

# FAR AWAY LAND

ROLE-PLAYING GAME



NUZUZ

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role-playing game

## Nuzoz

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*I suppose there are still lands and peoples yet to be discovered in the world.  
These things are not important for me for I have discovered  
everything worth discovering already.*

*- Blaine McDaine*



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# INTRODUCTION



## Introduction

This book is intended to introduce players and GMs to the Far Away Land continent of Nuzoz. Within these pages you will find valuable information concerning the land of Nuzoz complete with locations, new monsters, and new non-human playable races.

Also included within these pages are additional elements that compliment Nuzoz and allow players and GMs to expand their Far Away Land experience. These additions include new magic spells, new weapons, items and vehicles, optional combat rules and achievements, mini games, character grinders for LVL 0 PCs and an adventure.

Additionally, there are encounter lists for all FAL creatures published up to this time. These entries include all monsters and races from the Tome of Awesome, Creatures Vol. 2 & 3, Seas of Far Away Land, and Nuzoz. These lists have been arranged according to the book in which they are found, the locations in which they are found, and by LVL.

Mount your kwee and grab a spear. Welcome to Nuzoz!



## NEW RULES & ACHIEVEMENTS



### Optional Combat Rules

Along with the Nuzoz expansion, we have included additional combat rules and optional rules that you may add to your own game table.

#### Abstracted Combat

In regular FAL RPG combat, attacks and defensive rolls are both made. This represents the cut and thrust of combat well, but does make combat take longer, particularly if opponents are quite evenly matched and neither does anything unexpected to shake things up. If you want to speed up combat, have each combatant make a single appropriate roll, with only the winner causing damage to the loser normally, every round. This cuts out defensive rolls, speeding things up.

#### Bad Roller

The player just can't seem to keep the dice on the table. If a player rolls and the dice fall from the table (or designated rolling area) they automatically fail in their attempted action. Only use this rule if everyone agrees.

#### Die o' Death

Interested in speeding up combat? Want things to become really deadly? Why not implement the Die o' Death? The GM rolls a d6 as the Die o' Death. Whatever number is rolled is the number of additional dice each combatant adds to their roll for that round. Once the round is over, the GM can reroll the die to see what terribleness the next round brings.

## NEW RULES & ACHIEVEMENTS

### Dual Wielding

PCs wielding dual weapons look very cool. While dual wielding you can decide which weapon to attack with. If you drop a weapon or are disarmed, you've still got one to fight with. While dual wielding, one cannot use a shield, use a weapon that requires two hands, cast spells, or perform any action that requires two hands or a free hand. Adjust accordingly should the PC have additional hands.

### Initiative Bonus

When making the initiative DEX check, if the PC's check is higher than any combatant's check by +3 or more, the PC gets an additional 3 ACT points for the first round of combat.

### Leveling Up Stories

When PCs level up, trade character sheets and write three descriptive sentences about another player's PC. Each sentence should describe something different, provide a piece of history, or present a certain defining element that makes the PC unique. Keep in mind other elements of the PC that have already been defined through play. Once you have your sentences written, give them to the appropriate player. Each player will read the sentences that describe their character out loud. All the other players vote to determine which descriptive sentence is true. GMs can use these descriptors as a way to create backstory and tie PCs into events.

### Shove

A **shove** uses the Scuffle (plus BRT) boon. A shove can only be performed on a target of similar size to the shover. A successful shove results in the target being pushed back or being pushed to the ground (at the shover's discretion). No damage is done on a shove attack. A shove costs 3 ACT points. If the shover is of a larger size, the GM may allow the target to be shoved back a greater distance and also allow damage to be done.

### Spiked Shields

Spiked shields act as both a light weapon (1d6 damage) and as a shield (AC 1). Spiked shields cost double that of a normal shield.

### Spiked Armor

Using spiked armor in a grapple allows the wearer to use the armor as a light weapon (1d6 damage) while grappling. Spiked armor comes in the light and heavy variety. Spiked armor costs double that of normal armor.

### Tripping

You can trip a target of your own size or smaller by making a successful Scuffle (+BRT) check. A target that is tripped will fall to the ground. No damage is done on a trip attack (unless they fall on spikes or razors or something). A trip costs 3 ACT points.

## NEW RULES & ACHIEVEMENTS

### Combat Achievements

The following is a list of new/optional combat achievements that can be awarded to PCs to further define and make them unique as they experience the world of FAL.

#### Burn Baby Burn

If you set fire to three different enemies (or the same one for hilarious effect) during the same encounter, you gain Burn Baby Burn which grants you an additional die when using fire or heat-based attacks against similar enemies in the future.

#### First is Last

You charge into combat before everyone else and end combat with the final blow/spell/action. In future encounters with similar enemies, you gain an additional die when making an initiative check against that particular enemy.

#### I Got This

You stride into battle with courage and conviction and defeat your opponent without taking any damage. In future encounters with similar opponents, any damage you sustain from an attack is reduced by -1.

#### Pincushion

If you successfully shoot a single opponent with at least three projectiles during the same encounter, you gain an additional die on ranged attacks in future encounters vs. similar opponents.

#### Stick Around

If you get shot with three projectiles during a single encounter and survive, you get an extra Luck point.

#### Walk It Off

You take a Battle Scar but you survive. Any time you make a joke about the Battle Scar in game and make other players laugh, you gain a +1 die bonus to any roll you want.



## NON-HUMAN PC TEMPLATES

### Non-Human PC Builder

The following section provides templates for creating non-human PCs. All templates included are for LVL 1 PCs. “Magic equal to LVL” indicates that particular species is capable of using magic (although in order to do so, the individual must possess the Arcane boon). “Weapon Specialty” indicates that the particular species is naturally adept with a specific weapon and thus receives +1 die when using that weapon.



#### Akro

**Archetype:** Humanoid, **Size:** Average (0)

**Stat Points:** 6

**Base HP:** 14+BRT, **AC:** 0, **ACT:** 3+DEX

**Luck:** 2+LVL, **Boons:** 3, **Flaws:** 1d3

**Better Sight. Night Sight.**



#### Duodude

**Archetype:** Humanoid, **Size:** Average (0)

**Stat Points:** 6

**Base HP:** 14+BRT, **AC:** 0, **ACT:** 3+DEX

**Luck:** 2+LVL, **Boons:** 3, **Flaws:** 1d3

**Two-Headed:** Only one head sleeps at a time so duodudes are always active and alert. When both heads are awake (about a third of the time, normally) duodudes may roll twice for any appropriate WIT-related rolls as each head has a chance of succeeding.



#### Elf, Green

**Archetype:** Humanoid, **Size:** Average (0)

**Stat Points:** 6

**Base HP:** 10+BRT, **AC:** 0, **ACT:** 3+DEX

**Luck:** 1+LVL, **Boons:** 3, **Flaws:** 1d3

**Better Hearing. Better Sight. Magic equal to LVL. Night Sight. Plant Shaping:** A green elf can slowly shape living or dead plant material, turning a sturdy branch into a decorative spear, causing fronds to weave together into detailed panels, and so on. It takes roughly an hour per cubic foot of material.

## NON-HUMAN PC TEMPLATES



### Gecko Folk

**Archetype:** Humanoid, **Size:** Average (0)

**Stat Points:** 6

**Base HP:** 10+BRT, **AC:** 1, **ACT:** 3+DEX

**Luck:** Equal to LVL, **Boons:** 2, **Flaws:** 1d3

**Magic** equal to LVL. **Night Sight.** **Resistance to Disease.** **Wall Crawl.**



### Horned Scale Folk

**Archetype:** Humanoid, **Size:** Average (0)

**Stat Points:** 6

**Base HP:** 10+BRT, **AC:** 1, **ACT:** 3+DEX

**Luck:** Equal to LVL, **Boons:** 2, **Flaws:** 1d3

**Magic** equal to LVL. **Regenerate:** Horned scale folk can regrow a lost limb over the course of 1d2 weeks.

**Resistance to Heat.** **Water Resilient:** If they eat at least once a day, horned scale folk need never drink. Even if they don't eat regularly, they can go without water for up to two weeks.



### Kreeah

**Archetype:** Humanoid, **Size:** Average (0)

**Stat Points:** 5

**Base HP:** 9+BRT, **AC:** 0, **ACT:** 4+DEX

**Luck:** 1+LVL, **Boons:** 3, **Flaws:** 1d3

**Better Sight.** **Flight.** **Magic** equal to LVL. **Night Sight.**



### Moonie

**Archetype:** Humanoid, **Size:** Small (0)

**Stat Points:** 6

**Base HP:** 10+BRT, **AC:** 1, **ACT:** 4+DEX

**Luck:** 1+LVL, **Boons:** 3, **Flaws:** 1d3

**Magic** equal to LVL. **Mineral Sensitivity.** Huge radius. Moonies can detect and identify any minerals around them. **Mood Lighting:** Moonies emit light depending upon their moods; truly angry ones get darker, while excited and happy ones shine as bright as a lamp (small radius).

## NON-HUMAN PC TEMPLATES



### Pung

**Archetype:** Monster, **Size:** Average (0)

**Stat Points:** 6

**Base HP:** 10+BRT, **AC:** 1, **ACT:** 4+DEX

**Luck:** 1+LVL, **Boons:** 3, **Flaws:** 1d3

**Bite.** 1d6 damage. **Climbing.** **Night Sight.**



### Woolpeet

**Archetype:** Humanoid, **Size:** Average (0)

**Stat Points:** 6

**Base HP:** 10+BRT, **AC:** 0, **ACT:** 3+DEX

**Luck:** 1+LVL, **Boons:** 3, **Flaws:** 1d3

**Magic** equal to LVL. **Kwee Affection.** Woolpeet have a natural connection with kwee and can soothe even the wildest of these birds. **Nature Healing.** Woolpeet are in tune with nature and when in open air can heal at double the normal rate.

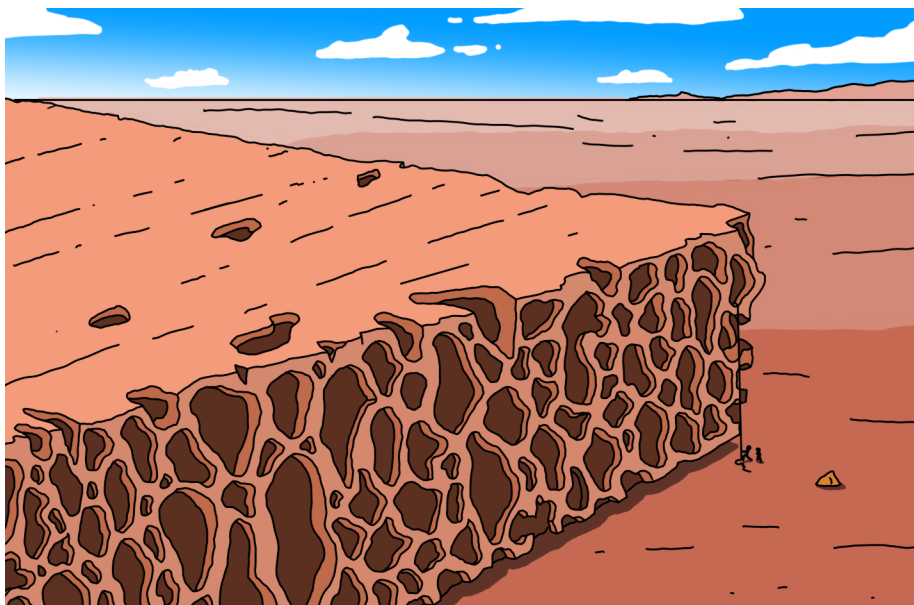








## NUZUZ LOCATIONS



### **Nuzoz Continent**

Nuzoz is a continent located to the southeast of Radroz and northeast of Karkoz. It is one of the nine continents of Far Away Land and is a nexus for powerful elemental forces. It is a more primal, less populated continent than its neighbors, and mammalian species are much rarer there.

### **Air Rock**

A titanic red sandstone plateau, Air Rock is a honeycomb of tunnels and veins of upaway, and drifts just five yards above the Red Wastes, slowly moving with the prevailing winds. Its passage grinds and smashes through anything too tall to fit beneath it. The horned scale folk town of Hisshik is built atop and into it.

### **Air Whale Graveyard**

Hidden within a sea cave of staggering size on the coast of Thunder Water Island, is the Air Whale Graveyard. Here, aged air whales near the ends of their days come to die. The cave is covered in untold skeletons of the dead whales, and flying sharks often come to feast upon new corpses.

### **Awkward Land**

A twisting expanse of sharp-edged natural monoliths, hidden ravines, sinkholes, and caves the Awkward Land is so-called because it is so difficult and treacherous to navigate. No one would brave the landscape and the beasts that live within it were it not for Skyreach Tower, a disk-topped tower of unknown construction that reaches as high as the clouds above it.

## NUZUZ LOCATIONS

### **Bigzilla Jungle**

Bigzilla is a colossal jungle, not in expanse, but in scale; nearly everything here, from insects to plants to animals, is at least twice as large as normal. Bigzilla is also rumored to be the legendary home of gigantic monsters such as the towering fire-breathing reptile, Bigzilla.

### **Blood Cloud**

Blood Cloud is a colossal, active volcano at the center of Nuzoz, dwarfing the smaller volcanoes of the Ring of Fire that encircle it. It is the focus point of a nexus to the Plane of Fire and is inhabited by many entities from that part of the Elementalsphere. It turns the sky above it red, day and night, hence its name.

### **Bowl of the Gods**

A huge nexus to the Plane of Water in the Elementalsphere, the Bowl of the Gods is a huge lake atop a stone plateau. Waterfalls surround it and fall in thunderous sprays down into the surrounding lands, creating many rivers and streams. Creatures from the Plane of Water are common here as are fish and other freshwater beasts. The waters are said to be full of treasures, past offerings cast into the bowl. Certainly, the pearls produced by the freshwater mussels here are peerless in size and quality.

### **Cliffs of Insanity**

Towering a thousand yards above the water, the Cliffs of Insanity separate the Red Wastes from the Cold Waters. Although a dizzying height by any measure, they are named for the strange vertigo-inducing sigils that are carved into them.

### **Cold Waters**

The Cold Waters start as warm temperate seas, but rapidly cool as they head south, gradually meeting the Southern Seas closer to the pole.

