One. According to myth, he dwells in the center of a vast heavenly swamp known as the Land of Reeds.

Bufomi believe in an afterlife, but have no version of the Abyss. Those who die in service to their tribe will

serve K'kroakaa in the afterlife, forming part of a single tribe under the guidance of their majestic deity. Those who end up sacrificed are devoured body and soul, effectively erasing them from existence.

No form of funerary rites exist. Those sacrificed are either devoured by giant toads, proxies for K'kroakaa, or by their former tribe mates. Those who die in battle become food for the tribe over winter or, if the body cannot be recovered, are left for wild giant toads to eat.

Note that although bufomi worship a god, it is not K'kroakaa who gives shamans their supernatural powers. Rather, shamans tap into the magical threads that surround amphibians. Despite using Faith to call forth powers and suffering Backlash as miracle workers, they are more akin to mages than true clerics.

K'KROAKAA

Titles: The Bloated One.

Aspects: Bufomi, amphibians, gluttony.

Symbol: A toad.

Priesthood: Priests and paladins are not differentiated, and thus a shaman may take both the Champion and Holy Warrior Edges.

Herald: None. When called to send a herald, K'kroakaa sends a giant toad. On a raise, the toad is a Wild Card.

Holy Days: Bufomi hold major festivals on Heah Sumor Daeg and Heah Wyntr Daeg. Minor ceremonies are held as often as the highest ranking shaman demands.

Signature Power: *Leaping*.

Powers: *Beast friend* (amphibians only), *blast*, *boost/lower trait* (Stealth and Swimming only), *champion of the faith*, *entangle*, *environmental protection* (water only), *growth/shrink*, *knockdown*, *prolonged blast*, *sanctuary*, *shape change* (amphibians only), *stun*, *summon herald* (a giant toad), *wall walker*.

Trappings: Trappings all relate to toads. *Knockdown* may be a powerful croak, *entangle* could be sticky tongues, and *blast* a swarm of flesh-eating toads.

Disciple Edge: K'kroakaa's disciples can unfurl their tongue to Reach 2. This allows them to initiate grapples at range or deliver a sting slap for Strength damage.

K'kroakaa is an ancient god by human standards, having been worshipped by the bufomi since before the gatormen and lizardmen ruled much of the northern continent. A bloated monstrosity, the deity has devoured so many sacrifices it can no longer move.

Instead, it sits motionless in its dank lair, its immense maw gaping wide to accept whatever offerings its followers deign fit to throw its way. K'kroakaa has little true love for his followers. He is their god, and they exist solely to ensure he is constantly fed.

K'kroakaa appears in no civilized race's mythology, though gatormen tell how in his greed he once swallowed the sun, plunging the world into total darkness, but badly burning himself in the process. For this reason, amphibians need to regularly bathe their skin to avoid drying out.

Some clerics of Eostre Animalmother claim the inhu-

HELLFROST CREATURE GUIDE

man deity was one of the goddess' early creations, a true child of the mythical First Age, but this viewpoint is not widely supported.

CEREMONIES

Any time a sacrifice is deemed to be required, the tribe holds a ceremony to their obese god. There are only two truly important ceremonies in the race's religious calendar.

WARM-END DAY

On Heah Sumor Daeg, the primitive toad-men gather outside their lair as the sun sets and begin croaking loudly. The croaks are those emitted by hungry bufomi, and are pleas to the sun to return quickly. With the mid-point of the year gone, they know winter is on its way, and that means a shortage of food. Bufomi society is uncaring, and those considered too weak to survive the winter are seen as a drain on valuable resources. Once the first hard frosts bite, these unfortunates end up sacrificed to K'kroakaa.

WARM-START DAY

Heah Wyntr Daeg is a day of celebration. Although the snow lies deep and the air is freezing, the days will soon begin to lengthen and foodstuffs will again be plentiful. The croaks are ones of welcoming, for the sun will soon drive away the winter chill and awaken the prey animals and plants. Raiding tribes begin to plan their activities for the warmer months.

