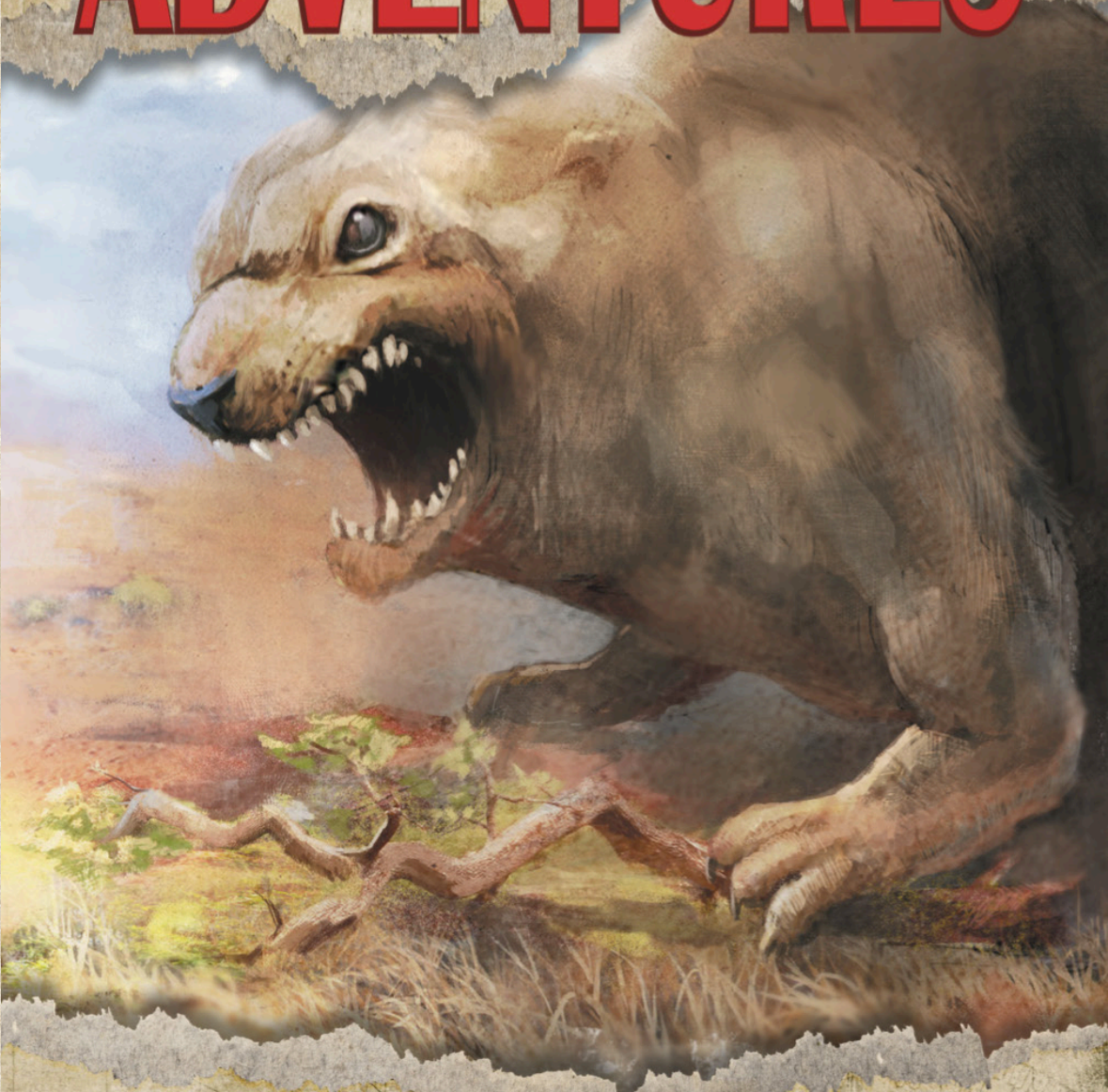


# Dime ADVENTURES



**CRYPTID CODEX**

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## CRYPTID CODEX

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# INTRODUCTION

The world of Arth is home to many elusive cryptids, from the sinister starspawn to the almost comical carnivorous jackalope. Wherever a hero goes around the globe, new creatures are just waiting to be discovered. Will your heroes be the first in generations to face down an ancient dragon? Will they be the first to capture a live ankylosaurus? Will they prove the existence of the tikbalang? These exciting tales, and more, are just waiting to be told!

Of course, many GMs are always on the lookout for more fearsome foes against which to pit their players. This book contains many such creatures—more than enough to populate a campaign, especially in conjunction with the creatures already available in the *Dime Adventures* core rulebook.

## CRYPTID PLOTS

A useful trick for quickly coming up with plots involving cryptids is to answer the four questions below. With these four questions answered, the GM should have a pretty good skeleton of an adventure that she can flesh out as she sees fit.

- Which cryptid is involved? Go ahead and look through this book and then pick one out that seems interesting.
- Why are the heroes going to be encountering it? Maybe they're hired to prove the existence of the creature. Maybe they're stranded in the wilderness and it's stalking them. Maybe they're after something in its lair. Maybe it's captured their friend and they want her back. Think about what would motivate your players.
- Where is the cryptid hiding? Don't skimp on answering this question. Make the location interesting in its own right. Maybe a mothman has taken up residence in an abandoned castle. Maybe a dragon is living underneath an ancient jungle temple. Maybe zombies have taken over the Louvre! Come up with three interesting twists that this location adds to the encounter.
- What's the dramatic twist? If everything is exactly what the heroes expect, then the plot is often too simple or straightforward. Come up with some sort of dramatic twist that will be revealed mid-session. Maybe the cryptid the heroes think they're stalking turns out to be something entirely different. Maybe the colonial governor who hired them is actually in cahoots with the monster. Maybe the cryptid throws itself on the heroes' mercy and is the victim in the whole affair. Maybe the friend the heroes are rescuing actually summoned the creature in the first place and now needs their help banishing it back to whence it came.



# CRYPTIDS

The creatures found in this section are unknown to modern science. They are often rare and monstrous, lurking in the wildernesses and other unexplored corners of the world. Some are paranormal in origin, others came to Arth from space, and still others are merely undiscovered beasts.

## ALIEN, GRAY

*Stares quietly with inhumanly large black eyes.*

**Str** 4, **Dex** 5, **Spd** 5, **End** 4, **Int** 8, **Per** 5, **Chr** 5, **Det** 5

**Defense** 7/15, **Willpower** 9/18, **DR** 0, **HP** 8

**Skills:** Awareness +2, Crafts +2, Guns +2, Investigation +2, Mechanics +4, Medicine +2, Science +4

**Blaster:** +4♥ vs. Defense (♠10/♥7/♦5/♣2).

♦♣ **Stun:** Increase the target's Stun consequence a severity, or two with a critical hit.

**Suggest:** +5♦ vs. Willpower. On a success, the gray may use its psychic powers to increase or decrease the severity of the target's Bolstered, Dazed, Desire, Fear or Fixation consequences, specifying a subject if appropriate. The consequence may be increased or decreased by two severities on a critical effect.

**Psychic:** A gray may use its psychic abilities to speak directly into the mind of a target.

These bizarre aliens stand roughly four feet tall, with smooth gray skin and extremely large eyes. They have little noticeable nose, and are known for performing experiments on helpless people.

## ALIEN, STARSPAWN

*Gurgles with the insane sounds of an alien mind.*

**Str** 12, **Dex** 8, **Spd** 7, **End** 7, **Int** 3, **Per** 5, **Chr** 6, **Det** 6

**Defense** 10/20, **Willpower** 7/15, **DR** 4, **HP** 28

**Skills:** Athletics +4, Deception +2, Melee +4, Naturalist +2, Stealth +2

**Tendrils:** +8♥ vs. Defense (♠13/♥11/♦10/♣8). Reach. May target any and all foes in the same zone.

♣ **Grapple:** The starspawn establishes a grapple on the target.

**Terrifying:** +6♦ vs. Willpower. Targets all enemies who can see the starspawn. May only be performed once per encounter. On a success, increase the target's Fear consequence a severity, or two with a critical success.

**Burrow:** Starspawn can burrow through the ground with surprising speed. A starspawn may take move actions to move underground, just like it would on the surface.

**Size +1:** Starspawn are large and powerful. This has been factored into the alien's Defense and HP.

Starspawn are terrible creatures from beyond the stars. Their forms are constantly shifting, but they often possess a mass of eyes, tentacles and teeth.

## **CARNIVOROUS JACKALOPE**

*Rips apart its prey with nasty, pointy teeth!*

**Str 6, Dex 6, Spd 7, End 6, Int 1, Per 5, Chr 5, Det 5**

**Defense 9/18, Willpower 5/11, DR 1, HP 12**

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4, Stealth +3

**Bite:** +5♥ vs. Defense (♠9/♥7/♦5/♣3).

♦ **Pounce:** On a successful hit, the jackalope establishes a grapple on the target.

♣ **Vicious Bite:** Increase Bleeding consequence a severity, or two severities with a critical hit.

**Horns:** +5♥ vs. Defense (♠9/♥7/♦5/♣3).

♦♣ **Knockdown:** Increase Prone consequence a severity, or two severities with a critical hit.

Ridiculed by some who have merely heard the tales, the carnivorous jackalope is indeed a very real creature with a very real appetite for flesh. This murderous beast appears as a rabbit the size of an adult human, with a set of razor-sharp horns protruding from its head.

