

Monstrous Manuel of the Marvel Universe



Monstrous Manuel 1
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Marvel Universe

Unofficial Handbook to the Marvel Universe

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Demon, Chain Devil

3



Typical Height: 6 ft

Typical Weight: 300 pounds

Environment: Hell

Technological: Magic

Philosophy: Demons are a race of creatures native to chaotic evil-aligned planes. They are ferocity personified and will attack any creature just for the sheer fun of it—even other demons.

Fighting Excellent (20)

Agility Excellent (20)

Strength Good (10)

Endurance Good (10)

Reason Poor (4)

Intuition Good (10)

Psyche Remarkable (30)

Health 60

Karma 44

Powers

Invulnerability: CI1000 resistance to fire and poison, Remarkable to acid and cold.

Telepathy: Good

Dark Vision: Dark Vision allowing them to see in the dark up to 60 feet. Dark **4** vision is black and white only, but it is otherwise like normal sight, and can function just fine with no light at all.

Body Resistance: Remarkable

Natural Weapons (Chains/Wire): Remarkable Strength, Excellent Damage

Mater Control (Chains/Wire): Excellent rank Giving the ability to control up to four chains within 20 feet, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack at Excellent rank. If a chain is in another creature's possession, the creature can attempt a Yellow Psyche feat to break the chain devil's control over that chain. If successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession.

A chain devil can climb chains it controls at its normal speed.

Unnerving Gaze: A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Yellow Psyche check to disbelieve. Those who fail take a -1CS penalty on attack rolls for 1d3 rounds.

Regeneration (Ex)

Contact: Master Pandemonium, Pin Head

Notes: Kytons are humanlike devils, wrapped in chains instead of clothing.

(Demon) Imp

5



Typical Height: 2 ft

Typical Weight: 8 pounds

Environment: Hell

Technological: Magic

Philosophy: Demons are a race of creatures native to chaotic evil-aligned planes. They are ferocity personified and will attack any creature just for the sheer fun of it—even other demons.

Fighting Typical (6)

Agility Remarkable (30)

Strength Poor (4)

Endurance Poor (4)

Reason Typical (6)

Intuition Good (10)

Psyche Incredible (40)

Health 44

Karma 56

Powers

Invulnerability: C11000 resistance to fire and poison, Remarkable to acid and cold.

Telepathy: Good

Dark Vision:: Dark Vision allowing them to see in the dark up to 60 feet. Dark vision is black and white only, but it is otherwise like normal sight, and can function just fine with no light at all.

Body Resistance: Good

Stinging Tail: Poor damage with a Typical Strength poison, failure losses -2CS agility.

Winged Flight: Poor

Detect Good: Incredible

Detect Magic: Incredible

Invisibility: Incredible

Emotion control (fear): Poor Effects 1 area radius.

Shape Change: Good can assume the form of a raven, rat and boar.

Contact: Master Pandemonium

Notes: Imps are craven, but not so timid as to pass up an opportunity for a surprise attack using their invisibility and alternate form ability. In its natural form, an imp attacks with the wicked stinger on its tail. It quickly flies out of reach if a foe manages to strike back effectively.

Dragon, Blue

7



Size: Noticeably smaller than a Red Dragon, though not by much.

Environment: Blue Dragons generally prefer arid sandy deserts.

Technological: (Same as Red Dragon, please see entry 3 on page 1)

Philosophy: Unlike other chromatic dragons (eg. Red, Black, White, and Green dragons), Blue Dragons enjoy interacting with sentient creatures, if only to demonstrate their perceived intellectual superiority, and won't necessarily attack outright. They tend to view Humans, Elves and other such creatures as being fit only to be laughed at and exploited. Adventurers encountering these dragons are usually allowed to leave in peace after showing the proper respect and giving up their possessions. However, Blue Dragons are extremely territorial and will always attack anyone it feels is just a tad too close to its lair and treasure horde. Due to their social nature, Blue Dragons often have allies and minions. Arrogant bullies, Blue Dragons will not tolerate an insult and are very dangerous to deal with despite their willingness to converse.

Fighting: Remarkable(A naturally tough opponent who revels in combat.)

Agility: Typical(Pure offense, unless flying.)

Strength: Monstrous(Can easily overpower most beings.)

Endurance: Amazing

Intuition: Monstrous(Can sense a persons general emotional state.)

Psyche: Incredible

Reason: Excellent

Health: 161

Karma: 145

Powers:

Emotion Control(fear): Blue Dragons cause fear in those in their presence. Effect is Excellent when calm and Incredible when enraged. Creatures in the grip of fear receive -2

shift to their Fighting and Psyche attributes until the dragon leaves or is defeated. **8**

Range of effect is 4 areas dropping 1 rank each additional 3 areas.

Invulnerability: Class 1000 resistance to electrical attacks and Incredible resistance to mind manipulation.

Body Armor: Remarkable resistance to physical, energy, and magical attacks.

Lightning Strike: A Blue Dragon can breath forth an intense bolt of lightning every 1-4 rounds causing Amazing damage with a range of 8 areas.

Flight: Amazing speed with Excellent agility for dodging and firing lightning bolts. Perhaps dragon kinds best fliers.

Physical Attacks: Devastating Bite for Amazing edge damage or tail/claw strike for Monstrous blunt damage.

Low Light Vision: Unearthly range and effect.

Long Life: (Same as Red Dragon, see entry 3 on page 1)

Magic Spells:

-Terrain Illusion: Can alter environment features with Remarkable effect and range. Creating buildings, bridges, lakes, etc. Characters with enhanced senses can do a power check to break the illusion for themselves only.

-Ventriloquism: Can imitate voices and sounds of other creatures and control where the sound originates from with Amazing ability, all without seeming to take any action.

-Alter Appearance(Illusion): Can alter it's form using illusion, appearing as a statue, a group of trees, etc.

Contacts: Electro

Note: A Blue Dragon will often team up with another Blue to take down a powerful enemy, such as a Red or Gold Dragon that wanders into it's territory.

Dragon, Green

9



Size: A bit smaller than a Blue Dragon, considered the medium size for dragons.

Environment: Dense forest, occasionally swamps.

Technology: (Same as Red Dragon, see entry 3 for details.)

Philosophy: Green Dragons are creatures of extreme paranoia and believe that to survive they must control as much as possible, that which they cannot control **MUST** be destroyed. The aggressive nature of these creatures combine with this paranoia to create a highly unpredictable monster, speaking calmly one moment then wildy attacking the next for no apparent reason. Green Dragons try to maintain a small group of weak minions to act as spies, assassins and saboteurs, without which the creature would feel vulnerable.

Fighting: Excellent(A competent fighter but prefers to act behind the scenes.)

Agility: Typical

Strength: Amazing

Endurance: Incredible

Reason: Excellent

Intuition: Monstrous

Psyche: Remarkable

Health: 116

Karma: 125

Powers:

Emotion Control(fear): Can generate fear in others with Good effect when calm or Excellent effect when enraged. Victims suffer a -1 shift to their Fighting and Psyche scores until the dragon leaves or is defeated. Range of effect is 2 areas dropping 1 power rank each additional 2 areas.

Invulnerability: Class 1000 resistance to acid and Remarkable resistance to mind manipulation.

Body Armor: Good resistance against physical, energy, and magical attacks.

Water Breath: Can breath underwater indefinitely, and swim at Good speed.

Acid Burst: Can breath a cone of vaporous acid every 1-4 rounds causing Remarkable damage with a range of 4 areas.

Physical Attack: Brutal bite for Incredible edge damage, claw/tail strike for Amazing blunt damage.

Flight: Remarkable speed.

Long Life: (Same as Red Dragon, please refer to entry 3)

Low Light Vision: Unearthly rank and effect.

Magic Spells:

-ESP: Can use this spell to hear the surface thoughts of one target at a time. Remarkable ability.

-Hypnosis: Can place a hypnotic suggestion in the mind of one target at a time. The target will act once the trigger is activated, eg hearing a bell or meeting a certain person. Remarkable ability.

Contacts: S.H.I.E.L.D.

Notes: The longer one speaks with a Green Dragon the more suspicious it will become increasing the likelihood of being attacked.

Dragon, Red

11



Typical Height:

Typical Weight:

Environment: The warmer the better with active volcanoes being ideal.

Technological: When a dragon sleeps its consciousness roams the astral planes and it learns many things. Dragons are highly intelligent and make use of mystic power similar to wizards. They can speak and are aware of current events and a wide variety of subjects.

Philosophy: Red Dragons tend to have a 'do whatever the hell I want' attitude and usually only speak to 'lesser creatures' to make demands. Red Dragons love destruction and chaos, the more people running and screaming the better. They are extremely hostile and unbelievably greedy. Not all are sinister and some only wish to be left alone, however these types are VERY rare.

Fighting Incredible

Agility Typical

Strength Unearthly

Endurance Monstrous

Reason Remarkable

Intuition Monstrous

Psyche Amazing

Health: 221

Karma: 155 (gains karma by destroying objects like buildings, ect)

Power:

Emotion control(fear): Remarkable when calm Monstrous when enraged. Effects 5 area radius dropping 1 rank each additional 10 areas.

Flight: Amazing speed with Typical agility

Invulnerability: CI1000 resistance to flame Unearthly resistance to mind influencing effects.

Body Armor: Incredible vs physical, energy, and magical.

Low light vision: Unearthly effect and range

Physical Attack: Bite for Unearthly edged damage, Claw/Strike for Monstrous.

Magic Spells:

-Mesmerism. Amazing

-Detect Magic. Amazing

-Mind Probe. Amazing

-Control Flame. Amazing

Long life: Dragons endure for thousands of years and only get stronger as they age. When their times up they just go to sleep and never wake up but have full power up to that point.

Dragon Flame: Unearthly fire damage at 5 area range. Area flamed will continue to burn for up to 20 rounds and ignite any nearby flammables. This attack can be used once every 1-4 rounds, but if valuable desired items are nearby the Dragon will try to avoid using flame.

Weakness: Red Dragons take +1 power rank damage from cold based attacks.

Contact: Fin fang foom, Fafnir

Notes: Red Dragons are solitary unless mated or with offspring. Red Dragons may sometimes spare a community only to place horrible, unreasonable demands on it's citizens.

Drider

13



Size:

Weight:

Environment: Driders are dwellers of the Underdark and, due to their sensitivity to light, seldom leave there. Rarely some Driders use mystic power to protect their eyesight and venture to the surface. Drider lairs are covered with web and their prey are often times seen suspended from the ceiling areas encased in it. Usually valuables are kept in walls and on ceilings. Over time the original cavern or building becomes totally covered in web, also the Driders create new structures using their webs. Drider lairs are also filled with spiders, including the GIANT variety, these function as pets and guardians.

Technological: Driders retain all of the knowledge and abilities they had before their transformation. Some Driders band together and create advanced communities similar to their Drow counterparts, while others give up hope and live in primitive conditions.

Philosophy: The Drow, also know as Dark Elves, are one of the prominent species of the Underdark, ruling vast subterranean cities. These cities are seldom at peace as intrigue and conflict seem to be the only constants. A Drider starts off as a Drow and is transformed by arcane, mysterious ritual, known only to a few Drow high priestess, into a Drow/Spider hybrid. The priest refer to this as a great blessing, however the transformed Drow loses all political and social standing and is exiled from Drow society, their wealth is also confiscated by the priests. As a result many in Drow society consider the "blessing" to be a political tool and a way to rid the competition without fear of retribution. The Drider is left bitter and desperate, feared by Drow society. Some Driders except their fate and join others to build their own society, others seek a way to reverse their conditions, still others go mad and simply prey on whoever/whatever happens by.

Fighting: Excellent

Agility: Excellent.

Strength: Excellent(The Drow portion of the body possess only Good Strength but the spider lower half has Remarkable. The Excellent score splits the difference to determine health score).

Endurance: Excellent.

Intuition: Remarkable.

Psyche: Excellent.

Health: 80

Karma: 60

Powers:

Wallcrawler: Can move across walls and ceilings with Amazing ability (Really, could it have been anything BUT Amazing).

Webslinger: Can spin webs of Remarkable strength to confine enemies. They cannot fire webs as projectiles.

Dark Vision: Can see in total darkness with Incredible range and effect.

Invulnerability: Driders have Excellent resistance to magic effects.

Poison Bite: A Drider's bite is poisonous causing Poor damage from the bite and inflicting Excellent rank poison. They will often put this poison on their weapons before entering combat.

Amazing Spider Friends: Driders can communicate with and control all kinds of spiders. Amazing effect and range.

Tremor Sense: A Drider can tell if an intruder disturbs his/her web, even if other Driders and spiders are moving about it, with Incredible ability and range. The Drider must be in contact with the web however. Usually all areas of the creature's lair has some webbing on it. As long as the Drider and intruder are in contact with the web the Drider will know exactly where the intruder is, even if it can't be seen.

Mystic Spells: Each Drider knows 3 spells, chosen at random, from the following categories.

-Personal Spell list with Excellent ability.

-Universal Spell list with Excellent ability.

Weakness:

-Vampirism: Driders feed on blood. They can go 3 days without it before becoming hungry.

-Light Sensitivity: Light levels above Poor cause Fighting and Agility score to drop to Feeble until Light is removed.

Talents: Dual weapon wield, Crossbows, Stealth.

Contacts: Peter Parker

Dwarf

15



Height: 4 1/2' said to be 25% shorter and 25% wider than a typical human.

Weight: 170lbs

Environment: Dwarves prefer subterranean dwellings and find open environments somewhat unsettling, despite this they've adapted quite well to surface life and are now very common throughout the realms. Some Dwarves, Hill Dwarves as they refer to themselves, have established permanent surface communities that serve as vital trade links to the great subterranean Dwarven kingdoms. However, despite their great numbers on the surface, one would be hard pressed to find a Dwarven sailor.

Technological: Dwarves are renowned for their excellent craftsmanship which is considered second to none and they commonly use advanced engineering principles in their designs and construction, this makes Dwarven engineers highly sought after. In Dwarf society being a master builder carries a prestige akin to nobility and carries honor equaling that of the greatest warriors, who wouldn't have lasted as long as they have without equipment of the highest quality. Dwarven master craftsmen (or perhaps crafts persons is a better title as female Dwarves also take up building) have even been known to forge items made of materials thought beyond manipulation, such as meteor ore, gems, and adamantite.

Philosophy: Like the very earth they claim to have been formed of, Dwarves possess a culture that seems to embody stability and endurance. Their society appears to be based on an honor system which determines etiquette and interaction levels based on honor status. Depending on the circumstances a Dwarf may seem wild and chaotic one moment and reserved and solemn the next. Dwarves also have an eye for value when dealing with precious metals and materials. Due to these common traits most not familiar with Dwarves write them off as stubborn, greedy and powerful fighters. Most who do know them consider them loyal and honorable with a subtle sense of humor.

Fighting: Good.

Agility: Typical.

Strength: Typical.

Endurance: Excellent.

Reason: Good.

Intuition: Typical.

Psyche: Good.

Health: 42

Karma: 26

Note: Though not all Dwarves are craftsmen, learning the basics is part of their culture.

Powers:

Dwarves gain the power Dark Vision allowing them to see in the dark up to 60 feet. Dark vision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all. A dwarf gains a +1CS against charge attacks. +1CS to Dodge attacks from attackers larger than 8 ft. Gains the talent Structural Engineering and Axes. Gains the powers Resistance to Physical Attack (poison): at Typical and Resist Magic: at Poor.

Contacts: Mole man.

The way of stone: Dwarf kings rule vast underground territories from within the ancient halls beneath the great mountain ranges, life there is much different from surface Hill Dwarf communities and these kings seldom travel to the surface unless faced with a Realm threatening situation. Many times human rulers and other noble, wealthy surface dwellers will seek to commission a Dwarven master craftsman for a major construction effort, but other than this Mountain Dwarves have a somewhat closed society. Mountain Dwarves seem to be more serious minded than their surface dwelling brethren and may find surface life hard to deal with.

Mountain Dwarves have had conflicts with goblins (see entry 2) and some giants (see entry 6) and are somewhat suspicious of outsiders as a result. Oddly enough all Dwarves seem to appreciate gnome humor which is a mystery to everyone else. Mountain Dwarves maintain contact with Hill Dwarves and actively trade with them.

Frost Giant

17



Typical Height: 15'

Typical Weight: 2,800lbs

Environment: Frost Giants favor cold mountainous regions. Their lairs are often massive castles or a huge cave complex.

Technological: Somewhat less advanced than their medieval Human counterparts. They abduct smaller humanoids to work as craftsmen and forced labor, and so the quality of their dwellings differ depending on the skills of their captives. Frost Giants prefer raiding Dwarven settlements, as Dwarves usually have excellent building skills and can endure harsher environments better than most. A Frost Giant fortress tends to be sparsely filled and extremely cold.

