

BESTIARY



Containing sample monsters and rules for creating your own for

B BEYOND **W** ALL
THE AND OTHER
ADVENTURES

An adventurous pastime from Flatland Games



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BEYOND THE WALL AND OTHER ADVENTURES

BESTIARY

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meae uxori pulchrae quae mihi semper suffragatur

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INTRODUCTION

This booklet provides several sample monsters and opponents for use in your games of *Beyond the Wall*. Each entry gives the statistics for the monster and a short description. You should also find it rather easy to use monsters from other fantasy roleplaying games with which you are comfortable.

Additionally, we provide rules and guidelines for making your own versions of three staple fantasy monsters: demons, dragons, and goblins.

As a reminder, monsters have different statistics from player characters. They do not have ability scores. They have alignment as normal. Instead of level, monsters have 'hit dice,' a number which tells you how many dice to roll to determine their hit points and acts as a rough gauge for how strong they are.

A monster's base attack bonus measures its martial ability and strength and is given in the monster's description; if converting monsters from another source, simply give them an attack bonus equal to their hit dice. Their initiative score is also equal to their hit dice.

Monsters use the same saving throw tables as warriors, with their hit dice acting as their level, unless otherwise noted in their descriptions. Monsters often have leathery or scaly hides, making them naturally quite tough, and so they often have naturally high armor class ratings.

As many monsters have hit dice higher than 10, here is the full saving throw table for monsters with hit dice from 1-20.

Hit Dice	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	14	17	15	17	16
2	14	17	15	17	16
3	13	16	14	14	15
4	13	16	14	14	15
5	11	14	12	12	13
6	11	14	12	12	13
7	10	13	11	11	12
8	10	13	11	11	12
9	8	11	9	9	10
10	8	11	9	9	10
11	7	10	8	8	9
12	7	10	8	8	9
13	5	8	6	5	7
14	5	8	6	5	7
15	4	7	5	4	6
16	4	7	5	4	6
17	3	6	4	4	5
18	3	6	4	4	5
19	3	6	4	4	5
20	3	6	4	4	5

THE MONSTERS

ANGEL OF LAW

An angel is a powerful demon of Law, the natural opponent of a demon of Chaos. Mortals sometimes view angels as their saviors when the forces of Chaos wreak havoc upon their homes, but these alien creatures also come as slayers of men and enforcers of strict order, and so they are rightly feared.

Hit Dice: 12d10 (66 HP)

AC: 20

Attack: +12 to hit, 1d10 + 3 (great sword)

Alignment: Lawful

XP: 5,000

Notes: *Flight* (the Angel may fly), *True Name* (the Angel has a true name which gives its foes power over him), *True Sight* (the Angel knows everyone's alignment and sees through all shapeshifting and illusions), *Truth* (the Angel cannot tell a lie, but frequently refuses to answer questions)

ANIMATED OBJECT

These are the mindless results of magic, and might be any medium sized object: a sword, table, or mighty tome.

Hit Dice: 3d8 (14 HP)

AC: 12

Attack: +0 to hit, 1d8 (bash)

Alignment: Neutral

XP: 35

BAT

Foul blood suckers who live in caves and often find themselves in the service of dark magicians, bats are a nuisance on their own, but a serious threat if determined and numerous. Any person attacked by ten or more bats cannot concentrate or cast spells.

Hit Dice: 1d4 (1 HP)

AC: 12

Attack: +0 to hit, 1hp (bite), special

Alignment: Neutral

XP: 5

BEAR

Bears are large, powerful beasts and can cause serious damage to a group of adventurers who threaten them or get too close. Kobolds and goblins sometimes tame bears and use them to guard their caves.

Hit Dice: 3d8 (14 HP)

AC: 13

Attack: +3 to hit, 1d6 damage (claw), 1d8 (bite)

Alignment: Neutral

XP: 80

Notes: *Swift* (if there are enough foes in its immediate range, the bear may claw twice and bite once per round. Stay away!)

BIRDS

Most avian creatures are not enough of a threat in combat to be represented by the rules. Birds of prey and giant birds are exceptions.

BIRD OF PREY

These are the predatory birds of our world -- falcons, eagles, even the little sparrowhawk fall into this group. Birds of prey will not often guard a dungeon, but are more frequently encountered fighting to protect their young from goblins, or in the service of the wise. When the unnatural threatens the countryside, the birds of prey are often the first to offer warning, and the first to fight against the encroachers.

Hit Dice: 1d6 (4 HP)

AC: 14

Attack: +1 to hit, 1d4 damage (claw)

Alignment: Neutral

XP: 15

GIANT BIRD

Giant birds are the great, winged beasts of legend -- eagles large enough to save dwarves from a forest fire, or to carry away a farmer's flock. When giant birds come to town, hope that a friendly wizard summoned them. If not, stay indoors -- it is far easier to replace a herd than a husband.

Hit Dice: 2d8 (9 HP)

AC: 15

Attack: +3 to hit, 1d10 damage (claw)

Alignment: any

XP: 50

BOAR

Boars are some of the most feared animals encountered by hunters in the forest. They can be fierce fighters, and are often seen as symbols of death.

Hit Dice: 3d8 (13 HP)

AC: 13

Attack: +3 to hit 2d4 damage (tusks)

Alignment: Neutral

XP: 65

COCKATRICE

A violent 25 pound rooster, the cockatrice is an abomination -- a cock's egg incubated by a toad. These creatures are products of deeply unnatural magics, and turn any who touch them to stone. They'll attack anything that seems threatening, but hate nothing so much as their own reflection, and will kill themselves in a frenzy of attacks on any mirror that can withstand their blows.

Hit Dice: 5d8 (23 HP)

AC: 14

Attack: +5 to hit, 1d6 damage (beak)

Alignment: Neutral

XP: 250

Notes: *Petrification* (any opponent touched by a cockatrice must make a saving throw versus petrification or be turned to stone)

DEMONS

Demons are spirits of Chaos, eternal change given temporary form. They prey upon the fears and shortcomings of mortals and bring misery to the world. Each demon is a unique creature with its own traits, history, and personality. Some are incarnate, meaning they enter the world bodily, while others go about as incorporeal spirits. See 'Making Demons' on p.14 for rules on making your own denizens of the realm of Chaos. Here are two sample demons.

OBESUS,

LESSER DEMON INCARNATE OF GLUTTONY

This petty demon sows discord in trading communities and markets across the great deserts. He prefers to appear as an extremely fat human of middle age, always garbed in the richest silks and carried about on a litter by his four bodyguards, all strong young men whom he has imbued with an immortal strength. Use the statistics for human soldiers for Obesus' bodyguards, but be sure to include the damage bonus mentioned in the notes below.