## **CENTIPEDE, GIANT**

*Lashes out with countless legs and poisonous pinchers.*

**Str 6, Dex 6, Spd 5, End 8, Int 1, Per 5, Chr 5, Det 8**

**Defense 8/16, Willpower 7/14, DR 2, HP 14**

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +2

**Pincers:** +5♥ vs. Defense (♠9/♥7/♦5/♣3).

♦♣ **Venom:** Increase her Bleeding consequence a severity, or two with a critical hit.

**Wall-Walker:** A giant centipede can crawl up walls and onto ceilings. This allows it a degree of movement that most creatures do not possess.

Giant centipedes are large anthropoids, up to 10 ft. (3m) long. They might attack nearly any living creatures with their poisonous jaws and countless legs. The coloration of giant centipedes runs the gamut of colors found on normal centipedes.

## **CHUPACABRA**

*Drinks the blood of its victims, but prefers livestock.*

**Str 5, Dex 7, Spd 7, End 5, Int 2, Per 6, Chr 5, Det 6**

**Defense 11/21, Willpower 6/13, DR 1, HP 6**

**Skills:** Athletics +4, Awareness +4, Melee +2, Naturalist +4, Stealth +4

**Bite:** +5♥ vs. Defense (♠8/♥6/♦4/♣2).

♣ **Blood Drain:** Increase the target's Fatigue consequence a severity, or two with a critical hit.

**Screech:** +5♦ vs. Willpower. On a success, increase the target's Fear consequence a severity, or two severities with a critical success.

**Size -1:** Chupacabras are small and quick. This has been factored into the creature's Defense and HP.

**Super Jump:** A chupacabra is able to make great leaps of up to 20 ft. (6m) in height or distance.

This is a blood-drinking creature that looks like a cross between a lizard and a dog. It has a row of spines along its back and loves to come out at night to feed on nearby livestock.

## COCKATRICE

*Has a particularly evil and sinister, unblinking stare.*

**Str** 2, **Dex** 5, **Spd** 5, **End** 4, **Int** 1, **Per** 5, **Chr** 5, **Det** 5

**Defense** 9/17, **Willpower** 5/11, **DR** 0, **HP** 3

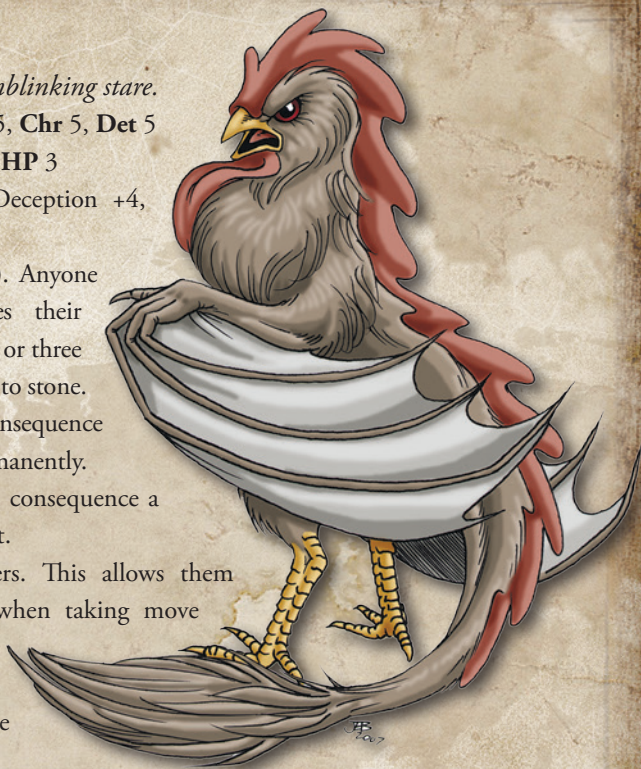
**Skills:** Athletics +2, Awareness +2, Deception +4,  
Melee +4, Naturalist +2, Stealth +2

**Peck:** +6♥ vs. Defense (♠3/♥1/♦1/♣1). Anyone pecked by a cockatrice increases their Disabled consequence two severities, or three on a critical hit, as she begins to turn to stone. If this would increase her Disabled consequence above critical, she turns to stone permanently.

♦♣ **Stun:** Increase the target's Stun consequence a severity, or two with a critical hit.

**Flight:** Cockatrices are adequate flyers. This allows them a greater freedom of movement when taking move actions.

**Size -2:** Cockatrices are small and quick. This has been factored into the creature's Defense and HP.



Almost comical in concept, but deadly when encountered, the cockatrice is a small lizard-like creature with a rooster's head and wings. The merest peck from its beak can turn its victim into stone.

## CRANIUM SQUIRREL

*Its visible brain pulsates when it gets excited.*

**Str** 1, **Dex** 7, **Spd** 5, **End** 5, **Int** 2, **Per** 5, **Chr** 5, **Det** 7

**Defense** 11/20, **Willpower** 7/14, **DR** 0, **HP** 2

**Skills:** Athletics +2, Awareness +4, Melee +2, Naturalist +4, Occult +2

**Bite:** +5♥ vs. Defense (♠2/♥1/♦1/♣1).

**Brain Blast:** +7♣ vs. Willpower (♠6/♥4/♦3/♣1). Ignores DR.

♦♣ **Strength in Numbers:** Add the number of cranium squirrels present as a bonus to the damage.

**Collective Intelligence:** Cranium squirrels grow more intelligent in large numbers, as their thoughts align and work in parallel. If two or more cranium squirrels are present, add their number as a bonus to Intelligence and Willpower, to a maximum of +10.

**Size -3:** Cranium squirrels are small and quick. This has been factored into the creature's Defense and HP.

Cranium squirrels look like normal squirrels, except for a brain-like protrusion on their heads. These strange rodents share a hive-mind that gains in intelligence as the number of them in close proximity increases. Alone they are no match for the typical hero, but en masse they have been known to eat people alive, particularly favoring the victim's brain meats.



## DEMON, LORD

*The world will be mine; soon all will bow before me!*

**Str** 14, **Dex** 7, **Spd** 7, **End** 12, **Int** 8, **Per** 7, **Chr** 12, **Det** 15

**Defense** 9/20, **Willpower** 17/35, **DR** 6, **HP** 39

**Skills:** Athletics +3, Awareness +3, Deception +5, Empathy +2, Lib-Arts +3, Melee +4, Occult +5, Persuade +4, Tactics +3

**Flaming Sword:** +7♥ vs. Defense (♠21/♥18/♦15/♣12).

♦ **Despair:** Increase the target's Fear consequence a severity, or two with a critical hit.

♣ **Set Aflame:** The target catches fire. Increase her Bleeding consequence a severity, or two with a critical hit.

**Dark Vision:** Demons can see in the dark, allowing them to ignore penalties for darkness.

**Flight:** Demon lords are swift flyers. When flying in combat, they may move two zones when taking a move action.

**Terrifying Visage:** +12♦ vs. Willpower. Targets all enemies who can see the demon. May only be performed once per encounter. On a success, increase the target's Fear consequence a severity, or two with a critical success.

**Size +1:** Demon lords are large and powerful. This has been factored into the demon's Defense and HP.

Demon lords are the highest ranking of all demons. They are twelve feet (4m) of fang, scale and pure hatred. They have folding wings on their backs, and traditionally carry a flaming sword or a flaming whip. Different specific demon lords may have additional, more personal traits beyond those listed here.



## DEMON, MINION

*Snivel now, then stab them in the back!*

**Str** 5, **Dex** 5, **Spd** 5, **End** 6, **Int** 4, **Per** 5, **Chr** 5, **Det** 5

**Defense** 8/16, **Willpower** 7/14, **DR** 2, **HP** 7

**Skills:** Deception +2, Melee +3, Occult +2

**Claws:** +5♥ vs. Defense (♠8/♥6/♦4/♣2).

♣ **Bloody Claws:** Increase the target's Bleeding consequence a severity, or two with a critical hit.

**Dark Vision:** Demons can see in the dark, allowing them to ignore penalties for darkness.

**Size -1:** Demon minions are small and nimble. This has been factored into the demon's Defense and HP.

Demon minions are the lowest demons in existence. They are vicious, sniveling demons that live to corrupt the unwary and backstab their way up the demonic hierarchy.

## **DINOSAUR, ANKYLOSAURUS**

*Smacks things with its club-like tail.*

**Str** 12, **Dex** 4, **Spd** 4, **End** 10, **Int** 1, **Per** 5, **Chr** 5, **Det** 5

**Defense** 4/11, **Willpower** 5/11, **DR** 5, **HP** 33

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4

**Club Tail:** +4♥ vs. Defense (♠19/♥16/♦13/♣10).

- ♦♣ **Knockback:** The target is knocked back a zone and increases her Prone consequence a severity, or two on a critical hit.

**Size +2:** Dinosaurs are large and powerful. This has been factored into the dinosaur's Defense and HP.

Ankylosaurus is a quadrupedal dinosaur with a dome-like back and thick bony plates covering its body. It has a strong, flexible tail that ends in a large club-like tip which can be used to bludgeon its enemies.

## **DINOSAUR, BRONTOSAURUS**

*Slow and relies on its large size to frighten enemies.*

**Str** 14, **Dex** 4, **Spd** 4, **End** 10, **Int** 1, **Per** 5, **Chr** 5, **Det** 5

**Defense** 2/9, **Willpower** 5/11, **DR** 2, **HP** 72

**Skills:** Athletics +1, Awareness +2, Melee +2, Naturalist +4

**Trample:** +4♥ vs. Defense (♠15/♥13/♦12/♣10).

- ♦♣ **Knockdown:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Size +4:** Dinosaurs are large and powerful. This has been factored into the dinosaur's Defense and HP.