Philosophy: Like most Giants, Frost Giants tend to be bullies and believe their great size gives them the right to exploit physically smaller species. Of all Giant kind Frost Giants are most likely to raid settlements and cause problems for locals. Their leaders are known as Jarl and these individuals are far stronger and more dangerous than the typical Frost Giant. Not all follow this philosophy however, and some pursue peace.

Fighting Excellent

Agility Typical

Strength Incredible (In marvel incredible strength is average but in D&D it's awesome)

Endurance Incredible

Reason Poor (Smart enough to know that if they don't know how to make something they can abduct someone who can)

Intuition Good

Psyche Good

Health: 106

Karma: 24

Powers:

Invulnerability: CI1000 resistance vs cold effects/attacks

Low Light Vision: Excellent effect and range. Can see perfectly well in blizzard conditions.

Boulder Toss: Can hurl boulders for Incredible damage and Typical range.

Weakness: Fire/Heat based attacks inflict +1 power rank of damage.

Contact: Laufey, Loki

Ghoul

19



Height: As they were in life.

Weight: Depends on how well fed.

Environment: Ghouls feed on the remains of humanoids and are drawn to locations that will facilitate this, such as recent battlegrounds, cemeteries and plague ridden towns. They have been known to dig up corpses then refill the grave to cover up their presence and horrid activities.

Technological: Though the process of becoming a Ghoul gradually degrades reasoning ability, the victim of this condition retains a general remembrance of who he/she once was. Ghouls lose their ability to build technology but will sometimes keep trinkets they pick up here and there.

Philosophical: Because Ghouls remember their former lives they are invariably hostile towards the living and view them as little more than prey. As Ghouls were once part of society before their transformation, many times they will try to change others into Ghouls, more often former family and friends, and form a small pack. These monsters are careful to hide their presence as best they can, having no permanent dwellings and utilizing stealth.

Fighting: Good

Agility: Good

Strength: Good

Endurance: Typical (please refer to entry 22 for notes on Endurance ratings)

Reason: Feeble (well, at least they can still speak)

Intuition: Good

Psyche: Typical

Health: 36

Karma: 20

Powers:

Undead Attributes: Ghouls virtually immune, CI 1000, to the following: Poisons, Disease (although they are often carriers), stun and kill results, mind influencing abilities, fatigue, suffocation (Ghouls do not need air), ability/energy drain, and paralysis.

Paralysis Strike: Ghouls possess claws which they can strike with for Typical edged damage. Those struck must succeed a Green Psyche feat or be unable to move for 4 rounds. Characters who can regenerate or are disease resistant are immune. Elves are also immune.

Ghoul Fever: Can deliver a bite causing Typical edged damage. Anyone bitten must succeed a Green Endurance feat or contract Ghoul Fever, a disease with severe flu-like symptoms that will cause Poor damage to their Endurance everyday until the victim is cured or dies. A person dying of Ghoul Fever will raise the following night as a Ghoul. Characters who are disease resistant or can regenerate are immune. Elves are also immune. Those becoming Ghouls will lose/gain ability ranks daily until they have the stats of a normal Ghoul and will lose special abilities at the same rate until they vanish.

Dark Vision: A Ghoul can see in total darkness with Excellent ability, even if it's lost it's eyes.

Unnatural Aura: Normal animals will not enter an area containing undead creatures and will seem unsettled when these monsters are nearby. Normal plants will likewise begin to sicken.

Death Sense: Ghouls have an uncanny ability to detect places that contain many dead and will seek these places out. If 10 or more corpses are present in a location within 10 miles of a Ghoul it will detect this on a Green Intuition roll. (see environment note)

Stealth: Typical ability.

Vulnerability:

- Ghouls can be turned by those possessing the Turn Undead ability (please see entry 22).
- These monsters have an aversion to sunlight though unharmed by it. Reduce Fighting and Agility to Poor in sunlight.

Contacts: Ate em all...

Curse of the Ghoul: Outside of contracting Ghoul Fever this affliction can be caused by an evil necromantic spell or in rarer cases happen when a person is buried in a place of evil and corruption. There has been tales of it befalling those who've resorted to cannibalism as well. In the rarest of cases it is said to come upon those who lived lives of greed and selfish extravagance. In the most extreme cases it's even been suggested that preferring meat over other kinds of food could cause this condition. So you never cared for vegetables huh? heh...

Gibbering Mouter

21



Height: Averaging 3' to 4'

Weight: 200lbs

Environment: These strange monsters prefer dark and wet environments. Although rarely encountered they can appear just about anywhere from underground cave systems, to swamps and forest, or even beneath a crowded thriving city rising at night to prey on its hapless citizens. There is speculation that they may have originated from the Far Realm, a place of madness and chaos that defies reason.

Technological: Despite their seemingly mindless nature, Mouters are adept at infiltrating enclosed areas to get to prey, avoiding simple traps and warning devices.

Philosophy: Gibbering Mouters are only concerned with finding and consuming prey. They can consume any living animal matter but prefer intelligent prey. Thankfully these are solitary creatures and always encountered alone.

Fighting: Excellent

Agility: Good

Strength: Typical

Endurance: Remarkable

Reason: Feeble

Intuition: Amazing

Psyche: Good

Health: 66

Karma: 62

Powers:

Gibberish: Once the creature spots prey it will begin to speak in a strange manner with all mouths speaking simultaneously, laughing, crying, cursing, whispering, shouting, singing, and asking questions all at once. This is considered a Monstrous sonic attack and any hearing creature within 60' radius must pass a Yellow Psyche check or suffer the effects of a confusion spell for 2 rounds. This effect can only affect a person once every 24 hours.

Amorphous: Due to its fluid nature the Gibbering Mouter can ooze through small openings rather quickly. In the case of a typical door the monster could pass through and fully reform in 2 rounds.

Multiple Bite: When attacking it will launch a pseudopod ending in a mouth towards its target to bite. The bite can penetrate Good armor but will only cause Typical Edged damage. It can launch up to 6 pseudopods each attacking a different target or focus all attacks on 1. These attacks can reach any target(s) in the same area as the Mouter.

Invulnerability: Are immune, CL 1000, to the following shape-change others, sleep effects, and stun/kill results.

Body Armor: Good resistance vs blunt attacks.

Acid Launch: Instead of biting with a psuedopod it can choose spit acid with it at its target(s) up to 1 area away. All 6 psuedopods can be used for this purpose with each dealing Poor damage. The acid also emits vapors that irritates eyes and impairs vision, so those hit must pass a Green Agility feat or be impaired for 4 rounds, that is -CS on Fighting and Agility stats till it wears off.

Engulf: Once adjacent to the target, the monster will attempt to grab and engulf its prey. This is a Remarkable grapple attack that can be used on a medium or smaller sized target. When trapped inside the creature the victim will suffer Poor damage to his/her Endurance stat each round. The victim can cut its way out by inflicting Good Edged damage, otherwise at least Remarkable Strength is needed to tear your way out if no sharp weapons are available.

Dark Vision: Excellent range and effect.

Swim: Typical speed, Excellent Agility.

Ground Manipulation: The creature can somehow liquefy the ground around its body and the immediately adjacent areas. This area is to be treated as quicksand with roughly 4' depth. If the creature leaves the area or is destroyed the ground will slowly began return to normal. When the creature is in the liquid ground it is considered Swimming and has increased Agility.

Goblin

23



Typical Height: 3'6"

Typical Weight: 45lbs

Environment: Goblins prefer underground and dense forested areas.

Technological: Goblins are very skilled at mining and structural engineering, however their chaotic nature leads to poorly maintained equipment.

Philosophy: Goblins live by stealth, are usually opportunistic and seek quick easy gain. Since Goblins have suffered extensive abuse by larger, stronger species they are always watching for weakness and a chance to get even.

Fighting Typical (Goblins rely on stealth and usually fight if they have the advantage of greater numbers... or have no choice)

Agility Excellent (as quick as Halflings)

Strength Poor (other species consider Goblins weak due to their size, but Goblins can lift twice their body weight with ease)

Endurance Good (not as stout as a Dwarf but still impressive)

Reason Typical

Intuition Remarkable (Goblin survival depend on paying attention and they do it well)

Psyche Typical

Health: 40

Karma: 32

Powers:

Low Light Vision: Remarkable effect and distance

Stealth: Excellent

Poison: More of a Talent actually. Can manufacture poisons of up to Amazing potency and apply to dagger or blowgun darts.

Mining: More of a Talent actually. Mining and geological knowledge is Excellent

Weakness:

Light vulnerability: Light effects above Typical will drop a Goblins' agility to Feeble

while the light is present.

Contact: Norman Osborn

Notes: Goblins like to gather in large numbers to increase their survival chances. They also like to raid settlements. Goblins view everyone as a potential troublemaker or potential victim and are thus quite dangerous despite appearance. Sometimes non-Goblins will be leading the Goblins, but once they are no longer useful the Goblins will wait for the right moment to destroy them.

Gynosphinx

25



Height: 9' length

Weight: 750lbs

Environment: Gynosphinxes inhabit warm arid climates and are drawn to interesting landmarks, ancient ruins, long abandoned temples, sites of historic significance, and out of the way places once known for their mystical properties.

Technological: Because they have paws rather than hands, their ability to produce and utilize tools is severely limited. Despite the lack of manual dexterity Gynosphinxes possess uncommonly keen reasoning abilities and can grasp complex concepts and strategy with relative ease. Even without fingers a Gynosphinx can draw, write, and effectively use some items.

Philosophy: These creatures have a love of knowledge and riddles that is legendary. They view most situations as a contest of wits or a puzzle, and if it isn't will turn it into one. When dealing with others a Gynosphinx will try to use the encounter to gain something, usually by offering information about locations or items. They seldom part with anything for free but will sometimes give items/information in exchange for useful information, completing a quest, or solving one of its riddles. All Sphinxes are territorial but a Gynosphinx will usually see intrusion as opportunity.

Fighting: Remarkable

Agility: Good

Strength: Excellent

Endurance: Good

Reason: Excellent

Intuition: Monstrous

Psyche: Incredible

Health: 70

Karma: 135

Powers:

Claw Attack: Gynosphinxes use claw attacks for Good edged damage. This attack can bypass up to Good armor.

Dark Vision: Excellent.

Tracking: Remarkable.

Flight: Poor speed, Typical Agility.

Mystical Symbol: Once per day a Gynosphinx can scribe a rune of power upon a surface, which is activated by touch. The symbol can't move but if it is touched or the item it's scribed on moves it will unleash one of the following spells with Unearthly strength: Eldritch Blast, Confusion, Fear, Vapors-Sleep, Bands, Mesmerism, or Curse. The choice of spell is up to the Sphinx and all have a 60' radius effect. Any one symbol spell can only be used once per week, and the symbol will last 24hours.

Magic Spells:

-Gramarye: Amazing. Uses this ability to gain information about an acquired item, it's history, attributes, who owned it, etc.

-Post-cognition: Unearthly. Can view events that transpired in current location up to 25 years past.

-Revealing sight: Amazing. Can see invisible person/objects.

-Remove curse: Incredible. Used to break a curse of Incredible rank or less.

-Mystical detection: Amazing. Can detect the casting of spells, objects/persons under the influence of magic, magical portals and creatures.

-Clairaudience/Clairvoyance: Amazing. This spell allows the user to hear/see remotely what's happening in a place he/she is familiar with.

Contacts: Rama Tut

Hag Covey

From time to time, a trio of hags gathers as a covey. Usually this foul triune includes one hag of each type, but this is not always the case.

Undead Animation: Excellent

Weather: Excellent

Force Field: Excellent

Dream Travel: Excellent

To use one of these abilities, all three hags must be within 10 feet of one another, and all must participate.

Clotho (Annis Hag)



Typical Height: 8 feet

Typical Weight: 325 pounds

Environment: Cities

Technological: Magic

Philosophy: Hags are tremendously strong. They are naturally resistant to spells and can cast magic of their own. Hags often gather to form coveys. A covey, usually containing one hag of each type, can use powers beyond those of the individual members

Fighting Excellent (20)
Agility Good (10)
Strength Excellent (20)
Endurance Good (10)
Reason Good (10)
Intuition Good (10)
Psyche Amazing (50)
Health 70
Karma 70

Powers

Growth (Permanent): Feeble

Claws: Remarkable strength, Remarkable Damage

Fangs: Remarkable strength, Excellent Damage

Body Resistance: Incredible

Fog Cloud: A bank of fog (20ft radius) billows out from a point within 100 ft. The fog obscures all sight, including dark vision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a -2CS to hit). Creatures farther away have total concealment (-4CS to hit, and the attacker can't use sight to locate the target). A moderate wind (TY) disperses the fog in 4 rounds; a strong wind (GD) disperses the fog in 1 round.

Resist Magic: Remarkable

Dark Vision: Dark Vision allowing them to see in the dark up to 60 feet. Dark vision is black and white only, but it is otherwise like normal sight, and can function just fine with no light at all.

Contact: Other Hags

Notes: **Sea hags** are wicked, cruel fey creatures. As their name implies, they are found in and along the shores of the sea.

Lachesis (Green Hag)

29



Typical Height: 5 feet 7 inches

Typical Weight: 135 pounds

Environment: Under Ground

Technological: Magic

Philosophy: Hags are tremendously strong. They are naturally resistant to spells and can cast magic of their own. Hags often gather to form coveys. A covey, usually containing one hag of each type, can use powers beyond those of the individual members

Fighting Excellent (20)

Agility Good (10)

Strength Good (10)

Endurance Typical (6)

Reason Good (10)

Intuition Good (10)

Psyche Monstrous (75)

Health 36

Karma 95

Powers

Invisibility: Remarkable

Claws: Remarkable strength, Excellent Damage

Body Resistance: Incredible

Illusions: Remarkable

Resist Magic: Excellent

Dark Vision:: Dark Vision allowing them to see in the dark up to 60 feet. Dark vision is black and white only, but it is otherwise like normal sight, and can function just fine with no light at all

Linguistics: Remarkable

Water Breathing : Remarkable

Hyper Swimming: Excellent

Strength Drain Touch: Excellent rank, each touch drains 1Cs of strength.

Contact: Other Hags

Notes: Green hags use their magical powers to lure innocents into their traps. They will assume the form of beautiful women and enter a populated area to find a young man or woman to corrupt with vices. They will use their ability to mimic animal noises to lure children into the swamp, where they are captured and devoured.

Atropos (Sea Hag)

31



Typical Height: 8 feet

Typical Weight: 325 pounds

Environment: Under Ground

Technological: Magic

Philosophy: Hags are tremendously strong. They are naturally resistant to spells and can cast magic of their own. Hags often gather to form coveys. A covey, usually containing one hag of each type, can use powers beyond those of the individual members

Fighting Good (10)

Agility Good (10)

Strength Good (10)

Endurance Typical (6)

Reason Typical (6)

Intuition Good (10)

Psyche Incredible (40)

Health 36

Karma 56

Powers

Claws: Excellent strength, Excellent Damage

Body Resistance: Typical

Resist Magic: Excellent

Dark Vision: Dark Vision allowing them to see in the dark up to 60 feet. Dark vision is black and white only, but it is otherwise like normal sight, and can function just fine with no light at all

Water Breathing : Remarkable

Hyper Swimming: Remarkable

Horrific Appearance: The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must make a green or higher Psyche check or instantly be weakened, taking -2CS to Strength. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours.

Evil Eye: Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must make a green or higher Psyche check or be dazed for three days, although telepathic means can restore sanity sooner. In addition, an affected creature must make a green or higher Endurance check or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye.

Contact: Other Hags

Notes: Sea hags are wicked, cruel fey creatures. As their name implies, they are found in and along the shores of the sea.



Height: Averaging 3'7"

Weight: Typically 75lbs

Environment: Due to their love of travel and exploration, Kender can be found in a wide variety of environments. Kender have a special affection for large, bustling communities filled with interesting things and people. Despite having integrated into traditionally non-Kender societies, the Kender have set up their own communities, and most choose to return to those communities after completing their wandering years to settle down. Avid explorer, Kender have traveled to the furthest reaches in the realms and often possess maps and trinkets from their journeys. Especially trinkets...

Technological: When it comes to improvising few can match the Kender, this ability can be seen in their buildings, tools, and various equipment as no two are alike. A good example of this are the homes they create, often made of wildly differing materials yet somehow coming together harmoniously to form an attractive and comfortable structure. These homes usually only possess a single family room, reflecting the Kender philosophy of communal property. That being said, Kender technology is a rough equivalent to their human counterparts.

Philosophy: The Kender are known for their insatiable curiosity and seemingly utter lack of fear, and these traits, though not necessarily bad, often times lead to trouble as the realms can be quite dangerous. In Kender society freedom is prized above all else, even to the point of lacking the concept of personal possessions with all members of their society sharing all they have, unfortunately casually borrowing things without informing others does not translate well in non-Kender communities. Despite the tendency of many societies to write them off, the Kender are a kindhearted, caring and adventurous lot. They are credited with creating many maps of the hard to reach places that they visit during their wanderlust years.

Fighting: Typical (Anytime, anywhere. They ain't afraid.)

