



FANTASY BESTIARY

BY ZAMIEL AL'SHAITAN



THIS 'RISUS FANTASY BESTIARY' COPYRIGHT (C) 2002 BY ZAMIEL AL'SHAITAN. IT USES ONLY THE STANDARD DICE, WITH DOUBLE-PUMP OPTION. NO FUNKY DICE ARE USED, TO MAINTAIN COMPATIBILITY WITH STANDARD D6 (CRAPS) DICE.

THIS IS AN UNOFFICIAL SUPPLEMENT TO RISUS THE FAST-AND-LOOSE FREWARE ROLE-PLAYING GAME SYSTEM BY S. JOHN ROSS. (C) 1999.

THE "RISUS: THE ANYTHING RPG" LOGO AT THE TOP OF THIS PAGE, AS WELL AS THE SKELETON GRAPHIC ABOVE, ARE BOTH CREATIONS OF S. JOHN ROSS. I HOPE HE DOESN'T KILL ME FOR USING THEM.

*THE HOME OF "RISUS: THE ANYTHING RPG" IS AT
<http://www222.pair.com/sjohn/risus.htm>*

THIS MANUAL, AS WELL AS THE OTHER RISUS-RELATED WORKS BY ZAMIEL AL'SHAITAN CAN BE FOUND AT <http://lordzamiel.is.dreaming.org/>

CONVENTIONS USED

THE ENTRIES HEREIN WILL BE IN THE FOLLOWING FORMAT:

NAME - THIS IS THE "COMMON NAME" OF THE CREATURE.

DESCRIPTION: - THIS IS A BRIEF DESCRIPTION OF THE CREATURE, AND IT'S HABITS.

LOCATION: - THIS IS THE CREATURE'S NATIVE ENVIRONMENT.

CLICHE'S: - THESE ARE THE CREATURE'S CLICHE'S OF NOTE.

CLICHE'S WILL BE NOTED IN STANDARD RISUS FORMAT, WITH THE NAME, AND THEN THE DIE CODE. FOR EXAMPLE, "HEDGE WIZARD (3)" WOULD DENOTE 3 DICE IN THE CLICHE HEDGE WIZARD. DICE LISTED IN SQUARE BRACKETS, SUCH AS "HEDGE WIZARD [3]" WOULD DENOTE "DOUBLE-PUMP" DICE. NO "FUNKY DICE" (OPTION IV) ARE USED TO MAINTAIN SIMPLICITY AND COMPATIBILITY WITH COMMON "D6" DICE.

MANY CREATURES WILL BE EXCLUDED FROM THIS LIST, SOME POSSIBLY DUE TO NEGLECT, OTHERS DUE TO COPYRIGHT / TRADEMARK / "THE MAN". IF YOU HAVE A CREATURE YOU THINK SHOULD BE ADDED TO THIS LIST, SEND IT TO "LORDZAMIEL@HOTMAIL.COM" FOR REVISION AND POSSIBLE INCLUSION.

BAT

DESCRIPTION: THESE ARE ANY COMMON, FLYING RODENT, AS WELL AS THEIR GIANT COUNTERPART.

LOCATION: CAVES AND OTHER DARK PLACES DURING DAYLIGHT HOURS, ANY AT NIGHT.

CLICHE'S:

BAT (1)

OR

BAT, GIANT [1]

BEAR

DESCRIPTION: BROWN, BLACK, OR THE DREADED "TEDDY" SPECIES. OTHER THAN TEDDY, THE ONLY (GAME) DIFFERENCE IS LOCATION.

LOCATION: WOODLANDS, MOUNTAINS, OR CHILDREN'S BEDROOMS.

CLICHE'S:

BEAR (3)

OR

BEAR, TEDDY [2]

BROWNIE

DESCRIPTION: BROWNIES ARE SHORT (2 FOOT TALL) FAERIE FOLK THAT APPEAR MUCH LIKE MINIATURE WOOD ELVES. DRESSED IN

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BROWNS AND GREENS, THEY BLEND INTO THEIR SURROUNDINGS AND AVOID CONFLICT IF AT ALL POSSIBLE. WHEN THEIR FAMILIES OR HOMELAND ARE THREATENED HOWEVER, THEY CAN MAKE FOR VICIOUS ADVERSARIES.