Brontosaurus is a large sauropod dinosaur with a long neck and whip-like tail. It is an herbivore and typical adults weigh up to 15 tons.

## **DINOSAUR, PTERANODON**

*Likes to take fresh meat back to the nest for its young.*

**Str** 10, **Dex** 7, **Spd** 7, **End** 5, **Int** 1, **Per** 5, **Chr** 5, **Det** 5

**Defense** 8/18, **Willpower** 5/11, **DR** 2, **HP** 22

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4

**Beak:** +5♥ vs. Defense (♠13/♥11/♦9/♣7).

- ♣ **Seize:** On a success, establishes a grapple with the target.

**Flight:** Pteranodon are swift flyers. When flying in combat, they may move two zones when taking a move action.

**Size +1:** Dinosaurs are large and powerful. This has been factored into the dinosaur's Defense and HP.

This flying pterosaurs has an elongated skull. While not technically dinosaurs, pteranodons are nevertheless closely associated with dinosaurs and other creatures that have survived since the Cretaceous.

## DINOSAUR, STEGOSAURUS

*Uses its plates to make it seem larger and more threatening.*

**Str** 12, **Dex** 4, **Spd** 4, **End** 12, **Int** 1, **Per** 5, **Chr** 5, **Det** 5

**Defense** 3/10, **Willpower** 5/11, **DR** 5, **HP** 60

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4

**Spiked Tail:** +4♥ vs. Defense (♠15/♥13/♦11/♣9).

♠ **Impale:** A tail spike impales the target. Increase the target's Bleeding consequence a severity, or two with a critical hit.

♣ **Trample:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Size +3:** Dinosaurs are large and powerful. This has been factored into the dinosaur's Defense and HP.

This herbivorous dinosaur has many armored plates running along its spine, as well as bony spikes on its tail, which can be used as a weapon.

## DINOSAUR, TYRANNOSAURUS

*Likes to steal kills from smaller predators.*

**Str** 15, **Dex** 5, **Spd** 7, **End** 9, **Int** 1, **Per** 5, **Chr** 7, **Det** 5

**Defense** 5/14, **Willpower** 6/13, **DR** 3, **HP** 60

**Skills:** Athletics +2, Awareness +2, Melee +3, Naturalist +4

**Bite:** +5♥ vs. Defense (♠18/♥16/♦14/♣12).

♠ **Swallow Whole:** The tyrannosaurus swallows the target (if Size +1 or less). If the target survives this attack, she is now in the creature's gullet. Increase her Bleeding consequence a severity due to the acidic environment. Treat her as grappled, except she cannot escape until the creature is dead.

♣ **Smash:** This attack represents a mighty smash that increases the Prone consequence of all characters in the targeted zone by a severity.

**Size +3:** Dinosaurs are large and powerful. This has been factored into the dinosaur's Defense and HP.

The king of the dinosaurs, the tyrannosaurus rex is one of the largest land carnivores of all time, standing almost 43 feet (13 m) from nose to tail. It has ferocious teeth and tiny forelimbs.



## DRAGON

*Heroes coming to your cave is like getting food delivered!*

**Str** 19, **Dex** 7, **Spd** 7, **End** 9, **Int** 6, **Per** 5, **Chr** 7, **Det** 6

**Defense** 6/16, **Willpower** 9/19, **DR** 5, **HP** 70

**Skills:** Athletics +4, Awareness +4, Deception +3, Empathy +3, Melee +4, Naturalist +2, Occult +3, Persuade +4

**Bite:** +7♥ vs. Defense (♠22/♥20/♦18/♣16).

♠ **Swallow Whole:** The dragon swallows the target (if Size +1 or less). If the target survives this attack, she is now in the creature's gullet. Increase her Bleeding consequence a severity due to the acidic environment. Treat her as grappled, except she cannot escape until the creature is dead.

♣ **Tail Swipe:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Fire Breath:** +8♣ vs. Defense (♠12/♥10/♦8/♣6). Area. Only once per round.

♣ **On Fire!** The target is on fire. Increase the target's Bleeding consequence a severity, or two with a critical hit.

**Flight:** Dragons are swift flyers. When flying in combat, they may move two zones when taking a move action.

**Lightning Quick:** A dragon gains 4 AP per round and he may take up to three actions requiring a flip each round, so long as each action has a different target.

**Size +3:** Dragons are large and powerful. This has been factored into the dragon's Defense and HP.

Dragons are large winged serpents that lair in caves or other subterranean locations. They sleep for eons, awaking to terrorize the countryside. Dragons breathe fire, have a love of gold and have been known to kidnap damsels or other young, but important, individuals.

## GARGOYLE

*Remains very still, making it appear like a statue.*

**Str** 8, **Dex** 4, **Spd** 7, **End** 10, **Int** 3, **Per** 6, **Chr** 5, **Det** 7

**Defense** 8/17, **Willpower** 7/15, **DR** 5, **HP** 18

**Skills:** Athletics +2, Awareness +4, Deception +4, Melee +3

**Claws:** +5♥ vs. Defense (♠11/♥9/♦7/♣5).

♣ **Grab:** On a success, establishes a grapple with the target. Gargoyles will often fly upward with grappled targets, later dropping them from a great height.

**Dark Vision:** Gargoyles can see in the dark, allowing them to ignore penalties for darkness.

**Flight:** Gargoyles are adequate flyers. This allows them a greater freedom of movement when taking move actions.

Gargoyles often appear to be grotesque, winged stone statues, as they can perch indefinitely without moving. They thus use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of a fondness for inflicting pain.

## GENIE

*"Your wish is my command... for a price."*

**Str** 6, **Dex** 8, **Spd** 7, **End** 6, **Int** 7, **Per** 7, **Chr** 8, **Det** 7

**Defense** 11/22, **Willpower** 11/22, **DR** 3, **HP** 12

**Skills:** Athletics +2, Awareness +2, Deception +4, Guns +2, Lib-Arts +4, Melee +2, Occult +4

**Cosmic Blast:** +6♥ vs. Defense (♠10/♥7/♦5/♣2). Range 2.

♦♣ **Hex:** The target is unable to use Moxie until the genie is destroyed or until the next dawn, whichever comes first.

**Influence:** +8♦ vs. Willpower. On a success, the genie may use its sorcerous powers to increase or decrease the severity of the target's Bolstered, Dazed, Desire, Fear or Fixation consequences, specifying a subject if appropriate. The consequence may be increased or decreased by two severities on a critical effect.

**Flight:** Genies are swift flyers. When flying in combat, they may move two zones when taking a move action.

**Shapeshift:** A genie may assume the shape of any creature which is in the range of Size -2 to Size 2. Doing this is a Concentrate action requiring 3 AP. While in this form the genie is a "picture perfect" duplicate, but lacks the voice and mannerisms of any individual it might be imitating.

Genies are intelligent beings made from air and fire. They are famous for their strength, guile and skill with magic. Genies prefer to outmaneuver and out-think their foes. They are not too proud to flee if it means they'll live to fight another day. If trapped, they bargain, offering treasure or favors in return for their lives and freedom.

## GHOST

*Thoughtlessly repeats the same actions it took in life.*

**Str** 5, **Dex** 5, **Spd** 7, **End** 5, **Int** 3, **Per** 5, **Chr** 5, **Det** 7

**Defense** 8/17, **Willpower** 7/15, **DR** 0, **HP** 10

**Skills:** Melee +2, Occult +2, Persuade +3

**Draining Touch:** +4♥ vs. Defense (♠8/♥6/♦4/♣2). Ignores DR. The ghost heals damage equal to the amount dealt.

♣ **Fatiguing:** Increase the target's Fatigue consequence a severity, or two with a critical success.

**Dark Vision:** Ghosts can see in the dark, allowing them to ignore penalties for darkness.

**Ethereal:** Ghosts lack a physical substance. They can only be targeted by mental effects or attacks that have been blessed or otherwise made to affect ethereal beings.

**Flight:** Ghosts are adequate flyers. This allows them a greater freedom of movement when taking move actions.

**Undead:** As one of the undead, a ghost is immune to most metabolic hazards, is susceptible to effects targeting supernatural evil and doesn't naturally heal (although the Draining Touch ability still heals it).

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

## GHoul

*"The flesh... I hunger so much..."*

**Str** 7, **Dex** 6, **Spd** 5, **End** 7, **Int** 5, **Per** 5, **Chr** 3, **Det** 5

**Defense** 8/16, **Willpower** 6/13, **DR** 0, **HP** 14

**Skills:** Athletics +2, Awareness +2, Melee +3, Occult +2

**Claws:** +6♥ vs. Defense (♠10/♥8/♦6/♣4).

♦ **Stench:** The stench of the ghoul overwhelms its target. Increase the target's Dazed consequence a severity, or two with a critical hit.

♣ **Grapple:** On a successful hit, the ghoul establishes a grapple on the target. If a grapple has already been established, she instead attempts a choke.

**Dark Vision:** Ghouls can see in the dark, allowing them to ignore penalties for darkness.

**Raw Flesh:** A ghoul heals when it eats raw flesh.

The victim must be helpless. The ghoul deals its claw damage and heals HP equal to the damage dealt.