Agility: Excellent

Strength: Poor

Endurance: Typical

Reason: Typical

Intuition: Good

Psyche: Typical

Health: 36

Karma: 22

Powers:

Invulnerability: The Kender do not experience the emotion of fear but rather acknowledge dangerous situations on an intellectual level resulting in Unearthly resistance to Fear and Fear inducing effects. Poison and magic also receive a -2CS when affecting a Kender.

The Final Insult: Somehow Kender know exactly what to say to tick off practically any individual. This is actually a weird magic type attack that when used against an opponent forces them to pass a Psyche check or become enraged and focused on the insulting Kender. Once enraged the victim temporarily (until the Kender leaves or is defeated) loses 2 ranks of Psyche and will ignore other opponents in favor of attacking the offending Kender.

Hoopak sling staff: This is a weapon that can be used as either sling or staff causing appropriate damage.

The tall and short of it: The small size of the Kender means the bonus of permanent Feeble Shrinking!

Go prepared: A Kender has the strange ability to pack 50% more material into container than it could normally hold. Any non-Kender attempting to remove an item will result in the entire content spilling out.

Talents: Weapon specialist (Hoopak), Sleight of hand, Pick pocket.

Contacts: Beansprout.



Height: Slightly shorter than in life.

Weight:

Environment: A Lich will always have its stronghold built in a remote location away from civilization and prying eyes. These fortresses are usually constructed before the wizard undergoes his/her transformation into a Lich, and are made to the wizard's exact specifications. Unfortunately those involved in the construction of these impressive structures take it's secrets with them to the grave as they are without fail destroyed upon its completion. The areas around a Lich's stronghold is usually devoid of life, well natural life anyway.

Technological: A Lich's fortress holds some of the most advanced mystical and technological equipment and artifacts in the Realm, representing perhaps centuries of research and development. Science and magic come together transforming the insides of the fortress into a disturbing, surreal environment. Strange machinery, automatons, alchemy equipment, and charts abound. There's usually signs of damage as well since Liches often engaging in dangerous experiments. Golems, disembodied living brains, and other created horrors lurk within these strongholds making them deadly places indeed.

Philosophy: A Lich's primary concerns are protecting its phylactery, and the accumulation of power and knowledge. Although Liches possess genius/supra-genius intellects they are all quite insane and have a general disdain for living things. At times these monsters will hire adventurers to retrieve a desired object, usually an artifact of some type, so as to not leave its fortress unattended. If a Lich does hire adventurers or interact with other living sentient beings it will disguise its true nature using magic. Liches are paranoid about their phylacteries and anyone entering its domain uninvited

will be met with absolute and deadly reprisal.

Fighting: Excellent.

Agility: Excellent.

Strength: Good.

Endurance: Monstrous.

Reason: Amazing.

Intuition: Incredible.

Psyche: Monstrous.

Health: 125

Karma: 165

Powers:

Undead Attributes: Virtually immune, C11000, to the following: poisons, disease, stun, and kill results, mind influencing abilities, ability/energy drain, and paralysis.

Self Sustenance: A Lich does not require air, food, water, or sleep.

Damage Resistance: All attacks it receives are at -2CS.

Unnatural Aura: Normal animals will not enter an area containing undead creatures and will seem unsettled when these monsters are nearby. Normal plants will likewise begin to sicken.

Dark Vision: Can see in total darkness with Excellent ability.

Touch of Enervation: A Lich can charge it's hands with a strange mystical energy when attacking to cause Excellent damage, which will also put the victim into a comatose state. To avoid the coma effect an Endurance FEAT roll vs Excellent intensity is needed. The coma effect bypasses body armor though the damage might not. Magical healing or curse removal is needed to reverse the effect.

Self Revival: Even if destroyed, unless it's phylactery is destroyed the Lich will reform totally unharmed. Upon reaching 0 health the Lich's body vanishes and reappears at a predetermined location, usually within it's fortress, in 1 to 10 days.

Dreadful Presence: The creature can mystically induce fear and terror. This is a Incredible intensity attack and requires a Psyche FEAT roll to resist. Victims suffer a -1CS to Fighting and Psyche.

Mystic Mastery:

-Personal Spells

-1 spell of Unearthly level

-2 spells of Monstrous level

- All other Personal spells it may use are of Amazing level

-Universal Spells

-1 spell of Unearthly level

-1 spell of Monstrous level

-All other Universal spells it may use are of Amazing level

-Dimensional Spells

-1 spell of Unearthly level

-2 spells of Monstrous level

-All other Dimensional spells it may use are of Amazing level

-Miscellaneous Spells

-All Miscellaneous spells it may use are of Amazing level

Vulnerability:

-Phylactery. The creature's life force is tied to this object and its defense is of prime concern to the Lich. Its form varies and it can appear as just about any small item imaginable, such as jewelry or the like. To destroy it would also forever destroy the Lich. A phylactery is quite durable, possessing Incredible protection against all forms of damage; also, once this protection is breached, an additional 40 points of damage is needed to destroy it. The Lich will keep this item in a special room, well-guarded and well-trapped. In addition, the phylactery is surrounded by mystic runes that prevent the phylactery from being detected by remote means; treat this as Unearthly shielding vs various remote detection abilities. The Lich can sense what is happening in the room and to the item.

Talents: Occult Lore, Mythological Lore, Alchemy, Engineering, Techno-Magic.

Contacts: Skeletor, Thulsa Doom.

Curse of the Lich: Potions and elixirs of youth will fail after repeated use, and the most powerful mages were not willing to just accept the end of their power; thus, the process of becoming a Lich, after many failed attempts, was created. This process, sometimes referred to as the 'Ritual of Endless Night', is a closely guarded secret and can still result in utter destruction for those who lack sufficient will power or preform even a minor mistake in procedure. After entering a deathlike state, perhaps even true death, the mage will awaken after a few days in Lich form, and its body will quickly begin to decompose until but a skeletal form remains.

Not much is known about this secret process, but it is said to involve changing a person's natural positive life force into negative energy and utilizing otherworldly sources. Even after becoming a Lich, a mage still feels vulnerable due to its phylactery, but some Liches have found a way to ascend to a higher level of development, leaving the physical plane behind. The remains of these advanced Liches are known as Demi-Liches, and although they don't possess the Lich's consciousness, they are still dangerous.



Typical Height: 7'

Typical Weight: 300lbs +

Environment: Lizard folk prefer swamp and wet forest environments.

Technological: Lizard folk are usually less advanced than their medieval Human counterparts though not always.

Philosophy: Isolationist, somewhat xenophobic

Fighting Excellent (usually trained from youth)

Agility Excellent (quick and agile with tail giving superior balance)

Strength Excellent (the average lizard man is much stronger than a Human with Remarkable strength not unheard of)

Endurance Good (most of the species are warriors and used to exerting themselves for hunting ect)

Reason Poor (tend to stick to traditions though some have advanced communities with an score of Typical)

Intuition Good (always watching)

Psyche Good (stubbornness is common)

Health 70

Karma 24

Powers:

Low Light Vision: Typical effect and range

Swimming: Good

Underwater mastery: Lizardmen receive no penalty for underwater actions/combat

Hold breath: Can hold breath for 10 rounds and an additional round each successful endurance check

Hyper running: Good speed for 3 rounds then must rest 2 rounds before using again

Body armor: Feeble protection

Equipment: Usually javelin, spears, shields. Thrown weapons Typical damage/Poor range

Weakness:

Cold vulnerability: Cold based attacks will drop all the Lizardmans' physical stats by one rank but won't change base health score outside of damage.

Contact:

Dr. Connors, Killer Croc

Notes: Lizard folk are usually lead by a powerful warrior type who is advised by a shaman skilled in the mystic arts. Their societies USUALLY avoids contact with outside peoples. Lizard folk are meat eaters and though not normally hostile WILL prey on Humans and the like during times of scarcity. Survival is always the number one priority for the Lizard folk.

Mind Flayer (Illithid)

40



Typical Height: between 5 feet 4 inches and 6 feet 2 inches

Typical Weight: 105 to 155 pounds

Environment: Under Ground

Technological: Magic

Philosophy: Mind Flayers are suspicious of everyone, making everyone suspicious of them. Plotting against others, especially others of another race, as a precaution is not uncommon.

Fighting Excellent (20)

Agility Excellent (20)

Strength Typical (6)

Endurance Typical (6)

Reason Incredible (40)

Intuition Remarkable (30)

Psyche Unearthly (100)

Health 52

Karma 170

Powers

Telepathy: Amazing

Mind Control: Remarkable

Mind Blast: Amazing

Body Resistance: Poor

Detect Thoughts: Amazing

Emotion Control: Amazing

Teleportation: Remarkable

Levitation : Excellent

Astral Body: Unearthly

Tentacles: The Mind Flayer may make 4 attacks around with its face tentacles.

Improved Grab: If a Mind Flayer hits successfully with a tentacle. The tentacle grapples the target, the next attack against the same target gains +1 CS if 2 tentacles are attached it becomes +2CS and if 3 +3CS.

Extract: A mind flayer that begins its turn with all four tentacles attached and successfully maintains its does -1CS damage to Reason, Intuition and Psyche each round the hold is maintained. This damage is permanent unless healed from some form of Regeneration.

Contact: Chtullu

Notes: The mind flayer, also called the illithid, is an evil and sadistic being, humanoid in appearance, but with a four-tentacled octopus-like head. These beings are feared for their telepathic abilities and usually are not without two or more slaves, mentally bound, to each individual mind flayer. Although they cooperate to achieve a goal, they will back away at the first sign that it is not something that will be self-profitable.

Minotaur

42



Size: 7'+

Weight: 700lbs+

Environment: Minotaur seem to prefer maze like dwelling environments such as caverns, old ruins, heavy forest and the like.

Technological: Stone age levels are most common, however some Minotaur have integrated into more technically advanced societies.

Philosophy: Similar to Orc mode of thought, Minotaur for the most part believe might makes right. Though seemingly simpleminded, Minotaur are fast learners and the more disciplined of the lot often seek status as mercenaries or among the forces of chaos, using their great strength to their advantage.

Fighting: Excellent

Agility: Good

Strength: Excellent(Remarkable Strength levels are not uncommon among those of leader rank)

Endurance: Excellent

Reason: Poor

Intuition: Remarkable

Psyche: Good

Health: 70

Karma: 44

Powers:

Invulnerability: For some odd reason a Minotaur always seems to know everything about it's surroundings and never becomes lost, even when entering a totally new area it's never seen before. The creature will always know where the exit is and the best way to get there, providing one exist. They are also immune to terrain illusions and know where all of the secret doors and traps are located. Magic and Psionic effects that target location perception are useless against them.

Tracking: Can track with Remarkable ability.

Charge Attack: The Minotaur can charge an opponent that's further than 2 areas away causing Strength damage plus an additional 10 damage points. Usable every other round.

Low Light Vision: Excellent range and effect.

Contacts: Bulldozer

Notes: Though Minotaur in some ways resemble cattle don't be fooled, they eat MEAT.

Modron, General

44

Of all the creatures on the planes, none are so strange and confusing as are the modrons, children of the plane of Mechanus and beings of the most ultimate order. Caring not for the vagaries of good and evil, modrons exist in a world where the law - and only the law - matters. All else is irrelevant, and they pursue their quest for perfect organization with a frighteningly fanatical zeal.

The modrons themselves are odd clockwork creatures, a curious blend of flesh and gears that work to maintain their home on Mechanus and to spread the tenets of order throughout the multiverse. All in all, there are fifteen different varieties of modron (not counting rogue modrons, of course), but very few modrons are actually aware of this. You see, modrons exist in a bizarre society that only allows them to comprehend modrons of a caste immediately above or below their own. For example, a tridrone can communicate with a duodrone and a quadrone, but not a monodrone or pentadrone. An odd mental screen prevents a modron from seeing those beings more than one step evolved than themselves.

This causes a modron to perceive its superiors as the supreme source of law and order in all creation. This isn't a deification by any means; however, since modrons value order above all else, they will obey their superiors immediately, without question. The highest source of order cannot be mistaken, now, can it? As far as modrons are concerned, they cannot.

They remain aware of those more than one step below themselves, of course, but there is no use attempting to communicate with them in any way, as they won't be able to discern what the higher level modron is or, at any rate, what it is saying. This strange caste society is what has formed and reinforced the pervasive modron chains of command. And of course, the biggest bureaucracy in the multiverse, bar none.

While the modrons themselves work to maintain the entire plane of Mechanus (save where a deity or two expels them from his realm), they themselves hail from a powerful realm on Mechanus known as Regulus, a region comprised of 64 gears that interlock to form a sort of turning, ever-moving pyramid composed of continent-sized gears.

At the center of Regulus lies the tower of Primus, the One and the Prime, the singular leader of the modrons, and arguably, the most powerful proponent of order in the multiverse. This godlike being oversees a vast pool of energy from which all modrons are created, and where the energies of modrons return once they are destroyed.

You see, all modrons are created from a communal pool of energy. When a modron dies, its energies return to this pool, in order to a) allow for the promotion of a modron of lower status to replace it, and b) once this chain of promotion reaches back to the level of monodrone, to allow for the creation of an all new monodrone from seeming nothingness. This is why some people surmise that when one looks at one modron, he is really looking at them all - they all share the same lawful energies. This belief is further strengthened by the modrons themselves, who never refer to themselves as 'I', only 'We'. They may be so orderly that they seem to share one group mind, an idea bolstered by the existence of the Infinity Web in Primus' tower.

This also fits the theory that modrons are descended from some form of insect intelligence - one that existed long, long ago - and was then shaped by the lawful nature

of Mechanus into the modrons we know today. Regardless of their origins, however, modrons are definitely mysterious beings, and can be encountered almost anywhere - Mechanus or beyond.

Base Modron Powers:

Agelessness: all modrons, regardless of rank or station, are ageless in nature; instead of having the longevity power, which implies an eventual lifespan, modrons simply do not age whatsoever. In fact, if not slain by accident or design, a modron may effectively live on forever, gaining new and additional forms as it ascends the ladder of law.

Body Armor: both organic and inorganic in nature, all modrons have some manner of resistance to physical attacks. Essentially, base modrons should be treated as having Typical (6) protection from physical attacks, and Feeble (2) protection from assaults of an energy-based nature. Hierarch modrons may have additional armor, of course; those that do are noted in their descriptions.

Invulnerability to Emotion Control, Illusion, Life Drain, Mind Control, and Paralysis / Sleep Attacks: all modrons, even the lowly monodrone, are completely resistant to these attack forms. As beings of ultimate order, they are simply able to shrug off such effects with ease - though they know when such powers are used (if unsuccessfully) against them.

Resistance to Acid, Cold, and Fire Attacks: the modron physique is highly resistant, albeit not totally immune to the effects of extreme cold, heat, and acidic attacks (despite their metallic nature). This is an Excellent (20) resistance to such attack forms, allowing them to maneuver in most hostile environs with ease - which comes in handy during the infamous Modron March...

Hierarch Modron Powers (in addition to the above):

Clairsentience: all modron high-ups have unbelievably acute sensory apparatus, allowing them to sense just about anything within the plane of existence they currently occupy. Distance isn't a factor, really, but simply knowing where they need to look / listen / taste / touch / smell is. This power functions for all hierarch modrons at their Intuition rank +2 CS.

Dimensional Travel: an offshoot of the hierarch modron's ability to teleport, this supernatural power allows a modron to transport itself to another plane of existence altogether. However, this power only works at Remarkable (30) rank, and has the risk of materializing the modron in solid matter unless it intimately knows the area it is traveling to - thus, this power is used sparingly.

Force Field: hierarch modrons have the ability to form a specialized force field in their immediate vicinity, in either a hemisphere or full sphere form. Either way, this powerful force field acts as an Remarkable (30) ranked barrier against incoming damage - even magical attacks! However, a determined opponent can teleport through it with ease.

Mind Control: though limited in scope, hierarch modrons can use this mental power to great effect when confronted with non-modrons of any kind. Working at Remarkable (30) rank, this power allows them to force others that fail a psyche FEAT roll vs this rank to obey any one word, non-suicidal command, regardless of the victim's wishes. Great for

basic law enforcement...

Resistance to Magic: modron hierarchs are resistant to magical powers, though each brand of hierarch has a different level of immunity to such abilities. For instance, the decaton has Feeble (2) resistance to such energies, and each successive level of modron adds to this resistance by an additional +1 CS, up to Primus itself, who possesses this power at Uneathly (100) rank.

Telepathy: all modron hierarchs can stay in telepathic contact with modrons they can normally speak with at all times. However, the level of a modron's telepathic prowess is somewhat limited. Decatons begin wielding their telepathy power at Feeble (2) rank, and each successive level of modron adds an additional +1 CS to this rank, again with a ceiling of Uneathly (100) concerning Primus itself.

Teleportation: hierarch modrons have the innate ability to teleport at will, with significant range. Operating at Uneathly (100) rank, this handy power allows them a vast range of movement, and while on Mechanus, a hierarch modron can teleport, at will, anywhere within the plane instantaneously. This allows them to monitor their charges (and any ongoing situations) with ease.