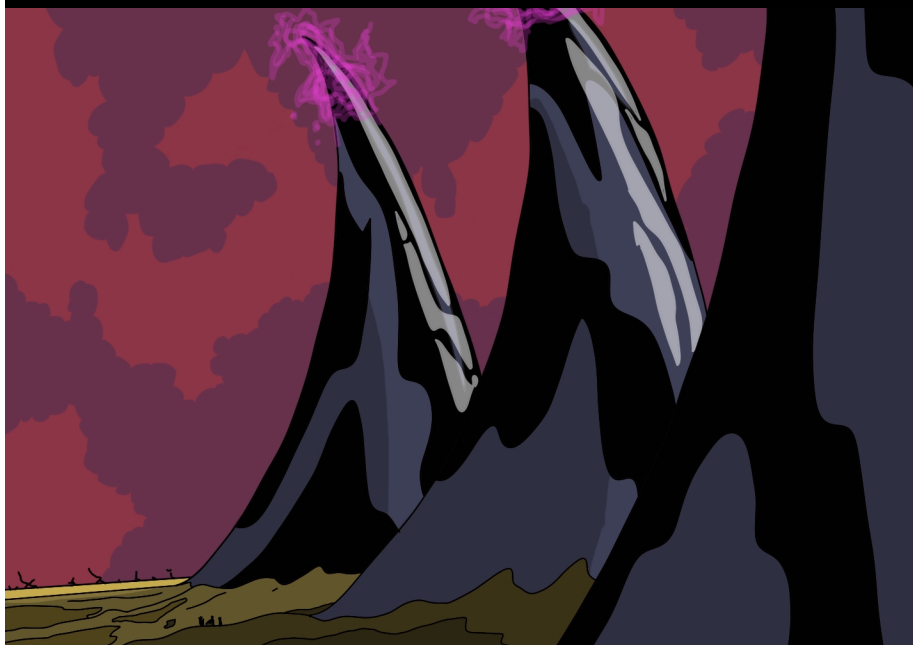
### **Devil Island**

Devil Island is a big island to the northwest of mainland Nuzoz. A terrible ritual by a crotallian wizard called Ssabian created a gate to the Abyssmalsphere here, and though the gate broke, it did not do so before a horned demon named Taz had made his way through, accompanied by a small army of lesser demons. Once forested, it is now a hellish isle, largely barren and completely overrun by demons and their ilk.

### **Doom Eden**

A thriving city, Doom Eden was wryly named due to its location at the edge of the Whispering Wilds, next to the perilous Ring of Fire. Inhabited by sapient races from across the continent, it is a cosmopolitan city famed for the Red Stone University, a school of the magical arts constructed from red sandstone brought over from the Red Wastes. It can be a rambunctious locale, and wizardly duels are not uncommon.

## NUZOZ LOCATIONS



### **Ebon Claws**

An ancient trio of linked towers thrust up from the center of Mudsuck Mire like clawed fingers, each seemingly carved from polished obsidian. Though long abandoned by their mysterious creators, they were clearly utilized by wizards of great power, for at certain nights of the year, arcane energies form a fluctuating purple glow above the towers.

### **Everlong Beach**

Everlong Beach is so named because it is an unbroken expanse of black coastal sand running for over two hundred miles. The sand is constantly warm due to the hot volcanic water running just below its surface. Many small krabbix villages dot its length, boiling their food in pits they dig in the sand.

### **Fern Forest**

A large warm temperate forest in the south of Nuzoz, the Fern Forest is comprised of a variety of fern trees, fern bushes, even carpets of fern grass. The oldest of the continent's forests and jungles, it contains numerous ruins of great age.

### **Great Wall Archipelago**

The Great Wall Archipelago is a huge chain of tropical islands, each marked by a tall, cliff edge, these together forming a wall-like, almost circular barrier enclosing the Turquoise Sea.

## NUZOZ LOCATIONS

### **Greenblood Jungle**

Dense and tangled, Greenblood is unique in that every plant within it is mobile. Vines slither, branches reach out, leaves move on non-existent winds. Flowers turn their heads to watch. Plant monsters such as clown plants and flail thorns are found here in great numbers.

### **Hisshik**

A large town of flat-roofed sandstone dwellings, Hisshik is a community of horned scale folk. The reptilian folks sun themselves atop their flat roofs, and use ingenious windgliders to hunt and to retrieve water from scattered oases.

### **Kliklik Jungle**

The Kliklik Jungle is home to a multitude of territorial and warring mantida and gecko folk tribes and contains the bizarre inverted pyramid known as the Etcher.

### **Lofthome**

Located on the largest of the Skylands, Lofthome is a town and the central meeting place for kreeah from across the Skylands. Crafted from sturdy stone, and somewhat fortified, kreeah and the few outsiders able to visit it, can trade here, relax here, and enjoy protection from even the most tumultuous of storms. Protection from the unrelenting curiosity of the kreeah and their penchant for practical jokes is not guaranteed, however.

### **Marbles of the Gods**

This large area of flat, coastal rock is covered by two dozen perfect stone spheres, each two yards in diameter. Strange gouges in the flat rock seem to indicate various distance markers. It is not known who or what plays with these oversized stone balls, but it is noted that they are sometimes moved.

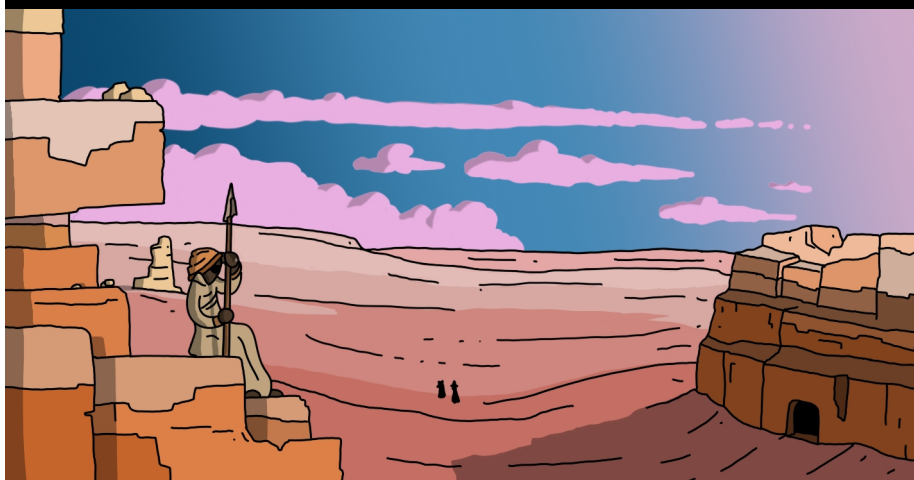
### **Moa**

Crafted by the ancient ancestors of the kreeah, the moa are a dozen imperious-looking carved stone bird heads, each a dozen yards in height, forming a circle. Each head represents a powerful ancient sorcerer. They are said to impart cryptic visions of the future to those who touch them. Kreeah do not look kindly upon those who trespass upon this sacred site.

### **Mudsuck Mire**

A vast marsh, Mudsuck Mire is the dwelling place of fiercely territorial swampmerl tribes who dwell here in partially submerged mud-and-stick villages. The local swampmerls, biting insects, flying leeches, and mudmouths deter many from exploring the ancient Ebon Claws ruins found here.

## NUZUZ LOCATIONS



### **Passive Ocean**

The turquoise waters of the Passive Ocean behave normally closer to shore, but the further east someone travels, the calmer the waters and winds become, until only a day's travel from land, the ocean is like a mirror and there is no wind to speak of. Thus, despite its tranquil-sounding name, the Passive Ocean has become a watery tomb for many sailors due to the lack of wind.

### **Rainbow Lakes**

Colored various bright hues by suspended minerals, the Rainbow Lakes are warm volcanic pools. Strangely, the minerals within do not seem to harm those who partake of the waters, but do cause them to permanently change color depending of which pool they last drank from. This means that the plants and trees growing around the pools, and the local animals, are a variety of bright, clashing colors.

### **Red Wastes**

A dusty, magnetic desert of marbled red and black sand and sandstone, the Red Wastes are largely desolate save for hard, spiky spineflex bushes, fangbushes, roo, alkalos, and a selection of reptiles, many venomous. Here and there are oases, but the wastes themselves rarely see rain. The wastes are also littered with the technological remains of a huge, failed soracan invasion, and are home to the floating plateau, Air Rock. A few small tribes of zoordrooz, survivors of the failed invasion, eke out a living in the harsh environment.

### **Ring of Fire**

The Ring of Fire is a ring of a dozen volcanoes that encircle the much larger Blood Cloud. Several are active, but most are dormant or dead. Their fertile lower slopes are covered in greenery and their interiors are riddled with lava tubes. Precious metals, minerals, and gemstones abound here, but many of the lava tubes are inhabited by monstrous creatures such as cave anglers.

## NUZOZ LOCATIONS

### **Rozzel**

Rozzel is a large, sprawling, ramshackle town built inside the exposed caldera of a huge coastal atoll in the west of Nunoz. Here, castaways, merchants, and explorers from Karkoz and Radroz mix and trade with local green elves, scale folk, kreeah, merls, rayzors, and woolpeet. It is a lively, rowdy place boasting many inns and numerous suppliers and traders. In *Blaine McDaine's Guide to Far Away Land*, he gives Rozzel a 5 out of 10 rating, stating that, "While the seafood here is second to none, I awoke after one particularly enthusiastic evening with several intricate tattoos, a necklace of polished shells and flowers, an empty purse, and a headache the size of Londol. I cannot remember much about the place, to be honest."

### **Scattered Isles**

Close to a hundred islets and islands of all sizes comprise the Scattered Isles to the west of the mainland, a narrow passage between them forming The Way. Some are little more than rocks thrusting up from the surrounding water, others large enough to house unique stretches of jungle, and a few are inhabited by pirates who raid shipping in swift catamarans.

### **Scream Citadel**

A torturous fortress of dark rock, Scream Citadel is the home of the horned demon Taz and his army. Blocked from easily accessing the mainland by the surrounding Maelstrom, Taz has set about establishing his own domain here, and is constantly researching a means to escape the isle with his conquering army.

### **Skyreach Tower**

A tower of seamless, polished dark green stone that touches the clouds, Skyreach Tower is topped with a disk-shaped level and has no obvious means of entry or visible windows. The disk-shaped level rotates during certain celestial events. Located as it is in Awkward Land, few have yet investigated its mysteries.

### **Sydnarnia**

A pristine green elf city formed of living trees in the southeast of the continent, Sydnarnia is a beautiful organic creation, elevated walkways and flowering promenades connecting and overlooking a bay filled with small islets. Green elf culture flourishes here, reflected in the vault-ceilinged performing stages, art galleries, and martial art fields that can be encountered everywhere.

### **The Etcher**

An inverted basalt step pyramid from the outside, etched all over with interlocking repeating patterns of strange beasts, stories tell that the Etcher was created by a mad, long-forgotten god of the same name. Its interior is a maddening maze of non-euclidean stairs, walkways, rooms, pillars, and other constructions. Astounding treasures and devices may be found within including the fabulous sunsword, though it is guarded by faceless, featureless manikins.

## NUZOZ LOCATIONS



### **The Hive**

Located within the ruins of the ancient green elf city of Wellarnia, the Hive is a huge conglomeration of fell bee hives of unusual size. The Hive is controlled by the fully sapient High Queen who organizes the fell bees efficiently and commands them via pheromones and psionic powers. The High Queen cares for her subjects and is open to discourse, but will brook no threat to them. The Hive has established a treaty with a nearby formican nest, providing the honey in exchange for mutual protection.

### **The Maelstrom**

A staggering and powerful storm off the northwest coast of mainland Nuzoz, the Maelstrom contains a raging nexus to the Plane of Air in the Elementalsphere. The storm is constant, whipping the seas beneath it into a swirling frenzy, and lashing them with forks of lightning and howling winds of incredible speed. In the center of the Maelstrom is the horrible Devil Island.

### **The Skylands**

The Skylands are floating islands ranging in size from tiny islets barely large enough for a single hut, to large isles capable of holding a large village. Riddled with naturally occurring upaway crystals, they drift at varying altitudes. The skies around the Skylands, as close as they are to the Maelstrom, are subject to frequent storms. They are also full of flying beasts such as air whales and creatures from the Plane of Air. Kreeah villages are found atop the Skylands. The biggest of the skylands, Lofthome, is a floating town.

## NUZUZ LOCATIONS

### **The Starmounts**

The Starmounts are a range of stupendous mountains that radiate outwards in a star-pattern. Minor earthquakes are common here and a nexus to the Plane of Earth in the Elementalsphere resides inside the tallest, central peak. Creatures of rock and earth are common, as are dragons and boohoo. A crashed transdimensional space ark is located here, inhabited by oddities and marvels technological and living, including the survivors of the moonie crew.

### **The Way**

The Way is a sea located to the west of Nuzoz and stretches west until it meets the Calling Sea. It is named The Way because it is the route by which inhabitants of Radroz, Karkoz, and Nuzoz travel and trade with each other. Though regularly used, it is not without danger, for pirates inhabit some of the Scattered Isles here, chasing ships in swift catamarans. Sea monsters are also a threat.

### **Thunder Water**

The most remote and largest of the Scattered Isles, Thunder Water is so-called because of the huge waterfall that cascades from its highest point. Partially hidden behind the waterfall is the Air Whale Graveyard.

### **Turquoise Sea**

The aptly-named Turquoise Sea is a titanic, warm, shallow bay sheltered by the Great Wall Archipelago. No deeper than a dozen yards, it houses plentiful reefs and the coral towns of rayzors and seahorse folk.

### **Wellarnia**

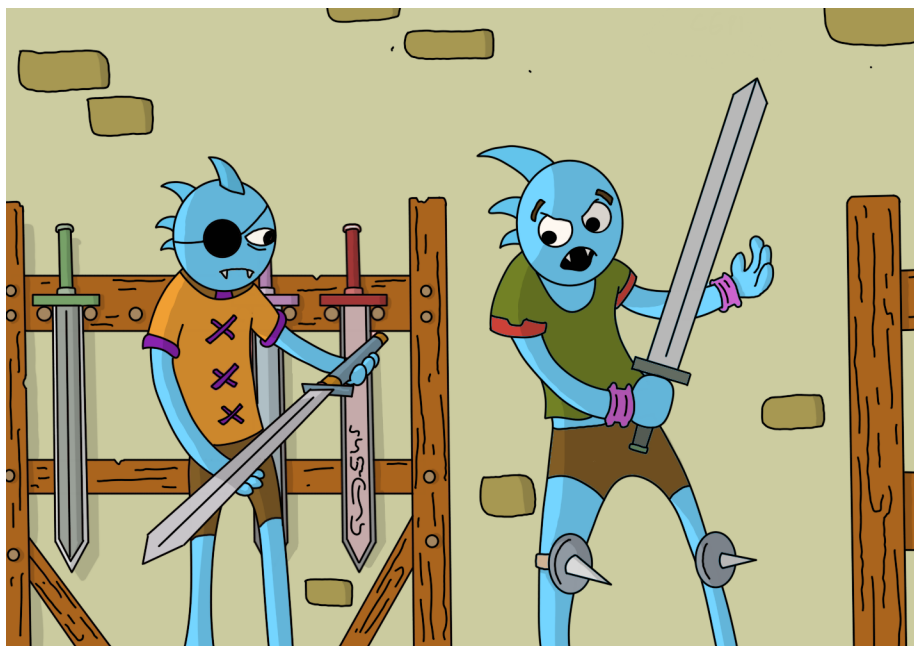
An ancient, abandoned green elf city on the east coast of the mainland, Wellarnia is now overrun by insect species, and contains the vast fell bee nest conglomeration known as the Hive. Despite the preponderance of fell bees, formicans, and other dangerous insect species in the area, the adventurous are drawn by tales of treasures left buried and the value of fell bee honey and royal jelly.