Hit Dice: 6d8 (26 HP)

AC: 16

Attack: +6 to hit, 1d4 (dagger)

Alignment: Chaotic

XP: 680

Notes: *Bodyguards* (Obesus doesn't like to fight much himself, and so always has several human flunkies as bodyguards; these bodyguards all cause an additional +2 damage with their strikes), *Invulnerable* (may only be hit by magical attacks), *True Name* (Obesus has a true name which gives his foes power over him), *Wealth* (Obesus has as much money as he wants at any given time)



DOM ILSKA, DEMON PRINCE INCARNATE OF VENGEANCE

Ever in the great shadow of his anger, Dom Ilska walks with the thunderous footsteps of a godlike toddler having a tantrum. Wherever a score is left unsettled long enough to fester, there Dom Ilska's hand reaches out. Whenever a family is torn apart by murder and bloodshed, Dom Ilska slakes his thirst.

Clad in brown leathers splashed with the dried blood of his victims and wearing a hood woven from goats hair, Dom Ilska forever walks the land looking for the first person who wronged him. His iron-shod walking stick and his great anger are his only weapons.

Hit Dice: 20d10 (110 HP)

AC: 24

Attack: +24 to hit, 1d6 + 20 damage (stick)

Alignment: Chaotic

XP: 17,300

Notes: *Great Strength* (Dom Ilska's attacks do extra damage, included in the profile above), *Invulnerable* (may only be hit by magical attacks), *Magic Resistance* (Dom Ilska has a 30% chance to resist magic), *Swift* (Dom Ilska gains a number of attacks equal to the number of opponents in close range of him, up to a maximum of three attacks), *Unholy reflexes* (Dom Ilska has a bonus to hit, included in the profile above)

DRAGONS

Dragons are the mightiest of mortal creatures. The smallest of them are terrors to travelers, and the greatest of their kind are a match for the ancient warrior kings of old. See 'Making Dragons' on p.17 for rules on designing these unique beasts. Two sample dragons are presented below.

MUCKRAKER, THE SWAMP LORD

This small brown dragon makes his home in the local swamps. Occasionally, he visits local inns in the form of Drunk Bill, a wandering merchant with few wares and a great appetite for spirits. He prefers to hide rather than fight, as he is a bit fragile for a dragon. Muckraker can do a great deal of damage with his claws and bite, but cannot take much himself due to his low hit point total, so he prefers to hide in the swamp with his Chameleon or Transformation powers and make surprise attacks against his enemies.

Hit Dice: 10d8 (33 HP)

AC: 16

Attack: +10 to hit, claw 1d6/bite 4d6

Alignment: Neutral

XP: 4,400

Notes: *Chameleon* (when still, characters may only see Muckraker if they are able to pass a Wisdom check with a -10 penalty), *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *Territorial* (gains a +2 to hit and AC when in home territory, +3 to hit and AC when in lair), *Transformation* (Muckraker may adopt human form at will), *True Name* (Muckraker has a true name which gives his foes power over him)

ANZO, THE WYRM

Anzo is a young wyrm of great length with mottled green scales and no wings. Out seeking his fortune and food like any young dragon, he likes to hide beneath bridges, waiting for meals - and better, treasure - to pass by. He is a selfish serpent with no regard for humans or their livestock. A group of level 3 adventurers could challenge him, but they would have to be careful of his vicious bite and barbed tail.

Hit Dice: 6d8 (31 HP)

AC: 12

Attack: +6 to hit, claw 1d4 +4/bite 3d6

Alignment: Chaotic

XP: 890

Notes: *Barbed Tail* (Anzo gains an extra attack every round, which may sweep those to its rear, causing the same damage as its claw attacks), *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Razor Claws* (Anzo's claw attacks do an additional +4 points of damage, included in the profile above), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *True Name* (Anzo has a true name which gives his foes power over him)

FAE HOUND

The hunting hounds of faerie lords occasionally wander too far afield and enter the domains of men. These lithe dogs have coats of moonlight and eyes of amethyst. They are far more intelligent than the hounds of men, and are tireless trackers.

Hit Dice: 3d8 (13 HP)

AC: 14

Attack: +3 to hit, 1d6 damage (bite)

Alignment: Chaotic

XP: 85

Notes: *Uncanny Trackers* (fae hounds never lose their prey under any natural circumstances), *Vulnerable to Iron* (fae hounds take double damage from iron)

GARGOYLE

Gargoyles are a race of vicious stone statues that came to life after a tower of demons was caught in a war between Law and Chaos. Usually winged, and always surprisingly quick, gargoyles can lie in wait for their prey indefinitely, through rain or shine, until the perfect moment to strike. Each hideous hunter is unique, and not all can speak, but all share a broken grasp of language.

Hit Dice: 4d8 (18 HP)

AC: 15

Attack: +3 to hit, 1d4 damage (claw), 1d6 (bite)

Alignment: Chaotic

XP: 175

Notes: *Invulnerable* (gargoyles may only be hit by magical weapons or spells), *Swift* (if there are enough foes in its immediate range, the gargoyle may claw twice and bite once per round)



GHOUL

Undead flesh-eaters, ghouls are brought back from the dead by a ghoul fever, which reanimates corpses, filling them with a hunger for the flesh of the living if they can get it, and the flesh of the dead if they must. Ghouls are found in either the halls of the dead, or the lair of a necromancer. Their touch is a great peril, and if their opponent dies from his wounds, he will return as a ghoul himself.

Hit Dice: 2d8 (9 HP)

AC: 14

Attack: +3 to hit, 1d4 damage (claw)

Alignment: Chaotic

XP: 25

Notes: *Deadly Touch* (targets touched by a ghoul must make a saving throw versus paralysis or remain frozen for 1d4 rounds; targets killed by a ghoul's claws return as ghouls themselves)

GIANT

Not quite the rivals of the gods like the Norse giants, our giants are larger-than-life brigands. More brawn than brains, giants are ten foot tall bullies with no thought beyond the next pleasure. Famous for throwing boulders both in anger and in sport, giants love flattery, bribes, and booze, and don't mind giving up a fight in exchange for a bit of each.

Hit Dice: 8d10 (55 HP)

AC: 16

Attack: +8 to hit, 2d8 damage (club)

Alignment: any

XP: 1,200

Notes: *Thrown Rocks* (giants may throw rocks from great distances, doing 3d6 damage on a successful hit)

GIANT RAT

Giant rats are disgusting, violent plague carriers, double the size of their ordinary cousins and covered in thick black hair.