Basic Modron Equipment: Modrons, if on a special mission, can be equipped with just about any type of necessary device. Modron hierarchs, however, are typically without armament of any variety, in that they have more than enough physical weaponry 'built in' to their bodies to deal with any opponent who would be stopped by a sword, spear, axe, etc...

Common Modron Talents (Base Modrons)

Law: more than anything else, the modrons are ultimate masters of law, knowing their own clockwork plane in and out. They extend this basic knowledge of What Should Be to all aspects of existence, and should make Reason FEATs based on orderly systems of any variety at +1 CS, +2 CS if it involves their home plane, Mechanus, and +3 CS regarding Regulus itself.

Common Modron Talents (Hierarch Modrons, in addition to the above)

Leadership: knowing how to spread resources around and delegate tasks like no other beings alive, hierarch modrons all have this skill as a general matter of course. As such, any group they are leading receives a 50 point boost to their karma pool - even if the hierarch is simply leading other hierarchs. Their leadership leads to success in a given situation virtually all the time, too.

Characteristics:

Perhaps the hardest planar race to comprehend save for the rilmani, the endless hordes of modrons act in confusing, often indecipherable ways. This is not actually the case, in that the bizarre caste system the modrons obey, as well as their unswerving love of order, cause them to behave as they do. They always act orderly; the specific order simply being unapparent to all but them.

Appearance:

Modrons are a strange curiosity in the multiverse, being a fantastic cyborg race. This is,

of course, because their bodies are strange mixes of clockwork machinery and organic tissues. Most of their bodies are covered with gray metal, but their faces are invariably fleshy. The non-humanoid varieties of modron all have a similarly vague, humanoid look to their faces.

Ecological Niche: Like the baatezu are to Baator, and the slaad are to Limbo, the clockwork race of modrons are the principal planar race of Mechanus. The embodiment of order unfettered by good or evil, the modrons work to keep their own plane functioning within the letter of the law, and free of chaotic influences, whether they come from within or without.

Modron, Decaton

48



Fighting Remarkable (30)
Agility Good (10)
Strength Excellent (20)
Endurance Excellent (20)
Reason Remarkable (30)
Intuition Remarkable (30)
Psyche Amazing (50)
Health 90
Karma 110
Resources 30
Popularity n/a

Origin: Like all modrons, the one hundred decatons are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Hierarch Modron powers):

Additional Limbs / Tentacles: a decaton has ten powerful, whip-thin tentacles, and can bring all ten to bear at once. Thanks to an inherent talent with multiple attacks, decatons can make up to ten attacks in one turn, the last nine of which will occur after everybody else has made their primary actions in said turn.

Circular Vision: decatons, thanks to the ten large eyes they use to take in their

immediate area, are able to see everything around them. They can see in 360 degrees both horizontally and vertically in their surroundings. This power has no intensity, but then, it is unaffected by power negating abilities.

Healing: a decaton is a powerful healer, though its abilities are limited only to modrons. At will, a decaton can heal (at Incredible (40) rank) any modron it can touch (and with its tentacles, it can nab up to ten at a time). Decatons can also cure diseases and remove paralysis effects with similar skill.

Levitation: like the pentadron, a decaton can fly into the air by generating a lighter-than-air gas within itself. Functioning only at Feeble (2) rank, this power really just allows a decaton to defy gravity, and move up and down with impunity. It can be swayed by roving air currents, however.

Schooling: Disciple - Philosophical Magic/Order

Decatons are competent users of all manner of spells that utilize and propagate the forces of order. They can wield anywhere between five and eight magical spells of this type, hopefully determined before the decaton is brought into play, at Incredible (40) rank; some spells may vary by plus or minus 1 CS.

Equipment: (none)

Quirks:

Fighting Logistics: decatons, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Hierarch Modron talents): (no additional talents)

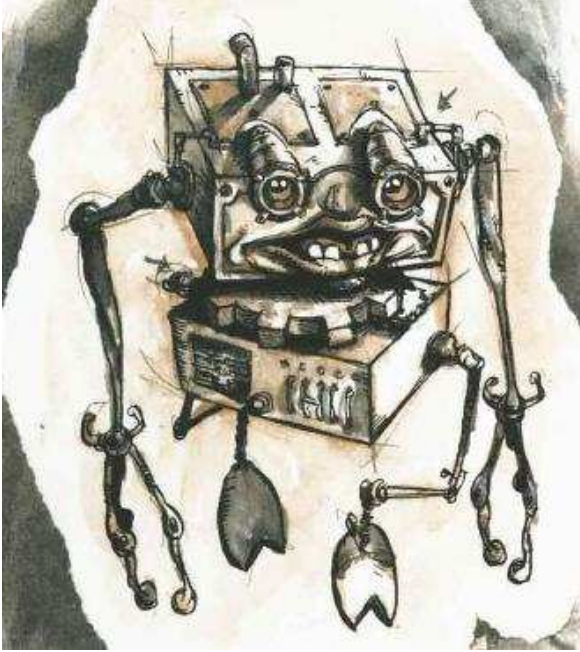
Characteristics: The communication apparatus between the base and hierarch modrons, all decatons are generally concerned about their charges, the uncounted hordes of base modrons that are truly what makes Mechanus go (or so it is believed). They will do what they must to protect the base modrons, unless orders from higher up demand that they do not.

Appearance: Rather peculiar in appearance, the seven foot tall decatons basically consist of a five foot diameter sphere, mostly metal, ringed with ten organic eyes (on steel eye stalks) and ten fleshy, whip-like tentacles. It also stands on two thick, elephantine legs. Decatons also have a rather large, human-like mouth on what is arguably called its 'front'.

Ecological Niche: Caretakers of all the base modrons, decatons (all 100 of them) are the link between such beings and the other modron hierarchs, usually by relaying orders passed down through the chain of command from Primus itself. There is one decaton assigned to each cog of Regulus, and the other 36 oversee the, well, 36 great armies of the modrons.

Modron, Duodrone

50



Fighting Typical (6)
Agility Typical (6)
Strength Typical (6)
Endurance Typical (6)
Reason Poor (4)
Intuition Poor (4)
Psyche Amazing (50)
Health 24
Karma 58
Resources 4
Popularity n/a

Origin: Like all modrons, the countless duodrones are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Base Modron powers):

Infravision: duodrones are blessed with the ability to see in the dark, in addition to their normal five senses, at Typical (6) rank. This basically allows them to see about ninety feet into the gloom of night (or other odd darkness). While rarely necessary on Mechanus, it definitely comes handy in off-plane work, as several of the... lower... planes are utterly dark to standard vision.

Winged Flight: duodrone modrons are equipped with two metallic wing things that sprout out the back of their oddly shaped bodies, allowing them to take to the air if their duties require them to. This flight power functions at Feeble (2) rank, which lets them

flutter about at approximately thirty miles per hour; not very quick, to be sure, but it works.

Equipment: Duodrones, if on a special mission, can be equipped with just about any type of necessary device. However, they most often carry at least one weapon on them, usually melee (such as a club or spear) but not always (duodrones can make effective use of a crossbow). They can inflict Typical (6) damage with these.

Quirks:

Fighting Logistics: duodrones, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Base Modron talents): (no additional talents)

Characteristics: While they aren't as dim as monodrones are, duodrones are still not that bright, being unable to function independently. Two function creatures, the duodrones are capable of performing two tasks at a time, wielding a limited ability to interpret commands. Duodrones can only speak in the logical language of the modrons (but they can speak).

Appearance: The duodrones are small, though not as short as a monodrone. At four feet tall, the duodrone basically consists of two rectangular blocks, joined together at the 'waist' with a round, cog-looking device between them. The lower block connects to the duodrone's two legs, while the top holds its two arms and face (which is vaguely humanoid).

Ecological Niche: On Mechanus, duodrones are only slightly less numerous than monodrones, in that vast, vast quantities of the creatures are necessary to maintain the strange chain of command that the modrons adhere to. In addition to their limited administration role, duodrones often perform complex tasks beyond those monodrones are capable of completing. A duodrone is usually in charge of twelve monodrones.



Fighting Amazing (50)
Agility Remarkable (30)
Strength Remarkable (30)
Endurance Incredible (40)
Reason Amazing (50)
Intuition Amazing (50)
Psyche Unearthly (100)
Health 150
Karma 200
Resources 50
Popularity n/a

Origin: Like all modrons, the thirty six hextons are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Hierarchy Modron powers):

Additional Limbs / Tentacles: hextons, in addition to their two normal arms, have four powerful tentacles, and can bring all of them to bear at once. Thanks to an inherent talent with multiple attacks, hextons can make up to six attacks in one turn, the last five of which will occur after everybody else has made their primary actions in said turn.

Claws: a hexton's four tentacles end in powerful barbs which it can use like regular claws (if not otherwise grappling a person or object). These allow hextons to inflict +1 CS Edged Attack damage per strike with their hands, if desired, making hextons particularly deadly in a fight (as if the other hierarchy modrons aren't to be trifled with already...).

Flight: like many other hierarchy modrons, hextons are blessed with the use of two large,

metallic wings that are joined together at their shoulders. These wings allow a hexton to fly at Good (10) air speeds (moving about at around one hundred twenty miles per hour). When not in use, these wings can fold together nicely.

Schooling: Adept - Clerical Magic / Order

Hextons are competent users of magic, doing so at Amazing (50) rank. These powers are of a priestly nature, however, venerating the power of order above all else. They can wield between nine and twelve magical spells of this type, hopefully determined before the hexton is brought into play; some spells may vary by plus or minus 1 CS.

Equipment: (none)

Quirks:

Fighting Logistics: hextons, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Hierarch Modron talents):

Military: as the overall commanders of the 36 grand armies of Mechanus, the various hextons have to know battle tactics like the back of their hands - which they do. In the planning and execution of military maneuvers, hextons should receive a +1 CS to all reason FEAT rolls, whether they be on the winning or losing side of a fight.

Characteristics: The hextons are very busy creatures, constantly 'torn' between their duties to the modron armies and their other posts within Regulus. They somehow manage to juggle these important, time-consuming duties, but probably don't have time for anything else but their work, and are likely to tell anybody attempting to speak to them just that.

Appearance: Like the septons before them, hextons have a vaguely humanoid appearance. Nine feet tall, they boast a sort of elongated, reptilian face, with big, doglike ears. Rather stocky in build, they are armed with two standard human arms, and four meaty tentacles that are tipped with deadly barbs. They also have large, fan-like steel wings.

Ecological Niche: Primarily, the 36 hextons that exist at any given point in time are in command of the great armies of Regulus, but they also have secondary duties. Sixteen of them serve at the quartern's regional headquarters (that oversee four cogs), nine serve in Primus' tower, three are assigned to each tertian (communicating indirectly, of course), and two serve at each of the secundus' control towers.



Fighting Poor (4)
Agility Typical (6)
Strength Typical (6)
Endurance Typical (6)
Reason Feeble (2)
Intuition Feeble (2)
Psyche Amazing (50)
Health 22
Karma 54
Resources 2
Popularity n/a

Origin: Like all modrons, the countless monodrones are extra-dimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Powers (in addition to common Base Modron powers):

Life Support: unlike most modrons, monodrones are completely self sustaining, needing neither food, water, air, or even sleep. This is because monodrones draw their necessary sustenance from the environment around them to continue functioning - as long as some matter is present in their vicinity, they'll be fine (consider this Shift Z life support).

Winged Flight: monodrone modrons are equipped with two metallic wing things that sprout out the back of their spherical bodies, allowing them to take to the air if their duties require them to. This flight power functions at Feeble (2) rank, which lets them flutter about at approximately thirty miles per hour; not very quick, to be sure, but it works.

Equipment: Monodrones, if on a special mission, can be equipped with just about any type of necessary device. However, they most often carry at least one weapon on them, usually melee (such as a club or spear) but not always (monodrones can make effective use of a crossbow). They can inflict Typical (6) damage (either BA, EA, or Sh, depending) with these.

Quirks:

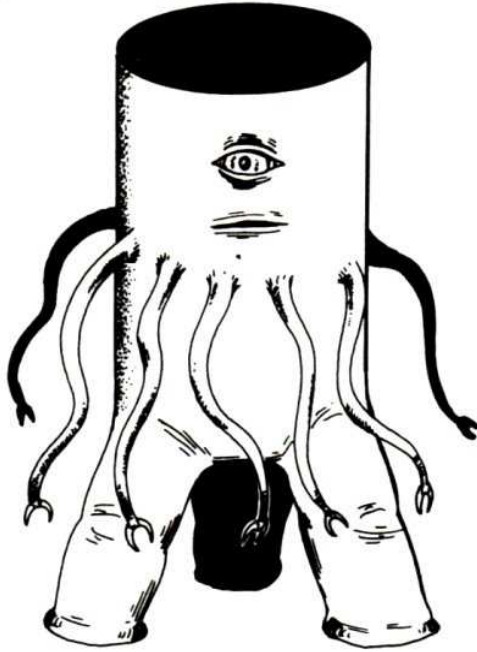
Fighting Logistics: monodrones, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all Fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Base Modron talents):

Characteristics: Monodrones have little personality to speak of. Barely sentient, they live only to do whatever the duodrones tell them to. Limited in their cognitive functions, monodrones can only perform one task at a time - fight, polish a gear, guard, etc... They cannot speak, and they only understand commands given to them in the logical modron tongue.

Appearance: Monodrones are small. Only three feet tall, their bodies mainly consist of a metal ball about eighteen inches in diameter, with spindly metal legs, arms, and wings rounding their bodies out. Monodrones have one large eye (with a mechanical focusing lens to one side), and fleshy faces of a vaguely humanoid nature. The metal 'ring' around their fleshy face has many bolts protruding from it.

Ecological Niche: Monodrones are the faceless, countless hordes of Mechanus. Within the clockwork mazes of this plane of ultimate order, the monodrones perform all of the tedious but vital tasks necessary to keep the gears turning (as if they could ever actually stop). One will often see monodrones scrubbing gears or otherwise performing maintenance on their home plane.



Fighting Incredible (40)
Agility Excellent (20)
Strength Excellent (20)
Endurance Remarkable (30)
Reason Remarkable (30)
Intuition Remarkable (30)
Psyche Amazing (50)
Health 110
Karma 110
Resources 30
Popularity n/a

Origin: Like all modrons, the eighty one nonatons are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Hierarch Modron powers):

Additional Limbs / Tentacles: all nonatons have nine powerful, whip-thin tentacles, and have the ability to bring all of them to bear at once. Thanks to an inherent talent with multiple attacks, nonatons can make up to nine attacks in one turn, the last eight of which will occur after everybody else has made their primary actions in said turn.

Charm Detection: nonatons have the power to look at any being, sentient or not, and to see whether or not the person in question is under the sway of a charm of any sort, this being defined as any mind control, forced summoning, geas, or quest effect of any variety. This power works at Remarkable (30) rank, and helps to determine blame in quite

a few legal situations.

Illusion: oddly, nonatons wield this power at Remarkable (30) rank, allowing them to generate from 2 to 8 false images of themselves at any given time. These illusory nonatons are quite convincing, and anybody targeting the nonaton will have equal odds of striking a false nonaton instead of the real one. Each false nonaton, once hit, disappears. The strange bit is that illusory powers are totally nullified in Mechanus, so it is odd that nonatons wield this power - especially since they rarely leave the plane of their birth. Very interesting...

Lie Detection: when conversing with others, a nonaton has the power to determine whether or not it is being lied to. If the other end of this conversation fails a psyche FEAT roll against this power rank - Remarkable (30) - their falsehoods will be laid bare before the nonaton. Of course, this doesn't help to determine truth, at least not directly.

Philosophical Awareness: when looking at any sentient being, a nonaton has the ability to determine, if said being fails a psyche FEAT roll against this power rank - Remarkable (30) - whether he or she leans towards an orderly, chaotic, good, evil, or balanced mindset. The nonatons' role as Mechanus' security force is greatly aided by this power.

Stunning Blast: this power allows a nonaton to neutralize (or at least seriously attempt to do so) a target within its vicinity. This handy power works at Remarkable (30) rank, and opponents struck by it suffer like Stunning damage, which is non-lethal, and fades after 1d10 turns. Of course, if a body is brought to zero health by this attack, he will still fall unconscious...

Telepathy: though this power is listed for all hierarch modrons, it must be noted that a nonaton can use it on non-modrons, as well as the regular target of this ability. It works at Poor (4) rank for nonatons. Of course, being able to telepathically communicate with all sentient beings, in addition to 'mere' modrons, helps nonatons in their law enforcement duties considerably.

Time Control: nonatons wield this Remarkable (30) power in a very limited fashion, one that basically allows them to wrap a target in a temporal bubble that seriously hinders their movement relative to others, if said target fails an Endurance FEAT roll vs this power rank. If affected, the nonaton's opponent may only act every other turn for the next 1d10 turns.