### **Whistling Wilds**

The Whistling Wilds are grass-covered hills and prairies, marked here and there by patches of forest, and studded with small outcrops of granite. These outcrops give the grasslands their names, for they are naturally pierced with holes, and the ever-present winds whistles mournfully through them. Herds of woolly longhorns, placid giant beetles raised for food and fur, roam here, herded by the inhabitants of many small villages. The villagers ride indigenous boobarooza, these distinguished from those of Radroz and Karkoz by their uniform metallic turquoise carapaces.



## GEAR & EQUIPMENT



### New Gear

The following section details new gear introduced in this expansion and includes equipment, weapons, vehicles, and magic items.

#### High Queen Royal Jelly

A single pot of High Queen royal jelly holds 5 doses of pearlescent white jelly. Ease dose provides enough food to sustain an average-sized creature for a day, neutralizes any poisons, and heals 1d6 damage. Cost: 150gp

#### Horned Scale Folk Crossbows

Horned scale folk craft complex clockwork crossbows that self-load by means of top-mounted hoppers of bolts. They create both smaller, one-handed, pistol style crossbows (1d6 damage) and larger, heavier, two-handed ones (1d6+1 damage). This means that no separate action is required to load them, making

them faster to operate. However, they are incredibly temperamental devices. On any given attack with one, roll 1d6: a result of 1 indicates that the crossbow is jammed and will require several minutes of uninterrupted tinkering to unjam and reset.

Cost: 20gp (one-handed)/60gp (two-handed)

#### Horned Scale Folk Rotating Axe

These wind-up, rotating hand axes feature 3-4 blades that rotate quickly around a central handle. These do 1d6+1 damage despite being light weapons. They do quickly wind down though, and when not wound up only do 1d6 damage. On any given attack with one, roll 1d6: a result of 1 indicates that the rotating axe has wound down and requires a full round to wind up again.

Cost: 30gp

## GEAR & EQUIPMENT

### Upaway Crystals

Upaway crystals are naturally occurring veins of almost perfectly clear colorless crystal that grow as a result of the forces emanating from the nexuses of air and earth. They are lighter than air and exude a light breeze around them. A small chunk, if held in the mouth, produces enough air to breathe by. Horned scale folk use them to power their windgliders, keeping them aloft. One cubic foot of upaway generates approximately 500 lbs. of lift. Upaway sells for 1d6x30gp per cubic foot.

### New Vehicles

#### Catamaran

Archetype: Sea (Raider)

Size: Medium

HP: 100, AC: 3, SPD: F, MAN: 1

Crew: up to 5, Cost: 500gp+

Complement: A Nuzoz catamaran can carry up to 15 small to average size humanoids.

Note: Nuzoz raiding catamarans are swift and slender wooden, sail-powered catamarans. They are not large enough to mount ship weapons.

#### Windglider

Archetype: Air (Flying Machine)

Size: Small

HP: 15, AC: 1, SPD: S, MAN: 1

Crew: 1, Cost: Not for sale!

The ingenious windgliders created by horned scale folk in the Red Wastes are hinged, fragile, wing-like frames of metal and wood with leather or woven fabric stretched across them. They are given lift by means of cut and shaped upaway crystals. By pulling levers that make the wings flap, a trained user can fly using a windglider.

### New Magic Items

#### Jandals of Traversing

These brightly-colored woven jandals enable the wearer to walk across any liquid or semi-liquid surface as if it was normal solid ground, including mud, lava, acid, and water. However, they do not protect more than the wearer's feet and legs from high temperatures, acidity, etc.

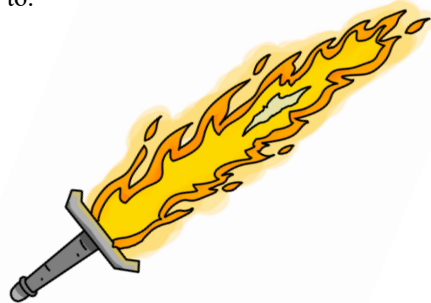
#### Replenishing Pie

This hand-sized meat pie tastes delicious and regenerates itself once per day, but only if its crust is left uneaten.

Replenishing pies are oddly common on Nuzoz, but fall apart and no longer work if they get wet.

#### Sunsword

The sunsword is the fabulous weapon of the famed hero Ookla the Thunderer. Ookla is said to have perished when exploring the Etcher pyramid, and his sunsword is rumored to remain within. A polished, metal hilt with no blade, it emits a golden blade of scorching light when wielded with intent. This sheds light like a lantern (small radius), ignores up to AC 3 of armor, and inflicts 3d6 damage. It is so hot it can also be used to ignite flammables it is touched to.



## MAGIC SPELLS



### **Nuzoz Spells**

The spells provided in this book are a smattering of spells collected from various arcane users over the ages. While many of these spells are for practical purposes (like Grub's Up), others are of a more sinister variety. This collection of spells is from a series of tomes known collectively as the Green Books of Farastaz. Spells have been listed according to their level.

#### **Fair Weather (1)**

Range: self, Duration: hours  
Creates a personal shield for the caster protecting against inclement weather.

#### **Grub's Up (1)**

Range: touch, Duration: instant  
Grub's up instantly cooks uncooked food to near perfection, most of the time.

#### **Horrid Scream (1)**

Range: self (small), Duration: instant  
The caster can scream a most horrible scream. Enemy targets of LVL 2 or less run in fear at the sound of the scream. Make a DEX check to cover ears to avoid the spell's effects.

#### **Looking Fine (1)**

Range: self, Duration: instant  
Looking fine allows the caster to instantly spruce up their appearance by fixing their hair, cleaning and taking wrinkles from clothing, freshening breath, etc. It's like you just walked out of a salon.

#### **Flake Fall (2)**

Range: short, Duration: instant  
Flake fall slows the descent of a falling target allowing them to reach the ground with no damage.

## MAGIC SPELLS

### **Rainbow Recolor (2)**

Range: self, Duration: hours

Rainbow Recolor changes the color of a single object or individual touched by the caster.

### **Dark Spot (3)**

Range: self (tiny), Duration: minutes  
Caster creates an area of darkness. The darkness is impenetrable to outside viewers, however, the caster can see within the darkness as if were simply shade.

### **Gauge Magic (3)**

Range: close, Duration: instant  
Gauge allows the caster to determine how magically powerful a target is. Gauge can be cast on both living creatures and objects. The caster will know if the target is magical and how magically powerful the object is based on a scale from weak, moderate, strong, and powerful.

### **Plant Weaving (3)**

Range: touch, Duration: rounds  
Plant Weaving allows the caster to magically weave plants together to create various objects (such as baskets, clothing, armor, etc.). A single casting of this spell will allow the caster to manipulate enough plants to make up to a single set of armor.

### **Deform (4)**

Range: touch, Duration: rounds  
Deform shrinks one random extremity to a quarter of its normal size and quadruples the size of another. This makes the extremities almost complete unusable. The GM should apply movement and action penalties as required depending on the extremity affected.

### **Rebellious Limb (4)**

Range: touch, Duration: rounds

The target fights with themselves. This includes punches to the head and body and the legs attempting to kick or knee the body and head. The target is out of control for the duration of the spell and can only battle with themselves. Damage should not exceed 1 HP per round (KO will occur before death).

### **Beacon of Help (5)**

Range: small radius, Duration: rounds  
The caster creates a floating white orb that pulses with power. The orb hovers and rotates flinging off 1d6 bolts of energy per round. These bolts are attracted to allies of the caster and each bolt restores 1d2 HP to the target. As the orb gives off energy it shrinks in size. If the orb is damaged it will explode doing 4d6 damage (tiny radius).

### **Blind Evil (5)**

Range: self (tiny), Duration: rounds  
The caster can create an area into which enemies are unable to see. Blind evil essentially makes the caster and those within the affected area blind to enemies which intend to cause harm. The circle of blindness does not affect sound or smell.

### **Death Dance (5)**

Range: close, Duration: rounds  
The caster forces the target to dance uncontrollably. Each round, the target can make a WIT + Arcane check (TN 5) to avoid the effects of the spell. If the check fails, the target suffers 1d3 damage. While under the effects of the spell, the target can only dance.

## MAGIC SPELLS



### **Glass Falcons (5)**

Range: short, Duration: instant

The caster summons a flock of glass falcons that bombard the target. The falcons will make a warning pass to get into position upon being created from the caster's hands. Once in position, they will accelerate toward the target. 2d6+4 falcons are summoned. Each falcon does 1 point of damage as it shatters and slices through the target. Targets wearing heavy armor are unaffected by the falcons. Light armor takes half damage.

### **Pouch (5)**

Range: touch, Duration: rounds

Pouch creates an interdimensional, hairy, marsupial pouch on a target (the target can be another living creature). The mouth of the pouch has a diameter of approximately 1'. The pouch can hold up to six objects and any object dropped in will remain until removed. Objects placed in the pouch can only be removed by the caster who created the pouch.

### **Skull of Immolation (5)**

Range: touch (tiny), Duration: rounds

The caster summons forth a hovering black skull that bursts into flames. While in range of the skull, the caster is immune to all heat and fire-based attacks and damage. Anyone except the caster takes 1d6 damage while in the affected area of the skull.

### **Blistered Land (6)**

Range: self (small), Duration: instant (see below)

The caster can eradicate any foliage within a small radius of the caster. Over the course of 3 rounds, foliage in the affected area wilts and turns brown before finally turning to dust leaving only a barren square of land. Only plants (including sentient plants) are affected by blistered land. Plant life will grow back as normal on the affected area over time.

## MAGIC SPELLS

### **Centrifugal Extractor (6)**

Range: touch, Duration: rounds

The caster can suspend a target up to Average size in midair. The caster can spin the target at various speeds for the duration of the spell which causes nausea, dizziness, and even unconsciousness. If the target is LVL 3 or less, the caster can spin them apart after building up speed for 3 rounds. This ends in a terribly gruesome death.

### **Doom Shroom (6)**

Range: close (small), Duration: minutes

The caster makes a giant mushroom grow up from the soil. Within 1d3 rounds, the shroom will discharge a cloud of poisonous spores in a small radius every minute. The spores do 2d6 damage to all living/breathing creatures within the radius of effect.

### **Firebird (6)**

Range: long (tiny), Duration: instant

The caster summons a giant bird made of fire. The bird swirls into being above the caster and then flies with great fury at the target. Upon impact with the target the firebird explodes. The firebird will damage anything within a tiny radius when it explodes. 3d6 damage.

### **Golden Throne (6)**

Range: touch (small), Duration: rounds

The caster summons forth a golden throne. The throne will draw HP from enemies within a small radius for the duration of the spell. Each round the throne is in effect it draws a total of 1d3 HP from enemy targets and gives that HP to allies. All targets and allies must be in the radius of effect in order to interact with the spell.

### **Killing Staff (6)**

Range: touch, Duration: rounds

The caster imbues their staff with the ability to kill with a single strike. Any target of LVL 3 or less will be instantly slain when struck by the caster's staff. The staff will only remain imbued during the duration of the spell or until the caster releases the weapon.

### **Question Corpse (6)**

Range: touch, Duration: minutes

The caster can momentarily revive a recently dead corpse (not more than 3 hours dead). The corpse cannot move but can see, speak, and hear and will respond to the caster's questions. The corpse will have no memory of life after death.

### **Steel Defender (6)**

Range: touch, Duration: rounds

The Steel Defender, an armored soul, is summoned forth to protect the caster. Steel Defender remains summoned until the caster decides to end the spell or until reduced to 0 HP. The Steel Defender will obey the caster's every command. The caster should describe what the Steel Defender looks like.

HP: 18, AC: 4, ACT: 5,

BRT: 2, DEX: 2, WIT: 1

Great Sword (2): 1d6+1. Shield Strike (2): 1d6+1.

### **Summon Ol' Lemmy (6)**

Range: touch, Duration: rounds

Summon Ol' Lemmy allows the caster to call forth the spirit of a dead bard to lay waste to the undead. Ol' Lemmy can destroy undead creatures with a LVL less than that of the caster that summoned him. He can destroy one undead per round.

## MAGIC SPELLS



HP: 20, AC: 1, ACT: 5,  
BRT: 2, DEX: 2, WIT: 1

**Shatter Undead (2):** touch range, instantly destroy any undead target that is less than the LVL of the caster who summoned Ol' Lemmy. **Guttural Growl:** Any undead of LVL 3 or below are immediately intimidated and take -1 die penalty on all rolls for the remainder of the encounter. **Metal Dwarf:** Any dwarf within short range of Ol' Lemmy gains a +1 die bonus to all rolls during Ol' Lemmy's duration.

### **Abominable Rebirth (7)**

**Range:** touch, **Duration:** rounds  
Abominable Rebirth allows the caster to revive a recently dead target (no more than 6 hours dead) and return it to life. However, the resurrected target is returned to life as a mindless automaton obeying only the caster's commands. Once the spell ends, the target will erupt in pink flames (causing 2d6 damage to anyone within a tiny radius) leaving on-ly ashes behind.

### **Hammer of Light (7)**

**Range:** self (see below),  
**Duration:** rounds

The caster summons forth a mighty hammer of glowing yellow light. The hammer does 1d6 damage (2d6 damage to undead). The hammer can also shoot a blast of yellow energy that does 1d6 damage (close range). If the caster drops the hammer, it vanishes.

### **Illuminated Corpse (7)**

**Range:** short, **Duration:** instant

The caster uses their body as a lens to magnify the intensity of the sun into a white hot lazer beam. It appears as if the caster is drinking in light which is then expulsed through their extended hands. The caster can direct this beam at a target doing 4d6 damage. This spell requires two rounds; the first allowing the caster to "soak" the light, the second allowing the caster to "shoot" the light. There is a 50% chance of the caster's clothes being set ablaze by heat from the spell.

## MAGIC SPELLS

### Knife Rain (7)

Range: self (medium), Duration: rounds  
The caster conjures storm clouds, lightning and thunder. Within 1d3 rounds of being conjured, the clouds will pour forth a barrage of knives. Anyone in the area of the clouds will take 1d6 damage per round. The knives begin to disintegrate shortly after striking targets and the ground. The duration of the spell indicates how long it rains knives.

### Mud Fist (7)

Range: self (small), Duration: rounds  
The caster commands a giant fist made of mud to rise and crush targets. The fist and arm are a combined height of 20'. The fist can attack once per round by slapping or pounding foes (score of 3). Each attack does 2d6 damage. The mud fist can take 20 points of damage before it is destroyed.

### Mot Cruise Missile (8)

Range: sight, Duration: instant  
The caster can fire a magic missile that causes damage equal to the number of HP the caster temporarily sacrifices (this HP is regained by normal means). In order for the missile to hit the target, the target must have been clearly visible to the caster at the time of casting. The missile will hit the target unless the target takes cover or the missile is somehow destroyed.

### Powerhouse of Energy (8)

Range: self (small), Duration: rounds  
The caster creates what appears to be a large, glowing battery. This battery distributes the following possible bonuses to those within the area of effect. Roll a d6 to determine the outcome. Casters of LVL 10 or higher can determine what effect they want from the spell. The cho-

sen effects are determined in the first round of the spell and remain the duration of the spell.