Hit Dice: 1d6 (3 HP)

AC: 13

Attack: +0 to hit, 1d4 (bite)

Alignment: Neutral

XP: 5

GIANT SNAKE

Hanging from a tree in a swamp, curled about an altar to a forbidden god, or sneaking up behind an unexpected party, these 5 to 7 foot slitherers grab and crush their prey, then swallow it whole. Typically unbothered by changes in terrain, these giant snakes can conceal themselves in remarkably narrow crevices before attacking hapless adventurers or other prey species.

Hit Dice: 3d10 (16 HP)

AC: 15

Attack: +3 to hit, 2d4 (bite)

Alignment: Neutral

XP: 145

Notes: *Constriction* (instead of attacking, the giant snake may attempt to grapple and constrict an opponent. If it hits successfully, the target must make a Strength test at -4 or be caught, suffering 1d10 points of damage per turn)

GOBLINS

Goblins and their various cousins are classic opponents in fantasy stories. See 'Making Goblins' on p.19 for rules on designing various different types of goblins, as well as for the stats for other types of goblinoids. Here are two of the most common types.

GOBLIN

The common goblin is a wicked fellow who lives in caves and forgotten grottos, seeking plunder and sport.

Hit Dice: 1d6 (4 HP)

AC: 14

Attack: +0 to hit, 1d6 (shortsword)

Alignment: Chaotic

XP: 15

ORC

Orcs are militaristic and brutish warriors who live by the rule of the strongest and can be forged into mighty armies by strong-willed lords of darkness.

Hit Dice: 1d10 (6 HP)

AC: 14

Attack: +1 to hit, 1d8 (long sword)

Alignment: Chaotic

XP: 20

THE GOLEM

Formed from clay into the shape of a large man by a mad wizard in a forgotten city to the east, the Golem was powered and controlled by a scroll placed beneath its mute and lifeless tongue. The Golem is entirely mindless, acting only on its programming - the words of power put into it by its master. It is an implacable machine, but has no creative sense; it cannot employ tactics, nor can it be provoked. The Golem's soft flesh constantly reforms itself, making it a relentless and invulnerable monster, but legends say that it can be fully destroyed by removing the scroll from its muddy mouth.

Some say that the Endless Pit of the West was a small streambed before the Golem was set to digging a well, such is this creature's single-minded devotion to following its master's orders. Many wizards still seek for the ritual which was used to create such a miraculous servant.

Hit Dice: 8d6 (28 HP)

AC: 11

Attack: +11 to hit, 2d6 damage (fist)

Alignment: Neutral

XP: 1,300

Notes: *Regeneration* (the Golem regenerates 3 hit points per round, even after being reduced to 0 or fewer hit points)

HELLHOUND

Hellhounds are the offspring of demonic spirits and particularly hardy dogs. They stand just a few inches tall for their breed, and perhaps 20 pounds heavier. The eyes, though, are a dead giveaway -- their eyes of glowing coal can see spirits and invisible things, making them desirable servants for wizards, demons, and their foes.

Hit Dice: 2d8 (9 HP)

AC: 14

Attack: +2 to hit, 1d8 damage (bite)

Alignment: Chaotic

XP: 110

Notes: *Demonic Sight* (hellhounds may see spirits and invisible things), *Immune to Fire* (hellhounds may not be harmed by fire of any kind)

HERD ANIMAL

Sheep, goats, elk, and bison, these are the prey creatures upon whom both hunters and herders inflict their will. The herd will flee when possible, defend their young when they must, and leave the weakest to cover their escape. When they do fight, it's all head-butting and trampling hooves. Use Herd Animals to set a pastoral scene, or in the action of a hunt.

Hit Dice: 2d8 (9 HP)

AC: 12

Attack: +2 to hit, 1d4+1 (heatbutts and hooves)

Alignment: Neutral

XP: 20

HORSE

Horses are symbols of power and status. Performing tasks for humans, they reveal the natures of their masters; the villain who treats his horse well is a very different foe from the careless ruffian who rides his poor mount to death. Only trained warhorses may attack while being ridden.

Hit Dice: 2d6 (7 HP)

AC: 13

Attack: +2 to hit, 1d6 (kick)

Alignment: Neutral

XP: 20

HUMANS

Perhaps the most dangerous of all creatures, other humans have the potential to be valuable allies or bitter enemies to the characters. Below are several sample humans for use in your games, but there are, obviously, a great many types of people.

COMMONER

These statistics represent most humans in the world, whether they be simple laborers or even skilled workers in the employ of a mighty king. These statistics will be appropriate for most of the people whom the characters meet.

Hit Dice: 1d6 (4 HP)

AC: 10

Attack: +0 to hit, 1d4 damage (dagger)

Alignment: usually Neutral

XP: 15

SOLDIER

Not all those who fight are mighty heroes such as player characters with the warrior class. These are the common soldiers of the king's army, as well as town guards and mercenary sellswords.

Hit Dice: 1d6 (4 HP)

AC: 14

Attack: +0 to hit, 1d8 damage (long sword)

Alignment: usually Neutral

XP: 20

MINOR MAGUS

This young wizard or sorceress has recently passed apprenticeship and is now a skilled wielder of the arcane arts.

Hit Dice: 2d6 (7 HP)

AC: 11

Attack: +1 to hit, 1d4 damage (dagger)

Alignment: usually Neutral

XP: 100

Notes: *Spellcasting* (may cast 2 spells per day)

GREAT WARRIOR

A mighty warrior capable of slaying hordes of his enemies, this is a worthy foe for any adventurer.

Hit Dice: 4d10 (22 HP)

AC: 17

Attack: +6 to hit, 1d8+3 damage (long sword)

Alignment: usually Neutral

XP: 150

INSECT SWARM

While an ordinary insect is certainly no match for a band of adventurers, an entire swarm can bring down even a great warrior.

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: special, see notes

Alignment: Neutral

XP: 85

Notes: *Swarming Attack* (the swarm will automatically cause 1 hit point of damage to anyone it passes over, every round. It will cause 3 hit points of damage to those who do anything other than seek cover)

LION

Called the King of the Beasts, the lion is a noble yet savage animal. There are many stories of brave knights and ladies who rescue a lion from peril, only to have the beast become a fast friend and stalwart companion.

Hit Dice: 5d8 (23 HP)

AC: 14

Attack: +5 to hit, 1d4+1 (claw), 1d10 (bite)

Alignment: Neutral

XP: 175

Notes: *Swift* (if there are enough foes in its immediate range, the lion may claw twice and bite once per round)

MEDUSA

An unfortunate man or woman whose hair is a wreath of living snakes. If you meet its gaze, you must save versus petrification or be turned to stone permanently. Solitary creatures, these cursed souls tend to haunt abandoned palaces and tombs of yesteryear. Every so often, a pair can be found, usually in the service of a more powerful figure or rearing a small, horrible child.