LOCATION: FORESTS AND OTHER WOODLANDS.

CLICHE'S:

BROWNIE (2)

CENTAUR

DESCRIPTION: CENTAUR HAVE THE UPPER BODY OF A HUMAN, JOINED TO THE SHOULDERS AND LOWER BODY OF A HORSE. EXCEPTIONAL ARCHERS, THEY RARELY ENTER MELEE RANGE WHEN POSSIBLE. THOUGH THEY HAVE THE LOWER BODY OF A HORSE, THEY RARELY ALLOW A HUMAN (OR OTHER FOLK) TO RIDE THEM.

LOCATION: DEEP FORESTS.

CLICHE'S:

CENTAUR (4)

CHIMERA

DESCRIPTION: THE CHIMERA (KAI-MARE-UH) IS A CREATURE MADE FROM A MELDING OF VARIOUS ASPECTS OF DIFFERENT CREATURES. USUALLY A MAGICAL CONSTRUCT, CREATED BY MORTAL HANDS FROM A MIXTURE OF DIFFERENT BEINGS. OFTEN THEY ARE FOUND WITH 3 HEADS, ONE OF A GOAT, ONE OF A LION, AND ONE OF A DRAGON. MOST CHIMERA CAN BREATHE A DAMAGING FLAME, LIGHTNING, OR OTHER HARMFUL SUBSTANCE AS AN ATTACK.

LOCATION: ANY (UNNATURAL).

CLICHE'S:

CHIMERA (5)

BREATH ATTACK [4]

DEMON

DESCRIPTION: DEMONS VARY IN DESCRIPTION BY NATURE, BUT THEY ARE (NORMALLY) EVIL BEINGS FROM HELL WHO COME TO THIS PLANE OF EXISTENCE TO EITHER CORRUPT MORTAL SOULS, OR KILL THEM OUTRIGHT. SOME MAY APPEAR AS RED-SKINNED REPTILIAN HUMANOIDS WITH CURVING HORNS, BAT WINGS AND BACKWARDS POINTING KNEES WITH GOAT FEET, YET OTHERS MAY LOOK LIKE BOB IN ACCOUNTING.

LOCATION: ANY, MOST COMMONLY FOUND IN HELL.

CLICHE'S:

DEMON (3)

DEMONLORD

DESCRIPTION: THESE ARE THE BIGGER, NASTIER DEMONS THAT BULLY AROUND THE SMALLER, NASTY DEMONS. THESE ARE THE ONES THAT EAT WHOLE PC GROUPS IN ONE BITE (OK, NOT QUITE, BUT THEY ARE BIGGER & NASTIER THAN "MUNDANE" DEMONS).

LOCATION: ANY, MOST COMMONLY FOUND IN HELL.

CLICHE'S:

DEMON (5)

MAGIC USE [3]

DM

DESCRIPTION: THE DM IS AN ENIGMATIC FIGURE, APPEARING AS A SHORT MAN 3' IN HEIGHT, WITH A RING OF WHITE HAIR, AND WEARING RED ROBES. THOUGH HE IS OFTEN HELPFUL BY GRANTING PEARLS OF WISDOM AND THE OCCASIONAL NUDGE IN THE RIGHT DIRECTION WHEN THE PC'S BECOME LOST, HE HAS A VIOLENT TEMPER IF DISPLEASED, SMITING DOWN HEROES WITH HIS DREADED "SHOOKA-SHOOKA-SQUEEZE". AS "THE DM" HE CAN CREATE, DESTROY, OR ALTER ANYTHING IN THE UNIVERSE AT HIS WHIM.

LOCATION: ANY / ALL (OMNIPRESENT, OMNISCIENT, OMNIPOTENT)

CLICHE'S:

DM [20]

DOPPELGANGER

DESCRIPTION: THE DOPPELGANGER IS A SHAPE-CHANGER THAT CAN ASSUME THE APPEARANCE OF ANY CREATURE THEY HAVE PERSONALLY SEEN. MANY, IF NOT ALL DOPPELGANGERS ARE DRIVEN TO KILL WHATEVER CREATURE THEY HAVE MIMICKED THIS WAY.

LOCATION: ANY.