**Undead:** As one of the undead, a ghoul is immune to most metabolic hazards, is susceptible to effects targeting supernatural evil and doesn't naturally heal (although the Raw Flesh ability still heals it).



Ghouls are corporeal undead who live in filth and gnaw on the bones of their victims. Their skin takes a sickly gray hue and their teeth become elongated and durable.

## GIANT

*"I'll crush your bones to make my bread."*

**Str** 13, **Dex** 6, **Spd** 6, **End** 10, **Int** 4, **Per** 4, **Chr** 5, **Det** 5

**Defense** 6/14, **Willpower** 7/14, **DR** 2, **HP** 46

**Skills:** Athletics +2, Awareness +2, Melee +3, Naturalist +2, Socialize +2

**Club:** +5♥ vs. Defense (♠20/♥17/♦14/♣11).

♣ **Swipe:** Knocks the target back a zone and increases the target's Prone consequence a severity, or two with a critical hit.

**Stomp:** +5♥ vs. Defense (♠14/♥12/♦11/♣9).

♦ **Kick:** Knocks the target back a zone.

♣ **Pin:** On a successful hit, the giant establishes a grapple with the target and increases the target's Prone consequence a severity, or two with a critical hit.

**Size +2:** Giants are large and powerful. This has been factored into the giant's Defense and HP.

Giants are a large primitive people. They often live in caves, eat raw meat and wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out.

## GOBLIN

*“Snivel now; stab when the back is turned.”*

**Str** 4, **Dex** 7, **Spd** 7, **End** 4, **Int** 4, **Per** 5, **Chr** 4, **Det** 4

**Defense** 10/20, **Willpower** 6/12, **DR** 0, **HP** 5

**Skills:** Athletics +2, Awareness +2, Deception +4, Guns +2, Mechanics +4, Melee +2, Naturalist +2, Socialize +2, Stealth +2

**Knife:** +5♥ vs. Defense (♠9/♥6/♦4/♣1).

- ♣ **Crippling Strike:** The goblin places its attack at just the right location to hinder the target. Increase the target's Disabled consequence a severity, or two with a critical hit.

**Size -1:** Goblins are small and quick. This has been factored into the goblin's Defense and HP.

**Sneak Attack:** When successfully striking a foe who is unaware of its presence or who has not yet acted this combat, a goblin may make a Called Shot at no extra AP cost.

**Equipment:** Knife (Conceal).

Goblins are stooped, ugly little creatures known for their cruel tricks, bad temper and aptitude with mechanics. Goblins are cunning in their own way, despite not being particularly bright in any conventional sense.



## GOLEM

*Stands still, while staring in silence, unable to speak.*

**Str** 12, **Dex** 5, **Spd** 5, **End** 8, **Int** 3, **Per** 5, **Chr** 5, **Det** 8

**Defense** 7/15, **Willpower** 8/16, **DR** 4, **HP** 20

**Skills:** Athletics +4, Awareness +2, Melee +4

**Slam:** +6♥ vs. Defense (♠15/♥13/♦11/♣9).

- ♦ **Grab Weapon:** The golem rips the weapon out of the target's hand, disarming her.
- ♣ **Knockdown:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Construct:** As a construct, a golem is immune to most metabolic hazards, is immune to most mental effects and doesn't heal (although the individual who created the golem might be able to fix it with long work).

**Word of Animation:** A golem is animated by a mystic word written on a slip of paper and tucked under the tongue or strapped to the forehead. This can be targeted with a Called Shot to the head. On a critical hit, the word is successfully removed and the golem ceases to be animated.

Golems are artificial humanoid forms constructed out of clay. They are animated by magic, the source of which is usually placed on the forehead or under the tongue.

## HELL HOUND

*Stares with hateful, flaming red eyes.*

**Str** 7, **Dex** 7, **Spd** 7, **End** 5, **Int** 2, **Per** 9, **Chr** 5, **Det** 7

**Defense** 12/24, **Willpower** 7/14, **DR** 3, **HP** 8

**Skills:** Athletics +2, Awareness +2, Melee +3, Naturalist +2, Occult +2

**Bite:** +6♥ vs. Defense (♠10/♥8/♦6/♣4).

♣ **Flaming Bite:** The target catches fire. Increase her Bleeding consequence by a severity, or two with a critical hit.

**Terrifying Howl:** +5♦ vs. Willpower. Targets all enemies who can hear the hound. May only be performed once per encounter. On a success, increase the target's Fear consequence a severity, or two with a critical success.

**Size -1:** Hell hounds are small and quick. This has been factored into the hound's Defense and HP.

Hell hounds are fiendish dogs which enter our world at the beckoning of dark forces or those who would call upon dark forces. They are stronger than normal canines and know nothing in their hearts but hate.

## HYDRA

*One head always on watch while the others sleep.*

**Str** 9, **Dex** 9, **Spd** 9, **End** 7, **Int** 2, **Per** 5, **Chr** 7, **Det** 9

**Defense** 9/21, **Willpower** 9/18, **DR** 4, **HP** 32

**Skills:** Athletics +2, Awareness +2, Melee +3, Naturalist +2

**Bite:** +7♥ vs. Defense (♠12/♥10/♦8/♣6). Reach.

♣ **Chomp:** One of the hydra's heads establishes a grapple with the target. Until the grapple is broken, as an attack this head can automatically hit the grappled target.

**Many-Headed:** Hydras have ten heads. Except for the very last head, a successful Called Shot to the head disables one of the heads instead of its usual effect.

**Multi-Action:** A hydra gains 5 AP per round and it may take a number of actions requiring a flip each round equal to half its current number of heads.

**Regrowth:** As a concentrate action requiring 3 AP, a hydra can regrow one of its disabled heads. This does not work if the neck stump has been cauterized.

**Size +2:** Hydras are large and powerful. This has been factored into the hydra's Defense and HP.

Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white.





## KAPRE

*Takes a puff from its wooden pipe.*

**Str** 9, **Dex** 5, **Spd** 5, **End** 6, **Int** 5, **Per** 5, **Chr** 6, **Det** 6

**Defense** 6/14, **Willpower** 8/17, **DR** 1, **HP** 22

**Skills:** Athletics +2, Awareness +2, Crafts +2, Melee +2, Naturalist +2, Stealth +2

**Headbutt:** +4♥ vs. Defense (♠10/♥8/♦7/♣5).

♣ **Knockback:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Mystic Smoke:** +4♣ vs. Willpower. On a success, the victim becomes lost and increases her Disabled consequence a severity, or two with a critical success. If this would increase her above critical severity, she instead falls asleep for an hour.

**Size +1:** Kapres are large and powerful. This has been factored into the kapre's Defense and HP.

Kapres are strange creatures that appear as tall, dark-skinned humanoids that live in the treetops deep in forests. Kapres are almost always seen smoking a magical pipe, the smoke of which acts to disorient or even put others to sleep.

## KRAKEN

*Likes to attack ships just enough to cripple their voyage.*

**Str** 20, **Dex** 13, **Spd** 10, **End** 10, **Int** 1, **Per** 4, **Chr** 7, **Det** 8

**Defense** 9/23, **Willpower** 8/16, **DR** 3, **HP** 90

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4

**Tentacle (target on ship):** +4 vs. Defense (♠11/♥9/♦8/♣6).

♣ **Grab:** The kraken has grabbed its target and now has a firm hold. Escaping the kraken's grip requires an action and a successful Str or Dex vs. Str flip, or attacking the tentacle enough to disable it.

**Tentacle (target in water):** +8 vs. Defense (♠21/♥19/♦18/♣16).

♣ **Drown:** The kraken holds the target underwater, increasing the target's Fatigue consequence by a severity.

**Aquatic:** A kraken is at home in the water. While swimming it may move two zones when taking a move action.

**Many Tentacles:** A kraken has ten tentacles it can extend over the ship to attack with. Each turn the kraken gains 4 AP and may make up to two actions requiring a flip. Its tentacles can be targeted at no penalty. Doing 7 or more damage to a tentacle (after DR) disables it.

**Size +4:** A kraken is large and powerful. This has been factored into the kraken's Defense and HP.

**Water-Bound:** A kraken must keep its body in the water, but can wrap its tentacles up over the ship to attack. This does not give it a very good view of the ship's deck, so all attacks on deck take a -4 penalty (already figured). Additionally, it cannot leverage its full strength on deck, giving it reduced damage (already figured).

A kraken is something like a giant, malicious squid that lives in the murky depths of the sea, and which loves to lay waste to all manner of sailing vessels.

## MAMMOTH

*Easily startled and charges when frightened.*

**Str** 13, **Dex** 5, **Spd** 5, **End** 10, **Int** 1, **Per** 6, **Chr** 5, **Det** 5

**Defense** 6/14, **Willpower** 5/11, **DR** 1, **HP** 46

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4

**Gore:** +4♥ vs. Defense (♠16/♥14/♦12/♣10).

♣ **Trample:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Frenzy:** As a reaction to being wounded, a mammoth may spend an AP to immediately declare and execute an attack.

**Size +2:** A mammoth is large and powerful. This has been factored into the beast's Defense and HP.

Mammoths are largish elephant-like animals with prominent tusks and who are covered in fur. Where mammoths are found they are often hunted for their meat by primitive humanoids.