Hit Dice: 4d8 (14 HP)

AC: 13

Attack: +4 to hit, damage by weapon

Alignment: Chaotic

XP: 175

Notes: *Petrification* (any opponent who meets the medusa's gaze must make a saving throw versus petrification or be turned to stone)

NYMPH

Nymphs are spirits of place, and are bound to a tree, a grotto, or a mountain spring. The traditional depiction is of a nubile maiden, often the mother of a god's bastard or the victim of an evil act. But just as fun is the dryad bravely defending her grove against orc lumberjacks or the river-sprite negotiating a dam with beavers.

Hit Dice: 2d8 (9 HP)

AC: 15

Attack: +3 to hit, 1d6 damage (staff or other weapon)

Alignment: any

XP: 35

Notes: *False Friends* (nymphs may cast the spell False Friend at will), *Home Bodies* (a nymph must stay within one mile of her mystical home)

OGRE

Ogres are large, brutish humanoids, often rowdy and hungry. They disdain order and find pleasure in destruction. A couple of ogres make a great challenge for heroes who have gained a level or two and think that goblins are pushovers.

Hit Dice: 4d8 (18 HP)

AC: 14

Attack: +5 to hit, 1d6+2 damage (a big club)

Alignment: Chaotic

XP: 125

OWLBEAR

The owlbear is not a natural creature; it is the creation of magic gone wrong, a ravaging beast loosed upon the world, and a force of destruction. The owlbear has the body of a great, brown bear, and the head of a bird of prey. If more than one of these creatures exists, it is possible that they could breed true and infest a forest or range of mountains.

Hit Dice: 5d8 (24 HP)

AC: 15

Attack: +5 to hit, 1d8 damage (claws and beak)

Alignment: Chaotic

XP: 175

Notes: *Swift* (if there are enough foes in its immediate range, the owlbear may claw twice and use its beak once per round)

PHANTOM

A phantom is a minor ghost, the spirit of someone who was not ready to depart our world. They are not necessarily aggressive, but certainly have the ability to harm the living if they so desire. Their touch chills the soul and leaves marks like an intense burn. Brave adventurers might be able to face these ghosts and convince them to leave our world if they discover what is keeping them here.

Hit Dice: 2d6 (7 HP)

AC: 15

Attack: +2 to hit, 1d8 (chilling touch)

Alignment: any

XP: 80

Notes: *Incorporeal* (the phantom has no physical form, and is only affected by magic and silver weapons)

PUKKA

This trickster faerie likes to cause travelers to lose their way in the deep woods or the barrow mounds, but he is also prone to making friends with children and free thinkers. He most often appears as a small, friendly man of middle age wearing a green jerkin and a red cap.

Hit Dice: 5d8 (23 HP)

AC: 18

Attack: +4 to hit, 1d6 (short sword)

Alignment: Chaotic

XP: 450

Notes: *Open Gate* (Pukka has the ability to open a gate to other worlds; he may do this in a single round; the gate stays for 11 rounds), *True Name* (Pukka has a true name which gives his foes power over him), *Vulnerable to Iron* (Pukka takes double damage from iron)

SKELETON

Long dead corpses brought to a simulacrum of life by dark magic, skeletons are mindless automata which follow the commands of a necromancer.

Hit Dice: 1d8 (4 HP)

AC: 13

Attack: +1 to hit, 1d8 (longsword)

Alignment: Neutral

XP: 20

Notes: *Dead and Mindless* (skeletons are immune to sleep and charm effects)

SPECTRE

Spectres are powerful spirits of the dead. They are often those who were wrongfully murdered. They have an innate hatred of the living, and the presence of a single spectre can cause whole villages and towns to become ghost cities over the period of a month or so.

Hit Dice: 7d8 (45 HP)

AC: 17

Attack: +6 to hit, 1d8 (chilling touch)

Alignment: Chaotic

XP: 900

Notes: *Incorporeal* (the spectre no physical form and is only affected by magic and silver weapons), *Vulnerable to Sunlight* (the spectre is powerless in sunlight and must seek shelter), *Create Spawn* (those slain by a spectre become spectres themselves in 1d4 rounds)

SPIRITS

The world is filled with unseen spirits, whether elementals or spirits of human emotion and ambition. There are also hosts of spirits from realms other than our own which sometimes find their way to the mortal world. Below are three sample spirits to use in your games.

THE BREEZE, AN ELEMENTAL OF THE AIR

These stats represent a typical, minor elemental. It is mostly mindless, but can be bound by mortal sorcerers or driven to anger. Every round, it makes one of the following attacks.

•*Gust of Wind*: all in near range must make a Dexterity test or be at a -2 penalty to all actions next round

•*Poisonous Air*: +3 to hit (it envelops the target), target must make a saving throw vs. Poison or take 2d4 damage every round for the next 3 rounds

•*Leaves and Loose Daggers*: attack against 2 opponents: +3 to hit, 1d4+1 damage

Hit Dice: 3d8+3 (16 HP)

AC: 10

Attack: special, see notes

Alignment: Neutral

XP: 250

Notes: *Incorporeal* (the Breeze has no physical form, and is only affected by magic and iron weapons), *Magical Powers* (once per round, the spirit of the air uses one of the powers above), *True Name* (the Breeze has a true name which gives its foes power over it)

CLOCKWORK, A SPIRIT OF LAW

Strange almost-human assemblages of interlocking gears no more than 6 inches high, clockwork men ensure things happen as they should. They are most often seen tidying up after a particularly nasty magical accident.

Clockwork spirits have no sense of self, and happily collaborate to form greater assemblies to fight or to accomplish other, stranger tasks. As happily, that is, as any being of pure obedience can.

Hit Dice: 1d8 (4 HP)

AC: 17

Attack: special, see notes

Alignment: Lawful

XP: 55 XP

Notes: *Assembly* (several clockwork spirits can animate small objects to create forms capable of fighting, each clockwork spirit adds +1 to hit, and 1 point of damage to the total. At least two are required to form an assembly), *Incorporeal* (clockwork spirits have no physical form, and are only affected by magic and iron weapons), *Timing* (clockwork men are always right on time -- they are always in position, always have initiative, and can return to the realms of Law on their action), *True Name* (a clockwork spirit has a true name which gives its foes power over it)

THE MUSES, SPIRITS OF INSPIRATION

These disembodied spirits visit artists and singers and inspire them to great feats of creativity and performance. They do not understand human limitations, and can sometimes push men too far, causing them to pass out or even die from exhaustion.