CLICHE'S:

DOPPELGANGER (2)

DRAGON

DESCRIPTION: THE DRAGON IS ONE OF THE MOST TERRIFYING CREATURES KNOWN TO EXIST. THEY ARE LARGE, (USUALLY) REPTILIAN CREATURES, CAPABLE OF FLIGHT (WITH OR WITHOUT WINGS), AND CAPABLE OF CASTING MAGIC SPELLS. THEY ARE FRIGHTENING PHYSICAL SPECIMEN, THOUGH THEIR TRUE MIGHT LIES IN THEIR INTELLIGENCE. MOST HOARD GOLD, GEMS AND MAGICAL ITEMS, HOWEVER SOME CRAVE THE COMPANY OF MORTALS MORE THAN MATERIAL THINGS SUCH AS PUFF (THE MAGICAL) AND FALCOR (THE IS-IT-A-GIANT-DOG-OR-A-FURRY-DRAGON OF LEGEND).

LOCATION: ANY.

CLICHE'S:

DRAGON [10]

MAGIC USE [5]

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BREATH ATTACK [5]

DWARF

DESCRIPTION: THE DWARVES ARE AN ANCIENT RACE OF STONEMAKERS AND MINERS. THEIR LUST FOR RICHES IS SURPASSED ONLY BY THEIR LUST FOR GOOD DRINK. GOLD AND RUBIES ARE THE TREASURES OF THE DWARVES. DWARVES GENERALLY STAND ONLY 3 TO 4 FOOT TALL.

LOCATION: MOUNTAINS, CITIES.

CLICHE'S:

DWARF [3]

GLUTTONY (2)

ELEMENTAL

DESCRIPTION: ELEMENTALS ARE CREATURES MADE OF THE PURE ELEMENTS, AIR, EARTH, FIRE AND WATER. AS SUCH, THEY HAVE VERY LITTLE PHYSICAL SHAPE, THOUGH THEY TEND TO MAINTAIN AN UPRIGHT SEMI-HUMANOID APPEARANCE.

LOCATION: AREAS OF SPECTACULAR ELEMENTAL ACTION (VOLCANOES, EARTHQUAKES, TIDAL WAVES, TORNADOES), OR WHEREVER SUMMONED.

CLICHE'S:

ELEMENTAL [4]

ELF

DESCRIPTION: ELVES COME IN MANY SHAPES, SIZES AND COLORS, FROM THE LITHE PALE HIGH ELF, TO THE MUSCULAR WOOD ELF, TO THE SECRETIVE DARK ELF. THEY ALL HAVE A FEW THINGS IN COMMON: LONGEVITY, MAGIC USE, AND POINTY EARS.

LOCATION: ANY.

CLICHE'S:

ELF (2)

WIZARDRY (1)

ENT

DESCRIPTION: THE ENT IS A LARGE, SENTIENT, MOBILE TREE. AGED AND WISE, SOME ENTS HAVE LEARNED THE ARTS OF NATURE MAGIC. ENT ARE CAPABLE OF COMMANDING THE NORMAL TREES IN THEIR AREA TO MOVE AND ATTACK THEIR FOES.

LOCATION: FORESTS AND OTHER WOODLAND AREAS.

CLICHE'S:

ENT (3)

ENT-CONTROLLED TREE (1)

NATURE MAGIC [2]

FAIRY

DESCRIPTION: THIS IS THE COMMON NAME FOR MANY SMALL SPRITES, BOGIES AND OTHER FAERIE / FEY FOLK. THEIR MOST NOTABLE TRAITS ARE THEIR SMALL SIZE, CAPABILITY FOR FLIGHT, AND CAPABILITY FOR MISCHIEF.

LOCATION: ANY "NATURAL" SURROUNDINGS.