Of course, those affected by this power may attempt a new FEAT roll vs this rank every additional turn they are affected by it.

Webcasting: a nonaton can use this Remarkable (30) ranked power to bind an opponent in a mass of sticky web-like materials. This magically enhanced webbing will ensnare a target if the nonaton can hit them with a successful Agility attack roll, and once bound, said target cannot break free until he can pass a Strength FEAT roll vs this power rank.

Schooling: Disciple - Clerical Magic/Order

Nonatons are competent users of magic, doing so at Incredible (40) rank. These powers are of a priestly nature, however, venerating the power of order above all else. They can wield between five and eight magical spells of this type, hopefully determined before the nonaton is brought into play, at Remarkable (30) rank; some spells may vary by plus or minus 1 CS.

Equipment: (none)

Quirks:

Fighting Logistics: nonatons, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Hierarch Modron talents):

Law Enforcement: as the second level of modron law enforcement, the nonatons are required to police the Mechanus for all manner of intruders and potential invasion armies. As such, they have the authority to detain or neutralize these beings as is necessary, and while they prefer trials for such chaotic folk, they will kill if the threat is extreme - though they'd rather try an offender instead...

Characteristics: Being charged with the task of maintaining the security of Regulus (and Mechanus itself, to a lesser extent), nonatons often come across as somewhat paranoid in their behavior, questioning any and all non-modrons they encounter. If they decide such visitors are a threat, they will happily expel or eradicate the source of danger to their home.

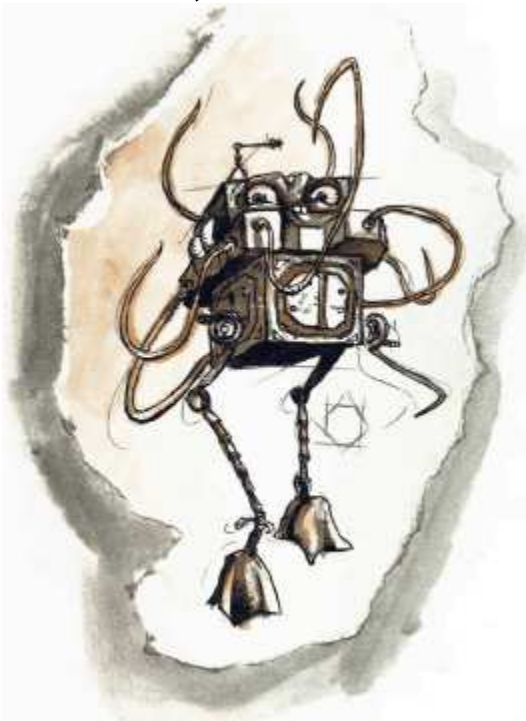
Appearance: Nonaton appearance is a quandary, in that they have two possible forms, depending on artists' interpretation. The original portrays nonatons as large, nine foot tall cylindrical beings. Standing on three elephantine legs, the nonatons possess nine whip-like tentacles situated around the center of their steel plated bodies, and have the standard modron face.

A fleshy, vaguely humanoid face with one over-sized eye.

A second interpretation has the nonatons appearing like some sort of centipede, composed of nine metallic, spherical parts attached together by cog-like apparatus. The front sphere appears just like a monodrone (without the wings), and the creature has mechanical legs on its first, fifth, and ninth segments. A nonaton's tentacles issue forth from its mouth.

You know, the one described above.

Ecological Niche: Nonatons primarily serve as intermediaries between the octons, each of which controls one of Regulus' cogs, and the decatons who lord over the base modrons working on each cog. Sixty four of the nonatons serve in this role, eight more monitor the loyalties of the decaton-led armies of Mechanus, and the remaining nine carry the orders of the octons.



Fighting Incredible (40)
Agility Excellent (20)
Strength Excellent (20)
Endurance Remarkable (30)
Reason Incredible (40)
Intuition Incredible (40)
Psyche Monstrous (75)
Health 110
Karma 155
Resources 40
Popularity n/a

Origin: Like all modrons, the sixty four octons are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Hierarch Modron powers):

Additional Limbs / Tentacles: each and every octon (all sixty four of 'em) have eight powerful, whip-thin tentacles, and can bring all of them to bear at once. Thanks to an inherent talent with multiple attacks, octons can make up to eight attacks in one turn, the last seven of which will occur after everybody else has made their primary actions in said turn.

Flight: thanks to a peculiar, cog-like collar resting at shoulder level on the octon body,

they can all fly about by sucking air (or water, if it is under water) into the collar **60** and then ejecting it out the other side, almost as though it were a built-in propeller. This flight (or super-swimming, if submerged) works at Typical (6) rank, or at approximately 60 miles per hour.

Lightning Speed: octons all possess this power at Typical (6) rank, which basically allows them to double their operating speed (they can move about at around 45 miles per hour if necessary). Furthermore, an octon can use this power to achieve even more multiple attacks than they already wield, making them exceptionally dangerous in battle.

Philosophical Awareness: when gazing upon any sentient being, an octon has the ability to determine, if said sentient being fails a psyche FEAT roll against this power rank - Remarkable (30) - whether they lean towards an orderly, chaotic, good, evil, or balanced mindset. Their role as the administrators of Mechanus is greatly aided by this power.

Telekinesis: octons have the ability to manipulate objects in their environment without touching them. Using this power at Incredible (40) rank, octons can lift and move an object within their line of sight with similar strength. Octons can also use this power to support their heavy bodies on water; not flight, or even levitation, but just water walking.

Schooling: Disciple - Clerical Magic / Order

Octons are competent users of magic, doing so at Incredible (40) rank. These powers are of a priestly nature, however, venerating the power of order above all else. Octons can wield between five and eight magical spells of this type, hopefully determined before the octon is brought into play; some spells may vary by plus or minus 1 CS.

Equipment: (none)

Quirks:

Fighting Logistics: octons, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Hierarch Modron talents): (no additional talents)

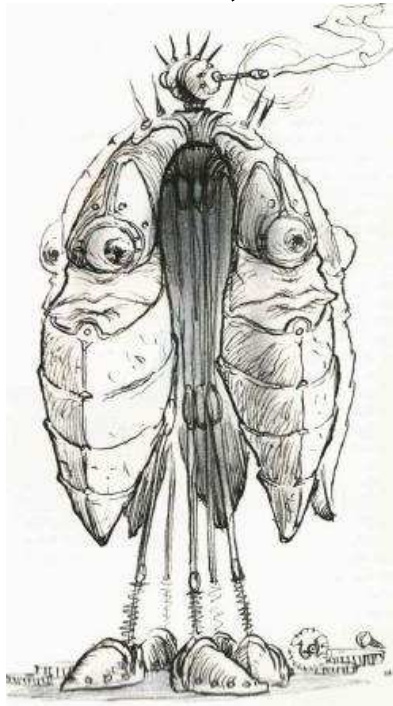
Characteristics: Lordly and majestic (as most hierarch modrons are), the octons feel great responsibility for the individual cogs that they oversee. The odd creatures do everything they can to maintain the proper order on their small portion of Mechanus, and are more than willing to send vast forces of modrons against anything the nonatons tell them is a serious threat.

Appearance: The octon primarily appears as a rectangular steel block, eight feet tall, that walks on two mechanical legs and is wrapped within a large steel collar. This collar has bulges on the corners, each of which hold two of the octon's tentacles. Octons have the standard modron 'fleshy' face (but with two eyes) on the front side of their bodies.

Ecological Niche: Though the decatons manage the various base modrons that inhabit each of Regulus' 64 cogs, it is the 64 octons who actually rule each piece of the modrons' realm. Via nonaton messengers, the octons make directives to the various base modrons, which (though the decatons see to them directly) the octons see as 'their' charges. **61**

Modron, Pentadrone

62



Fighting Remarkable (30)

Agility Good (10)

Strength Excellent (20)

Endurance Excellent (20)

Reason Excellent (20)

Intuition Excellent (20)

Psyche Amazing (50)

Health 80

Karma 90

Resources 20

Popularity n/a

Origin: Like all modrons, the countless pentadrones are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Base Modron powers):

Circular Vision: pentadrones, having a 'face' on all five of their tentacular 'arms', benefit from this power at all times (having five eyes, only 72 degrees apart at any given time, is good for at least something). This power has no rank, per se, but similarly, it can't be negated, either. So this, in the end, isn't really a bad thing when you get down to it...

Enhanced Senses (general): pentadrones have extremely acute sensory organs, granting them have the ability to use all five standard senses at 200 % of the ability of your

average human. In other words, pentadrones wield all five senses at an enhanced level (call it a +2 CS) as compared to other beings, or even other modrons.

Infravision: pentadrones, like many other modrons, have the ability to see into the infrared spectrum of light. Working at Excellent (20) rank, this lets them peer up to 180 feet into the dark, whether it be natural or artificially generated. While rarely necessary on Mechanus, it definitely comes handy in off-plane work, as several of the... lower... planes are utterly dark to standard vision.

Levitation: pentadrones generate certain gases in their body at all times, and one use of these gases is levitation. While a pentadrone cannot fly, per se, it can levitate, which allows it to raise up in the air as high as it pleases, doing so at Feeble (2) rank (pretty much just enough to get its metal frame going up - and that's what counts).

Multiple Limbs / Arms: pentadrones have five tentacular 'arms', and can bring all five to bear at once. Thanks to an inherent talent with multiple attacks, pentadrones can make up to five attacks in one turn, the last four of which will occur after everybody else has made their primary actions in said turn. This makes them extremely dangerous in battle with mortal-types...

Paralysis: pentadrones have a sort of gas blaster mounted on top of their bodies, which allows them to spray a gas that induces paralysis in an opponent. Usable only once per fight, this gas can partially or fully incapacitate opponents for 1d10 turns, at Remarkable (30) rank; opponents receive an Endurance FEAT roll to resist this effect.

Resistance to Mortal Attacks: pentadrones, unlike the rest of the base modrons, are especially resistant to ordinary, mundane weaponry. In essence, they receive a +1 CS bonus to their defense when dealing with any attack produced by a non-magical, low-tech, or non-psionic weapon. Axes and swords are affected by this power, but magic blades and blasters aren't.

Equipment: Modrons, if on a special mission, can be equipped with just about any type of necessary device. Modron pentadrones, however, are typically without armament of any variety, in that they have more than enough physical power and weaponry 'built in' to their bodies to deal with any opponent who would be stopped by a sword, spear, axe, etc...

Quirks:

Fighting Logistics: pentadrones, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Base Modron talents):

Law Enforcement: as the first level of modron law enforcement, the pentadrones are required to police the numberless ranks of the base modrons to root out rogues of their own kind, and other chaotic troublemakers. As such, they have the authority to detain or neutralize these beings as is necessary, though they prefer to capture them for trial

whenever possible.

Leadership: knowing how to spread resources around and delegate tasks like no other beings alive, pentadrones all have this skill as a general matter of course. As such, any group that they are actively leading receives a 50 point boost to its karma pool - assuming it has one - even if the pentadrone is simply leading other pentadrones.

Characteristics: Of all the base modrons, the pentadrones are the most intelligent - and by far the most powerful. Having the ability to communicate, plan, operate, monitor, and manage, pentadrones are five-function beings, and use this ability to manage the numberless modron labor force for the rather finite in number hierarch modrons. They wear their authority like a badge, and expect others to respect it.

Appearance: Odd even by modron standards, Pentadrones resemble five-armed starfish held up on five stilt-like legs. Each of these 'arms' are really a fat steel tentacle, upon which rests one of the pentadrone's five faces. Each of these tentacles has the generic modron 'face' (one eye, big fleshy mouth). Pentadrones also have a sort of top-mounted gas blaster, and are seven feet tall.

Ecological Niche: The pentadrones are the police force of the base modrons, acting as a sort of translator between the wishes of the decatons and the actions of the quadrones, and maintaining the lowest levels of order in modron society. Furthermore, a dozen such modrons are often assigned to each of the modron armies in the capacity of maintaining said army's headquarters.

Modron, Primus

65



Fighting Unearthly (100)
Agility Amazing (50)
Strength Amazing (50)
Endurance Unearthly (100)
Reason Shift Z (500)
Intuition Unearthly (100)
Psyche Class 1000 (1000)
Health 300
Karma 1600
Resources 500
Popularity n/a

Origin:

Like all modrons, the one and only Primus is an extradimensional clockwork being, hailing from the orderly plane of Mechanus. Its alien physiology is a bizarre blend of flesh and gears, and this - combined with its inherent magical nature and deific stature - is the source of its supernatural powers.

Known Powers (in addition to common Hierarch Modron powers):

Immortality: Primus is likely the single most powerful proponent of order in the multiverse (save for perhaps the Vishanti), and while it is presiding over the modrons on Mechanus, it is considered an immortal being (it can be killed, but only by other immortals or under nigh-impossible conditions). Off Mechanus, it can be slain normally. However, that would still be very, very difficult.

Schooling: Sorcerer Supreme - Philosophical Magic/Order (Mechanus)

Primus is the lord of the modrons and (arguably) all of Mechanus, and as such, **66** has truly staggering magical powers at its disposal. While in Mechanus, it has the ability to cast any spell of order at Class 1000 ability (!), though off-plane, this power is reduced to Unearthly (100) in rank; Primus is not quite as potent outside Mechanus, but is still rather dangerous.

Equipment:

Infinity Web: this techno-organic mesh of sensors and tendons is accessible by Primus within his great tower, from where it can use the device to sense everything that is happening to any of its modrons, at any time no matter where in the omniverse they happen to be. While it is connected to the Infinity Web, Primus' intuition score is raised by +3 CS, to Shift Z (500) rank.

Quirks:

Fighting Logistics: Primus, like all modrons, wields a naturally organized mind. It can apply its inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows it to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Hierarch Modron talents):

All MSH RPG Talents: while the other hierarch modrons may have many more skills than are presented in their individual entries, the extent of their specific knowledge is unknown. Primus, on the other hand, knows virtually everything, and as such, should be considered knowledgeable in any matter quantifiable by skills in the MSH RPG game. Yep, every skill.

It may have the inability to act on some of this knowledge (for instance, there are no known time machines on Mechanus, nor truly advanced technology to speak of), but it likely still has it. This is because, thanks to the Infinity Web that lies within its tower, Primus can sense anything any of its modrons experience, at any time - it picks up on things rather quick thanks to this...

Characteristics: Absolutely intelligent and powerful beyond mortal ken, Primus must come across as a terrifyingly logical deity to those mortals lucky (or foolish) enough to intrude upon its presence. Its ultimate goals for the modrons, Mechanus, and the multiverse are unknown and unknowable, but it pursues them with absolute clarity of vision.

Appearance: Primus may manifest to mortals in many ways. It can appear as a human of normal size (though androgynous) when dealing with others besides its secundi. However, it can also manifest as a gigantic humanoid (around thirty feet tall), emerging from the vast pool of modron energy within its tower, its arms swathed in powerful energies.

The left is covered in shadow, and the right in bright rainbow hues. It may have additional

means to manifest to others, but these have yet to be revealed.

Ecological Niche: Primus is it, the be-all and end-all of modron existence. It and it alone decides just what is order on Mechanus (and possibly beyond), and directs the modrons to do its bidding in order to shape reality as it feels it must (whatever that ultimate vision of order may be). It is unchallenged in its role as the arbiter of order in the multiverse.

Modron, Quadrone

68



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Fighting Excellent (20)

Agility Good (10)

Strength Good (10)

Endurance Good (10)

Reason Good (10)

Intuition Good (10)

Psyche Amazing (50)

Health 50

Karma 70

Resources 10

Popularity n/a

Origin: Like all modrons, the countless quadrones are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Base Modron powers):

Circular Vision: quadrones, while lacking a 'face' on each of their six sides, nonetheless have sensory organs of some sort or another all over their body, granting them the ability to have a 360 degree by 360 degree (all around, top and bottom) awareness of their environment. This power has no rank, per se, but it can't be negated, either.

Enhanced Senses (general): quadrones have highly acute sensory organs, granting them the ability to use all five of their standard senses at 150 % of the ability of your average human. In other words, quadrones wield all five senses at an enhanced level (call it +1 CS

higher than normal), be it sight, hearing, taste, smell, or touch.

Infravision: quadrones, like the duodrones, have the ability to see into the infrared spectrum of light. Working at Excellent (20) rank, this lets them peer up to 180 feet into the dark, whether it be natural or artificially generated. While rarely necessary on Mechanus, it definitely comes handy in off-plane work, as several of the... lower... planes are utterly dark to standard vision.

Multiple Limbs / Arms: most quadrones have four arms, and can bring all four to bear at once. Thanks to an inherent talent with multiple attacks, quadrones can make up to four attacks in one turn, the last three of which will occur after everybody else has made their primary actions in said turn. These are occasionally unarmed melee attacks, but quadrones are usually heavily armed...