Hit Dice: 3d8 (13 HP)

AC: 10

Attack: special, see notes

Alignment: Chaotic

XP: 200

Notes: *Incorporeal* (a muse has no physical form, and is only affected by magic and iron weapons), *Inspiration* (muses may fill mortals with a desire and ability to create art; unless the target makes a successful saving throw vs. spell, this immediately restores any missing Fortune Points, but the mortal must pursue artistic endeavors for the next 24 hours), *True Name* (a muse has a true name which gives its foes power over it)



TREANT

Shepherds of the forest, treants at rest are indistinguishable from the trees they tend. Deciduous or evergreen, a treant takes the character of his type of tree. Usually slow to react, but powerful as friend or foe, a treant will move with the quick and deadly force of a branch in a gale to protect its forest.

When the situation warrants, treants can animate ordinary trees within Near range, waking up to two trees at a time. Each tree will take a full round to wake, but will then fight as a treant.

Hit Dice: 8d10 (45 HP)

AC: 18

Attack: +8 to hit, 2d6 (branch)

Alignment: Lawful

XP: 1,300

Notes: *Hidden* (treants may appear as perfectly ordinary trees if they wish), *Rain of Blows* (treants have many limbs and may strike twice each round)

TROLL

Trolls are grotesque humanoids, standing 9 feet tall and weighing around 500 pounds. Their rocky hides are mossy, mottled, and putrid mixes of greys and greens, and their long, uneven limbs are terribly strong. They live in small family units in rocky caves deep in the forests and mountains, or deep underground. They are cruel servants of Chaos from a time before men.

Hit Dice: 6d10 (33 HP)

AC: 16

Attack: +5 to hit, 1d6 (claws), 1d10 (bite)

Alignment: Chaotic

XP: 650

Notes: *Regeneration* (trolls regenerate 3 hit points per round unless they have been wounded with fire, and may even come back from death in this manner)

UNICORN

A unicorn is a symbol of goodness, purity, and grace, and will only befriend (or even approach) those who are pure of heart. It only allows itself to be touched by virgins. Creatures of the deepest forest, unicorns are protectors of the wild spaces who will only attack to defend themselves or the groves they've adopted.

Mages sometimes harass unicorns, as their horns render poison harmless and, made into a powder, can cure disease.

Hit Dice: 4d8 (18 HP)

AC: 18

Attack: +4 to hit, 1d8 (kicks and horn)

Alignment: Lawful

XP: 125

Notes: *Charge* (the unicorn may charge an opponent with its horn, causing 1d12 damage instead of its normal attack)

WIGHT

Wights are the spirits of long dead kings, found wandering their barrows and the surrounding lands. They sometimes attack with ancient blades of iron or bronze instead of their deadly touch. The strength drained away by a wight's touch may only be recovered by slaying the wight and cleansing its tomb, or by powerful magic.

Hit Dice: 3d10 (15 HP)

AC: 15

Attack: +3 to hit, 1d4 damage (touch)

Alignment: any

XP: 50

Notes: *Drain Strength* (anyone touched by a wight must make a saving throw vs. Polymorph or lose a point of Strength)

WILL-O'-THE-WISP

These semi-solid globes of magical marsh gas bob and float in dangerous areas of the wilderness. When they find a mortal whom they like, they dance in an alluring pattern, causing him to stumble into the swamp and drown.

Hit Dice: 2d8 (9 HP)

AC: 15

Attack: +0 to hit, 1d6 damage (shock)

Alignment: Chaotic

XP: 75

Special: *Lure* (a group of six or more wisps can attempt to lure a traveler to them; the traveler must make a saving throw vs. spell or travel directly to the wisps)

WOLVES

Various sorts of canines are common throughout the civilized world and the wilderness. These include simple, domesticated dogs, the wolves of the forests and plains who hunt in packs, and the dreaded werewolves, enormous wolves who may assume the shape of a man.

DOG

These are the simple, domesticated dogs who serve men or live off their scraps. They might represent hunting or guard dogs, and can often be found in the company of soldiers, commoners, and traveling merchants who need some protection.

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d4 damage (bite)

Alignment: Neutral

XP: 15

WOLF

Wolves are great hunters who roam in packs. Men fear them for the damage they occasionally cause to their livestock, and because of the dark legends that surround these beasts. They are not necessarily as dangerous as those stories suggest, but can certainly threaten a man.

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: +1 to hit, 1d4+1 damage (bite)

Alignment: Neutral

XP: 35

WORG

The worg is an enormous wolf and a servant of a dark master. It infiltrates ordinary wolf packs and corrupts them, causing them to become agents of Chaos. Goblins sometimes worship worgs, and men rightfully fear them.

Hit Dice: 3d8 (13 HP)

AC: 15

Attack: +3 to hit, 1d8 damage (bite)

Alignment: Chaotic

XP: 50

WEREWOLF

A werewolf is a man under an evil curse or in a pact with a dark spirit. He is able to assume the shape of an enormous wolf and often preys on men on the outskirts of their village.

Some legends tell of friendly werewolves who are able to control their curse and protect their former villages from the dangers of the forest. These werewolves may have other ways of spreading their curse, or they may even breed true and form social units of their own or with local wolf packs.

Hit Dice: 4d8 (18 HP)

AC: 15

Attack: +4 to hit, 1d8 damage (bite)

Alignment: any

XP: 350

Special: *Shapeshift* (werewolves may assume the shape of an ordinary man), *Spread Curse* (any who lose at least half of their hit points to a werewolf's attacks will become werewolves themselves unless the disease is cured or curse lifted)

WRAITH

Wraiths are incorporeal spirits trapped between this world and the next, caught in agony between worlds and hungry to spread their pain. Plants wither as they pass, and any creature touched by a wraith's icy presence loses its personality and will. Wraiths are powerless in sunlight, and can do nothing but flee towards the shadows.

These are the most spiteful of the spirits of the dead, for there is no escape for them. Only the destruction of a wraith will end its pain; there is no other way to cause it to leave the world of the living.

Hit Dice: 5d8 (22 HP)

AC: 15

Attack: +6 to hit, 1d8 damage (touch)

Alignment: Chaotic

XP: 550

Notes: *Drain Will* (anyone touched by a wraith must make a saving throw vs. Polymorph or lose a point of Charisma), *Incorporeal* (the wraith has no physical form, only affected by magic and silver weapons)

ZOMBIE

Shambling corpses whose rotten flesh drips from their bones, zombies are mindless beasts driven by an unholy hunger for the flesh of the living. These pitiful creatures are most often the product of some necromancer's experimentations, but there are also stories about plagues sent to men which cause them to move after death and seek the flesh of their former neighbors.