1. +1 to damage
2. +2 to damage
3. +1d3 HP
4. +1d6 HP
5. half damage from spells
6. half damage from physical attacks

### Suspension Egg (8)

Range: touch, Duration: days  
The caster creates a prison egg of energy around the target. The egg cannot be broken by strength alone (the egg has 30 HP and can only be damaged by magical attacks) and will last the duration of the spell. Those within the egg are impervious to damage (even if the egg is taking damage) and do not age while suspended.

### Spirit Swordsman (8)

Range: touch, Duration: rounds  
The caster summons a ghostly, shadow-like, barley able to be seen, swordsman (-1 die on all melee attacks against the swordsman due to difficulty seeing, -2 dice on attacks at a distance greater than touch/melee). The swordsman will defend the caster against enemies. The swordsman takes only half damage from physical attacks.

HP: 18, AC: 4, ACT: 5,  
BRT: 2, DEX: 2, WIT: 1

Spirit Blade (2): 1d6+1 (does double damage against all undead and ethereal targets). Gray Planes Speed: The spirit swordsman's ACT points are increased to 8 if summoned in the Gray Planes. Water Fail: The spirit swordsman cannot cross running water.



## MAGIC SPELLS

### Swordnado (8)

Range: short, Duration: rounds

The caster conjures a tornado made of wind and swords. The swordnado has a diameter of tiny and spirals up to nearly 6 stories in height. Anyone caught in the path of this horrible wind will be shredded by the blades within (4d6 damage). Targets smaller than Average size have a 50% chance of being picked up and thrown by the wind (taking a maximum of 4d6 damage from the fall and the swordnado). The caster can control the direction of the swordnado.

### Crumbling Sky (9)

Range: self (medium), Duration: rounds

The caster summons huge stones to fall from the sky. Each stone does 1d6+1 damage to anyone struck. 1d6 stones will fall per round. The stones can be dodged.

### Egg of Maniacs (9)

Range: close, Duration: instant

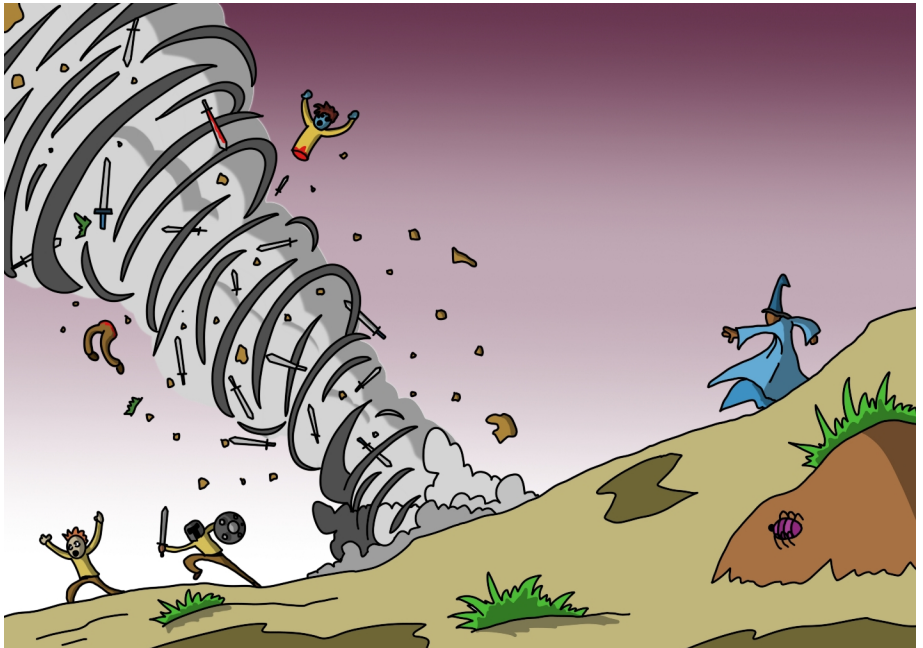
The caster conjures an egg that falls from the sky (if the egg falls on a target it does 2d6 damage). The egg is approximately 8' tall and 6' wide. When it hits the ground it will shatter releasing 2d6+2 small sized maniacs armed with machetes. The maniacs will immediately begin attacking anyone on sight, including the caster. The caster should describe what the maniacs look like.

HP: 6, AC: 0, ACT: 5,

BRT: 1, DEX: 1, WIT: 1

Sharp Blade (1): 1d6. Undefeatable

Spirit: The maniacs will only stop fighting if destroyed.





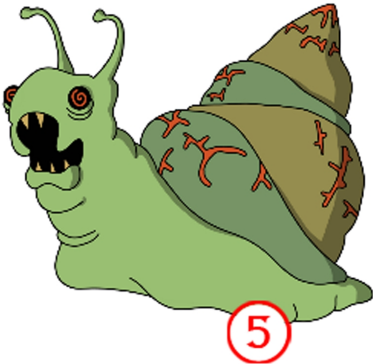
# CREATURES

## Understanding Creature Entries

Making sense of creatures and their stats and abilities is easy. The following short guide explains how to read and understand creature attributes, scores, and descriptions.

Far Away Land: Nuzoz

### 1 ACHATIN (6)



2 Archetype: Monster  
Size: Giant (+2)

3 HP: 25, AC: 4, ACT: 5  
BRT: 3, DEX: 1, WIT: 1

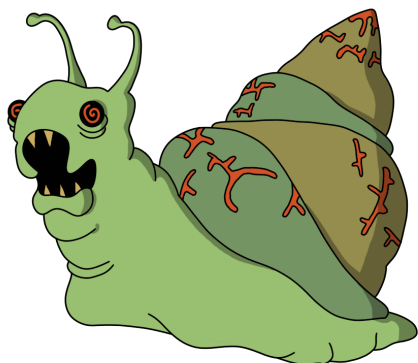
Achatins are giant snails, distant and smaller cousins of the olantas. Unlike the olantas, achatins live in forests and jungles, their home being the Bigzilla Jungle 4 Nuzoz. Achatins have unquenchable appetites and never know satiation. While slow, they rely on an active camouflage ability that surprises prey.

**Bite (1):** 1d6+1 damage. **Camouflage:** If camouflaged, they get first attack.

**Harpoon Stab (2):** Close range. 2d6 damage. 6 This harpoon-like extremity shoots from the mouth. The harpoon not only damages prey but is also used to reel it in order to be devoured. **Achatin Slime:** Achatin secrete a gross and sticky slime. Anything caught in the slime must make a BRT check vs. TN 5 or be stuck.

1. The creature's name and LVL.
2. This block contains the creature's Archetype as well as the creature's Size. A creature gains all abilities associated with their Archetype unless stated otherwise. The number which follows the size (the number in parenthesis) indicates the melee damage modifier. This modifier is based on the creature's size.
3. This block contains the creature's stats. HP indicates the number of Hit Points, AC indicates the creature's Armor Class, and ACT indicates how many actions the creature has per round. The second line contains the creature's BRT (Brute) score, DEX (Dexterity) score, and WIT (Wits) score.
4. This block contains a brief description of the creature.
5. This area contains an image of the creature.
6. This block contains a listing of the creature's abilities, attacks, and any other useful combat information. The number in parenthesis which follows a specific ability indicates the ability score in that area (this number is added to the appropriate stat score to determine the total dice rolled when using that ability).

## ACHATIN (6)



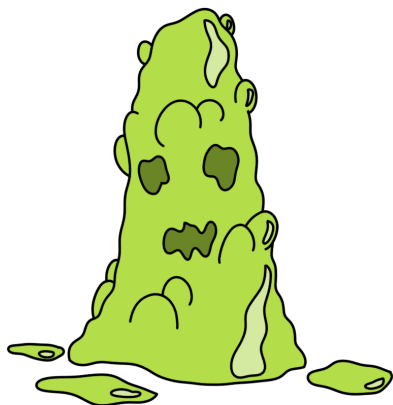
Archetype: Monster  
Size: Giant (+2)

**HP: 25, AC: 4, ACT: 5**  
**BRT: 3, DEX: 1, WIT: 1**

Achatins are giant snails, distant and smaller cousins of the olantas. Unlike the olantas, achatins live in forests and jungles, their primary home being the Bigzilla Jungle of Nuzoz. Achatins have unquenchable appetites and never know satiation. While slow, they rely on an active camouflage ability that surprises prey.

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## ACID BLOBBY (2)



Archetype: Blobby  
Size: Average (0)

**HP: 15, AC: 0, ACT: 4**  
**BRT: 1, DEX: 1, WIT: 1**

These blobbies resemble animate pools of water and are found underground, moving around slowly and dissolving ores in the surrounding rock. They use an acid burst as their main means of defense. Any metal weapon or armor coming into contact with an acid blobby will be disintegrated in 1d3 rounds. The blobby's acid attack causes horrible burning and scarring.

**Acid Burst (1):** Touch range. 1d6 damage. **Acid Touch (1):** 1d6 damage and see above. **Immune to Poisons/Toxins.**

## AKRO (1)



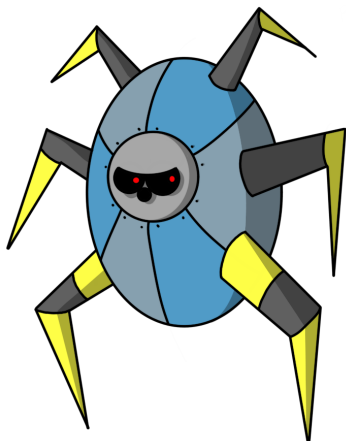
Archetype: Humanoid  
Size: Average (0)

**HP: 16, AC: 0, ACT: 5**  
**BRT: 2, DEX: 1, WIT: 1**

Akro are the Antiverse Far Away Land's version of orka. They are impulsive, emotional, and love fighting. They have two keen eyes, a crest of spikes, and small fangs. Because they love spikey things, they adorn their armor, shields, and weapons with them. Akro are wanderers who live for the moment and rarely plan anything. They don't have the patience to learn magic.

**Light/Heavy Weapon (1). Better Sight. Night Sight.**

## BEETLE BOT (8)



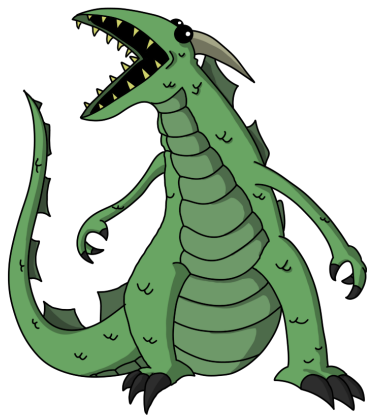
Archetype: Construct  
Size: Giant (+2)

**HP: 30, AC: 3, ACT: 6**  
**BRT: 4, DEX: 2, WIT: 1**

Crafted by unknown hands centuries ago, swarms of 3-8 beetle bots still roam Far Away Land trying to fulfil their ancient tasks, though these have become so corrupted as to seem random or unfathomable. These ovaloid-shaped mechanix retract their six limbs to roll along swiftly like wheels, extending them to perform tasks or attack when necessary, scuttling forward on two while striking with four others. They gather and internally distil certain plants to create their alcohol-based fuel.

**Stabby Legs (2): 2d6 damage. Immune to Poisons/Toxins/Disease. Night Sight.**

## BIGZILLA (28)



Archetype: Monster  
Size: Enormous (+6)

**HP: 280, AC: 10, ACT: 7**  
**BRT: 6, DEX: 2, WIT: 2**

Mutated by the presence of the elemental nexuses on Nuzoz, Bigzilla is an enormous, fire-breathing reptilian. It spends much of its time in slumber in the Bigzilla Jungle or the depths of the ocean. It has been known to defend the lands and creatures around it from the depredations of other truly monstrous creatures, and has clashed at least once with the Crematoru.

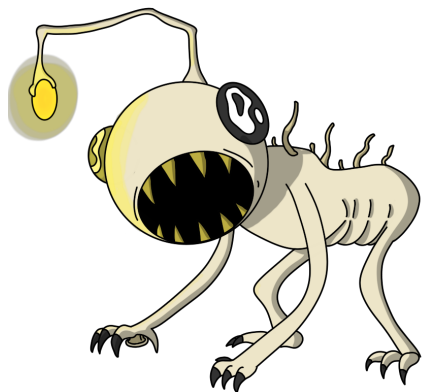
**Bite (2):** 4d6 damage. If the MoS of the bite attack is 3+ and the victim is giant sized or smaller, they will be swallowed whole. **Claws (3):** 3d6 damage. **Fire Breath (5):** Long range, Medium Radius, 6d6 damage. **Immune to Heat. Immune to Poison/Toxin/Disease. Regeneration:** Bigzilla can regenerate 1d6 HP every round. **Resistance to Magic. Resistance to Physical Damage. Tail Slam (2):** 3d6 damage. **Water Breathing.**



## CAVE ANGLER (16)

Archetype: Monster  
Size: Giant (+2)

**HP: 35, AC: 1, ACT: 7**  
**BRT: 3, DEX: 2, WIT: 1**



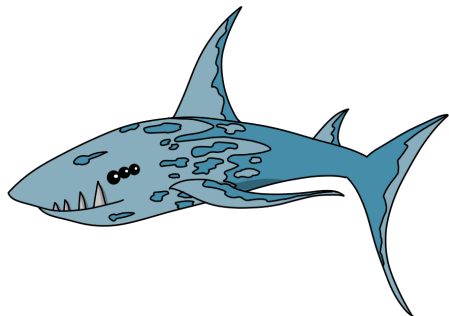
Cave anglers are hideous monsters larger than cow steeds with vast, fang-filled maws. They lurk in caves and subterranean depths, hop-crawling through tunnels, up walls, and even clinging to cavern ceilings. Glowing spheres hang above their heads, luring unsuspecting prey close in the darkness. Even recognizing these eerie lights for what they are is not safety enough, for cave anglers can fire beams of lazer light from their lures.

**Bite (2):** 2d6+2 damage. **Lazer Lure (2):** Range Long, 2d6 damage. **Better Hearing. Better Smell. Night Sight. Wall Crawl.**

## CLOUDSHARK (6)

Archetype: Monster  
Size: Giant (+2)

**HP: 25, AC: 0, ACT: 6**  
**BRT: 3, DEX: 2, WIT: 1**



Twisted by elemental effluent, cloudsharks are equally at home in the sky and sea, hunting both beneath and above the waves. Keen eyes enable them to see great distances and a keen sense of smell enables these large sharks to track down the tiniest traces of blood in the water.

**Bite (2):** 2d6 damage. **Better Sight. Better Smell. Feeding Frenzy:** If cloudsharks smell or taste fresh blood, they will go into a feeding frenzy. While in a feeding frenzy, they gain +1 die on all rolls. **Flight. Night Sight. Water Breathing.**

## DEMON, WEAKLING (3)



Archetype: Demon  
Size: Average (0)

**HP: 26, AC: 1, ACT: 5**  
**BRT: 2, DEX: 1, WIT: 1**

Among the weakest of demons, weaklings rank alongside pus demons, and are superior only to imps. Weaklings perform much of the drudge work in the Abyssmalsphere and serve their superiors as servants and playthings. Theirs is a miserable existence of toil and torment. They know some minor magics, these used to help with the chores and tasks that make up their lives. Although humanoid, they have four legs, small horns, and some have wings.