Winged Flight: instead of having an extra set of arms, some quadrones have been equipped with a set of wings. These metallic instruments allow a quadrone to fly at Poor (4) speeds (around sixty miles per hour), or simply hover in place indefinitely. While this negates the quadrone's devastating combat ability, it is nonetheless handy in most situations.

Equipment: Quadrones, if they know they will be going into battle, will arm themselves with two bows or four similar weapons (if of the four armed variety) or just one bow or two similar melee weapons (if of the two armed variety). Either of these weapons can inflict Good (10) damage in the hands of a quadrone; bows inflicting Shooting damage and the others causing types of pain depending on their type.

Quirks:

Fighting Logistics: quadrones, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Base Modron talents):

Bows: quadrones have the inherent ability to use bows - to deadly effect. These modrons make attacks with a bow as if their agility score were +1 CS in rank, and those with four arms can actually utilize two bows at once, allowing them to make two ranged attacks in one turn naturally. No other modrons have this dangerous ability.

Leadership: knowing how to spread resources around and delegate tasks like no other beings alive, quadrones all have this skill as a general matter of course. As such, any group that they are actively leading receives a 50 point boost to its karma pool - assuming it has one - even if the quadrone is simply leading other quadrones. As you can guess, quadrone leaders tend to be successful most of the time...

Characteristics: A more advanced and refined intelligence (as compared to the tridrone), quadrones are the elite of Mechanus' labor forces. Often, they're the ones who order most of the lower modrons into action (in general maintenance situations and the like), as they

have the ability to observe, plan, react to the unexpected, and act to remedy situations.

Appearance: Each and every quadrone is six foot tall. The majority of its body is a three foot by three foot by three foot cube, upon which is attached two legs, and either four arms or two arms and two wings. The front face of a quadrone's 'cube' holds its vaguely humanoid face, which is the only exposed organic part on its body. Also, quadrones have several odd, non-visual sensory organs on each of their six sides.

Ecological Niche: In addition to their role as the relay between pentadrones and tridrones in the modron system, quadrones are most often field officers in the modron armies. In conflict, they can bring over a thousand modron soldiers to bear (via the 'dozen' chain of command principle) and as such are rightly feared on the battlefield - especially against the mortal races.

Modron, Quarton

71



Fighting Monstrous (75)
Agility Remarkable (30)
Strength Remarkable (30)
Endurance Amazing (50)
Reason Monstrous (75)
Intuition Monstrous (75)
Psyche Unearthly (100)
Health 185
Karma 250
Resources 75
Popularity n/a

Origin: Like all modrons, the sixteen quartons are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Hierarchy Modron powers):

Additional Limbs / Arms: the quartons of Mechanus have four arms, and have the ability to bring all of them to bear at once - on one opponent or several. Thanks to an inherent talent with multiple attacks, quartons can make up to four attacks in one turn, the last three of which will occur after everybody else has made their primary actions in said turn.

Flight: like many other hierarchy modrons, the quartons are blessed with the use of two exceptionally large, metallic wings that are joined together at their shoulders. These chrome, fanlike wings allow a quarton to fly with Excellent (20) speed (moving about at around one hundred fifty miles per hour). When not in use, these wings can fold together

nicely.

Schooling: Adept - Clerical Magic / Order

Quartons are competent users of magic, doing so at Amazing (50) rank. These powers are of a priestly nature, however, venerating the power of order above all else. They can wield between nine and twelve magical spells of this type, hopefully determined before the quinton is brought into play; some spells may vary by plus or minus 1 CS.

Equipment: (none)

Quirks:

Fighting Logistics: quartons, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Hierarch Modron talents): (no additional skills)

Characteristics: Quartons are supremely logical beings, and detest being bothered by those sentient entities that are not as perfectly logical as themselves (read: non-modrons). They prefer to leave such chaotic beings to their underlings to be dealt with, but this is not always possible (as all manner of beings visit Mechanus on a regular basis...).

Appearance: Quartons are simply huge in appearance, towering over mere mortals; they are twelve feet tall. Furthermore, they have four powerful arms that they may bring to bear on anyone foolish enough to irk their ire, and large, metallic wings that are joined together at the shoulder. Like quintons, quartons also have a large, 'built-in' metallic helmet, too.

Ecological Niche: The sixteen quartons of Mechanus are charged with the management of the sixteen regions (each region being four cogs) of Regulus. Occasionally, one quarton will assist in the translation of orders from tertians to quintons in either the towers of the secundus or Primus itself, but otherwise, all they do is manage their respective territories as efficiently as possible.

It should be noted that, in addition to their own considerable powers, a quarton is guarded at all times by 36 fanatical pentadrones; these beings may not be able to tell just what it is that they are protecting, but they will gladly give their lives to keep this (in their eyes) inexplicable being from harm of any type.



Fighting Amazing (50)
Agility Remarkable (30)
Strength Remarkable (30)
Endurance Amazing (50)
Reason Amazing (50)
Intuition Amazing (50)
Psyche Unearthly (100)
Health 160
Karma 200
Resources 50
Popularity n/a

Origin: Like all modrons, the twenty five quintons are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Hierarchy Modron powers):

Additional Limbs / Arms and Tail: quintons have four arms and a prehensile tail, and have the skill to bring all of them to bear at once. Thanks to an inherent talent with multiple attacks, the mighty quintons can make up to five attacks in one turn, the last four of which will occur after everybody else has made their primary actions in said turn.

Cosmic Awareness: quintons have a specialized form of this power that allows them to glean information that would not otherwise be apparent about a person, place, or thing. This power functions at Amazing (50) rank, allowing quintons to pretty much learn all they need to about anyone or anything - especially threats to their precious order.

Flight: like many other hierarchy modrons, the quintons are blessed with the use of two

large, metallic wings that are joined together at their shoulders. These chrome, fanlike wings allow a quinton to fly with Good (10) speed (moving about at around one hundred twenty miles per hour). When not in use, these handily ergonomic wings can fold together nicely.

Philosophical Awareness: when looking at anybody, a quinton has the ability to determine, if he fails a psyche FEAT roll against this power rank - Remarkable (30) - whether they lean towards an orderly, chaotic, good, evil, or balanced mindset. This helps to prevent them from giving non-orderly beings dangerous information.

Schooling: Adept - Clerical Magic / Order

Quintons are competent users of magic, doing so at Amazing (50) rank. These powers are of a priestly nature, however, venerating the power of order above all else. They can wield between nine and twelve magical spells of this type, hopefully determined before the quinton is brought into play; some spells may vary by plus or minus 1 CS.

Equipment: (none)

Quirks:

Fighting Logistics: quintons, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Hierarchy Modron talents): (no additional skills)

Characteristics: Knowledgeable and scholarly beyond measure, the quintons could be thought of as the quintessential sage, knowing all manner of things about, well, everything - from modron society to the multiverse in general. If there's a question a body has about anything, ask a quinton - they are more than happy to divulge facts - especially those concerning law.

Appearance: Rather gigantic in size (ten feet tall), quintons look rather close to humans in appearance. Well, close, if you discount the huge, metallic wings, the prehensile tail, the 'built-in' steel helmet and large, clunky boot-like metal feet. Furthermore, as a symbol of their station, quintons have a large diamond issuing forth from their foreheads.

Ecological Niche: The record keepers and protectors of modron lore, quintons have many duties throughout Regulus. Sixteen of them serve in the regional control towers of the quartons, four serve in the towers of the secundus, and the remaining five act as translators for lesser modrons serving in Primus' tower.

Modron, Rogue

75



Fighting Typical (6)
Agility Typical (6)
Strength Typical (6)
Endurance Good (10)
Reason Good (10)
Intuition Typical (6)
Psyche Typical (6)
Health 28
Karma 22
Resources 6
Popularity n/a

Origin: Like all modrons, the rogues of Mechanus (if formerly so) are inherently alien beings, their extra-planar physiologies being a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their physical and supernatural powers. Of course, while chaotic (by modron standards), the rogues are nonetheless quite orderly, and may pursue such paths of power.

Known Powers:

Agelessness: like all modrons, the rogues of Mechanus do not have an extended lifespan so much as a total lack of an aging process altogether. In fact, if not slain by accident or design, a rogue modron may effectively live forever, continuing its quest for identity until the end of time. Few manage to last that long, however; their curiosity usually does them in before too long.

Body Armor: both organic and inorganic in nature, all modrons - even the rogues - have some manner of resistance to damage. Essentially, rogue modrons should be treated as

having Typical (6) protection from physical attacks, and Feeble (2) protection from assaults of an energy-based nature (but none versus magic or psionic assault).

Resistance to Acid, Cold, and Emotion Control, Fire Attacks, Illusion, Mind Control, Paralysis / Sleep Effects, and Vampiric Attacks: though not as immune to these attack forms as are regular modrons, rogues do possess Excellent (20) protection from attacks utilizing these effects. This helps them greatly on their personal quests for identity.

Wings: rogue modrons are equipped with two metallic wing things that sprout out the back of their cubical bodies, allowing them to take to the air if the situation requires them to do so. This flight functions at Feeble (2) rank, allowing them to flutter about at approximately thirty miles per hour; not very quick, to be sure, but it works - especially when you're as heavy as they are!

Equipment: (none)

Quirks:

Fighting Logistics: monodrones, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all Fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents:

Law: despite their being branded rogues, these independent modrons retain their inherent understanding of orderly systems. In fact, as soon as they move into an area, they will comprehend its entire legal system within 1d10 days, helping them to assimilate the nature of their new society with ease. All law-based Reason FEATs are made at +1 CS.

Characteristics: Though exceptionally ordered and regulated beings, rogue modrons are those that have somehow acquired a sense of individuality, and wish to express this spark to its fullest extent. This often leads to all kind of troubles as the rogue tries to fit in to whatever world it adopts as its home, and can even be tainted with good, evil, or balanced ideas.

Through it all, rogues nonetheless maintain their overwhelming streak of order, and often have trouble adjusting to chaotic situations. Furthermore, they are often rather intransigent once they decide on a course of action, as they are rarely distracted or sidetracked, so it may take one heck of an argument to dissuade a busy rogue.

Appearance: When they first go rogue, modrons retain their original shape, whatever type of modron they may be. Eventually, however, they adopt a form similar to the two-armed quadrone, being six foot tall, most of which is a cube three foot on a side. Though they have functional quadrone wings, rogues lack the sensory organs on all six sides of their bodies.

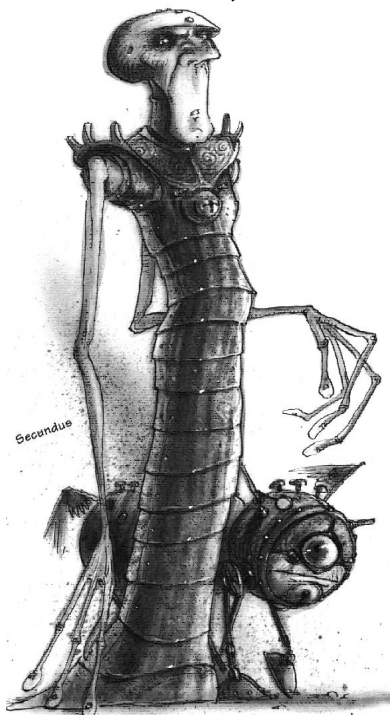
Ecological Niche: In Mechanus, rogues are anathema, captured and destroyed lest they spread the deadly plague of chaos. Though they resemble other modrons visually (especially at first), modrons of higher rank can spot them on sight, and react accordingly. As such, most rogues flee Mechanus for the multiverse at large as soon as they are discovered.

Once they adopt a new home, rogues tend to break down the order of their world in order to better understand it. This often leads to their making all manner of confusing, inconsequential connections about cause and effect; just because it makes no sense doesn't mean that it isn't orderly. They eventually grow out of these assumptions, however.

Now, while modrons in general may not be appropriate for PCs, as their fanatic obsession with order severely limits role-playing opportunities, rogue modrons are perfect for this role; they are orderly, but not so orderly as to hamper the creation of a unique, if quirky, personality for a player to utilize in their games.

Modron, Secundus

78



Fighting Unearthly (100)
Agility Incredible (40)
Strength Incredible (40)
Endurance Monstrous (75)
Reason Unearthly (100)
Intuition Unearthly (100)
Psyche Shift Y (200)
Health 1255
Karma 400
Resources 100
Popularity n/a

Origin: Like all modrons, the four secundus are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Hierarch Modron powers):

Growth: the secundus are huge. They stand at a full fifteen feet tall, towering over those before them - which can be more than a little imposing if they're trying you for something or other. This 'power' is always on, functioning at Typical (6) rank, and gives them a size factor of +1; normal-sized foes hit secundus at a +1 CS, but secundus in turn inflict +1 CS physical damage against them.

Paralysis: if a secundus manages to strike (and cause damage to) an opponent with a

physical attack, it has the possibility of also affecting him with a powerful paralytic attack as well, functioning at Uneathly (100) rank. If this attack manages to immobilize an opponent, the victim of this paralysis is trapped until the secundus lets him go.

Or the victim can pass an additional psyche FEAT roll against Uneathly rank, offered at the beginning of each new turn.

Schooling: Master - multiple schools of order magic

The four secundi have unbelievably powerful magical abilities regarding the forces of order, and are considered masters of priestly magic of order, and the Philosophical school of Order magic, each of which venerates and spreads the forces of law as a whole. On Mechanus, the secundi can cast such magic at Monstrous (75) rank, making them devastatingly powerful.

Equipment: (none)

Quirks:

Fighting Logistics: secundus, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Hierarch Modron talents): (no additional talents)

Characteristics: Godlike in personality, the four secundus live in peace and harmony with their one superior, Primus, and the order it provides them. They spend the vast majority of their time lording over the uncountable throngs of modrons below them (even if they can't communicate with them directly), so when a mortal speaks to them, they should seem aloof and detached.

Appearance: Incredibly tall and thin (at least fifteen feet tall), the secundus are vaguely human in appearance, with long, narrow faces and deep-set eyes. Unlike the other modrons, the secundus seem to lack any obvious physical weaponry or mechanical apparatus as part of their being, but they may be so advanced that such devices are too small to be seen.

Ecological Niche: The veritable rulers of Regulus (and thus, Mechanus), the four secundus each manage four of the sixteen regions of Regulus (and thus, sixteen individual cogs). They do so by sending down the decrees of Primus to the lesser modrons, and ensuring that the orders are carried out - in order that law may eventually come to the multiverse as a whole.

Modron, Septon

80



Fighting Incredible (40)
Agility Excellent (20)
Strength Incredible (40)
Endurance Incredible (40)
Reason Incredible (40)
Intuition Incredible (40)
Psyche Monstrous (75)
Health 120
Karma 755
Resources 40
Popularity n/a

Origin: Like all modrons, the forty nine septons are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Hierarch Modron powers):

Additional Limbs / Arms: a septon has seven powerful, bony arms, and can bring all of them to bear at once. Thanks to an inherent talent with multiple attacks, each and every septon can attempt up to seven melee attacks in one turn, the last six of which will occur after everybody else has made their primary actions in said turn.

Magic Detection: septons have the inherent ability to sense magical and / or supernatural forces active in the world around them. Whether they be inherent to an item, person, or a hero's spellcasting, the septon can detect the presence of magical forces with Incredible (40) ability; this sense is automatic (requires no action or declaration to activate).

Super Swimming: thanks to a peculiar collar resting at shoulder level on a septon's body, the odd creatures can move underwater as if they were actually flying, doing so by sucking water into itself and expelling it to generate thrust. While submerged (the only time this power functions), a septon can 'fly' underwater with Typical (6) ability (60 miles per hour).

Telepathy: though this power is listed for all hierarch modrons, it must be noted that a septon can use it on non-modrons, as well as the regular target of this ability. It works at Good (10) rank for septons.

Schooling: Disciple - multiple schools of order magic

Septons can wield order magic at Incredible (40) rank. Unlike previous hierarchs, however, their mastery of order allows them to wield both clerical and philosophical magic for order, despite their lower rank of mystic mastery (which prevents others from doing the same). They can wield anywhere from ten to sixteen spells of these types. These ranks may vary by plus or minus 1 CS.

Equipment: (none)

Quirks:

Fighting Logistics: septons, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Hierarch Modron talents): (no additional talents)

Characteristics: Though rather highly placed in the modron hierarchy, septons are really just translators between the octons and the hextons, and most of their work involves exchanging orders and reports across Regulus. However, they don't seem to mind their apparent messenger status, as they are nonetheless vital to the continuing order of the modron race.

Appearance: Septons, unlike modrons of lesser power and rank, wield a primarily humanoid form. They are tall (exactly seven feet tall), rather stocky humanoids, with a large, cog-like collar resting at shoulder level. This collar has seven arms attached to it, bony extremities with rather elongated fingers (three per hand). Septons have two elephantine legs.

Ecological Niche: The 49 septons of Mechanus serve primarily as mere go-betweens for the octons (who control their own cogs) and the hextons. There is one septon assigned to each hexton (all 36), but the others have special jobs: nine toil at Primus' tower, and the other four serve at the four quarter towers (where the secundus supervise groups of sixteen cogs).