CLICHE'S:

FAIRY (2)

FAERIE MAGIC [1]

GENIE

DESCRIPTION: GENIES ARE CREATURES OF MAGIC, BORN OF THE ELEMENTS. THERE ARE GENIES OF THE AIR, WHICH APPEAR AS BLUE-SKINNED HUMANS WHO FLY. THE GENIES OF THE EARTH NORMALLY APPEAR AS DARK-SKINNED MUSCULAR GENIES. AND THE FIRE GENIES APPEAR AS RED-SKINNED DEMONIC BEINGS, WHO MAY OR MAY NOT HAVE FLAMES ABOUT THEM AT ALL TIMES. THE GENIES OF THE WATER (NORMALLY FEMALE) OFTEN APPEAR AS LITHE BLUE HUMANIDS THAT ARE ALWAYS SURROUNDED WITH MIST. IF A GENIE IS DEFEATED IN COMBAT, IT MAY BE FORCED TO SERVE THE VICTOR (QUITE POSSIBLY UNWILLINGLY) FOR 1001 DAYS, OR FOR 3 WISHES.

LOCATION: ANY.

CLICHE'S:

GENIE [4]

GIANT

DESCRIPTION: GIANTS APPEAR MUCH LIKE HUMANS, THAT STAND 9' OR TALLER. THE SMALLEST OF THE RACES, THE HILL GIANT, OFTEN WEARS SIMPLE FURS AND CARRIES A CLUB. THE MOUNTAIN GIANT IS SLIGHTLY LARGER, STANDING AT AROUND 12' TALL AND WIELDING A GIANT HAMMER, OR PICKAX. THE LARGEST OF THE GIANTS, THE TITAN, STANDS AT AROUND 20' TALL AND WIELDS A GIANT SWORD, AX, OR SPEAR.

LOCATION: ANY.

CLICHE'S:

GIANT, HILL (4)

OR

GIANT, MOUNTAIN (5)

OR

GIANT, TITAN (6)

GNOME

DESCRIPTION: GNOMES ARE SIMILAR IN APPEARANCE TO THEIR COUSIN, THE DWARF, THOUGH THEY ARE SMALLER IN STATURE (2.5 TO 3.5 FEET TALL) AND HAVE LARGE, BULBOUS NOSES. GNOMES DO NOT SUFFER THEIR COUSIN'S OBSESSIONS WITH GOLD AND DRINK, HOWEVER THEY TEND TO GET INTO MISCHIEF. THE

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HAMMER IS THE PREFERRED "WEAPON" OF THE GNOME, HOWEVER IT IS USUALLY USED FOR BUILDING HAIR-BRAINED CONTRACTIONS THAT USUALLY END IN CATASTROPHIC FAILURE (AND EXPLOSIONS). A GNOME UTTERING THE PHRASE "EUREKA!" HAS BEEN KNOWN TO SEND SEASONED VETERANS DIVING FOR COVER.
LOCATION: ANY CIVILIZED.

CLICHE'S:

GNOME (2)

MECHANICAL ENGINEERING (2)

GOBLIN

DESCRIPTION: GOBLINS ARE SHORT, GREEN-SKINNED HUMANOIDS THAT FEAR THE LIGHT. THEY FAVOR SWARM TACTICS, TRYING TO OVERWHELM THEIR OPPONENTS THROUGH SHEER NUMBERS. GOBLINS TASTE LIKE CHICKEN.

LOCATION: ANY NON-CITY.

CLICHE'S:

GOBLIN (1)

GOBLIN SHAMAN

DESCRIPTION: GOBLIN SHAMAN ARE THOSE THAT ACTUALLY EXHIBIT SOME INTELLECT. THEY ARE CAPABLE OF CASTING MINOR MAGICS, AND ARE USUALLY WELL RESPECTED (OR FEARED) IN THEIR TRIBES, OFTEN BECOMING THE LEADER, OR ADVISOR TO THE LEADER. (THEY ALSO TASTE LIKE CHICKEN.)

LOCATION: ANY NON-CITY.

CLICHE'S:

GOBLIN (2)

HEDGE WIZARDRY [2]

GOLEM

DESCRIPTION: A GOLEM IS AN AUTOMATON CREATED BY MAGIC TO SERVE A PARTICULAR PURPOSE. SOME ARE CREATED TO GUARD SPECIAL PLACES, OBJECTS OR PEOPLE, YET OTHERS ARE CREATED FOR MANUAL LABOR OR SIMPLY AS SOLDIERS. CREATING A GOLEM IS A COMPLEX TASK THAT TAKES MANY DAYS OF SPELLCASTING. UNLESS DESTROYED BY VIOLENCE, A GOLEM MAY LAST FOREVER.