**Claws (1):** 1d3 damage. **Bite (1):** 1d3 damage. **Fire Breath (1):** Close range. 1d6 damage. **Magic (1):** LVL 1. **Demonic Telepathy:** Far range. Telepathy with other demons. **Control Lesser Demons:** LVL 1 demons only. **Immune to Heat. Night Sight. Regenerate.** Some weakling demons (1 in 6) can fly.





## DOOM KNIGHT (12)



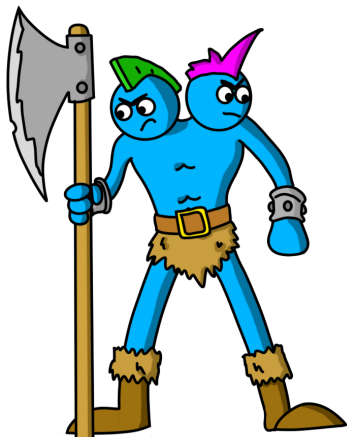
Archetype: Undead  
Size: Average (0)

**HP: 25, AC: 3, ACT: 6**  
**BRT: 3, DEX: 2, WIT: 3**

Doom knights are wicked undead, black skeletons whose eyes blaze with light from inside their helmets. They exist to spread fear, torment, insanity, and death, and wield spells as deftly as they wield the magical weapons they bear. They relish intimidating others and wear ornate black or red plate armor with draconic, bat-like, or skeletal motifs and stylings. Doom knights frequently ride dementicorns.

**Light/Heavy Weapon (2):** Doom knights always wield a magical weapon of some sort. **Immune to Poisons/Toxins/Disease. Magic (2):** LVL 6. **Night Sight. Dislike Light.**

## DUODUDE (1)



Archetype: Humanoid  
Size: Average (0)

**HP: 15, AC: 0, ACT: 5**  
**BRT: 2, DEX: 1, WIT: 1**

A mountain-dwelling people, duodudes have two heads, each with its own name and personality. The heads take turns saying sentences and don't always agree. Duodudes live in rune-graven cave villages, sport outrageous dyed hairdos, and enjoy battling, boasting, and brewing. One head sleeps at a time, so they are always active. They are an honorable people and find barbarian furs comfortable and practical.

**Light/Heavy Weapon (1). Two-Headed:** Only one head sleeps at a time so duodudes are always active and alert. When both heads are awake (about a third of the time, normally) duodudes may roll twice for any appropriate WIT-related rolls as each head has a chance of succeeding.

## ELF, GREEN (1)



Archetype: Humanoid  
Size: Average (0)

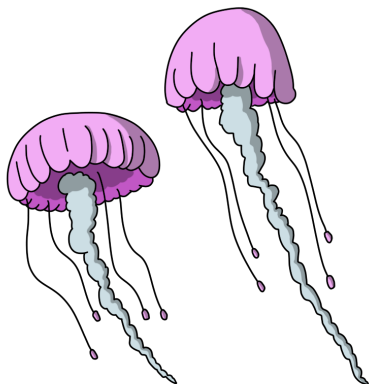
**HP: 11, AC: 0, ACT: 5**  
**BRT: 1, DEX: 2, WIT: 1**

Green elves value the arts and the natural world. They are born with the innate ability to slowly shape living plants and dead wood, and use this ability to construct living habitations, as well as to craft beautiful wooden weapons, woven armors, and other tools. Green elves favor intricate tattoos, and love singing, martial arts, and dancing. It is said they have dances for every occasion. They have a strong sense of honor.

**Better Hearing. Better Sight. Light/Heavy Weapon (1). Magic (1):** Equal to LVL.  
**Night Sight. Plant Shaping:** A green elf can slowly shape living or dead plant material, turning a sturdy branch into a decorative spear, causing fronds to weave together into detailed panels, and so on. It takes roughly an hour per cubic foot of material.



## FLYING JELLYFISH (1)



Archetype: Animal  
Size: Small (0)

**HP: 13, AC: 0, ACT: 5**  
**BRT: 1, DEX: 1, WIT: 1**

Flying jellyfish are a serious threat to flocks of birds, slowly swim-drifting through the skies of Far Away Land in great broods. Rather beautiful to view at a safe distance, they are nonetheless also known to exhibit strangely sapient behaviour. They move around as if observing potential victims and even attack those on flying ships if it seems safe to do so. The gases that fill their mantles and keep them aloft are also dangerously flammable.

**Tentacles (1):** LVL 3 poison. **Explosively Flammable:** If damaged with fire, a flying jellyfish explodes. The explosion causes 3d6 damage to anything within tiny radius. **Flight. Resistance to Mind Control.**

## GECKO FOLK (1)



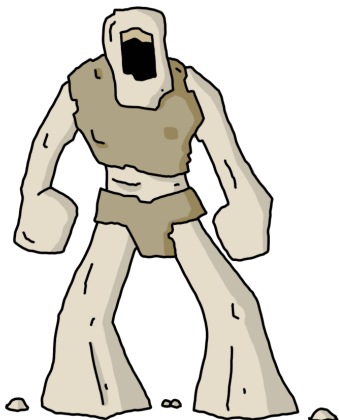
Archetype: Humanoid  
Size: Average (0)

**HP: 10, AC: 1, ACT: 5**  
**BRT: 1, DEX: 2, WIT: 1**

Gecko folk live in tree-top villages in forests and jungles. They are patient and curious but can be territorial and so often skirmish with other sapient creatures in their domains, wielding knives, spears, clubs, and javelins. They lick their eyes to keep them moist. Gecko folk eat a variety of insects, animals, fruits, and plants, but much prefer meat. They can adhere to any surface and enjoy rhythmic drumming.

**Light Weapon (1). Magic (1):** Equal to LVL. **Night Sight. Resistance to Disease. Wall Crawl.**

## GOLEM, CHALK (3)



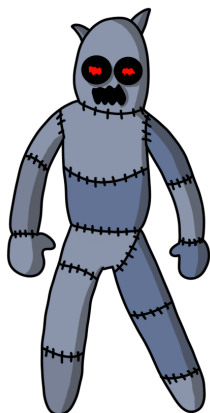
Archetype: Construct  
Size: Average (0)

**HP: 18, AC: 1, ACT: 5**  
**BRT: 2, DEX: 1, WIT: 0**

Crudely carved from chalk, these golems are slow, awkward, and brittle. They hate noise and are easily enraged. They prefer to attack with a burst of white powder that induces a deep sleep before pummeling their then defenceless foe. They make fine guardians but are reluctant to undertake other tasks.

**Scuffle (1):** 1d6 damage. **Healing Factor:** Repair at twice the normal rate. **Immune to Mental Attacks. Immune to Poison/Toxins/Disease. Night Sight. Sleep Dust (1):** Touch range. Target must make a BRT check or sleep for 1 hour.

## GOLEM, STUFFED (1)



Archetype: Construct  
Size: Average (0)

**HP: 10, AC: 0, ACT: 4**  
**BRT: 2, DEX: 1, WIT: 0**

Composed of stitched, humanoid-shaped fabric bags crammed with soft material such as fur, feathers, or straw, stuffed golems are among the weakest of golems. They have glowing points of light for eyes. They move loosely and fear fire. Stuffed golems are not greatly strong but are cheap and serve any purpose they can without complaint.

**Slam (1):** 1d6 damage. **Healing Factor:** Repair at twice the normal rate. **Immune to Mental Attacks. Immune to Poison/Toxins/Disease. Night Sight. Weakness to Heat.**

## GOOCHY (1)



Archetype: Plant  
Size: Giant (+2)

**HP: 18, AC: 0, ACT: 5**  
**BRT: 1, DEX: 2, WIT: 1**

Goochies are carnivorous plants common in the jungles of Nuzoz, colorful flowers that exude an intoxicating scent and animate to claw and devour any beasts that come close enough. Rooted in place, they are dangerous because they grow amid other large, normal flowers and often in groups with other goochies. An unsuspecting creature can find itself swiftly set upon from all sides by hungry goochies, dying under a flurry of claws and maws.

**Bite (1):** 1d6+1 damage. **Claws (1):** 1d6 damage. **Camouflage:** Until it animates and attacks, a goochy looks exactly like a large normal flower. **Intoxicating Scent:** Anyone within a tiny radius of a goochy must make BRT check (TN 5)/round or suffer a -1 die penalty to all actions. **Weakness to Fire.**



## HORNED SCALE FOLK (2)



Archetype: Humanoid  
Size: Average (0)

**HP: 15, AC: 1, ACT: 5**  
**BRT: 1, DEX: 2, WIT: 2**

Unlike other scale folk, horned scale folk have no affinity to the water, but are more comfortable in arid conditions and rarely need to drink. They are quick, inventive, and clever, making excellent use of any materials they come across, striving to waste nothing. They often hoard their findings just in case they ever find a future use for them.

**Light Weapon (1). Magic (1):** Equal to LVL. **Regenerate:** Scale folk can regrow a lost limb over the course of 1d2 weeks. **Resistance to Heat. Water Resilient:** If they eat at least once a day, horned scale folk need never drink. Even if they don't eat regularly, they can go without water for up to two weeks.

## KORLOX (1)



Archetype: Humanoid  
Size: Average (0)

**HP: 12, AC: 1, ACT: 5**  
**BRT: 1, DEX: 1, WIT: 1**

These mischievous creatures are downright dangerous for the uninitiated. They cover their faces and heads with hoods, and wear thick hides made of ice steed and other northern animals. They make their homes in the frigid and isolated areas of the north and prey on weak or outnumbered victims who aren't expecting danger. Korlox prefer to attack from a distance by throwing rocks, pushing boulders, or hurling spears. They will often attempt to surround, surprise, and overwhelm with numbers.

**Light/Heavy Weapon (1). Immune to Cold.**

## KREEAH (1)



Archetype: Humanoid  
Size: Average (0)

**HP: 11, AC: 0, ACT: 5**  
**BRT: 1, DEX: 1, WIT: 2**

Kreeah are omnivorous parrot folk marked by an insatiable sense of curiosity and fun. They enjoy exploring, taking things apart, partaking in various games, learning magic, and playing practical jokes. Kreeah inhabit the Skylands of Nuzoz and the lands beneath them, though their drive to experience the world around them means they can be encountered far afield. They are highly social, and females drastically outnumber males. They craft clever implements, weapons, and traps from wood and stone, including crossbows.

**Better Sight. Light Weapon (1). Flight. Magic (1):** Equal to LVL. **Night Sight.**

## KWEE (2)



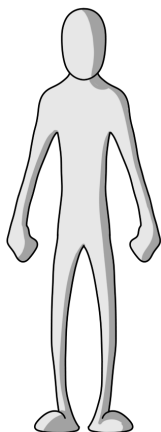
Archetype: Animal  
Size: Average (0)

**HP: 15, AC: 0, ACT: 5**  
**BRT: 2, DEX: 2, WIT: 1**

Kwee are the most common mounts in the forests and jungles of Nuzoz. These large flightless birds have long, sharp, long beaks that they use to probe for and suck up insects, grubs, the two yard earthworms that are common throughout the continent, and the occasional fruit or seed. Kwee have feathers more akin to soft, warm hairs, and they are relatively calm and easy to train.

**Better Smell. Peck (1):** 1d6+2 damage. **Night Sight.**

## MANIKIN (3)



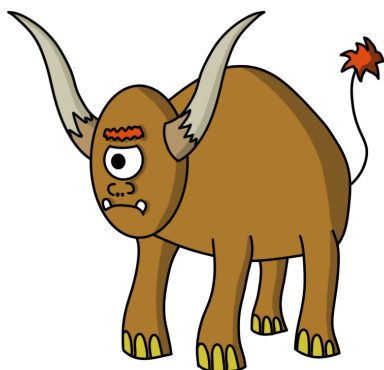
Archetype: Construct  
Size: Average (0)

**HP: 21, AC: 2, ACT: 5**  
**BRT: 2, DEX: 1, WIT: 1**

Featureless humanoid constructs, Manikins were created from a strange, smooth white otherworldly material by the forgotten deity, Etcher. They steadily and sleeplessly patrol the non-euclidean interior of The Etcher pyramid, guarding its secrets and artifacts.

**Pummel (1):** 1d6 damage. **Immune to Poison/Toxin/Disease. Night Sight.**

## MANITAU (10)



Archetype: Monster  
Size: Giant (+2)

**HP: 30, AC: 1, ACT: 6**  
**BRT: 4, DEX: 2, WIT: 1**

Manitaur are giant bovines with humanoid cyclopean faces and mighty horns. They are sapient and capable of speech and reasoning, though they are often taciturn. These herbivores graze in the wetlands and jungles in which they live, but often ally themselves with any suitable nearby tribes or villages, providing extra protection and labor to the inhabitants in exchange for having needs such as grooming, food, and shelter met.

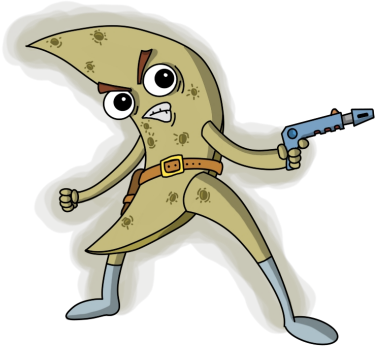
**Gore (2):** 3d6 damage. **Trample (2):** 2d6 damage.



## MOONIE (1)

Archetype: Humanoid  
Size: Small (0)

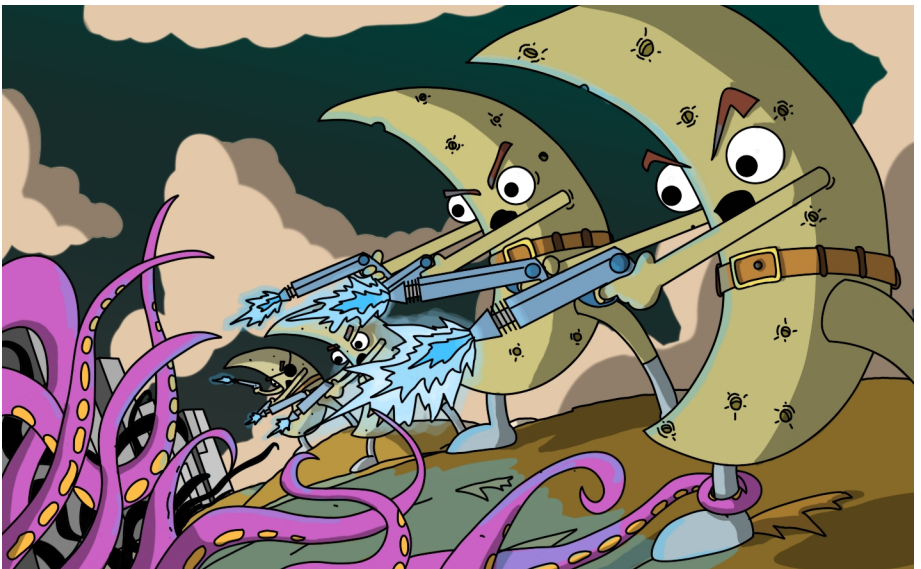
HP: 11, AC: 1, ACT: 5  
BRT: 1, DEX: 2, WIT: 2



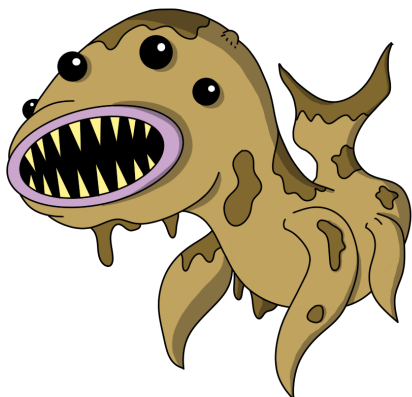
Moonies are nomads of the stars and multi-dimensions, their home planet and past long since forgotten. They are skilled pilots and lazer-slingers with a mercurial temperament and passion for gadgetry and invention. They eat rocks, crystals, and other minerals and particularly enjoy the flavor of various semi-precious and precious stones.