Modron, Tertian

82

Tertian (Hierarch Modron)

FREQUENCY: Very rare
NO. APPEARING: 1 (of 9)
ARMOR CLASS: -5
MOVE: 12"
HIT DICE: 17+17
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 5-40 (x3)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +4 or
better weapon to hit
MAGIC RESISTANCE: 80%
INTELLIGENCE: Supra-genius
ALIGNMENT: Lawful neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
X/15,200 + 25/hp



Fighting Monstrous (75)

Agility Incredible (40)

Strength Incredible (40)

Endurance Monstrous (75)

Reason Monstrous (75)

Intuition Monstrous (75)

Psyche Shift X (150)

Health 230

Karma 300

Resources 75

Popularity n/a

Origin: Like all modrons, the nine tertians are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Hierarch Modron powers):

Additional Limb / Tail: tertians, in addition to their two powerful arms, possess a powerful prehensile tail that ends in a knobby, mace-like ball. Thanks to an inherent talent with multiple attacks, all nine tertians can make up to three attacks in any given turn, the last two of which will occur after everybody else has made their primary actions in said turn.

Growth: the tertians are huge. They stand at a full twelve feet tall, towering over those before them - which can be more than a little imposing if they're trying you for something or other. This 'power' is always on, functioning at Poor (4) rank, and gives them a size factor of +1; normal-sized foes hit tertians at a +1 CS, but tertians in turn inflict +1 CS physical damage against them.

Horns: in the unlikely event that a tertian must rely upon physical violence, it does have

(in addition to its attack tail) two very large horns jutting out of its temples.

These metallic horns allow the tertians to inflict their strength +1 CS Edged Attack damage whenever it attacks an opponent with a head-butt or body check (if they hit head first).

Paralysis: if a tertian manages to successfully strike (and cause any damage to) an opponent with its prehensile tail, it has the possibility of also affecting him with a powerful, Monstrous (75) intensity paralytic attack as well. If this savage attack manages to immobilize an opponent, the victim of this paralysis is trapped until the tertian decided to let him go.

Or the victim can pass a new psyche FEAT roll against this power, offered at the beginning of each new turn of action.

Schooling: Master / multiple schools of magic

The nine tertians, in addition to their impressive physical prowess, have uncannily potent magical powers. Being master-level wielders of both the Philosophical and Clerical schools of magic, both in regards to Order, tertians can wield at least 26 spells of these varieties, each at Monstrous (75) rank, give or take plus or minus 1 CS - they're devastatingly powerful sorcerers.

Equipment: (none)

Quirks:

Fighting Logistics: tertians, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Hierarch Modron talents):

Law Enforcement 2: as the ultimate judges of crimes on Mechanus, even if they only hear cases of vital import, the tertians have to know how to enforce the laws of Mechanus, in addition to simply understand them. In any FEAT where a tertian needs to understand these matters, their Reason rank should be considered +2 CS.

Characteristics: The tertians are proud to serve as the absolute final arm of law enforcement on Regulus, in that it is their charge to judge the many perpetrators of chaos. If it could be said, they must enjoy their task, as they are constantly called upon to deal with the lawbreakers of Mechanus, and they never seem discontent with their roles at all.

Appearance: Like the quartons before them, tertians are veritable giants, measuring in at twelve feet tall. Furthermore, they are blessed with rather large, metallic horns jutting from the temples of their naturally helmeted (steel covered) heads, and a powerful prehensile tail that ends in a knobbly, mace-like tip (which you really, really don't want to get hit by).

Ecological Niche: The nine tertians are the absolute arbiters of innocence and guilt in modron society, usually dealing with rogue modrons and other lawbreakers and heretics of both Regulus and Mechanus as a whole. Two are stationed in each of the secundus' towers, though just who the ninth tertian is beholden to is something of a mystery...

Modron, Tridrone

85



Fighting Good (10)
Agility Typical (6)
Strength Good (10)
Endurance Good (10)
Reason Typical (6)
Intuition Typical (6)
Psyche Amazing (50)
Health 36
Karma 62
Resources 6
Popularity n/a

Origin: Like all modrons, the countless tridrones are extradimensional clockwork beings, hailing from the orderly plane of Mechanus. Their alien physiology is a bizarre blend of flesh and gears, and this - combined with their inherent magical nature - is the source of their supernatural powers.

Known Powers (in addition to common Base Modron powers):

Circular Vision: having three eyes, each of which is set apart by 120 degrees on their inverted pyramid-style frame, the tridrones benefit from full 360 degree vision at all times. As this is a function of physiology and not a power, per se, this power has no rank; but then again, it cannot be negated, either, so this isn't a serious concern.

Multiple Limbs / Arm: tridrones have three arms, one on each 'face' of their inverted pyramid-style frame, and can bring all three to bear at once. Thanks to an inherent talent

with multiple attacks, tridrones can make up to three attacks in one turn, the last two of which will occur after everybody else has made their primary actions in said turn.

Equipment: Modrons, if on a special mission, can be equipped with just about any type of necessary device. Tridrones, if they know they will be going into battle, will carry three javelins with them, to be thrown at an opponent at the beginning of battle. Tridrones can inflict Good (10) Edged Attack or Edged Throwing damage with these three weapons, quickly ending conflicts.

Quirks:

Fighting Logistics: tridrones, like all modrons, wield naturally organized minds. They can apply their inherent analytical tendencies to combat applications, sizing up a foe rather quickly. This allows them to add a +1 CS to all fighting FEAT rolls made against a foe after 1d10 rounds (not turns), a bonus that lasts until said opponent radically changes his fighting style.

Talents (in addition to common Base Modron talents):

Skill / Spears: tridrones have the natural ability to wield spears or javelins in combat. If used in melee, a tridrone wields its spears as if its fighting score were +1 CS in rank, and if throwing them at an opponent, the tridrone acts as if its agility score were +1 CS. Either way, a tridrone can use these weapons to extremely deadly effect.

Characteristics: The most important difference between a tridrone and the lower modrons is that tridrones are capable of truly advanced cognitive functions; in other words, they are effectively sentient beings, and can converse in both the native modron tongue and planar common. Like all modrons, however, little else besides order concerns them.

Appearance: The tridrones appear as upside-down, three-sided pyramids, balanced upright by six legs (two extending from each side of the pyramid). Each side of the 'pyramid' also holds a complete face (including one eye and the general fleshy modron face) and one arm, all three of which a tridrone can bring to bear in battle. They are five feet tall.

Ecological Niche: Tridrones serve as the administrative arm of Mechanus' laborers. After receiving instruction from their quadrone superiors, tridrones will subdivide such tasks amongst the various duodrones they are responsible for, who then share pieces of these jobs with the monodrones. A tridrone is usually in charge of twelve duodrones at one time.



Height: Slightly shorter than in life.

Weight: Typically around 120lbs.

Environment: Mummies are found in areas that allow for corpse preservation, with dry and/or cold climates, and swamps being most common.

Technological: The process of becoming a Mummy causes a degenerating effect on the mind. Mummies, even of the fanatical Mummy Lord variety, don't seem interested in maintaining their lairs or building things. Unlike standard Mummies, Mummy Lords possess powerful spell casting abilities and sometimes employ mystic artifacts.

Philosophical: As is the case with most undead, Mummies despise the living. The standard variety of these monsters have little motivation other than trying to destroy all living beings they encounter, even those they once knew in life. Mummy Lords are usually tied to a cult and retain their fanatic zeal, forcing people to convert and then turning them into standard Mummies to serve as sentries and members of their bizarre cult community.

Standard Mummy/ Mummy Lord.

Fighting: Excellent

Agility: Typical.

Strength: Remarkable.(Yeah I know. How can the skinny be so strong!?)

Endurance: Remarkable

Reason: Poor/Typical.

Intuition: Excellent.

Psyche: Excellent.

Health: 86

Karma: 44/46

Powers:

Undead Attributes: Virtually immune, CI 1000, to the following: poisons, disease, stun and kill results, mind influencing abilities, ability/energy drain and paralysis.

Self Sustenance: Mummies require no food, water, air, or sleep.

Damage Resistance: All non-fire based damage is -2CS.

Stealth: Mummies move very quietly unless attacking. Poor ability.

Dark Vision: They can see in absolute darkness, even if their eyes are missing.

Emotion Control(Fear): Creatures focusing their attention on a Mummy will become emotionally shaken. This is a magic attack of Remarkable intensity vs the victim's Psyche. Those affected will be stunned for 2 rounds. Those affected will become immune to this attack for 24 hours afterwards.

Decaying strike: Despite it's great strength a Mummy will cause only Excellent damage when striking an opponent. Anyone struck by these monsters will be affected by a strange rotting disease. The illness is a mystical attack with Excellent potency requiring an Yellow Endurance FEAT to resist. The disease is supernatural and will bypass armor, regeneration, and natural disease resistance, but not magic resistance. Once infected the victim will suffer Typical damage to their Endurance every 24 hours till cured or dead. A magical remove curse spell is needed to cure this terrible affliction.

Mystic Might: Mummies Lords are adept spell slingers with following being spells most likely encountered.

-Animate Corpse: Excellent. Can turn a present corpse into a zombie (see entry 26). Must make a power rank FEAT for each zombie it animates.

-1 Dimensional Spell: Remarkable.

-3 Personal Spells: Excellent power level. Chosen at random with one spell specifically chosen as a safeguard against fire attacks.

-2 Universal Spells: Excellent power level. Chosen at random.

Vulnerability:

-Fire attacks cause +2CS rank damage against Mummies.

-Mummies can be turned using the Turn Undead ability(see entry 22).

Unnatural Aura: Normal animals will not enter an area containing undead creatures and will seem unsettled when these monsters are nearby. Normal plants will likewise begin to sicken.

Contacts: N'Kantu

Curse of the Mummy: These undead monsters are generally created in either of two ways, the first being deliberate creation using powerful necromantic energies, and lastly by exposing a preserved corpse to sustained residual mystic energies. Only the first method results in the creation of a Mummy Lord.

Ogre Mage

89



Height: 10'

Weight: 700lbs

Environment: More common in the eastern portion of the realms, the Ogre Magi are nevertheless quite rare. For the most part they can be found anywhere they believe their goals of self empowerment and increased wealth and status can be met, with a preference for cooler climates. At times an Ogre Mage will use it's shape-shifting ability to infiltrate a society.

Technological: The Magi take educating their offspring seriously and train them in the use of their abilities, the mystic arts, warfare and the proper way of thinking. Intelligent and cunning, the typical Ogre Magi is quite a bit more knowledgeable than your typical human inhabitant of the realms.

Philosophy: Powerful and well aware of that fact, the Magi seek to extend their influence by bringing others under their domination. Though often times found among the command ranks of the forces of chaos the Magi also act in their own interest, ruling their own strongholds as independent warlords. Conditioned to be ambitious, arrogant, and ruthless, Ogre Magi view other species as mere stepping stones to achieving their ultimate greatness. Only their very low birth rate hinders their desire for conquest.

Fighting: Excellent

Agility: Typical

Strength: Remarkable

Endurance: Excellent

Reason: Excellent

Intuition: Remarkable

Psyche: Remarkable

Health: 76

Karma: 80

Powers:

Vulnerability: Opponents attacking a normal sized Magi may receive a bonus to hit as the creature is considered to have permanent Feeble Growth.

Dark Vision: Can see in total darkness to Excellent effect and range.

Shape Shifting: This ability allows the creature to assume the form of any humanoid type creature and has a power rank of Remarkable. Size limits are Poor Shrinking and Poor Growth.

Freeze Ray: Once per 24hrs the creature can fire a freeze ray of Incredible intensity that can hit multiple opponents in front of the creature in a line up to 3 areas away.

Regeneration: Unearthly 4 health points per round. Severed limbs placed back into position will instantly reattach. In the case of losing it's head or a vital organ, the part must be reattached within 10 minutes or the creature will perish. Damage caused by fire or acid will not be healed by this power but the Ogre Magi will recover at the standard rate.

Form of Mist: Once per 24hrs it can take on a mist-like form with a power rank of Remarkable. When used Flight agility becomes Amazing, also the Mage can pass through small opening and is immune to physical attacks. Air manipulation powers used against the Mage will cause +1CS damage and force the creature back into a solid state.

Invisibility: This limited version of invisibility has Excellent effect. The down side is that if the Magi attacks, casts a spell, or fires it's freeze ray, the creature will become visible. Of course it can always become invisible again afterwards. 1 round is needed to use this ability.

Flight: Poor speed, Remarkable agility.

Induce Sleep: Once per 24hrs the Ogre Mage can fire a mystic bolt that will explode in a 50' radius. Those caught in the blast must pass a Green Psyche or fall asleep. The power rank and range are both Excellent.

Shadowcasting: Power rank and range is Good.

Mystic Might: (spells chosen at random)

2 Personal Spells at Excellent power rank.

2 Universal Spells at Excellent power rank.

He ain't heavy, he's my brother: Scholars have long argued that the Ogre Magi are not related to Ogres at all but are a different type of creature altogether. The Magi do indeed

have many traits in common with the creatures known as Oni but this is considered mere speculation and more research must be conducted. But be warned, the scholars who have tried to study the Magi are all dead.

Pegasus

92



Typical Height: 6' at shoulders 20' wingspan

Typical Weight: 1500lbs

Environment: Pegasus prefer moderately forested areas with enough trees for concealment and open areas to accommodate flight and grazing.

Technological: While Pegasus share many mannerisms with horses and freely intermingle with them, they're quite a bit more intelligent and can understand spoken language. Despite their intelligence Pegasus are incapable of speech and live as normal horses, aside from flying.

Philosophy: These magnificent creatures are very rare and avoid creatures non-native to their forest. Extremely difficult to tame, Pegasus are nonetheless highly sought after by royals and other wealthy individuals. Even so Pegasus possess an innately good nature and would never willingly allow an evilly inclined individual to ride it. They bond with their riders for life and, depending on how the Pegasus is treated, an empathic link may be established between it and its' rider. Often found among those who champion goodness and justice, the Pegasus have become a symbol of hope.

Fighting Good (generally non aggressive but can defend itself)

Agility Remarkable (more agile than a horse)

Strength Remarkable

Endurance Amazing (can cover great distances without tiring)

Reason Poor (can understand fairly complex instructions and reason through non-complicated problems)

Intuition Monstrous (keenly aware of its' surroundings, can sense a persons general emotional state)

Psyche Remarkable (very focused)

Health: 110

Karma: 109

Powers:

Flight: Remarkable speed Remarkable agility. Can execute complex maneuvers such as

hovering, loops, and upside down flight.

Sense Inclination: Monstrous ability to sense inclination/motive. This ability works on locations and items as well, and the Pegasus will become agitated around evil persons or items and will not enter a place of evil willingly. To get a Pegasus in enter an area it's adverse to it must pass a psyche feat.

Low Light Vision: Amazing effect and range.

Danger Sense: Monstrous ability to sense dangerous creatures within an Amazing radius. Does not detect traps or devices. Can also sense if such a creature has been in the area and will become agitated. Level of agitation depends on threat level, however it will not abandon the rider it has bonded with even when facing deadly threat.

Empathy: Over time, and if its' rider keeps a close bond with the Pegasus, the two will develop an empathic link. They will be able to sense one another's general condition and know the others location. The bonded rider will also share the Pegasus' sensing power, but only when riding.

Contact: Black Knight, Aragorn

Notes: Pegasus lay eggs rather than give live birth. Griffons and Hippogriffs prey on Pegasus, and because some fellow champions ride such mounts problems can arise, since these creatures, even if well trained, are prone to attack Pegasus.

Pseudodragon

94



Size: 1' body, 2' tail.

Weight: 7lbs.

Environment: Pseudodragons inhabit forested areas and make their lairs high in the treetops or in a cliff face to guard against predators. They prefer to build their lairs close to beautiful or interesting landmarks such as waterfalls or old ruins where possible. Rarely these creatures will be encountered with traveling companions outside of forests.

Technological: Unlike real dragons, Pseudodragons learn from their families, friends, and any other tutors they may acquire. They possess a fondness for jewelry, gems, art, and mystical objects, and usually have a good deal of knowledge about these types of items. Pseudos also know quite a bit about the forest they dwell in. As intelligent as a typical Human, Pseudos enjoy learning and traveling. Pseudodragons can't speak but communicate using telepathy with most creatures including animals.

Philosophy: Pseudodragons have a restless and adventurous spirit. It is said that they resemble house cats in personality but to mistake them for a pet would be considered an insult to the creature. Due to their restless nature, Pseudos will occasionally seek out adventurers who champion the cause of good to be traveling companions. They find evil and cruelty repulsive and would never join anyone of evil inclination. Pseudodragons also have a reputation as practical jokers.

Fighting: Poor (Does the best it can...)

Agility: Good

Strength: Feeble (Uses cunning and stealth to win the day.)

Endurance: Typical

Reason: Typical

Intuition: Amazing

Psyche: Remarkable

Health: 22

Karma: 86

Powers:

Flight: Good speed, Excellent Agility.