BESTIARY

This section pulls together various stat blocks concerning the bufomi and their allies, consolidating them in a single volume for ease of use when designing or running toad-men related adventures. It also introduces new varieties of bufomi to keep the players guessing about exactly the threat they face.

BUFOMI

CHAMPION

Wild Card champions should have Fighting d10 (Parry 8), Vigor d10 (Toughness 9 (1)), and First Strike. A champion serving a slime lord has Improved Frenzy.

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

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

Pace: 6; **Parry:** 7; **Toughness:** 8 (1)

Hindrances: Overconfident

Edges: Combat Reflexes, Command, Frenzy

Gear: Leather vest (+1; torso only), long spear (Str+d6, +1 Parry, Reach 1, 2 hands)

Treasure: Worthwhile

Special Abilities:

- * **Bound:** A bufom can leap 1d6+2" in a straight line to attack with +2 to its Fighting roll and +2 to damage.
- * **Croak:** If a bufom takes no other actions in a round, including moving, it can emit a deafening croak. Place the thin end of a Cone Template in front of the bufom. All creatures within the Template must make a Spirit roll or be Shaken.
- * **Rotating Eyes:** The eyes of a bufom sit on top of their head, and can swivel to see behind them. They reduce Gang-Up bonuses against them by one.
- * **Semi-Aquatic:** Bufomi can hold their breath for 5 minutes.
- * **Size +1:** A champion is a hulking brute.

FANATIC

Fanatics are warriors, but ones who for some reason are filled with a righteous devotion to their religious leaders. When a shaman or slime lord is injured, the fanatics undergo a frenzy, striking out at nearby foes to avenge the insult to their master.

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

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

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

Gear: Crude long spear (Str+d6, +1 Parry, Reach 1, 2 hands, see below).

Treasure: Meager.

Special Abilities:

- * **Bound:** A bufom can leap 1d6+2" in a straight line to attack with +2 to its Fighting roll and +2 to damage.
- * **Croak:** If a bufom takes no other actions in a round, including moving, it can emit a deafening croak. Place the thin end of a Cone Template in front of the bufom. All creatures within the Template must make a Spirit roll or be Shaken.
- * **Crude Spear:** If a bufom rolls a 1 on his Fighting die, regardless of Wild Die (for Wild Cards), he has damaged his spear. The spear's damage die is reduced one step. Below a d4, the spear has shattered, leaving the bufom holding a few bits of stick.
- * **Fanatic:** If a bufom shaman or slime lord within 5" of a fanatic is Shaken or wounded, the fanatic may make a single Fighting roll against one opponent within Reach as a free action. It may do this even if it has acted in the round or is on Hold. In the latter case, it remains on Hold.
- * **Rotating Eyes:** The eyes of a bufom sit on top of their head, and can swivel to see behind them. They reduce Gang-Up bonuses against them by one.
- * **Semi-Aquatic:** Bufomi can hold their breath for 5 minutes.
- * **Size -1:** Bufomi stand 4' tall.

SHAMAN

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

Skills: Climbing d6, Faith d8, Fighting d4, Guts d8, Notice d6, Stealth d8, Swimming d8

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

Edges: Arcane Background (Miracles)

Gear: Crude long spear (Str+d6, +1 Parry, Reach 1, 2 hands, see below)

Treasure: Meager.

Special Abilities:

- * **Croak:** If a bufom takes no other actions in a round, including moving, it can emit a deafening croak. Place the thin end of a Cone Template in front of the bufom. All creatures within the Template must make a Spirit roll or be Shaken.
- * **Crude Spear:** If a bufom rolls a 1 on his Fighting die, regardless of Wild Die (for Wild Cards), he has damaged his spear. The spear's damage die is reduced one step. Below a d4, the spear has shattered, leaving the bufom holding a few bits of stick.
- * **Powers:** Shamans know the following spells: *beast friend* (amphibians only), *boost/lower trait* (Stealth and Swimming), *entangle* (long, sticky tongue), *knockdown* (croak), *leaping*, *summon herald* (a giant toad).
- * **Rotating Eyes:** The eyes of a bufom sit on top of their head, and can swivel to see behind them. They reduce Gang-Up bonuses against them by one.
- * **Semi-Aquatic:** Bufomi can hold their breath for 5 minutes.
- * **Size -1:** Bufomi stand 4' tall.