LOCATION: ANY (UNNATURAL).

CLICHE'S:

GOLEM (4)

GRYPHON

DESCRIPTION: THE GRYPHON IS A WINGED BEAT THAT APPEARS TO BE THE FUSION OF AN EAGLE AND A LION. WITH THE HEAD, WINGS AND TALONS OF A GIANT EAGLE, AND THE BODY AND TAIL OF A LION, THEY CAN BE FEARSOME OPPONENTS, OR IF GAINED

EARLY ENOUGH AND TRAINED PROPERLY, LIFELONG COMPANIONS.

LOCATION: MOUNTAINOUS REGIONS, ESPECIALLY NEAR CLIFFS.

CLICHE'S:

GRYPHON (3)

FLIGHT (4)

HAFLING (<-- TEE-HEE!)

DESCRIPTION: SHORT (2.5' - 3.5') TALL FAERIE FOLK THAT APPEAR AS SMALL, ROTUND ELVES. CITY HAFLINGS MAKE EXCEPTIONAL THIEVES, AND APPRECIATE THE FINER THINGS IN LIFE, WHEREAS COUNTRY HAFLINGS PREFER THE SIMPLER THINGS IN LIFE, OFTEN LIVING AS FARMERS, OR ACTING AS GUIDES OR SCOUTS.

LOCATION: CITIES, COUNTRY AREAS.

CLICHE'S:

HAFLING (1)

THIEF [1]

HORSE

DESCRIPTION: A STANDARD RIDING HORSE, MAY OR MAY NOT BE TRAINED NOT TO SPOOK IN COMBAT. OFTEN REFERRED TO BY ADVENTURING PARTIES AS "WALKING BEEF".

LOCATION: NON-ARCTIC AND NON-DESERT.

CLICHE'S:

HORSE (2)

IMP

DESCRIPTION: IMPS ARE SMALL, DEMONIC TROUBLEMAKERS. THOUGH THEY ARE OFTEN ANNOYING, THEY ARE RARELY OUTRIGHT VIOLENT. THESE INCLUDE GARGOYLE-ESQUE IMPS, GREMLINS, AND OTHER SUCH MALICIOUS LITTLE CRITTERS.

LOCATION: ANY.

CLICHE'S:

DEMONIC CRITTER (1)

TROUBLEMAKING [2]

IT

DESCRIPTION: "IT" ARE DISEMBODIED HANDS WITH SIMPLE MENTAL AND COMPLEX MOTIVE FACULTIES. THEY ARE OFTEN FOUND WORKING IN WIZARD'S LABS, WHERE THEY CAN BE INVALUABLE RESEARCH AIDS, AS WELL AS ENTERTAINING. A "ROGUE IT" CAN BE A FRIGHTENING OPPONENT IN COMBAT, UNTIL YOU STEP ON IT. IT ARE CREATED THROUGH A RATHER SIMPLE NECROMANTIC SPELL.

LOCATION: ANY (UNNATURAL).

CLICHE'S:

IT (1)

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KOBOLD

DESCRIPTION: SMALL, FOUL DOG-FACED CREATURES, KOBOLDS ARE MORE OF AN ANNOYANCE TO THE TYPICAL ADVENTURER OR WARRIOR. THOUGH THEY ARE OF LOW HUMAN INTELLIGENCE, THEY ARE OFTEN VIEWED AS SIMPLE CREATURES. MAY BE FOUND RUMMAGING THROUGH CAMPSITES AT NIGHT FOR FOOD OR VALUABLES IF LEFT UNGUARDED.

LOCATION: WOODLANDS

CLICHE'S:

KOBOLD (1)

LEPRECHAUN

DESCRIPTION: LEPRECHAUN ARE SHORT FAERIE FOLK WITH A PASSION FOR WEARING GREEN, SPEAKING WITH BAD IRISH ACCENTS, HIDING POTS OF GOLD AT THE ENDS OF RAINBOWS, AND TRICKING MEN INTO MAKING A 4TH WISH, THEREBY NULLIFYING THE 3 THEY WERE GRANTED FOR CATCHING THE LEPRECHAUN IN THE FIRST PLACE.

LOCATION: WOODLANDS.