Telepathy: Remarkable prowess effective up to 60' radius. When bonded to a chosen companion the range is 1 mile radius with that companion.

Dark Vision: Excellent range and effect.

Radar Sense: Amazing ability 60' radius range.

Invulnerability: Unearthly vs magic that induces sleep or paralysis/immobilization effects, Good resistance to magic in general.

Poison: Pseudodragons have stingers on their tails. Victims hit take Feeble damage and are poisoned. The Poison has Amazing strength and causes the target to fall into a deep comatose like sleep that lasts for roughly 2 hours. This attack can penetrate up to Typical Body Armor.

Camouflage: Can alter it's coloration to blend into environments with Excellent ability.

Stealth: Can avoid detection using silent movement and hiding with Incredible effect.

Contacts: Lockheed.

Notes: When choosing a traveling companion a Pseudodragon will form a strong temporary telepathic link with that one person allowing them both to share sensory information (seeing through the others eyes, hearing through the others ears) which is good for about a mile. When in physical contact with the creature the companion also receives the same Dark Vision and Invulnerability with the same power rank as the Pseudodragon. When traveling with it's companion the creature likes to perch itself around the back and shoulders of it's companion rather than fly or walk.

Purple Worm

96



Size: 5' in diameter 80' long.

Weight: 40,000lbs.

Environment: These creatures dwell deep below the earth in the Underdark but occasionally reach the surface.

Technological: It's thought process is similar to a rattlesnake.

Philosophy: If it moves it's alive, and if it's alive it can be eaten. Purple Worms are constantly roving about in search of food.

Fighting: Excellent.

Agility: Poor.

Strength: Amazing.

Endurance: Incredible.

Reason: Shift 0

Intuition: Poor(See movement sense power below).

Psyche: Good.

Health: 114

Karma: 14

Powers:

Note: The creature attacks by biting and using the stinger on it's tail simultaneously, and

can target one victim with both or two separate victims with either. It will coil up like a rattlesnake when attacking.

Sense Movement: Purple Worms can sense movement with Monstrous ability/range and discern rather the movement is made by the natural movements of a living creature as though it had an Intuition of Good. Unless gravely injured it will move towards the source and attack.

Biting Grab: Can bite causing Incredible damage. If the bite connects, the creature will try to hold onto the victim, treat this as a grapple attack of Good Fighting rank. If the prey is small enough the Purple Worm will swallow it whole, however it will not try to grapple a creature too large to swallow. It can swallow an object roughly 2 times the size of an average person.

Swallowed Whole: Those swallowed take Excellent crushing damage AND Good acid damage once per round. The victim can cut it's way out using a slashing or piercing weapon, Remarkable damage is needed to escape. The exit wound will close in 2 rounds and if another creature is swallowed it will have to cut it's way out also. Up to 8 Human sized creatures can be held at once.

Poison Stinger: Excellent damage from initial hit, and inflicting poison of Remarkable potency.

Body Armor: Good resistance to physical, magical, and energy damage.

Swim: Poor speed with Good Agility.

Contacts: Maggot



Size: 9'

Weight: 2,200lbs

Environment: Ropers come in a wide variety of forms, including tree-like surface types, the aquatic variety, and the subterranean version which will be covered in this entry. Subterranean Ropers are most often found in the large cavern complexes and winding tunnels of the Underdark among the stalagmite and stalactite formations they greatly resemble.

Technology: A Roper may seem like a mindless monster but is actually surprisingly cunning and does possess an intelligence. Ropers can speak and use tools to modify their environments. The creature will use these tools to make tunnels to serve as short cuts for confusing and ambushing prey.

Philosophy: Ropers seem to enjoy the challenge of attacking and devouring intelligent creatures. A common tactic is to use it's speaking ability to lure prey, such as uttering the phrase "Please help me." over and over again. Though Ropers talk among themselves in hushed whispers they seldom ever speak with other creatures.

Fighting: Remarkable

Agility: Poor

Strength: Remarkable

Endurance: Excellent

Reason: Typical

Intuition: Incredible

Psyche: Amazing

Health: 84

Karma: 96

Powers:

Life form Detection: The creature can detect life forms moving in the area within Excellent range if it passes a green Intuition feat. Once a life form is detected the Roper will stop moving and use it's Camouflage ability, also if multiple Ropers are present they will all react likewise.

Camouflage: The creature can change it's color, texture, and temperature to match it's present surroundings allowing it to blend into it's environment appearing as a harmless stalactite/stalagmite with Monstrous ability.

Tendrils Snare: Ropers have 6 tentacle-like tendrils that it uses to snare it's prey at up to 50' away. Each tendril can absorb 10 points of damage before being severed/torn off. Damage to tendrils does not harm the creature, also tendrils reform the next round if severed.

Strength Drain: Each tendril will drain Poor Strength once upon grabbing a target, this effect can penetrate up to Excellent body armor. If a tendril is severed the new tendril will be able to drain an additional Poor Strength if it connects.

Pull and Bite: The Roper can pull with Good Strength using 2 tendrils, Excellent with 4, and Remarkable using all six. Each round the victim will be drag 10' towards the creature. Once within 10' the Roper will bite, inflicting Remarkable damage. It can attack up to 3 opponents at a time but will only pull one in for the bite while restraining the other two. Once it's primary victim is... no longer a threat it will drag in the next restrained opponent.

Dark Vision: Excellent range and effect.

Invulnerabilities: Unearthly resistance to electrical attacks, Good resistance to cold attacks, Remarkable resistance to magic attacks.

Vulnerability: Ropers take +1 power rank damage from fire attacks.

Body Armor: Good resistance vs physical and energy damage.

Wall Crawling: Ropers can move up walls and across ceilings at Feeble speed but with Incredible sticking ability.

Contacts: Dr Otto Octavious.

Troll

100



Typical Height: Male 9' Female 9'6"

Typical Weight: Male 600lbs Female 675lbs

Environment: Trolls prefer mountainous regions or dense forests, but will try to lair near humanoids (Humans, Elves, Orcs, ect) as they are the Trolls preferred source of food.

Technological: Because Trolls tend to resort to violence and intimidation to get what they want, their knowledge of making tools and creating items and structures is very limited. Stone age level.

Philosophy: These are cunning creatures who stalk and ambush their prey. They are fearless and revel in combat, often serving as mercenaries. Most are wary of Trolls however, as their habit of eating humanoids is well known.

Fighting Excellent (Violence is a way of life for the Troll)

Agility Excellent (Trolls appear awkward and clumsy, but they're not)

Strength Remarkable

Endurance Remarkable

Reason Poor

Intuition Excellent

Psyche Excellent

Health: 100

Karma: 44

Powers:

Regeneration: Unearthly 4 health points per round, also able to re-grow limbs in 30 rounds. Severed limbs, or head, placed back into position will instantly reattach.

Reassemble: Even if hacked apart the Trolls body will assume a semi liquid state and the parts will try to reconnect restoring the creature. If unable to reconnect, the largest piece will continue to heal and grow until the creature is reformed. A limbless, headless Troll will reform in 120 rounds.

Self Revival: Even if reduced to 0 health the creature will continue to regenerate and will

reawaken after reaching full health.

Low Light Vision: Remarkable range and effect.

Heightened Senses: Can track with Excellent ability using sense of smell.

Invulnerability: Monstrous resistance vs fear and pain effects.

Grappling: An unarmed Troll may try to grab its' victim and tear it to pieces, biting and clawing for Remarkable edged damage. A character with at least remarkable strength or at least excellent agility can escape the grapple otherwise Remarkable damage is taken each round until released.

Weakness: Acid and Fire damage will not be healed by regeneration power and the Troll will recover from this damage at the standard rate. Trolls destroyed using fire or acid will not revive.

Contact: Pip the troll, Ulik

Note: Trolls come in many varieties such as two-headed and giant. Standard Trolls are posted here.

Skeleton (Undead)

102



Typical Height: 5 feet 7 inch

Typical Weight: 45 pounds

Fighting Poor (4)

Agility Good (10)

Strength Typical (6)

Endurance Good (10)

Reason Feeble (2)

Intuition Poor (4)

Psyche Typical (6)

Health 30

Karma 12

Powers

Undead Attributes: Skeletons are virtually immune, CI 1000, to the following: Poisons, Disease (although they are often carriers), stun and kill results, mind influencing abilities, fatigue, suffocation (Skeletons do not need air), ability/energy drain, and paralysis.

Body Resistance: Poor, Good vs. edged and guns.

Contact: Its creator

Notes: Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.



Size:

Weight:

Environment: Werebears feel an instinctive longing for solitude and nature that compels them to leave civilization to dwell in wild areas. Persons afflicted with this condition find the crowds, noises, and the constant interactions of city life, even in a small town, hard to bear (heh) and tend to be agitated in such environments. Very rarely an especially self-disciplined Werebear will remain relatively close to a town living on the outskirts, compelled to stay in the area by strong emotional ties (relatives, a mate, a desire to safeguard the town, etc.), but more often than not the call of the wild wins out.

Technological: Werebears are as intelligent as the normal humanoid stock they're derived from and also seem to know how to live off the land.

Philosophy: The Werebear is a kind of Lycanthrope, which is a shape shifter. Offspring born from Lycanthropes inherit their abilities but can also transmit these abilities to others by biting them. Becoming a Lycanthrope transforms the mind as well as the body, and in the case of a Werebear this results in actually losing evil tendencies though a somewhat aggressive, energetic nature remains. These creatures seek to protect the natural environments they dwell in and live in harmony with other natural and good inclined creatures that live there.

Notes: The following stats are for a character whose score are all Typical prior to transformation.

Fighting: Remarkable.

Agility: Good.

Strength: Remarkable.

Endurance: Excellent.

Reason: Typical.

Intuition: Monstrous.

Psyche: Excellent.

Health: 90

Karma: 101

Powers:

Low Light Vision: Excellent range and effect.

Heightened Senses: Can Track persons/objects using sense of smell with Remarkable ability.

Animal Empathy(Bears): Can communicate with bears to obtain very basic information.

Shape shift: These creatures can transform into a bear form, a bear/humanoid hybrid form, or back to humanoid form in one round. It can take no other action during it's transformation process. When in bear or hybrid form the creature has the following additional abilities:

***Invulnerability:** Good resistance to physical and energy damage. Remarkable resistance vs mind influencing attacks.

***Maul:** Attacks for excellent edged damage. Natural born Lycanthropes can transmit their condition as a disease of Good power rank.

***Running:** Poor land speed.

Vulnerability:

Size Penalty: Due to the creatures large size attacks against it are +1CS to hit.

Bear Form Limitation: In full bear form the creature has paws rather than hands and can't use tools.

[bInvulnerability Bypass:[/b] Weapons made of silver or possessing a magical nature will bypass the Werebears Invulnerability defense.

Lunar Induction: During a full moon a Red Psyche check must be passed to avoid shape shifting. there is a 50% chance of assuming either form if the Psyche check is failed.

Damage Induction: If a Werebear is attacked and takes damage it must pass a Yellow Psyche check to avoid transforming and attacking it's attacker, 50% for one form or the other.

Talents: Swim, Survival.

Contacts: Ursa Major.

Notes: Werebears and Werewolves are mortal enemies and one will attack the other if the odds are even or in its favor. If slain or rendered unconscious a Lycanthrope reverts to it's humanoid form.

Zombie (Undead)

105



Typical Height: 5 feet 7 inch

Typical Weight: 140 pounds

Fighting Typical (6)

Agility Poor (4)

Strength Good (10)

Endurance Excellent (20)

Reason Feeble (2)

Intuition Poor (4)

Psyche Typical (6)

Health 70

Karma 12

Powers

Undead Attributes: Zombies are virtually immune, CI 1000, to the following: Poisons, Disease (although they are often carriers), stun and kill results, mind influencing abilities, fatigue, suffocation (Zombies do not need air), ability/energy drain, and paralysis.

Body Resistance: Typical

Contact: Its creator

Notes: Zombies are corpses reanimated through dark and sinister magic.

Because of their utter lack of intelligence, the instructions given to a newly created zombie must be very simple.

When rolling the Humanoid Race result you can choose to roll on this list and as always: Starting Resources are set at Poor. A Humanoid starts out with only one Contact, his race.

- 1-17 Dwarves
- 18-34 Elves
- 35-50 Gnomes
- 51-66 Half-Elves
- 67-83 Half-Orcs
- 84-00 Halflings

Dwarves

Dwarves roll on column 2 of the Random Ranks Table for their Primary Abilities. Endurance is raised 1CS. Dwarves gain the power Dark Vision allowing them to see in the dark up to 60 feet. Dark vision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all. A dwarf gains a +1CS against charge attacks. +1CS to Dodge attacks from attackers larger than 8 ft. Gains the talent Structural Engineering and Axes. Gains the powers Resistance to Physical Attack (poison): at Typical and Resist Magic: at Poor.

Elves

Elves roll on column 2 of the Random Ranks Table for their Primary Abilities. Dexterity is raised 1CS and Endurance is lowered 1CS. Elves gain the power Low Light Vision allowing them to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions. Gains the talents Swords and Archery. Gains the powers Resistance to Sleep attacks: at Unearthly and Resist Magic: at Typical.

Gnomes

Gnomes roll on column 2 of the Random Ranks Table for their Primary Abilities. Endurance is raised 1CS and Strength is lowered 1CS. Gnomes gain the power Low Light Vision allowing them to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions. +1CS to Dodge attacks from attackers larger than 8 ft. Gains the talent Alchemy. Gains the powers Shrinking: at Feeble (permanent), Communicate with Animals (burrowing mammal only): at Typical and Resist Illusions: at Typical.

Half-Elves

Half-Elves roll on column 2 of the Random Ranks Table for their Primary Abilities. Half-Elves gain the power Low Light Vision allowing them to see twice as far as a human in

starlight, moonlight, torchlight, and similar conditions of poor illumination.

They retain the ability to distinguish color and detail under these conditions. +1CS to Dodge attacks from attackers larger than 8 ft. Gains the powers Resistance to Sleep attacks: at Unearthly.

Half-Orcs

Half-Orcs roll on column 2 of the Random Ranks Table for their Primary Abilities. Strength is raised 1CS and Reason lowered 1CS. Half-Orcs gain the power Dark Vision allowing them to see in the dark up to 60 feet. Dark vision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

Halflings

Halflings roll on column 2 of the Random Ranks Table for their Primary Abilities. Strength is Lowered 1CS and Agility is raised 1CS. Gains the talent Thrown weapons. Gains the powers Shrinking: at Feeble (permanent) and Resist Fear: at Good.

Undead Turning



Note: Although D20 uses a Constitution score of 0 for Undead class creatures, we'll be using an Endurance rating here to represent the monsters general durability and to determine the effects of Turning. Despite this, Undead function as though they possessed Unearthly Endurance and are not subject to fatigue.

TURNING

A cleric is a special warrior/mystic class that has the power to influence undead creatures.

This ability is considered a spell and is used to repel or destroy undead type monsters. If the mystic character practices chaos magic, the spell effect would cause an undead creature to be either paralyzed or placed under a mind control effect rather than repelled or destroyed, but player characters are usually not allowed to use chaos magic. The range of this ability is limited to a 60' radius, and there can be no obstruction between the cleric and targets. The monsters will attempt to flee or cower before the caster.

Turning uses the Psyche and Mastery Level of the caster to determine how effective the results are. First add the Mastery Level with the character's Psyche score to get the Turning Value, afterwards divide the Turn Value by the target's Psyche score to see how many targets, if any, were affected. The targets are repelled, and if the Mastery Level score is higher than the target's Endurance it is either destroyed or controlled (if the cleric uses chaos magic). If different undead creatures are present determine the effect on the weakest first then use the left over Turn Value points and the next most powerful creature. Continue until all points are gone.

Mastery Level Value:

(6)Novice: cleric levels 1-4, **(10)Disciple:** levels 5-9, **(20)Adept:** levels 10-14, **(30)Master:** levels 15-19, **(40)Supreme:** levels 20+.

Turning: Lasts roughly 5 rounds and the effect will be broken if the cleric moves within 5' of the creature. Individual creatures can only be affected by turning once per day.

Examples:

-Cleric Novice(6) with Excellent(20) Psyche vs. 10 Zombies with Feeble(2) Psyche=All Zombies repelled and take 6 points of damage. (Turning Value $26/2=$ maximum of 13 Zombie can be turned)

-Cleric Novice(6) with Good(10) Psyche vs 5 Ghouls with Typical(6) Psyche= 2 Ghouls repelled and take 6 damage points. (Turning Value $16/6=$ maximum of 2 Ghouls can be turned)

-Cleric Adept(20) with Remarkable(30) Psyche vs 3 Wraiths with Excellent(20) Psyche= 2 Wraith destroyed. (Turning Value $50/20=$ maximum of 2 Wraiths can be turned, since Mastery Level is equal to Wraiths' Endurance they are destroyed rather than merely turned.