SLIME LORD

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

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

Pace: 4; **Parry:** 7; **Toughness:** 9 (2)

Hindrances: Obese

Edges: Arcane Background (Miracles), Command, Command Presence, Fervor, Sweep

Gear: Chain shirt (+2; torso only), staff (Str+d4, +1 Parry, Reach 1, 2 hands; see below)

Treasure: Rich

Special Abilities:

- * **Croak:** If a bufom takes no other actions in a round, including moving, it can emit a deafening croak. Place the thin end of a Cone Template in front of the bufom. All creatures within the Template must make a Spirit roll or be Shaken.
- * **Hallucinogenic Slime:** Anyone Shaken or wounded by the slime lord's mucus-coated staff must make a Vigor roll at -2 or be Shaken for 1d6 rounds as he experiences vivid hallucinations. Unless the victim spends a benny, he may roll to unShake only after the 1d6 rounds have expired.

- * **Powers:** Slime lords know the following spells: *beast friend* (amphibians only), *blast* (flesh-eating toads), *boost/lower trait* (Stealth and Swimming), *entangle* (long, sticky tongue), *knockdown* (croak), *leaping*, *stun* (mighty croak), *summon herald* (a giant toad), *wall walker* (sticky mucus on hands and feet).
- * **Pungent Stench:** Anyone moving adjacent to a slime lord must make a Vigor roll or be Shaken. With success, the victim is immune to that slime lord's stench for 24 hours. If a victim fails his roll, moves away, and later returns adjacent to the slime lord, he must make the roll again.
- * **Rotating Eyes:** The eyes of a bufom sit on top of their head, and can swivel to see behind them. They reduce Gang-Up bonuses against them by one.
- * **Semi-Aquatic:** Bufomi can hold their breath for 5 minutes.

WARRIOR

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

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

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

Gear: Crude long spear (Str+d6, +1 Parry, Reach 1, 2 hands, see below)

Treasure: Meager, per 5 bufomi.

Special Abilities:

- * **Bound:** A bufom can leap 1d6+2" in a straight line to attack with +2 to its Fighting roll and +2 to damage.
- * **Croak:** If a bufom takes no other actions in a round, including moving, it can emit a deafening croak. Place the thin end of a Cone Template in front of the bufom. All creatures within the Template must make a Spirit roll or be Shaken.
- * **Crude Spear:** If a bufom rolls a 1 on his Fighting die, regardless of Wild Die (for Wild Cards), he has damaged his spear. The spear's damage die is reduced one step. Below a d4, the spear has shattered, leaving the bufom holding a few bits of stick.
- * **Rotating Eyes:** The eyes of a bufom sit on top of their head, and can swivel to see behind them. They reduce Gang-Up bonuses against them by one.
- * **Semi-Aquatic:** Bufomi can hold their breath for 5 minutes.
- * **Size -1:** Bufomi stand 4' tall.

VARIANT BUFOMI

Champions and slime lords are the most common variant bufomi, but the race also produces other mutations. Depending on the GM's needs, these may be rare individuals or common traits possessed by an entire tribe. Simply pick one or more of the new Special Abilities described below and apply them to any of the existing bufomi archetypes.

Special Abilities:

- * **Armor +1:** Thick, warty skin.