CLICHE'S:

LEPRECHAUN [2]

FILTHY RICH (POT O' GOLD) (2)

LYCANTHEROPE, WEREBAT

DESCRIPTION: WEREBATS ARE LYCANTHEROPES THAT CAN CHANGE BETWEEN A MAN AND A MAN-BAT HYBRID. IN THEIR HYBRID FORM, THEY APPEAR AS GIANT ELONGATED BATS, WITH FULLY FUNCTIONAL HANDS ON THEIR WINGS. ALL LYCANTHEROPES CAN INFECT ANY HUMANOID THEY DEFEAT IN COMBAT WITH LYCANTHEROPY.

LOCATION: CAVES, OTHER REMOTE AREAS.

CLICHE'S:

WEREBAT [2]

LYCANTHEROPE, WEREBEAR

DESCRIPTION: WEREBEARS ARE NORMALLY PEACEFUL UNLESS PROVOKED. THEY CAN TAKE THE FORM OF A LARGE MAN (USUALLY WORKING AS LUMBERJACKS, FARM HANDS, OR OTHER JOBS WHERE THEY CAN BE CLOSE TO NATURE AS WELL AS EXPLAIN THEIR GREAT STRENGTH.) IN ANIMAL FORM, THEY APPEAR AS LARGE BEARS, USUALLY GRIZZLY. ALL LYCANTHEROPES CAN INFECT ANY HUMANOID THEY DEFEAT IN COMBAT WITH LYCANTHEROPY.

LOCATION: CAVES, FORESTS, OTHER WOODLAND AREAS.

CLICHE'S:

WEREBEAR [4]

LYCANTHEROPE, WERERAT

DESCRIPTION: WERERATS ARE ONE OF THE MOST COMMON LYCANTHEROPES ENCOUNTERED. THEY BREED QUICKLY, AND LIVE CLOSE TO HUMAN SETTLEMENTS MUCH AS RATS DO. THEY APPEAR AS SPINDLY HUMANS, OFTEN WITH ELONGATED FACIAL FEATURES, AND CAN TAKE THE FORM OF A GIANT RAT (4' LONG BODY) OR A MAN-RAT HYBRID. ALL LYCANTHEROPES CAN INFECT ANY HUMANOID THEY DEFEAT IN COMBAT WITH LYCANTHEROPY.

LOCATION: ANY, THOUGH MOST OFTEN SEWERS AND CITY STREETS AT NIGHT.

CLICHE'S:

WERERAT (2)

LYCANTHEROPE, WEREWOLF

DESCRIPTION: WEREWOLVES ARE LYCANTHEROPES THAT CAN CHANGE BETWEEN A MAN, A WOLF, AND A WOLFMAN HYBRID. IN ANY FORM THEY ARE POWERFUL ADVERSARIES. ALL LYCANTHEROPES CAN INFECT ANY HUMANOID THEY DEFEAT IN COMBAT WITH LYCANTHEROPY.

LOCATION: FORESTS AND OTHER WOODLAND AREAS.

CLICHE'S:

WEREWOLF (4)

MEDUSA

DESCRIPTION: PART WOMAN, PART SERPENT (OFTEN THE HAIR IS SNAKES, AND 1 OR TAIL INSTEAD OF LEGS) THE MEDUSA CAN TURN ANYONE WHO LOOKS UPON HER TO STONE. MANY MEDUSAS ARE ALSO GREAT ARCHERS. THE ONLY WAY A MEDUSAS CAN BE VIEWED SAFELY IS IN A REFLECTION, SUCH AS IN A SILVER MIRROR.

LOCATION: DUNGEONS, RUINS.

CLICHE'S:

MEDUSA (4)

MINOTAUR

DESCRIPTION: MINOTAUR APPEAR AS LARGE (9' TALL) MUSCULAR MEN, OR POSSIBLY HILL GIANTS WITH THE HEAD OF A BULL. MAGICALLY CURSED, THEY ARE NOT NORMAL CREATURES AND CANNOT REPRODUCE. MINOTAUR ARE INCAPABLE OF BECOMING LOST. A MINOTAUR IS CAPABLE OF GOING BERSERK DURING COMBAT (DOUBLE-PUMPED). THEIR WEAPON OF CHOICE IS A GIANT, DOUBLE-BLADED AX.