Moonies emit a glow that expresses their mood: the brighter, the happier or more excited they are. Female moonies are spherical, males are crescent-shaped. Moonie skin appears more cratered as they age. They have a long-standing war with the Ekedions.

**Lazer Pistol (1):** Short range, 1d6+1 damage. **Magic (1):** Equal to LVL. **Mineral Sensitivity.** Huge radius. Moonies can detect and identify any minerals around them. **Mood Lighting:** Moonies emit light depending upon their moods; truly angry ones get darker, while excited and happy ones shine as bright as a lamp (small radius).



## MUDMOUTH (5)



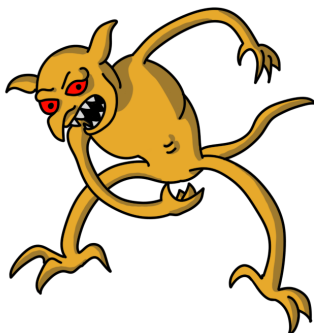
Archetype: Animal  
Size: Giant (+2)

**HP: 24, AC: 1, ACT: 5**  
**BRT: 2, DEX: 1, WIT: 0**

These swamp and mudflat-dwelling monstrous fish are stupid and aggressive. When hungry, they will try to eat any creature smaller than them. They will swim after prey underwater, or chase prey on land by running after it on its strong, modified fins. Although edible, they taste somewhat bland and muddy.

**Bite (1):** 2d6 damage. **Burrowing:** A mudmouth can burrow beneath the mud in one round. **Mud Cocoon:** If submerged in mud, a mudmouth can effectively hibernate for up to a year, even surviving drought and without food. **Water Breathing.**

## NOBLAR (1)



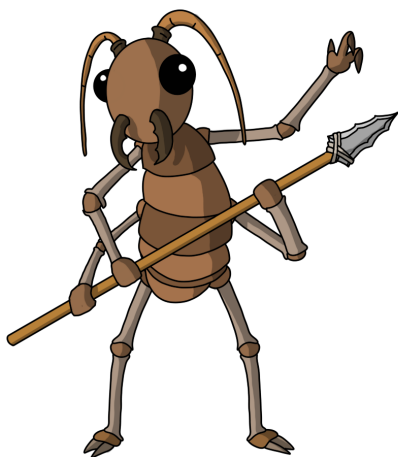
Archetype: Monster  
Size: Small (0)

**HP: 9, AC: 0, ACT: 5**  
**BRT: 1, DEX: 2, WIT: 1**

Noblars are aggressive monsters who live in mountains. They dwell in caves and hunt in packs, clambering swiftly with their dextrous hands, feet, and tails. Semi-sapient, they are cunning and have been known to throw rocks at their prey. They have excellent senses and are relentless, returning again and again even if driven off.

**Bite (1):** 1d3 damage. **Claws (1):** 1d3 damage. **Better Senses: Hearing, Smell, Night Sight.** **Throw Rocks (1):** Close range. 1d3 damage.

## PUNG (1)



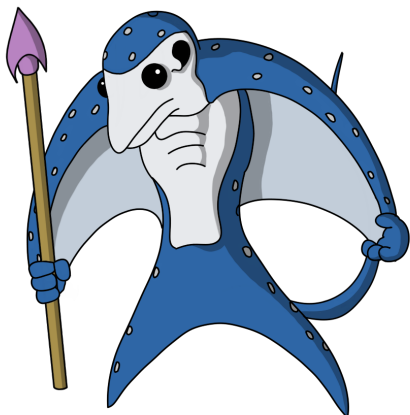
Archetype: Monster  
Size: Average (0)

**HP: 13, AC: 2, ACT: 5**  
**BRT: 2, DEX: 1, WIT: 2**

Pung are a sapient insect species who live in the forests and jungles of Nuzoz. They live in democratic societies that are largely peaceful and respectful of nature and other races (although when pressed they will defend themselves). Male pung are rare. Pung live in treehouses. They are herbivores.

**Light/Heavy Weapon (1). Bite (1): 1d6 damage. Climbing. Night Sight.**

## RAYZOR (1)



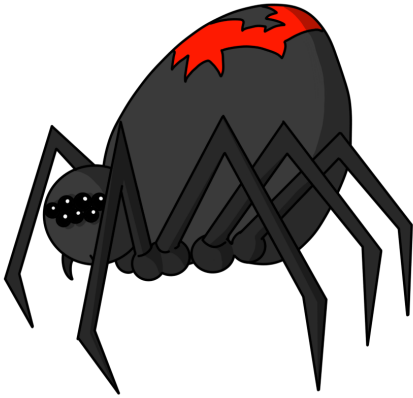
Archetype: Monster  
Size: Average (0)

**HP: 10, AC: 0, ACT: 5**  
**BRT: 1, DEX: 1, WIT: 1**

Rayzors inhabit shallow waters and are inquisitive, graceful, and calm. They enjoy good relationships with seahorse folk and some seamerls but constantly skirmish with krabbix. Rayzors farm a wide variety of seafood, especially crustaceans such as crabs, prawns, and lobsters. They are known to craft superior sushi dishes. Rayzor tools are made from bone, coral, and woven seaweeds.

**Light/Heavy Weapon (1). Tail Sting (1): 1d3 damage + LVL 3 poison. Water Breathing.**

## REDBACK SCROLLAX (19)



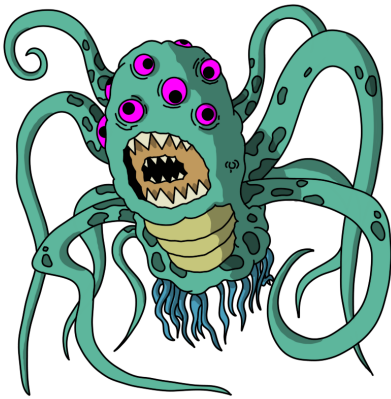
Archetype: Monster  
Size: Giant (+2)

**HP: 40, AC: 1, ACT: 8**  
**BRT: 4, DEX: 4, WIT: 2**

The redback scrollax is native to the continent of Nuzoz and is feared by many. The redback scrollax lives in dense, deep forest areas where it weaves massive webs and waits weeks, months, or even years for a single meal. The redback's poison is potent and deadly and is considered highly valuable.

**Poison Bite (2):** 2d6 damage. LVL 10 poison. **Night Sight.** **Stab (1):** 1d6 damage.

## TENTACLE BEAST (12)



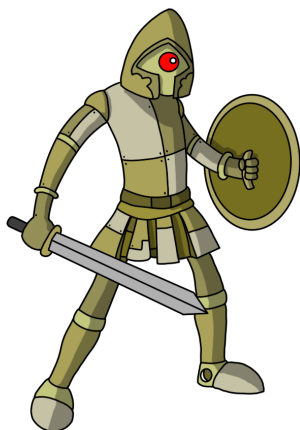
Archetype: Monster  
Size: Massive (+4)

**HP: 40, AC: 1, ACT: 6**  
**BRT: 4, DEX: 2, WIT: 1**

Tentacle beasts are hideous aberrations covered in tentacles, eyes, and sensory cilia. They are keen to devour any potential prey they come across as they stagger on their tentacles through caves and tunnels, and across mountainsides. They have two fanged maws, one inside the other, that slice and grind their meals. In combat, a tentacle beast will attempt to grab its victim and deliver it to its eager mouth. Tentacle beasts prefer easy prey and will rarely continue an attack if seriously hurt.

**All-Around Vision:** Tentacle beasts can see in every direction and so cannot be snuck up on unless asleep or the sneaking individual is invisible or otherwise obscured. **Grinding Maw (3):** 2d6 damage. **Tentacle Grab (2):** 1d6 damage. **Tentacle Slap (2):** 1d6 damage.

## TITAN, BRONZE (20)



Archetype: Construct  
Size: Massive (+4)

**HP: 54, AC: 6, ACT: 7**  
**BRT: 5, DEX: 2, WIT: 1**

Ancient constructions, bronze titans are towering humanoid constructs of polished bronze filled with molten liquid. They are most often found as guardians in isolated wilderness locations and on remote islands. They can fire searing beams from the red crystal lens that serves as their eye. They move slowly with a creaking, metallic groan.

**Light/Heavy Weapon (2).** Immune to Poison/Toxin/Disease. **Molten Blood:** Melee range. 2d6 damage. If a bronze titan is pierced, molten blood sprays from its wound, potentially damaging the attacker. **Searing Eye Beam (1):** Far range. 3d6 damage. **Stomp (1):** 4d6 damage. Bronze titans stomp on many smaller foes.

## VELVETEEN WORM (15)



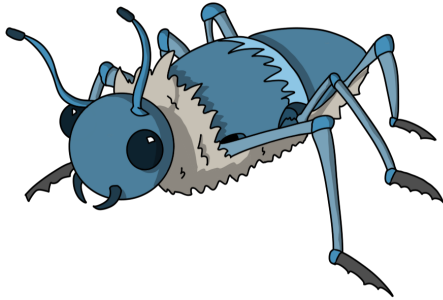
Archetype: Monster  
Size: Giant (+2)

**HP: 34, AC: 1, ACT: 6**  
**BRT: 2, DEX: 3, WIT: 1**

The velvetreen worm is a multi-legged worm that lives in subterranean tunnels, ravines, and other rocky areas. These worms hunt all matter of smaller creatures. Velvetreen worms are incredibly quiet and make almost no noise when moving. Their skin is brushed velvet with beautiful and complex patterns that are highly prized.

**Bite (2):** 2d6 damage. **Stealth:** Velvetreen worms can move in silence and gain an additional die on their initiative roll. **Acid Spit (2):** Close range, 1d6+1 damage.

## WOOLY LONGHORN (2)



Archetype: Animal  
Size: Average (0)

**HP: 17, AC: 2, ACT: 5**  
**BRT: 3. DEX: 1, WIT: 1**

Woolly longhorns are large beetles used as beasts of burden and sources of meat, chitin, and wool. They are quite placid except during mating season when the males fight to establish dominance. Woolly longhorns roam in herds, slowly moving around, grazing on grass and other low-lying plant matter, fresh or decaying. They lay their eggs in the soil, these hatching and growing into large grubs considered a delicacy.

**Bite (1):** 1d6+1 damage. **Night Sight.**

## WOOLPEET (1)



Archetype: Humanoid  
Size: Average (0)

**HP: 13, AC: 0, ACT: 5**  
**BRT: 2. DEX: 1, WIT: 1**

Woolpeet are green-skinned, pink or purple-haired humanoids native to Nuzoz. They are a nature loving people who believe that the world is a single living entity and that all living things are part of the same being called Uthal. They can be territorial but are often curious to that which is unknown. They use kwee as mounts.

**Light/Heavy Weapon (1). Magic (1):** Equal to LVL. **Kwee Affection:** Woolpeet have a natural connection with kwee and can soothe even the wildest of these birds. **Nature Healing:** Woolpeet are in tune with nature and when in open air can heal at double the normal rate.

## WYVERAX (14)

Archetype: Monster

Size: Massive (+4)

**HP: 30, AC: 3, ACT: 6**  
**BRT: 3, DEX: 3, WIT: 1**

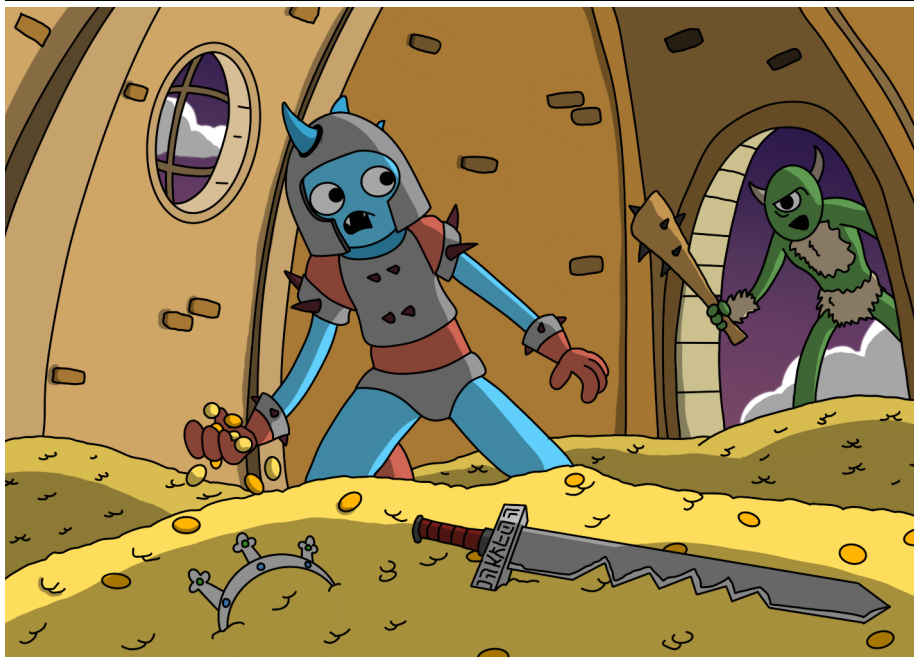


Closely related to the zyverax, the wyverax is a smaller dragon known for its even temperament and willingness to serve as a mount for those individuals who earn its respect. Found in mountains and sometimes living alongside mist folk, it is an aerial predator and is known for using its misty breath to conceal its approach or escape when necessary.

**Bite (1):** 2d6 damage. **Claws (2):** 1d6 damage. **Flight.** **Mist Breath:** Medium radius. The wyverax surrounds itself in a thick mist that obscures it completely. Its own vision is not impeded by this. **Tail Slash (1):** 1d6+2 damage.



## LOOT DROPS



### Creature Loot Drops

The following section contains an alphabetical list of drops from the creatures found within this book. These drops are intended to give GMs and players a basic idea of what a particular monster may have to offer as loot when killed. These drops include natural items (like the skin of a monster), carried items (like a weapon), and lair items (like a treasure trove).

#### Achatin (6)

The harpoon of an achatin can be removed and used as a light weapon (1d6 damage). The camouflage glands of the creature can be removed and used to make a camouflage potion.

#### Acid Blobby (2)

Acid blobbies leave behind a pool of acidic goo (1d6 damage).

#### Akro (1)

Akro carry spiky weapons and armor.