HELLFROST CREATURE GUIDE

- * **Chameleon:** The bufom's skin undergoes slight changes in color to help in blend into its environment. When in marsh land, the bufom has +4 to Stealth rolls if immobile and +2 if moving.
- * **Larger than Average:** A warriors or shaman stands five and a half feet tall. It has Size +0 (Toughness 5).
- * **Marsh Born:** Wide feet allow the bufom to over shallow water and mud without impairment. Mud, slime, and water no more than waist deep do not count as difficult ground for this variant.
- * **Stench:** The bufom releases a pungent secretion the first time it is Shaken, wounded, subjected to Fear, or Intimidated during an encounter. Any non-bufomi adjacent to the bufom at the end of its turn must make a Vigor roll or be Shaken. The mucus remains in effect for the remainder of the encounter.
- * **Twitchy:** The bufom's body is constantly twitching and jerking. Ranged attacks targeted at the bufom suffer a -1 penalty.
- * **Wide-Mouthed:** This variant appears normal until it opens its gaping maw. Although the bufom cannot swallow large prey whole, it can swallow entire limbs of creatures of Size +0 or Size -1. Instead of using its spear, the wide-mouthed bufom can make a Called Shot Touch Attack using its mouth (+0 modifier) to latch onto a foe's arm or leg. With success, the limb is engulfed and immobile. This attack causes no damage (no teeth). Freeing the limb requires an opposed Strength roll as an action or the death of the bufom.

TOAD, GIANT

These monstrous toads are found in marshes across the Hearthlands and Low Winterlands.

DRAGON

Giant dragon toads are named for their fearless, aggressive nature. Opportunist hunters, they will attack prey much larger than themselves. Unlike other giant toads, they have powerful jaws and sharp teeth.

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

Skills: Fighting d8, Notice d6, Stealth d6

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

Treasure: None.

Special Abilities:

- * **Bite:** Str+d8.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Frenzy:** A giant dragon toad may make two Fighting attacks each round, both with a -2 penalty.
- * **Semi-Aquatic:** Giant toads can hold their breath for 10 minutes.
- * **Size +2:** Giant dragon toads weigh 500 pounds.

NORMAL

Bufomi use these monstrous toads as guards in the same way other races use dogs and as beasts of burden.

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

Skills: Fighting d6, Notice d8, Stealth d8

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

Treasure: Meager, in lair.

Special Abilities:

- * **Bite:** Str+d6.
- * **Engulf:** Giant toads can swallow prey as large as Size +1 whole. While engulfed, the target is at -4 to all Trait rolls and damage. He suffers 2d6 damage per round from powerful digestive juices. (Armor offers no protection, except through the *armor* spell.)
- * **Large:** Attackers are +2 to attack rolls against the toad, due to its size.
- * **Semi-Aquatic:** Giant toads can hold their breath for 10 minutes.
- * **Size +4:** Giant toads weigh over 2,000 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 before the toad's next action, it draws him into its mouth and Engulfed. On a raise, the victim is grappled and Engulfed in the same action.

SPIT

Giant spit toads are considerably smaller than normal giant toads. They lack the vast jaws and long tongue of regular giant toads. They hunt by spitting toxic sticky saliva at prey. The saliva hardens quickly, trapping the unfortunate victim. Unless they free themselves quickly, spat on prey rapidly succumb to the paralyzing venom.

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

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

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

Treasure: None.

Special Abilities:

- * **Bite:** Str+d6.
- * **Poison (+0):** The spit toad's saliva contains a neurotoxin that slowly paralyzes its prey. At the start of his turn, before he takes any action, a victim coated in saliva must make a Vigor roll or suffer a level of Fatigue. This can lead to Death. One level of Fatigue is recovered every 10 minutes once free of the spit.
- * **Semi-Aquatic:** Giant toads can hold their breath for 10 minutes.
- * **Size +1:** Giant spit toads weigh 300 pounds.
- * **Spit:** Spit toads launch balls of sticky saliva. This requires a Shooting roll and has Range 3/6/12. With success, targets of Size +1 or smaller are coated in the slime, which hardens rapidly. Targets suffer a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength. Each following round, the target may make a Strength or Agility roll to break free. Other characters may also attempt to free the saliva-coated person by making a Strength roll at -2.