LOCATION: MAZES, DUNGEONS.

CLICHE'S:

MINOTAUR [4]

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PEGASUS

DESCRIPTION: THIS IS A LARGE WINGED, FLYING HORSE CAPABLE OF CARRYING A RIDER. MOST COMMON ARE WHITE PEGASI, WITH BIRDLIKE WINGS. LESS COMMON ARE THE BLACK PEGASI, WITH BAT-LIKE WINGS. THOUGH OFTEN REGARDED AS GOOD AND EVIL, PEGASI ARE SIMPLY (MAGICAL) ANIMALS, WITHOUT MORAL PERSUASION - REGARDLESS OF COLOR.

LOCATION: REMOTE CLIFFS, DEEP FORESTS.

CLICHE'S:

PEGASUS (3)

FLIGHT [3]

QUIKLING

DESCRIPTION: QUIKLINGS ARE EVIL COUSINS TO BROWNIES, AND APPEAR VERY SIMILAR. WHEREAS BROWNIES ARE GENERALLY PEACEFUL FOLK, THE QUICKLING IS AN EVIL, MALICIOUS SPIRIT. QUICKLINGS ARE CALLED SO BECAUSE THEY MOVE INCREDIBLY FAST, BEING A BLUR WHEN RUNNING AT FULL SPEED. QUIKLINGS TASTE CHOCOLATEY GOOD IN MILK.

LOCATION: FORESTS AND OTHER WOODLANDS.

CLICHE'S:

QUIKLING (1)

INCREDIBLE SPEED [3]

RAT

DESCRIPTION: THESE ARE BOTH NORMAL RATS, AS WELL AS THE GIANT VARIETY. THEY CAN BE FOUND INFESTING CITY SEWERS, OLD DUNGEONS, RUINS, OR ANYWHERE ELSE OPPORTUNITY PRESENTS ITSELF.

LOCATION: ANY.

CLICHE'S:

RAT (1)

OR

RAT, GIANT [1]

SNAKE, COMMON

DESCRIPTION: THESE MAY BE CONSTRICTORS OR POISONOUS, FROM 6" TO 6' IN LENGTH.

LOCATION: ANY.

CLICHE'S:

SNAKE (1)

SNAKE, GIANT

DESCRIPTION: THESE ARE IDENTICAL TO THE COMMON SNAKE, ABOVE, EXCEPT IN SCALE. THESE ARE FROM 12' TO 30'. THE LARGEST CONSTRICTORS CAN CRUSH WHOLE ELEPHANTS, AND

POISONOUS SNAKES CAN KILL EVEN THE HEARTIEST CREATURE WITH IT'S VENOM.

LOCATION: ANY UNINHABITED.

CLICHE'S:

SNAKE (3)

SPIDER, GIANT

DESCRIPTION: A GREAT BIG 8-LEGGED BUGGER. CAN SPIN WEBS TO ENTRAP OR AMBUSH OPPONENTS. SUCKS THE JUICY INNARDS FROM THE CREATURES THEY'VE CAUGHT. (GOD SAVE THOSE WITH THE ARACHNOPHOBIA HOOK....)

LOCATION: CAVES, DUNGEONS, DEEP, DARK FORESTS.

CLICHE'S:

SPIDER (3)

WEBS (3)

TANGLER

DESCRIPTION: TANGLERS ARE CARNIVOROUS PLANTS THAT USE THEIR LONG, VINE-LIKE PROTRUSIONS TO CAPTURE AND STRANGLE PREY. TANGLERS COME IN MANY SHAPES AND SIZES, FROM MASSES OF VINES, TO SHRUBBERY, TO LARGE TREES.

LOCATION: ANY OUTDOOR OR CAVE.

CLICHE'S:

TANGLER TRUNK (4)

TANGLER VINES (4)

UNDEAD, ANIMAL

DESCRIPTION: THESE ARE ANY MANNER OF SMALL CREATURE ANIMATED BY NECROMANTIC MAGIC, SUCH AS RATS, CATS, DOGS AND OTHER SMALL, NONMAGICAL (IN LIFE) CREATURES.

LOCATION: ANY (UNNATURAL).