#### Beetle Bot (8)

Beetle bots leave behind a collection of scrap metal, mechanical parts, and a distillatory mechanism containing some alcohol-based fuel.

#### Bigzilla (28)

Do you think you stand a chance of killing Bigzilla? Ahahaha!

#### Cave Angler (16)

Cave anglers taste like a cross between chicken and fish. Their long teeth can be used as daggers.

#### Cloudshark (6)

Cloudshark teeth make great necklaces. Cloudshark meat is edible if prepared properly.



## LOOT DROPS

### **Demon, Weakling (3)**

Weakling demons leave behind the faint whiff of sulfur and despair.

### **Doom Knight (12)**

Doom knights carry magical weapons and leave behind badass plate armor.

### **Duodude (1)**

Duodudes carry weapons, furry clothes, and small bags of runestones.

### **Elf, Green (1)**

Green elves drop beautiful wooden weapons.

### **Flying Jellyfish (1)**

Flying jellyfish leave nothing of value.

### **Gecko Folk (1)**

Gecko folk drop primitive weapons.

### **Golem, Chalk (3)**

Chalk golems leave behind chunks and chalk and piles of chalk powder.

### **Golem, Stuffed (1)**

Stuffed golems leave behind torn cloth and large amounts of stuffing material.

### **Goochy (1)**

The scent of a goochy remains potent for up to an hour after it has died.

### **Horned Scale Folk (2)**

Horned scale folk drop sweet mechanical crossbows, rotating axes, and pouches of odd gewgaws. If they crashed in a windglider, it may be repairable.

### **Korlox (1)**

Korlox carry crude weapons and dirty furs and hides.

### **Kreeah (1)**

Kreeah drop weapons such as spears and crossbows and pouches containing simple games such as marbles.

### **Kwee (2)**

Kwee are edible but taste rancid. Their feathers make cloaks.

### **Manikin (3)**

Manikin drop nothing.

### **Manitaur (10)**

Manitaur leave behind a fantastic pair of horns.

### **Moonie (1)**

Moonies drop sweet as lazer pistols and velcro pouches of snack rocks.

### **Mudmouth (5)**

Mudmouths can be eaten but taste bland and muddy.

### **Noblar (1)**

Noblar carry nothing.

### **Pung (1)**

The exoskeleton of a pung can be ground into a powder and used to make a healing salve. Pung may also carry weapons and items.

### **Rayzor (1)**

Rayzors drop weapons and sushi rolls.

### **Redback Scrollax (19)**

The poison (LVL 10) of the redback Scrollax can be applied to blades and spear/arrow points. The poison can also be used to create a redback antidote that is highly effective.

## LOOT DROPS

### **Tentacle Beast (12)**

Tentacle beasts are often filled with remnants of undigested metal from their victims.

### **Titan, Bronze (20)**

Bronze titans carry weapons. They often live in ancient places filled with relics of the past. When they are destroyed they leave behind a mountain of metal and a beautiful red crystal lens.

### **Velveteen Worm (15)**

The hide of the velveteen worm is considered rare and valuable and is used to make everything from boots to gloves to cloaks. It is often reserved for royalty.

### **Wooly Longhorn (2)**

Wooly longhorns can be eaten and taste like crab. They can be shorn of wool. Their chitin can be used for plates, utensils, and armor (AC: 2). Their grubs taste like savory custard when cooked.

### **Woolpeet (1)**

Woolpeet carry weapons and items.

### **Wyverax (14)**

The tooth of the wyverax can be used as a dagger. The scaly hide of a wyverax can be used to make wyverax armor (AC 3).



Far Away Land: Nuzoz



Human Size



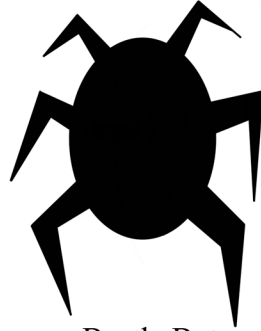
Achatin



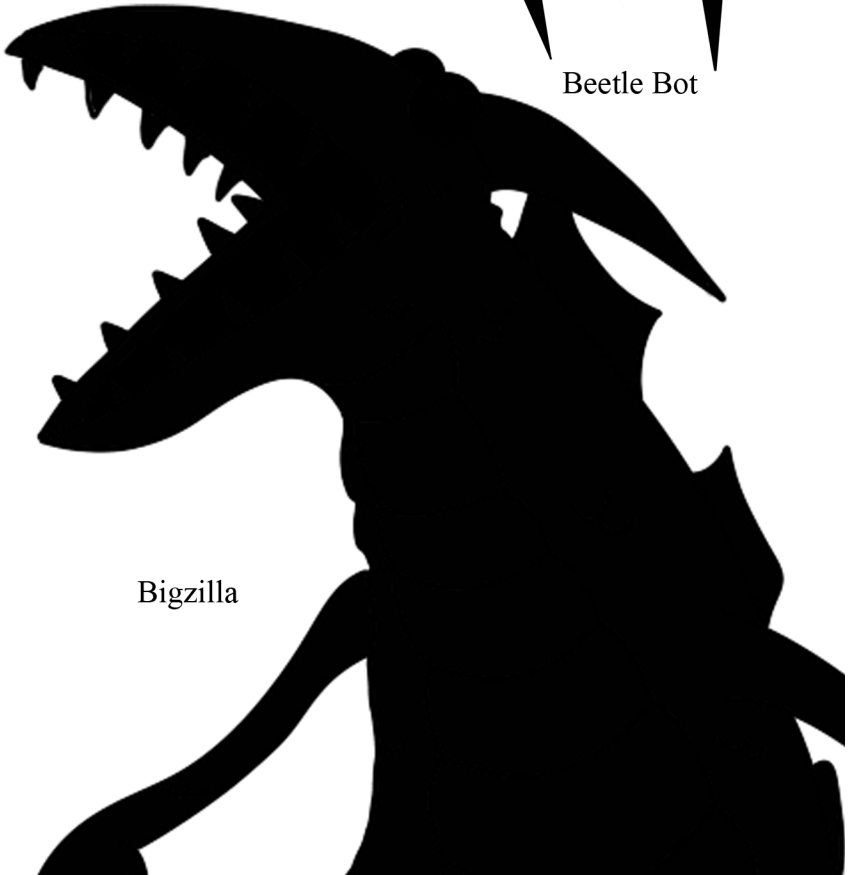
Acid Blobby



Akro



Beetle Bot

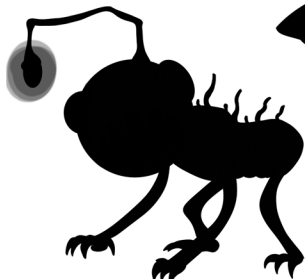


Bigzilla

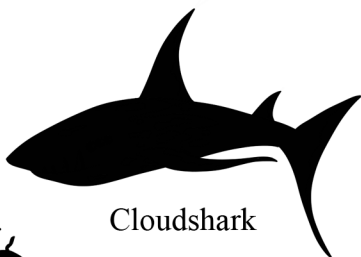
Far Away Land: Nuzoz



Human Size



Cave Angler



Cloudshark



Demon, Weakling



Duodude



Doom Knight  
(and Dementicorn)



Elf, Green



Flying Jellyfish



Gecko Folk



Golem, Chalk



Golem, Stuffed



Goochy



Horned Scale Folk

Far Away Land: Nuzoz



Human Size



Korlox



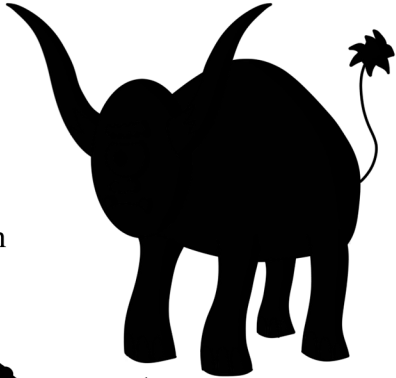
Kreeah



Kwee  
(with rider)



Manikin



Manitaur



Moonie



Mudmouth



Noblar



Pung



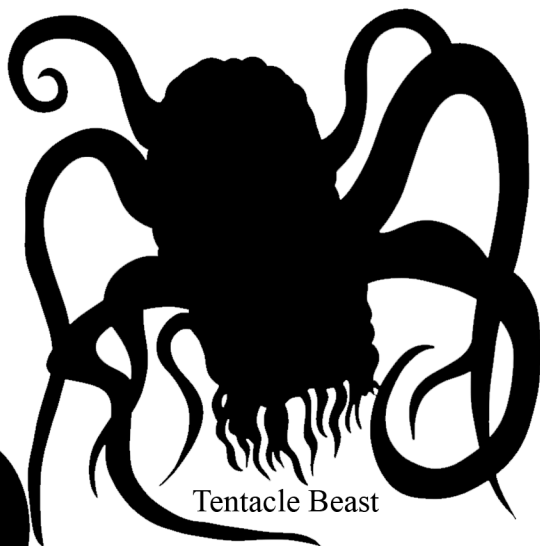
Rayzor



Redback Scrollax



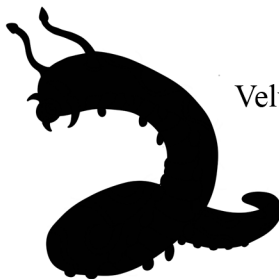
Human Size



Tentacle Beast



Titan, Bronze



Velveteen Worm



Woolly Longhorn



Woolpeet



Wyverax

## LVL 0 PC BUILDER



### Level 0 Character Builder

Level 0 PCs are folks who have grown tired of their mundane existences and have decided to get off the couch and become adventurers. They aren't very skilled but they do have the desire to become an adventurer. Little do they know that their chances of success are small while their chances of becoming monster fodder are great. But that's okay, not everyone can achieve glory.

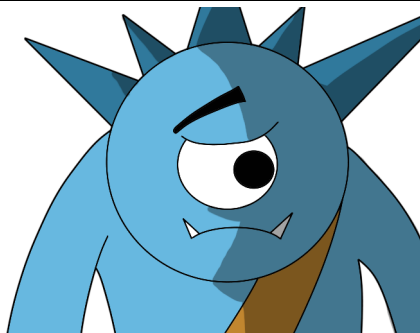
The following section details how to randomly generate a Level 0 PC. Players and GMs may wish to take the random element from this process and create specific Level 0 PCs. That's okay too. Level 0 PC creation can be treated like a mini game, with each player taking turns to create their PCs.

Level 0 PCs can be used in the various character grinders provided in this book. Because of the deadliness of these grinders, players should make at least three Level 0 PCs. This is all explained in greater detail in the Character Grinder section.

## LVL 0 PC BUILDER

### Level 0 PC Creation Overview

1. Choose a Race
2. Roll for Luck
3. Choose a Boon
4. Roll for Flaws
5. Roll for Starting Equipment
6. Roll for Weapons and Armor (good luck)
7. Starting Gold (not likely)
8. PC Description



### 1. Choose a Race

You can use any of PC races provided in this book or in any other Far Away Land book. Simply follow the PC creation guidelines according to that specific racial template. However, be aware that LVL 0 PCs only receive 1 boon.

### 2. Roll for Luck

Level 0 PCs aren't too lucky. Roll a d6. On a roll of 1-3, the PC has no Luck points. A roll of 4, 5, or 6 grants 1 Luck point. If the PC becomes Level 1, they gain an additional Luck point.

### 3. Choose a Boon

Level 0 PCs aren't very skilled and therefore are granted only 1 boon. Choose a single boon from the list below. Whatever the boon is, the PC has a score of 1.

Alert (WIT)

Arcane (WIT)

Athletics (BRT)

Book Worm (WIT)

Crafty (DEX)

Local Lore (WIT)

Manipulate (WIT)

Melee (BRT)

Mounts (DEX)

Pilot (MAN)

Punk (BRT)

Ranged (DEX)

Scuffle (BRT)

Sneak (DEX)

Subterfuge (DEX)





## LVL 0 PC BUILDER

### 4. Flaws

The following is a list of flaws. Roll 2d6. The first number indicates the chart, the second indicates the flaw on that particular chart. Roll a d3 to determine the total number of flaws.

Roll	Chart 1	Chart 2	Chart 3
1	Aloof	Hoity-toity	Meddlesome
2	Brutally Honest	Horribly Jealous	Naive
3	Compulsive Liar	Humorless	Nervous
4	Destiny Driven	Illiterate	Overly Trusting
5	Finicky	Impulsive	Poor Hygiene
6	Hiding a Secret	Makes Fun of Others	Proud

Roll	Chart 4	Chart 5	Chart 6
1	Sarcastic	Troublemaker	Roll Phobia/Hatred
2	Sneaky Hands	Ugly	Roll Phobia/Hatred
3	Socially Awkward	Uncertain	Roll Phobia/Hatred
4	Sucker for a Pretty Face	Unreliable	Roll Phobia/Hatred
5	Tactless	Violent	Roll Phobia/Hatred
6	Tongue-tied	Worrywart	Roll Phobia/Hatred

### Phobias/Hatreds

The following is a list of things the PC fears or hates (the player should determine which). Roll 2d6. The first number indicates the chart, the second indicates the phobia/hatred on that particular chart.

Roll	Chart 1	Chart 2	Chart 3
1	Angry People	Blood	Crowds
2	Authority	Blue	Crying
3	Babies	Cats	Disease
4	Beasts	Clowns	Flying
5	Big Things	Corn	Fog
6	Blades	Cow Steeds	Gold

Roll	Chart 4	Chart 5	Chart 6
1	High Places	Pain	Solitude
2	Long Hair	Poetry	Spiders
3	Magic	Public Speaking	Starvation
4	Masks	Rivers/Streams	Storms
5	Nakedness	Sarcasm	Talking Animals
6	Numbers	Small Places	Teenagers

## LVL 0 PC BUILDER

### 5. Starting Equipment

Roll 2d6. The first roll indicates the chart, the second roll indicates the item on that particular chart. Roll a total of three times.

Roll	Chart 1	Chart 2	Chart 3
1	10' Pole	Belt	Canteen
2	20' Rope	Bird Cage (no bird)	Chain
3	Backpack	Boat Oar	Cuddly Toy
4	Bag	Bucket	Dancing Shoes
5	Basket	Candle	Flask
6	Bell	Cane	Flint and Steel

Roll	Chart 4	Chart 5	Chart 6
1	Furry Shorts	Knife	Robe
2	Gloves	Mask	Saw
3	Goat (1)	Old Book	Shield
4	Hand Drill	Pick Axe	Spyglass
5	Heavy Coat	Pliers	Torch
6	Instrument	Purse	Wooden Chair

### 6. Starting Armor and Weapon

Each PC can roll for each of the following...

1. Roll a d6. On a roll of 6, the PC gets light armor.
2. Roll a d6. On a roll of 4, 5, or 6, the PC gets a light melee weapon.
3. Roll a d6. On a roll of 5 or 6, the PC gets a light ranged weapon.

### 7. Starting Gold

It's unlikely the PC has any money (why else would they bring their prized bucket to the dungeon?). But, maybe they do. Roll a d6. On a roll of 1-3, the PC is penniless. A roll of 4-5 means they have 1d6 gp. A roll of 6 means they have 1d6+3 gp. If you want them to have more money (like a noble setting forth from their life of comfort to make a name for themselves) simply work it into the story so it makes sense.