## MEGALOCEROS

*Sweeps enemies with its great horns.*

**Str** 11, **Dex** 5, **Spd** 7, **End** 8, **Int** 1, **Per** 7, **Chr** 5, **Det** 5

**Defense** 8/18, **Willpower** 5/11, **DR** 1, **HP** 28

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4

**Antlers:** +4♥ vs. Defense (♠14/♥12/♦10/♣8).

♣ **Knockdown:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Fleet of Foot:** Megaloceros may move two zones when taking a move action.

**Size +1:** Megaloceros is large and powerful. This has been factored into the beast's Defense and HP.

Megaloceros is a huge, shaggy elk that stands taller than a human and whose antlers can span four yards (4m) across. They live in extremely cold climates and sometimes fight each other for territory or mating rights.

## MERFOLK

*Speaks of nearby sea fauna as if they were friends.*

**Str** 5, **Dex** 6, **Spd** 5, **End** 6, **Int** 5, **Per** 5, **Chr** 5, **Det** 5

**Defense** 8/16, **Willpower** 7/15, **DR** 1, **HP** 10

**Skills:** Animals +2, Athletics +2, Awareness +2, Melee +2, Persuade +2, Socialize +2

**Trident:** +5♥ vs. Defense (♠10/♥7/♦5/♣2).

♣ **Grapple:** The merfolk initiates a grapple with the target. If the target is already grappled, the merfolk instead begins to drown the target, increasing the target's Fatigue consequence a severity, or two with a critical hit.

**Aquatic:** Merfolk are at home in the water. While swimming they may move two zones when taking a move action.

Merfolk are an aquatic people with the lower half of a fish and the upper half of a human. They are also a reclusive people, who sometimes rescue stranded sailors or attack the ships above.

## NAGA

*“Bite them and wait for the poison to take hold.”*

**Str 8, Dex 10, Spd 6, End 6, Int 6, Per 8, Chr 6, Det 6**

**Defense 12/24, Willpower 9/18, DR 2, HP 14**

**Skills:** Athletics +2, Awareness +2, Crafts +2, Empathy +2, Melee +2, Stealth +2, Tactics +2

**Bite:** +7♥ vs. Defense (♠11/♥9/♦7/♣5).

♥♦ **Paralytic Poison:** The naga injects the victim with poison. Increase the target's Bleeding consequence a severity. If the target already has the Bleeding consequence, or on a critical hit, also increase the target's Disabled consequence a severity.

♣ **Constrict:** The naga initiates a grapple with the target. If the target is already grappled, the naga begins to squeeze the target, increasing her Fatigue consequence a severity, or two with a critical hit.

**Keen Smell:** Nagas have a keen sense of smell using their tongues, and don't have to spend additional AP when facing an unseen foe. They also gain a +2 bonus on attempts to recognize scents.

Nagas are a serpentine people, appearing as a mixture of snake and human. They have long, serpentine bodies with a human head, and sometimes fully human arms and a torso. Their snake-like portions frequently include a cobra-like hood, and the scales on their serpent body gradually gives way to human-like skin on their upper portions.

## PHOENIX

*Bring itself back to life in a burst of fiery glory.*

**Str 6, Dex 6, Spd 6, End 6, Int 3, Per 6, Chr 8, Det 8**

**Defense 8/17, Willpower 9/19, DR 1, HP 18**

**Skills:** Athletics +3, Awareness +4, Empathy +4, Melee +2, Naturalist +4, Occult +3

**Flaming Aura:** +5♣ vs. Defense (♠9/♥7/♦5/♣3). Area.

♣ **On Fire!** The target is on fire. Increase the target's Bleeding consequence a severity, or two with a critical hit.

**Fiery Resurrection:** When a phoenix dies it is consumed in a burst of flame. The phoenix may perform its Flaming Aura attack one last time for free. Additionally, when a phoenix dies, it is reborn as a new hatchling in the ashes.

**Flight:** Phoenixes are swift flyers. When flying in combat, they may move two zones when taking a move action.

**Healing Tears:** The tears of a phoenix heal a target a number of HP equal to the target's Endurance. A target may benefit from this once a session.

**Size +1:** Phoenixes are large and powerful. This has been factored into the beast's Defense and HP.

Phoenixes are giant birds that are covered in a living flame. They have bright fire-colored plumage and are said to possess powers of healing more potent than most in the world. Phoenixes are also known for dying in a burst of flame, only to come back to life renewed.

## REDCAP

*Soaks its hat in the blood of its victims.*

**Str** 4, **Dex** 7, **Spd** 7, **End** 4, **Int** 4, **Per** 7, **Chr** 4, **Det** 11

**Defense** 11/22, **Willpower** 9/19, **DR** 1, **HP** 5

**Skills:** Athletics +2, Awareness 2, Melee +2, Stealth +2, Tactics +2, Thievery +2

**Knife:** +6♥ vs. Defense (♠9/♥6/♦4/♣1).

♣ **Trip & Slash:** Increase the target's Prone and Bleeding consequences a severity. On a critical hit, increase Bleeding by two severities.

**Fae:** The fae are immune to most mental and mystic effects. Additionally, they suffer extra damage from the touch of cold iron. Merely touching iron deals 1 HP damage. Increase the damage dealt from any cold iron weapon up a suit, so a club becomes a diamond, a diamond becomes a heart, etc.

**Fleet of Foot:** A redcap may move two zones when taking a move action.

**Size -1:** Redcaps are small and quick. This has been factored into the fae's Defense and HP.

**Equipment:** Knife (Conceal)

Redcaps are vicious fairies that stand roughly a yard (meter) tall and who stalk the hills. They are named for their red hats, which take their color from being soaked in the blood of their victims.

## Fae

Many cultures have tales that tell of the "little people" or other mysterious beings that visit humans in remote glens or in the dead of night. These stories are accompanied by depictions of circles of mushrooms or grasses, tales of abductions, distortions of time and space, or weird sexual rites. These are the tales of the fae; and they are true.

The fae are more than mere myth, and not even the myths get all the facts right. The fae are in fact visitors to Arth, who have descended down from the moon itself!

The fae call the moon Arcadia. It's a far off land, one from which their ancestors came. The fae of Arth are exiles, their forbearers having committed forgotten crimes against the high lords of Arcania. And for their crimes they have been forced to live among humanity.

Cut off from the wild fae energies of Arcadia, the fae of Arth must struggle to maintain their identity, as the lack of energy dulls their wits and their abilities, and beckons them to a final rest, slumbering away the ages in a dreamless sleep.

Some fae hold out hope of one day finding their way back to Arcadia and sneaking back into the kingdom, right under the noses of the high lords. To do this they must find one of the mythical fae pathways—twisting enchanted tunnels that warp space and time, that might let one walk into Arcadia as easily as one might walk to the kitchen.

## ROC

*Likes to devour whole cattle.*

**Str** 18, **Dex** 8, **Spd** 10, **End** 12, **Int** 1, **Per** 14, **Chr** 5, **Det** 8

**Defense** 12/28, **Willpower** 7/14, **DR** 2, **HP** 90

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4

**Talons:** +6♥ vs. Defense (♠21/♥19/♦17/♣15).

♠ **Swallow Whole:** The roc swallows the target (if Size +1 or less). If the target survives this attack, she is now in the creature's gullet. Increase her Bleeding consequence a severity due to the acidic environment. Treat her as grappled, except she cannot escape until the creature is dead.

♣ **Grab:** The roc initiates a grapple with the target.

**Flight:** Rocs are swift flyers. When flying in combat, they may move two zones when taking a move action.

**Size +4:** Rocs are large and powerful. This has been factored into the roc's Defense and HP.

Rocs are enormous birds which prey on cattle or other large animals. A roc's plumage is either dark brown or golden from head to tail. A roc's egg is the size of an adult human, and said to be worth a fortune.

## SCORPION, GIANT

*Buries itself in sand and waits for ambush.*

**Str** 7, **Dex** 7, **Spd** 6, **End** 5, **Int** 1, **Per** 5, **Chr** 5, **Det** 5

**Defense** 9/18, **Willpower** 5/11, **DR** 3, **HP** 12

**Skills:** Athletics +2, Awareness +2, Melee +2,  
Naturalist +4, Stealth +2

**Tail:** +5♥ vs. Defense (♠10/♥8/♦6/♣4).

♠♥ **Venom:** The scorpion's venom takes hold. Increase the target's Bleeding consequence a severity, or two with a critical hit.

♣ **Pincers:** The scorpion holds on with its pincers. This initiates a grapple with the target.

These enormous scorpions are almost 6 feet (2 m) long. They carry a toxin that can kill elephants and are frequently found wandering in desert wastes.



## SLIME

*Creeps along ceilings and into small cracks.*

**Str** 4, **Dex** 5, **Spd** 2, **End** 4, **Int** 1, **Per** 3, **Chr** 2, **Det** 5

**Defense** 6/11, **Willpower** 4/8, **DR** 0, **HP** 5

**Skills:** Melee +2, Naturalist +4

**Pseudopod:** +4♥ vs. Defense (♠5/♥3/♦2/♣1). Then apply the slime's Corrosive trait.

♣ **Grab:** The slime initiates a grapple with the target.

**Corrosive:** Anything that touches a slime gets corrosive goo all over it. This increases its Bleeding consequence a severity. This consequence can also apply to weapons or other objects that touch the slime, as the goo slowly eats the object away.

**Durable:** Slimes are durable to many types of damage. They have DR 15 against anything attack that pierces, cuts or crushes.