Hit Dice: 1d6 (4 HP)

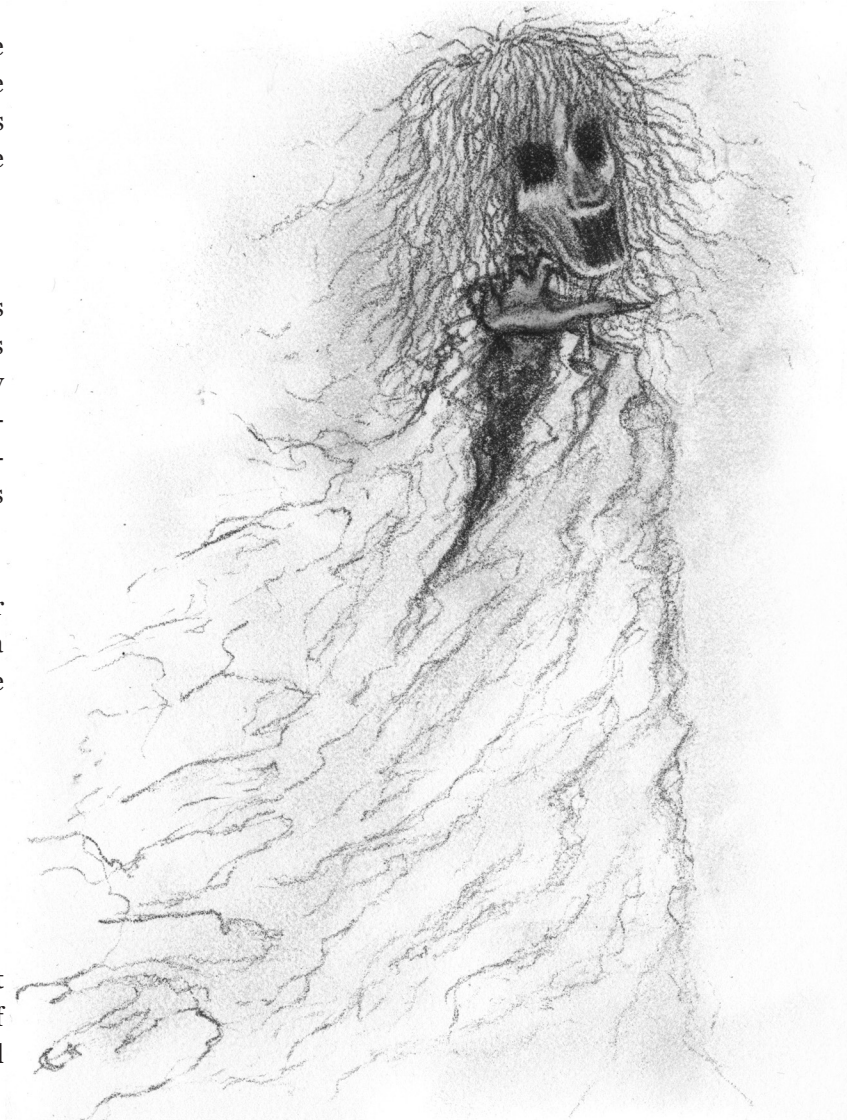
AC: 10

Attack: +0 to hit, 1d6 damage (claw)

Alignment: Neutral

XP: 15

Notes: *Dead and Mindless* (zombies are immune to sleep and charm effects)



MAKING DEMONS

Demons are creatures of Chaos. They come into the mortal world through dark summonings and forgotten gates. Although they can be bound into service through the use of rituals and, for those with enough forbidden knowledge, their true names, demons will never willingly serve another being, and will always seek to escape their bonds and wreak vengeance on any bold enough to ensnare them. Many foolish sorcerers believe that they can control the demons which they summon, but most learn that this is perilous.

As these creatures are all unique, the following rules will allow you to build your own demon with which to plague the player characters.

BASE STATS

There are four ranks of demons. Minor demons can be faced by brave warriors, but the greater demons and the Princes of Chaos are as powerful as gods, and only the mightiest of heroes can stand before them. The world trembles when a demon prince walks upon it, and wise men flee.

MINOR DEMON

Hit Dice: 2d8 (9 HP)

AC: 12

Attack: +2 to hit, special

Alignment: Chaotic

XP: 110 +55 per special power

Notes: a demon's attacks will depend on whether it is corporeal or not, as detailed below; demons have individual powers and weaknesses, as also detailed below.

LESSER DEMON

Hit Dice: 6d8 (26 HP)

AC: 16

Attack: +6 to hit, special

Alignment: Chaotic

XP: 430 +125 per special power

Notes: a demon's attacks will depend on whether it is corporeal or not, as detailed below; demons have individual powers and weaknesses, as also detailed below.

GREATER DEMON

Hit Dice: 12d10 (66 HP)

AC: 20

Attack: +12 to hit, special

Alignment: Chaotic

XP: 3,200 + 850 per power

Notes: a demon's attacks will depend on whether it is corporeal or not, as detailed below; demons have individual powers and weaknesses, as also detailed below.

DEMON PRINCE

Hit Dice: 20d10 (110 HP)

AC: 24

Attack: +20 to hit, special

Alignment: Chaotic

XP: 9,800 + 2,500 per power

Notes: a demon's attacks will depend on whether it is corporeal or not, as detailed below; demons have individual powers and weaknesses, as also detailed below.

NAMES

Each demon has a common name, which it will give out freely, and a true name, which it keeps secret. Its true name can be used against it. Knowing a demon's true name gives a character great power against it. By calling out the name, a character gains +5 to all actions taken against the demon, including attacks. Uttering the name also gives a character a +5 bonus to all saving throws against the demon's powers and spells.

COMMANDING DEMONS

Mages who possess the 'Second Sight' cantrip have special power over demons and their ilk. If such a character knows a demon's true name, she may attempt to command the demon to perform a specific task for her. To do so, she must make a successful Charisma check; she does receive the normal +5 bonus for knowing her target's true name. However, should she fail in her check, the demon is free of her power, and she may never attempt to command it again.

NATURE

Being creatures of change and potential, demons are not at home in the static, physical world. They roam our plane in one of the two following ways.