CLICHE'S:

UNDEAD (1)

UNDEAD, DRAGON

DESCRIPTION: THE UNDEAD DRAGON IS ONE OF THE MOST TERRIFYING CREATURES EVER TO WALK THE PLANET. THESE ARE THE EQUIVALENT TO A DRAGON LICH. WITH THEIR POWERFUL UNDEAD BODIES, AND MASTERY OF NECROMANCY, THEY ARE NEARLY UNSTOPPABLE. UNDEAD DRAGONS ARE UNIVERSALLY EVIL. DRAGONS LOSE THEIR BREATH ATTACK IN THE TRANSITION, HOWEVER THEY OFTEN MIMIC IT'S EFFECTS WITH THEIR MAGIC.

LOCATION: ANY (UNNATURAL)

CLICHE'S:

UNDEAD DRAGON [10]

NECROMANCY [6]

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UNDEAD, LICH

DESCRIPTION: NECROMANCERS, BROUGHT TO UNLIFE BY THEIR OWN DARK MAGICS ARE SOME OF THE MOST FEARED UNDEAD. THEIR POWERS BECOME MORE POWERFUL IN UNLIFE DUE TO THEIR CONNECTION WITH DEATH.

LOCATION: ANY (UNNATURAL).

CLICHE'S:

UNDEAD (5)

NECROMANCY [5]

UNDEAD, MONSTER

DESCRIPTION: THESE ARE THE CORPSES OF MORE FANTASTIC CREATURES, BROUGHT BACK TO UNLIFE BY POWERFUL NECROMANCY. SUCH ANIMATES MAY BE CREATED FROM LARGE MAGICAL CREATURE CORPSES, OR ASSEMBLED GOLEM-STYLE FROM A MASS OF BONES.

LOCATION: ANY (UNNATURAL).

CLICHE'S:

UNDEAD (5)

UNDEAD, MUMMY

DESCRIPTION: MUMMIES ARE THE BODIES OF PRIESTS BROUGHT BACK TO UNLIFE. THOUGH THEY LOSE MUCH OF THEIR MAGIC IN THE TRANSFORMATION, THEY GAIN THE ABILITY TO CAUSE A HORRIBLE ROT WITH THEIR TOUCH.

LOCATION: CRYPTS, TOMBS AND CATACOMBS.

CLICHE'S:

UNDEAD (4)

PRIESTLY MAGIC [2]

UNDEAD, SKELETON

DESCRIPTION: THESE ARE THE MOST COMMONLY ENCOUNTERED UNDEAD. THEY ARE SIMPLY THE ANIMATE SKELETONS OF HUMANS AND OTHER HUMANOIDS. THEY MAY FIGHT UNARMED WITH THEIR BONY FINGERS, OR WITH THE WEAPONS THEY USED IN LIFE.

LOCATION: ANY (UNNATURAL).

CLICHE'S:

UNDEAD (2)

UNDEAD, VAMPIRE

DESCRIPTION: VAMPIRES ARE SENTIENT UNDEAD THAT PREY UPON THE BLOOD OF LIVING CREATURES, MOST NOTABLY SENTIENT CREATURES. THEY ARE CAPABLE OF FLIGHT, CHARMING SENTIENT CREATURES, AND CHANGING INTO A BAT, MIST OR A WOLF.

LOCATION: ANY AT NIGHT (UNNATURAL), CRYPTS OR TOMBS DURING DAYLIGHT HOURS.

CLICHE'S:

UNDEAD (4)

CHARM [2]

UNDEAD, ZOMBIE

DESCRIPTION: ZOMBIES ARE MINDLESS UNDEAD, ONLY SLIGHTLY MORE POWERFUL THAN THEIR SKELETAL BRETHREN. THEY ATTACK WITH THEIR POWERFUL CLAWED HANDS, DRIVEN ONLY BY THEIR MASTER'S ORDERS AND THEIR INSANE LUST FOR BRAINS.

LOCATION: ANY (UNNATURAL).

CLICHE'S:

UNDEAD [2]

WOLF

DESCRIPTION: THESE ARE COMMON WOLVES OR WILD DOGS. KEEN SENSE OF SMELL, SHARP, POINTY TEETH, AND THEY RUN FAST. REAL FAST.

LOCATION: ANY OUTDOORS.

CLICHE'S:

WOLF (2)