**Mindless:** A slime is immune to all mental effects, such as intimidation or mind control.

**Size -1:** Slimes are small. This has been factored into the creature's Defense and HP.

This disgusting creature is a mobile ball of slime, which moves slowly about the land stalking its prey. Often, slimes leave a trail of corrosive secretion wherever they go.

## SLUAGH

*"We are the fae of the night, and with us we bring death."*

**Str** 4, **Dex** 8, **Spd** 7, **End** 4, **Int** 5, **Per** 5, **Chr** 4, **Det** 7

**Defense** 10/20, **Willpower** 8/16, **DR** 0, **HP** 8

**Skills:** Athletics +4, Awareness +2, Guns +2, Melee +2, Occult +2, Stealth +2

**Dart:** +8♥ vs. Defense (♠6/♥4/♦3/♣1). Range 1, Shots 1.

♦♣ **Poison:** Increase the target's Bleeding consequence a severity, or two with a critical hit.

**Dark Vision:** Sluagh can see in the dark, allowing them to ignore penalties for darkness.

**Fae:** The fae are immune to most mental and mystic effects. Additionally, they suffer extra damage from the touch of cold iron. Merely touching it deals 1 HP damage. Increase the damage dealt from any cold iron weapon up a suit, so a club becomes a diamond, a diamond becomes a heart, etc.

**Flight:** Sluagh are swift flyers. When flying in combat, they may move two zones when taking a move action.

**Equipment:** Darts (Conceal)

These dark fairies are sometimes thought to be the wandering spirits of the restless dead, rejected from the afterlife. They have been known to fly the skies in flocks, similar to birds. They always speak in a whisper.

## SMILODON

*Roars as it pounces on its prey.*

**Str** 13, **Dex** 8, **Spd** 5, **End** 8, **Int** 1, **Per** 5, **Chr** 6, **Det** 5

**Defense** 8/17, **Willpower** 6/12, **DR** 0, **HP** 31

**Skills:** Athletics +2, Awareness +2, Melee +3, Naturalist +4, Stealth +2

**Claws:** +7♥ vs. Defense (♠16/♥14/♦12/♣10).

♠ **Impale:** The smilodon impales its prey on its fangs. If the smilodon is in a grapple with the target, use the following damage instead: ♠18.

♦♣ **Pounce:** On a successful hit, the smilodon establishes a grapple on the target.

**Catfall:** Halve the damage a smilodon takes from a fall.

**Size +1:** Smilodons are large and powerful. This has been factored into the beast's Defense and HP.

Smilodon is a giant tiger with two elongated fangs that jut out of its mouth and which can be used to skewer enemies.

## SPHINX

*Speaks in riddles.*

**Str** 12, **Dex** 7, **Spd** 7, **End** 8, **Int** 5, **Per** 5, **Chr** 5, **Det** 8

**Defense** 8/18, **Willpower** 9/18, **DR** 1, **HP** 30

**Skills:** Athletics +3, Awareness +3, Lib-Arts +3, Melee +3, Naturalist +3, Occult +4

**Claws:** +6♥ vs. Defense (♠15/♥13/♦11/♣9).

♦ **Ascend:** Immediately after the attack, the sphinx may attempt a free move upward. This does not provoke zone of control reactions.

♣ **Pounce:** On a successful hit, the sphinx establishes a grapple on the target.

**Riddle:** +5♦ vs. Willpower. The sphinx lets out a string of cryptic riddles that weave their way into the listener's brain. This targets all foes in the same zone. On a success, the targets increase their Dazed consequence a severity, or two severities with a critical success.

**Flight:** Sphinxes are adequate flyers. This allows them a greater freedom of movement when taking move actions.

**Size +1:** Sphinxes are large and powerful. This has been factored into the creature's Defense and HP.

Sphinxes have the body of a lion, the wings of a falcon and the head of a human being. They speak in riddles and are known for seeing things that other creatures miss.



## **SKELETON**

*Walks with creaky, jerky motions.*

**Str** 5, **Dex** 6, **Spd** 5, **End** 7, **Int** 1, **Per** 3, **Chr** 3, **Det** 5

**Defense** 7/14, **Willpower** 4/9, **DR** 2, **HP** 12

**Skills:** Melee +2

**Spear:** +5♥ vs. Defense (♠10/♥7/♦5/♣2). Reach.

♣ **Falling Apart:** The skeleton loses a bone, which rolls away. This does 3 damage to the skeleton.

**All Bones:** Attacks that rely on piercing do only half damage to a skeleton.

**Mindless:** A skeleton is immune to all mental or emotional effects, such as intimidation or taunting. It, however, may still be directed or controlled by a necromancer.

**Undead:** As one of the undead, a skeleton is immune to most metabolic hazards, is susceptible to effects targeting supernatural evil and doesn't naturally heal.

**Equipment:** Spear.

Skeletons are the old dead, rotted away until just their skeleton remains. They are animated by foul magic and directed to walk the earth again.

## **TIKBALANG**

*Likes to play tricks on travelers, using stealth or deception.*

**Str** 8, **Dex** 5, **Spd** 5, **End** 7, **Int** 4, **Per** 5, **Chr** 5, **Det** 5

**Defense** 7/15, **Willpower** 7/14, **DR** 1, **HP** 15

**Skills:** Athletics +2, Awareness +2, Deception +4, Melee +2, Naturalist +2, Stealth +4

**Kick:** +4♥ vs. Defense (♠9/♥7/♦6/♣4).

♣ **Knockdown:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Phantom Senses:** A tikbalang can create phantom lights or sounds anywhere within about 50 yards (meters) of itself.

**Shapeshift:** A tikbalang may assume the shape of any creature which is in the range of Size -1 to Size +1. Doing this is a Concentrate action requiring 3 AP. While in this form the tikbalang is a "picture perfect" duplicate, including the voice but lacking the mannerisms of any individual it might be imitating.

Tikbalangs are strange humanoid creatures with elongated legs and a bony frame. Their head is like the head of a horse and their skin is covered with a layer of loose fur. Tikbalangs are known to play pranks, steering travelers down the wrong path or leading them to believe the tikbalang is something else entirely.



## VAMPIRE SPAWN

*“How... how many I serve you, my master?”*

**Str** 6, **Dex** 5, **Spd** 6, **End** 6, **Int** 5, **Per** 6, **Chr** 5, **Det** 6

**Defense** 8/17, **Willpower** 8/16, **DR** 0, **HP** 12

**Skills:** Athletics +2, Awareness +2, Deception +2, Guns +2, Melee +2, Occult +2, Socialize +2, Stealth +2

**Knife:** +4♥ vs. Defense (♠11/♥8/♦6/♣3).

♣ **Dazing Strike:** On a successful hit the target's Dazed consequence increases a severity, or two with a critical hit.

**Revolver:** +4♥ vs. Defense (♠10/♥7/♦5/♣2). Range 2, Reload 2, Shots 6.

**Dislike of Sunlight:** Vampire spawn find sunlight uncomfortable. When they first enter the sun they increase their Fatigue consequence a severity.

**Strange Tastes:** Vampire spawn are addicted to a vampire's blood and also acquire a taste for bugs and other vermin. While vampire blood or vermin are available in the scene, a vampire spawn gains the Fixated (critical) consequence regarding it.

**Equipment:** Knife (Conceal), Revolver (Conceal)

Vampires usually create vampire spawn to serve as their minions. Vampire spawn are created from living people. They usually retain their looks, although they develop a taste for bugs and other vermin.



## Vampires

Vampires have been living in the shadows and stalking the night since the days when humanity was just emerging from the Stone Age. Spreading out across the world from somewhere in the Middle East, the vampires of Arth have disseminated far and wide. In centers of significant population they have set up their own courts—vampire shadow-governments meant to police their own population.

Vampires are not idle beings. Some have been active for centuries, some for millennia. And in their countless years they have gathered a network of influence and thralls that would put would-be a illuminatus to shame. Such networks have been carefully cultivated, and many in these webs aren't even aware that it is a vampire which they ultimately serve.

Were the vampires of the world united, they would certainly pose a substantial threat to world stability. But luckily for humans, vampires are far from a united force. They constantly scheme and plot against one another, undermining their rivals' networks of influence. Less influential vampires form gangs for mutual protection; elder vampires seek to wipe out their younger rivals.

Part of the incentive for all this infighting is that vampires can feed off each other, thereby absorbing their rival vampire's essence. This often leads to a distinct lack of trust in vampire circles, and each vampire guards her own back against just this sort of attack.

Vampires normally feed on humans, although some of the least powerful ones can scrape by on the blood of animals and other lesser beings. In feeding, they need not drain their victim to death, but they must fight their fiendish natures to prevent this. All too often a vampire arriving in town leaves a trail of corpses in her wake.

But death from a vampire's bite is not always the end. Some will arise later, infected by the vampire's curse, and becomes vampires themselves. This happens in a small minority of cases, and in this the vampire has some control. If she wills it, she can almost guarantee a particular human will arise as her vampiric progeny. Sometimes, however, this occurs even without the vampire's intent.

Whether the human arises as a vampire or not, however, all humans killed by a vampire's drain arise later as ghosts. These ghosts invisibly haunt the vampire throughout the rest of its days, speaking to her as she slumbers during the day. An elder vampire can have a virtual army of ghosts haunting her every footstep. In cases where a human arises as a vampire, she also arises as a ghost—in a sense there are two remnants of the person she once was.