DEMONS INCARNATE

Some demons manage to enter the material plane in physical form. These are demons incarnate. Demons in such corporeal forms can have horrific or beautiful bodies, and no two are alike, unless they choose to be. They may attack with weapons, or they may claw and bite their enemies. If these demons incarnate attack with natural weaponry, give them the following attacks:

Minor Demon - claw for 1d6 damage

Lesser Demon - two claws for 1d6 damage each

Greater Demon - two claws for 1d8 damage each, and a bite for 2d8 damage

Demon Princes - two claws for 1d10 damage each, and a bite for 2d10

While in physical form, demons are generally impervious to the weapons of men, and so only magical attacks and weapons may harm them. However, if a character calls out a demon's true name, he will be able to harm it with ordinary attacks.

Generally, when a demon incarnate dies on the physical plane, it is not actually destroyed, but rather banished back to Chaos. Special measures must be taken to actually slay a demon while it is in our realm, often involving lengthy rituals using the demon's true name.

INCORPOREAL DEMONS

Many demons can only claw their way into the human world by possessing a host body. A demon of this sort who has possessed a mortal will have its own natural hit dice, attack bonus, and powers, but will otherwise function as its host would. Demons driven from their host without a new vessel available for them to possess are unable to remain in the world of men.

Incorporeal demons cannot act in the physical world at all until they have taken possession of a host. Such a demon has 10 minutes per hit die to find a host and possess it before returning to Chaos. All demons of this type have the possession power in addition to those generated on the tables below.

Incorporeal demons can possess mortal creatures (people, animals, and monsters) to spread their influence. To possess a creature, the demon simply spends a round attempting to overcome its will. The target may make a saving throw versus Polymorph; characters should receive their Wisdom bonus to their saving throws. If the target passes the saving throw, the demon takes 1d8 points of damage and may never attempt to possess that target again.

Some people with the knowledge to do so may attempt to exorcise the possessing demon once it is in its mortal host. Characters with forbidden or magical knowledge skills are likely to know how to do so, as might characters with a great deal of folklore. In order to perform the exorcism, the target must be bound and inactive, and the character performing the ritual must pass an Intelligence test. Afterward, the possessed character may attempt a new saving throw to rid himself of the demon following the same rules as above. If the character passes their saving throw this time, the demon is forced out.

RESISTANCE TO MAGIC

Being creatures of pure Chaos and magic, most Demons have some resistance to mortal magics. The use of a demon's true name will negate its magic resistance.

1d12	Magic Resistance
1-3	none
4-5	10%
6-7	20%
8-9	30%
10	40%
11	50%
12	60%

POWER AND INFLUENCE

Roll twice on the following Power Table. The first result determines the demon's source of power, its food. It will seek this out. The second result determines the demon's preferred method of acquiring its power.

For instance, a particular demon might gain its power from greed (the first roll on the table), and may attempt to gather its power through violence (the second roll on the table). Such a creature would menace a popu-

lation with violent acts of bloodshed over monetary concerns, reveling in families which feud over livestock or merchants coming to blows over a deal. Or, it might create a crime syndicate that dealt in protection rackets, feeding itself on the greed of the violent, cruel men it has made.

After each roll, choose one power for the demon. Rules for each power are listed after the table.

1d6	Sphere of Influence	Choose One Power
1	Love	Charm
	Lust	Beautiful Form
2	Violence	+1 damage per hit dice
	Fear	Cause Fear
3	Greed	Illusion
	Gluttony	Wealth
	Temptation	Enchanted Items
4	Betrayal	Illusion
	Vengeance	+4 to hit
5	Forbidden Knowledge	Ritual Magic
	Dark Magic	Enchanted Items
6	Pride	Incredible Skill

DEMON'S WEAKNESS

Each demon has a particular weakness; it is this which keeps the mortal world safe, for now.

1d6	Weakness	Effect
1	Iron	takes double damage from iron, all powers cancelled when in contact with iron
2	Sun	banished if in sunlight for 2d4 rounds, all powers cancelled in sunlight
3	Running Water	cannot cross running water, banished if submerged
4	The Earth	cannot touch the ground, banished if in contact with earth for 1d4 rounds
5	Insatiable	banished if not in the presence of its power source for one day
6	Bloodline	the blood of one particular family may be used to banish the demon

POWERS

Following are descriptions of the powers from the above tables. The GM is, of course, encouraged to design other, new demonic powers or make changes to these.

BEAUTIFUL FORM

A demon with Beautiful Form is so physically attractive that all who see it must make a saving throw versus polymorph or be transfixed and unable to act for 1d6 rounds.

CHARM

When a demon with the Charm power speaks, all within listening range are affected as by the 'False Friend' spell. A normal saving throw versus the spell is allowed, and anyone who passes their saving throw is immune to the charm of this particular demon.

CAUSE FEAR

Any foes within sight of the demon must first pass a saving throw versus spell or be affected by great fear: either fleeing immediately or trembling in place.

ENCHANTED ITEMS

The demon carries with it 1d6 magic items of the GM's choosing.

INCREDIBLE SKILL

Pick a skill; the demon may automatically pass any tests using that skill. In a contested roll, the demon acts as though it rolled a 20.

ILLUSION

The demon creates illusions equivalent to the spell Greater Illusion at will (up to once per round). It is able to maintain one illusion per Hit Die at any one time.

RITUAL MAGIC

A Demon with this power may cast rituals as a mage of its Hit Dice. It knows whichever rituals from the 'Spells and Magic' booklet the GM sees fit.

WEALTH

The demon has magical access to fabulous amounts of wealth. The GM can assume that it has as much money as it wants at any time.

MAKING DRAGONS

Perhaps the most feared of all earthly creatures, dragons are paragons of a bygone age, once masters of the skies, now mostly sleeping and hidden away. Each dragon is a unique individual, many of them wiser than the most learned of men and mightier than the greatest of warriors.

BASE STATS

There are four basic templates for dragons, based on their age and size. A group of brave warriors can hope to defeat a young dragon or two, but the ancient wyrms are all but invulnerable to the arms of men.

YOUNG WYRMLING

Hit Dice: 6d8 (27 HP)

AC: 12

Attack: +6 to hit, claw 1d4/bite 3d6

Alignment: any

XP: 650 + 120 per draconic attribute

Notes: *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *True Name* (this dragon has a true name which gives his foes power over him)

ADULT DRAGON

Hit Dice: 10d8 (45 HP)

AC: 16

Attack: +10 to hit, claw 1d6/bite 4d6

Alignment: any

XP: 2,900 + 500 per draconic attribute

Notes: *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *True Name* (this dragon has a true name which gives his foes power over him)

OLD DRAGON

Hit Dice: 14d10 (77 HP)

AC: 22

Attack: +14 to hit, claw 1d8/bite 5d6

Alignment: any

XP: 5,600 + 1,200 per draconic attribute

Notes: *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *True Name* (this dragon has a true name which gives his foes power over him)

ANCIENT WYRM

Hit Dice: 18d10 (101 HP)

AC: 30

Attack: +18 to hit, claw 1d10/bite 6d6

Alignment: any

XP: 10,000 + 2,000 per draconic attribute

Notes: *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *True Name* (this dragon has a true name which gives his foes power over him)

TERRITORY

Dragons are incredibly territorial creatures and are mostly solitary. They can be found in almost any habitat, even living above the clouds or in rocky caverns beneath the ground.

In the rare event that more than one dragon is encountered at a time, it is almost certainly a pair who have met to mate. Dragons of differing types can and do mate with one another, and a newborn dragon will usually have a strange mixture of its parents' draconic attributes with couple new ones of its own.

DRACONIC ATTRIBUTES

The above dragon templates are further modified by some of the following attributes. A dragon might have any number of these attributes, but we find three to be about the right number to make an interesting opponent.

BARBED TAIL

The dragon gains an extra attack every round, which may sweep those to its rear, causing the same damage as its claw attacks.

BREATH WEAPON

Most feared of all draconic powers, the dragon may breathe a great gout of fire, or a ball of poisonous gas, or other devastating effect. This does 1d12 damage +2 per HD of the dragon to all creatures in near range who are more or less in front of the dragon. Targets who pass a saving throw versus breath weapon take only half damage. The dragon may only unleash this breath weapon once every 5 rounds. Dragons with this attribute often like to take to the sky in between bursts of their deadly breath attacks.

CHAMELEON

When the dragon remains still, its scales shift to match its surroundings, making it practically invisible. If the dragon does not move or attack, characters may only see it if they are able to pass a Wisdom check with a -10 penalty.

FAST

The dragon is incredibly fast, gaining a +5 bonus to its initiative.

FLIGHT

The dragon is able to fly at great speeds. Some flying dragons have wings and some do not. Those without wings can fly just as easily as those with wings.

FOLLOWERS

The dragon is always accompanied by a number of followers equal to its hit dice, unless taken totally unawares at a very inopportune time. These followers are always weaker than the dragon, such as a tribe of goblins, a band of human worshippers, or other, lesser serpents.

MAGICIAN

Some dragons are masters of magic. This dragon may cast cantrips, spells, and rituals as a mage of 4th level and is assumed to have an Intelligence and Wisdom of 16 if needed to make a test. The dragon may have this attribute twice, in which case it is able to cast as though it were a mage of 6th level instead.

RAZOR CLAWS

The dragon's many claw attacks do an additional +4 points of damage. Simply add this damage bonus to the base claw damage of the dragon, depending on its age category.

TRANSFORMATION

The dragon may adopt human form at will, though their form may seem twisted or unusual. Some dragons can look exactly like normal people, while others retain their scales, or have unusually colored hair or eyes.

Certain draconic attributes will continue to function while in human form, while others will not. For instance, a dragon with the Magician attribute can almost certainly cast spells while in human form, but the Chameleon attribute is unlikely to function while shapeshifted. This is left to the GM's discretion.

TERRITORIAL

Many dragons make permanent lairs, rarely leaving their home surroundings. These creatures have a great advantage while on their home turf, gaining a +2 to hit and AC. If in their lair, this bonus is even greater, becoming a +3 to hit and AC.

VENOMOUS BITE

The dragon's bite carries a virulent poison. Any character bitten by the dragon must make a saving throw versus poison or suffer an additional amount of automatic damage equal to the dragon's hit dice.

WATER DWELLER

Some dragons live beneath the waters of seas and lakes, and these creatures may move and breathe normally in water.

A dragon cannot be a water dweller and have the Flight attribute. Many water dwelling dragons prefer to spend all of their time submerged.

MAKING GOBLINS

Goblins are frightening creatures of an otherworldly nature. They may be wicked faeries, coming to play cruelly with the villagers, servants of Chaos with an overwhelming urge to destroy all in their path, or a mighty horde forged into an army by wicked men.

The core of the goblin and its kin is selfishness, violence, and the unknown. These monsters are broken up into castes, each striving against the other, all the while pressing in against the settled lands.

BASE STATS

There are four castes of goblins. Kobolds are the smallest and most downtrodden of the goblins, mostly used for slave labor by their larger brethren. Occasionally they strike out on their own and form independent warrens. Goblins are the standard type, smaller than a man but quick and wicked. Orcs are the warrior caste, a deadly foe, strong and vicious, priding themselves on their strength and taking grisly trophies in battle. Bugbears are the largest and foulest of orcs, masters of the other castes, standing nearly seven feet tall.

KOBOLD

Hit Dice: 1d4 (2 HP)

AC: 13

Attack: +0 to hit, 1d6 (shortswords)

Alignment: Chaotic

XP: 5

GOBLIN

Hit Dice: 1d6 (4 HP)

AC: 14

Attack: +1 to hit, 1d6 (shortsword)

Alignment: Chaotic

XP: 15

ORC

Hit Dice: 1d10 (6 HP)

AC: 14

Attack: +1 to hit, 1d8 (long sword)

Alignment: Chaotic

XP: 20

BUGBEAR

Hit Dice: 3d10 (15 HP)

AC: 15

Attack: +3 to hit, 1d10 (great axe)

Alignment: Chaotic

XP: 50

GOBLIN TRAITS

You can use the basic stats above for simple, menacing goblins, but we sometimes like our goblins to feel like destructive forces of nature. Assign a single trait from the list below to a tribe of goblins; all members of the tribe, of whatever type, will then have the special bonus and penalty listed with each trait.

Darkness - These goblins are the monsters that come out at night. Being creatures of shadow and night, they suffer a -1 to all rolls in daylight. They have complete night vision, and may even see in total darkness.

Disease - Goblins of the plague are special horror, indeed. Their penalty is that they bear a horrible, unmistakable odor; these goblins will never sneak up on anyone unawares. However, they carry a virulent disease, and all survivors of an attack from these goblins must make a saving throw vs. poison or contract a powerful plague.

Fear - Horrific creatures of terror, these goblins chill the blood of their foes. They are, perhaps paradoxically, cowardly themselves. They suffer a -1 penalty to all rolls unless they outnumber their foes. Opponents must make a saving throw vs. spell or suffer a -3 penalty to all actions against the goblins.

Underground - Strange, ancient evils breed beneath your sleepy village. The underground goblins are extremely agoraphobic, and suffer a -5 penalty to all rolls in open spaces. However, they are excellent tunnelers and may see in low light. Any of these goblins may make a successful saving throw vs. polymorph in order to set a trap or cause a cave in while underground.

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