## WILL-O-WISP

*Likes to lead travelers astray.*

**Str** 1, **Dex** 9, **Spd** 9, **End** 2, **Int** 2, **Per** 5, **Chr** 6, **Det** 8

**Defense** 14/26, **Willpower** 8/16, **DR** 0, **HP** 1

**Skills:** Athletics +4, Awareness +2, Empathy +4, Naturalist +2, Occult +4

**Shock:** +8♥ vs. Defense (♠9/♥7/♦5/♣3). Range 1. Ignores DR.

♠ **Haunting:** Increase the target's Fear consequence a severity, or two with a critical hit.

**Ethereal:** Will-o-Wisps lack a physical substance. They can only be targeted by mental effects or attacks that have been blessed or otherwise made to affect ethereal beings.

**Size -3:** Will-o-Wisps are small and quick. This has been factored into the creature's Defense and HP.

Will-o-Wisps are strange floating, glowing orbs often found in the marshes at night. They have been known to lead travelers astray, leaving them in the muck to die.

## YETI

*Freezes leftover food for later by leaving it buried in the snow.*

**Str** 10, **Dex** 5, **Spd** 6, **End** 9, **Int** 3, **Per** 7, **Chr** 5, **Det** 5

**Defense** 8/17, **Willpower** 6/13, **DR** 1, **HP** 28

**Skills:** Athletics +2, Awareness +2, Melee +2, Survival +4

**Slam:** +4♥ vs. Defense (♠11/♥9/♦8/♣6).

♦♣ **Grab & Throw:** The yeti initiates a grapple with the target. If the target is already grappled, the yeti throws a target of Size 0 or less. This moves the target back a zone and deals an additional 6 damage.

**Frenzy:** As a reaction to being wounded, a yeti may spend an AP to immediately make an attack.

**Size +1:** Yetis are large and powerful. This has been factored into the creature's Defense and HP.

Yetis are large ape-like creatures that inhabit distant mountaintops or arctic forests. They are elusive and aggressive creatures, sometimes descending from their high elevation homes to capture prey and drag it back to their lairs.

## ZOMBIE

*"Brains... Brains..."*

**Str** 7, **Dex** 3, **Spd** 3, **End** 7, **Int** 1, **Per** 3, **Chr** 3, **Det** 5

**Defense** 4/9, **Willpower** 4/9, **DR** 0, **HP** 14

**Skills:** Melee +2

**Bite:** +3♥ vs. Defense (♠8/♥6/♦5/♣3).

♣ **Grapple:** The zombie initiates a grapple with the target.

**Mindless:** A zombie is immune to all mental or emotional effects, such as intimidation or taunting. It, however, may still be directed or controlled by a necromancer.

**Undead:** As one of the undead, a zombie is immune to most metabolic hazards, is susceptible to effects targeting supernatural evil and doesn't naturally heal.

Zombies are mindless animated corpses. They stink of rot and hunger for human flesh, shambling towards those they wish to consume.

## ANIMALS

Common animals may not be as elusive as cryptids, can they may still pose interesting perils, challenges or utilities of their own. Additionally, any of these animals may serve as a base for making new cryptids, adding additional traits to make them stranger and more threatening.

### BADGER

**Str 3, Dex 5, Spd 5, End 5, Int 1, Per 5, Chr 5, Det 5**

**Defense 9/17, Willpower 5/11, DR 0, HP 4**

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4

**Bite:** +4♥ vs. Defense (♠6/♥4/♦2/♣1).

♠ **Lock:** The badger holds on with its teeth, establishing a grapple on the target. If a grapple has already been established, the badger instead deals the following damage: ♠8.

**Size -2:** Badgers are small and quick. This has been factored into the animal's Defense and HP.

A squat, waddling creature with a ferocious attitude when cornered, the badger is a frequently underestimated animal. Badgers will often burrow and many have bands or stripes around their eyes.

### BOAR

**Str 6, Dex 5, Spd 5, End 6, Int 1, Per 6, Chr 5, Det 5**

**Defense 9/17, Willpower 5/11, DR 1, HP 8**

**Skills:** Athletics +2, Awareness +2, Melee +3, Naturalist +4

**Tusks:** +5♥ vs. Defense (♠9/♥7/♦5/♣3).

♣ **Knockdown:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Keen Smell:** Boars have a keen sense of smell and don't have to spend additional AP when facing an unseen foe. They also gain a +2 bonus on attempts to recognize scents.

**Size -1:** Boars are small and quick. This has been factored into the animal's Defense and HP.

Boars can be aggressive when threatened. These fierce, wild pigs grow large tusks, which they can use to attack those who threaten them.

### CAMEL

**Str 8, Dex 5, Spd 5, End 8, Int 1, Per 5, Chr 4, Det 5**

**Defense 6/14, Willpower 5/10, DR 1, HP 24**

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4

**Kick:** +4♥ vs. Defense (♠11/♥9/♦7/♣5).

♦♣ **Knockback:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Mount:** Trained camels are able to carry a rider without significant difficulty. This allows for faster overland travel. In combat, characters riding a camel may move two zones per move action.

**Size +1:** Camels are large and powerful. This has been factored into the camel's Defense and HP.

These desert dromedaries have either one hump on their back or two, which store fat that they later use for survival in desolate environments.

## CHEETAH

**Str 6, Dex 6, Spd 11, End 5, Int 1, Per 6, Chr 5, Det 5**

**Defense 11/23, Willpower 5/11, DR 0, HP 11**

**Skills:** Athletics +5, Awareness +2, Melee +3, Naturalist +4

**Claws:** +5♥ vs. Defense (♠9/♥7/♦5/♣3).

♠ **Bite:** This attack includes a bite. If the cheetah is in a grapple with the target, use the following damage instead: ♠11.

♦♣ **Pounce:** On a successful hit, the cheetah establishes a grapple on the target.

**Catfall:** Halve the damage a cheetah takes from a fall.

**Cheetah Speed:** A cheetah may move three zones when taking a move action.

A large, swift and deadly cat that moves at amazing speeds, the cheetah can be found in grasslands. Cheetahs have a golden coat with black spots, and chase down their tired prey.

## COW

**Str 8, Dex 5, Spd 5, End 5, Int 1, Per 4, Chr 5, Det 4**

**Defense 6/13, Willpower 5/10, DR 1, HP 19**

**Skills:** Athletics +5, Awareness +2, Melee +3, Naturalist +4

**Kick:** +4♥ vs. Defense (♠11/♥9/♦7/♣5).

♦♣ **Knockback:** The cow's kick knocks the target off balance. Increase her Prone consequence a severity, or two with a critical hit.

**Size +1:** Cows are large. This has been factored into the animal's Defense and HP.

Cows are large, bovine herd animals, which are often raised to produce milk, or to eat for their meat. In some cultures they are a symbol of wealth and status.

## CROCODILE

**Str 9, Dex 6, Spd 7, End 6, Int 1, Per 5, Chr 5, Det 5**

**Defense 8/17, Willpower 5/11, DR 2, HP 22**

**Skills:** Athletics +5, Awareness +2, Melee +3, Naturalist +4, Stealth +2

**Bite:** +6♥ vs. Defense (♠12/♥10/♦8/♣6).

♠♥ **Lock:** The crocodile holds on with its teeth, establishing a grapple on the target. If a grapple has already been established, the crocodile instead deals the following damage: ♠14.

♦♣ **Drown:** If in water and grappling, the crocodile holds the target under, increasing her Fatigue consequence by a severity.

**Aquatic:** Crocodiles are at home in the water. While swimming they may move two zones when taking a move action.

**Size +1:** Crocodiles are large and powerful. This has been factored into the animal's Defense and HP.

These large semi-aquatic reptiles have long jaws with jagged teeth, which they can use to latch onto their prey. They are patient, but surprisingly quick predators.

## **ELECTRIC EEL**

**Str** 2, **Dex** 10, **Spd** 5, **End** 4, **Int** 1, **Per** 5, **Chr** 6, **Det** 5

**Defense** 12/22, **Willpower** 6/12, **DR** 0, **HP** 3

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4

**Bite:** +7♥ vs. Defense (♠5/♥3/♦1/♣1).

**Shock:** +6♦ vs. Defense (♠8/♥6/♦4/♣2). Ignores DR.

♦♣ **Stun:** Increase the target's Stun consequence a severity, or two with a critical hit.

**Aquatic:** Eels are at home in the water. While swimming they may move two zones when taking a move action.

**Size -2:** Eels are small and quick. This has been factored into the eel's Defense and HP.

This long snake-like fish can release large amounts of electricity from its body at once, stunning creatures nearby as the electric shock disrupts their bodily systems. These creatures become lunch for the electric eel.

## **ELEPHANT**

**Str** 12, **Dex** 5, **Spd** 6, **End** 8, **Int** 1, **Per** 5, **Chr** 5, **Det** 5

**Defense** 6/14, **Willpower** 5/11, **DR** 1, **HP** 30

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4

**Gore:** +4♥ vs. Defense (♠15/♥13/♦11/♣9).

♠ **Trample:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Charge:** Once per round an elephant may take a free move action, as if it had spent 1 AP.

**Size +1:** Elephants are large and powerful. This has been factored into the animal's Defense and HP.

Elephants are strange, large animals with a prehensile nose and flat feet. They grow two large tusks and are said to never forget

## **LIZARD**

**Str** 1, **Dex** 6, **Spd** 5, **End** 5, **Int** 1, **Per** 5, **Chr** 5, **Det** 5

**Defense** 10/19, **Willpower** 5/11, **DR** 1, **HP** 3

**Skills:** Athletics +2, Awareness +2, Melee +2, Naturalist +4

**Bite:** +5♥ vs. Defense (♠4/♥2/♦1/♣1).

♠ **Lock:** The lizard holds on with its teeth, establishing a grapple on the target. If a grapple has already been established, the target's Fatigue consequence instead increases a severity.

**Regrowth:** A lizard can regrow lost limbs or its tails. This process takes several months.

**Size -2:** Lizards are small and quick. This has been factored into the lizard's Defense and HP.

Lizards are common small reptiles, which often possess the ability to shed their tails, if caught by a predator.

## LLAMA

**Str** 7, **Dex** 6, **Spd** 5, **End** 5, **Int** 1, **Per** 5, **Chr** 5, **Det** 5

**Defense** 8/16, **Willpower** 5/11, **DR** 1, **HP** 12

**Skills:** Athletics +3, Awareness +2, Melee +2, Naturalist +4

**Kick:** +5♥ vs. Defense (♠10/♥8/♦6/♣4).

♥♦ **Spit:** Increase the target's Fixation consequence a severity, or two with a critical hit.

♣ **Knockdown:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Mount:** Trained llamas are able to carry a rider on their backs. This allows for faster overland travel than walking. In combat, characters riding a llama may move two zones per move action.

Llamas are a majestic mountain dromedary that are used as a beast of burden in some societies. They are known for their wool and for spitting in their defense.

## MONKEY

**Str** 4, **Dex** 6, **Spd** 5, **End** 5, **Int** 2, **Per** 5, **Chr** 5, **Det** 5

**Defense** 9/17, **Willpower** 6/12, **DR** 0, **HP** 6

**Skills:** Athletics +3, Awareness +2, Melee +2, Naturalist +4

**Bite:** +5♥ vs. Defense (♠5/♥3/♦2/♣1).

♣ **Pounce:** On a successful hit, the monkey establishes a grapple on the target.

**Acrobatic Dodge:** When making a Dodge reaction, a monkey may add its Athletics skill as an additional bonus.

**Size -1:** Monkeys are small and quick. This has been factored into the animal's Defense and HP.

Monkeys are small primates that largely possess tails and live in trees. They are known for their intelligence and occasionally for flinging rocks or other substances.

## OSTRICH

**Str** 7, **Dex** 8, **Spd** 8, **End** 6, **Int** 1, **Per** 5, **Chr** 5, **Det** 5

**Defense** 10/21, **Willpower** 5/11, **DR** 0, **HP** 13

**Skills:** Athletics +3, Awareness +2, Melee +2, Naturalist +4

**Talons:** +6♥ vs. Defense (♠10/♥8/♦6/♣4).

♣ **Knockdown:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Fleet of Foot:** An ostrich may move two zones when taking a move action.

An ostrich is a large, flightless bird. It can run very fast and has vicious claws at the ends of its feet, which it can use to strike out at whomever has provoked it. Its head can also swivel on its neck to keep an eye out for danger.

## RHINOCEROS

Str 12, Dex 5, Spd 6, End 8, Int 1, Per 5, Chr 6, Det 5

Defense 6/14, Willpower 6/12, DR 2, HP 30

Skills: Athletics +2, Awareness +2, Melee +2, Naturalist +4

Horn: +4♥ vs. Defense (♠15/♥13/♦11/♣9).

♠ **Trample:** Increase the target's Prone consequence a severity, or two with a critical hit.

Intimidating: +6♦ vs. Willpower. This action may be taken for free immediately before a rhinoceros attacks each target. On a success, the target's Fear consequence increases a severity, or two with a critical success.

Size +2: Rhinoceroses are large and powerful. This has been factored into the animal's Defense and HP.

This huge, quadrupedal animal has a long horn sticking out of the front of its face. It can use this horn to great effect when charging.

## SNAKE

Str 2, Dex 10, Spd 5, End 5, Int 1, Per 5, Chr 5, Det 6

Defense 12/22, Willpower 6/12, DR 1, HP 3

Skills: Athletics +2, Awareness +2, Melee +3, Naturalist +4

Bite: +8♥ vs. Defense (♠5/♥3/♦1/♣1).

♠♥ **Venom:** The snake injects its venom. If any damage penetrates DR, increase the target's Bleeding consequence a severity, or two severities with a critical hit.

Size -2: Snakes are small and quick. This has been factored into the animal's Defense and HP.

Snakes are obligate carnivores. They are legless reptiles that slither along the ground, waiting for prey and smelling the air with their forked tongues.



## WEASEL

Str 2, Dex 7, Spd 5, End 5, Int 1, Per 5, Chr 5, Det 6

Defense 10/19, Willpower 6/12, DR 0, HP 3

Skills: Athletics +2, Awareness +2, Melee +2, Naturalist +4, Stealth +2

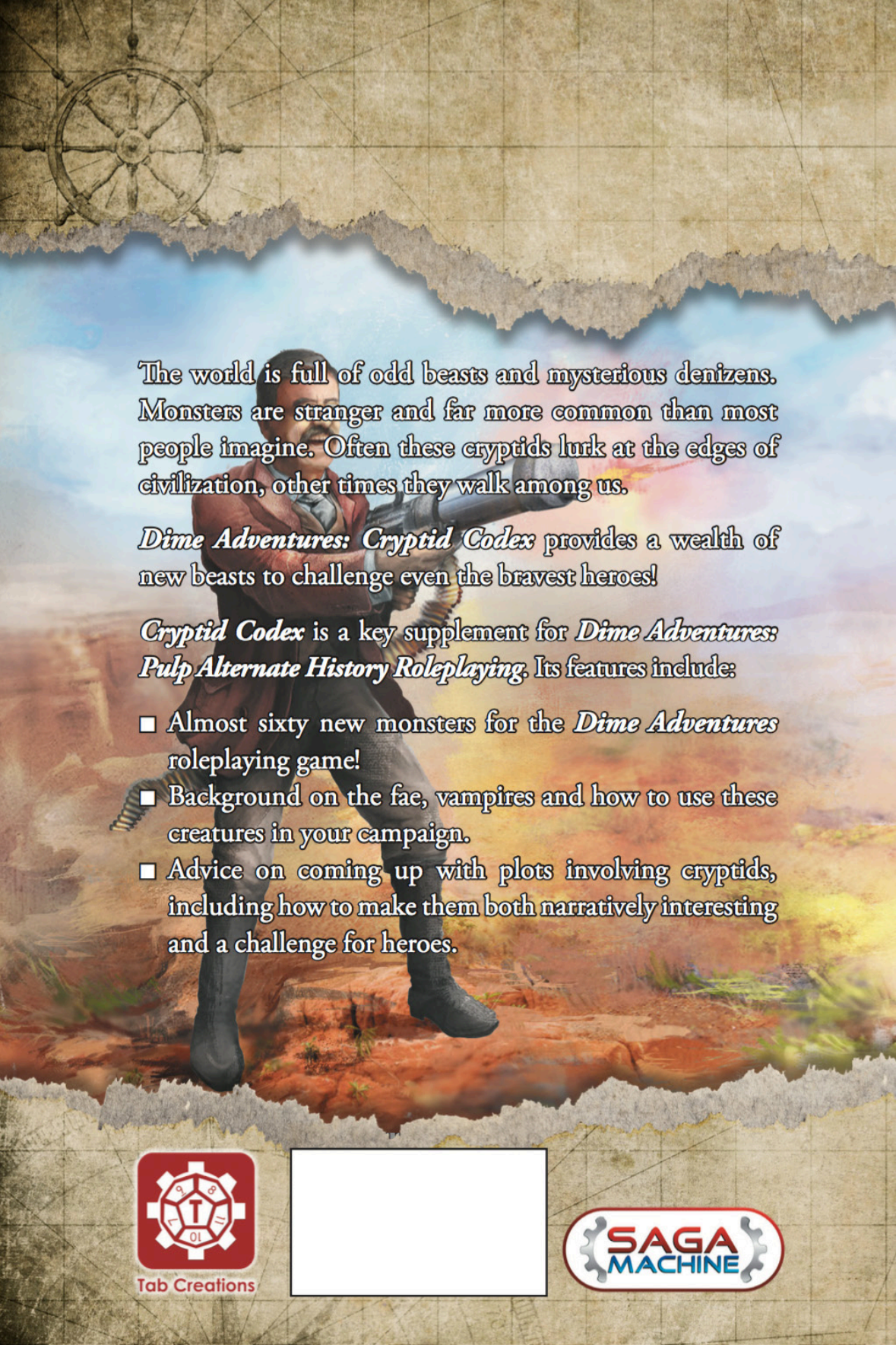
Bite: +5♥ vs. Defense (♠5/♥3/♦1/♣1).

♠♥ **Lock:** The weasel holds on with its teeth, establishing a grapple on the target. If a grapple has already been established, the weasel instead deals the following damage: ♠6.

Size -2: Weasels are small and quick. This has been factored into the animal's Defense and HP.

Weasels are small, furry predators with long bodies and short legs. They feed on small animals, eggs and other such fare.





The world is full of odd beasts and mysterious denizens. Monsters are stranger and far more common than most people imagine. Often these cryptids lurk at the edges of civilization, other times they walk among us.

*Dime Adventures: Cryptid Codex* provides a wealth of new beasts to challenge even the bravest heroes!

*Cryptid Codex* is a key supplement for *Dime Adventures: Pulp Alternate History Roleplaying*. Its features include:

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Tab Creations