### 8a. Description

After you have created your character, trade character sheets and write three descriptive sentences about another player's PC. Each sentence should describe something different, provide a piece of history, or present a certain defining element that makes the PC unique. These sentences may contradict one another and that's okay. Once you have your sentences written, give them to the appropriate player. Each player will read the sentences that describe their character out loud. All the other players vote to determine which descriptive sentence is true. (This mini game can also be used when leveling up PCs).

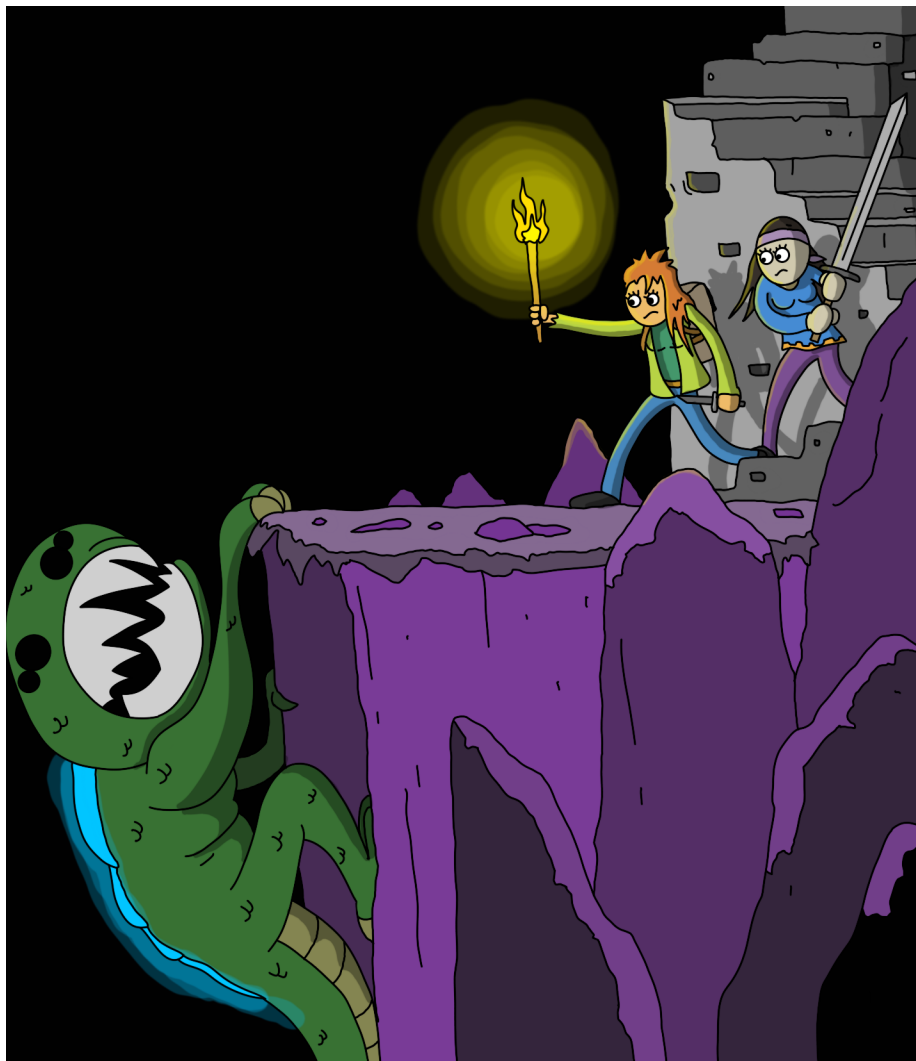
## LVL 0 PC BUILDER

### 8b. Description

An optional mini game that can be played with random PC descriptions is for each player to write a descriptive sentence or set of sentences about a PC's life on separate index cards. Once all of the descriptions are written, each PC is presented and a random index card is drawn describing that PC.

### Becoming a LVL 1 PC

Once a LVL 0 PC is awarded the rank of LVL 1, they receive all of the benefits that go along with that rank. This includes the appropriate number of boons and any other abilities/spells that go along with that race's LVL 1 build.



## THE WIZARD'S SPIRAL

### Character Grinder

The goal of the character grinder is to send multiple LVL 0, cannon fodder characters into a deadly dungeon to see who survives. These are quickly made PCs that will run headlong into a dungeon in search of fame and fortune but will most likely be chewed up by what awaits within the darkened corridors. These characters are not adventurers but rather simple folk who have grown tired of the monotony of life and seek something new and exciting. Most of those who enter will be ground up and suffer anonymous deaths within the dungeon. However, there are those who may survive. These survivors not only fend off death to reap the rewards of the dungeon, but also go on to become full-fledged adventurers with LVL 1 status. These characters then receive all the rewards of a LVL 1 PC (additional boons, etc.).

GMs can of course build their own grinders (and should). The purpose of the grinder is to weed out the weak, the unlucky, and the unfortunate. A character grinder called The Wizard's Spiral Adventure has been provided in this book. Note that a grinder can be anything the GM wants. We have included a section of "mini grinders" known as Deadly Games in this book as well.

### The Wizard's Spiral

Every so often, the curious and malicious Wizard Melkemedik hosts a gathering of would-be adventurers to his mountain stronghold. Over the course of many decades, Melkemedik painstakingly devised traps and obstacles for those foolish brave enough to enter his tournament. The promise of riches and fame encourages many to take up the invitation and make the journey to Mount Sarcek where the tournament is held. Those who defy the odds and survive the mountain are indeed rewarded well while those who fail are usually dead, transformed, or maimed.

Mount Sarcek is an odd shaped mountain that sort of spirals up among the peaks of the Umbercrag Mountains. Atop the mountain sits the castle of the wizard which is said to be guarded by his undead. Within the mountain lays the Wizard's Spiral, a series of rooms and corridors plagued with booby traps and monsters. The remains of those who have come before sit yet still within the dark halls of the mountain.

### GM Notes

**Encounters:** Reduce or increase encounters as you see fit. If the party is struggling, maybe reduce. If the party is working as a unit and doing well, maybe increase. The goal is to eliminate the PCs so that only the strongest, smartest, luckiest, most cunning survive to become LVL 1 adventurers.

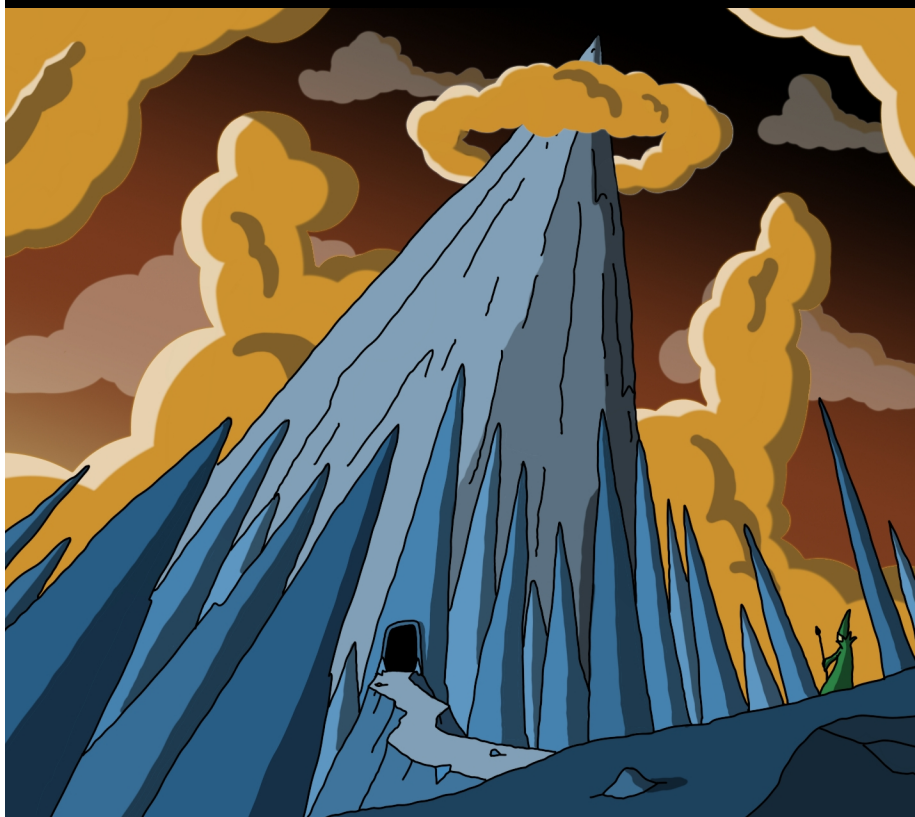
**Modify the dungeon:** The dungeon is designed in a linear fashion so that PCs must go from one room to the next in order. The GM can modify the map to skip rooms to make it a bit easier for the PCs should the party be taking heavy casualties. The GM can also change the order of the rooms as they see fit.

# THE WIZARD'S SPIRAL



The renowned exion warrior Erik Velmont was once a lowly losk examiner. Then, one day, he decided to leave his losk practice and enter the Wizard's Spiral Tournament. It was that single decision that changed his life, for he was the only competitor to reach the end of the spiral that year. With his victory came fame and fortune and eventually he came to be known as as Erik the Grand due to his adventures and heroic deeds. Years later he was eaten by a tentacle beast.

## THE WIZARD'S SPIRAL



### Mount Sarcek

The following entries detail the various locations within the mountain. These locations correspond to the map provided with this LVL 0 adventure.

**Entrance:** The entrance to the mountain is foreboding and grand. The mouth of the spiral is a gaping maw adorned in ancient glyphs and symbols. The entrance is about 8' wide and 25' tall. The entrance leads to a series of rough carved stairs that ascend into the Chamber of Gales.

**0. Chamber of Gales:** This is a roughly oval-shaped room approximately 40' wide and 45' long. In the center of the

room is a deep chasm, the bottom of which cannot be seen. Several stone pedestals rise from the depths of the chasm. On the center pedestal is a box which contains the key required to leave this room. PCs attempting to get the key must make a DEX (+ Athletics boon if applicable) vs. a TN of 4 to see if they can successfully make it to the center pedestal. To make the task even harder, gale force winds blow from the walls intermittently. If a PC is caught on the pedestals during the winds, they must make a BRT check vs. a TN of 4 or be blown to their death in the pit below.

## THE WIZARD'S SPIRAL

**1. Coffin Room:** After exiting the Chamber of Gales and climbing several staircases, the PCs enter the Coffin Room. The room is rectangular in shape, 25' wide and 50' long. There is a large, ornately carved pillar in each corner of the room. Nine coffins sit in the room, three on each side, and three toward the far end of the room. The PCs will notice that behind one of the coffins is a small corridor that leads to a room. In order to enter the corridor, they must move the coffin. Even if they are careful, the coffin still falls apart clattering to the ground and spilling out the remains of someone. This awakens the slumbering undead in 1d6 of the other coffins. The room behind the coffin contains a key that will open the door leading out of the coffin room.

### Slumbering Undead

HP: 10, AC: 0, ACT: 4  
 BRT: 1, DEX: 1, WIT: 1  
 Bite (1): 1d3 damage. Claws (1): 1d3 damage. Immune to poisons, toxins, and disease.

**2. Corridor:** After exiting the coffin room, the PCs ascend several staircases within the mountain. Once they reach the second set of stairs, a secret wall will slide open and 1d6 goabs will enter the corridor behind the PCs. These goabs gain entrance to the corridor by means of a secret passage that leads to the

Wizard's Chamber (the door appears to be solid stone and cannot be accessed from the corridor). The goabs should make contact with the PCs as they enter The Chasm.

### Goabs

HP: 11, AC: 0, ACT: 5  
 BRT: 2, DEX: 1, WIT: 1  
 Light Weapon (1): 1d6 damage. Bite (1): 1d6 damage. Chance of infection. Better Smell. Resistance to Poison/Toxin.

### 3. The Chasm

As the PCs are chased from the corridor up the stairs, they enter The Chasm. This chamber is 65' long and 30' wide. A huge chasm cuts the room into two outcrops of rock. A swinging bridge allows for passage over the chasm. The bridge is made of resilient, strong wood and large, heavy ropes. If a PC falls from the bridge, they are dead.

**(Optional)** To make matters worse, several holes in the wall house goab archers who shoot at those crossing the bridge for nothing more than sport.

### Goab Archer

HP: 11, AC: 0, ACT: 5  
 BRT: 2, DEX: 1, WIT: 1  
 Small Bow (1): short range, 1d6 damage. Bite (1): 1d6 damage. Chance of infection. Better Smell. Resistance to Poison/Toxin.



## THE WIZARD'S SPIRAL



### 4. Skelet Room

After exiting the chasm, the PCs will make their way up a set of stairs. They are now in the Skelet Room. This room is approximately 25' square. A small door toward the rear of the room leads to a tiny chamber in which the PCs will find various old weapons and armor and a healing potion (restores 1d6 HP). The floor of the Skelet Room is covered in bones, old weapons, and old armor. Once the PCs get to the middle of the room the bones begin to rattle and then quickly form 1d6 skeletons who are armed with the old weapons.

#### Skelet

HP: 10, AC: 0, ACT: 4  
BRT: 1, DEX: 1, WIT: 1

Light Weapon (1): 1d3 to 1d6 damage.  
Night Sight. Bony Defense: Piercing weapon attacks (like arrows and spears) do only half damage against skeletons.  
Dislike light and fire. Immune to Poisons/Toxins and Disease.

### 5. Lava Walk

This room is approximately 40' x 40'. The main feature of this room is a river of lava flowing from a small opening in the north wall and emptying on the south side of the room beneath an overhang. The river is about 7' wide. The ground around the river is brittle and hides lava underneath. There is a 1-2 chance (d6) that anyone jumping across the river will fall through the brittle ground and be severely burned (2d6 damage) by the lava.



## THE WIZARD'S SPIRAL

### 6. Three Arches

This room is approximately 35' x 50'. In the center of this room stands three arches engraved with strange markings and symbols (none of the PCs can read the symbols). Each PC must choose an arch to pass through to get to the other side of the room. Each arch has a single large symbol at the top: a moon, a sun, and an ouroboros. The arch with the ouroboros allows the PCs to pass without issue. The moon arch will make a gold crown (value of 100gp) appear on the head of the first PC to pass through while subsequent PCs are turned to dust. The sun arch has several random outcomes that can be rolled on the following chart. The PC may choose to pass through the sun arch multiple times in the hopes that they are returned to normal.

1. No effect. The PC remains or is turned back into their normal self.
2. The PC is transformed into a rat or clucker (turkey-like bird).
3. The PC swells in size and explodes.
4. The PC is reduced in size by half.
5. The PC coughs up 1d6x10 gold pieces before turning to solid iron.
6. The PC's skin turns to a thick, scaly hide. This gives the PC a natural AC of 2 and makes them ugly.

Stat block for rats/cluckers should the PC wish to continue the grinder in animal form.

HP: 1, AC: 0, ACT: 4

BRT: 0, DEX: 1, WIT: 0

Rat has a bite that does 1 damage.

### 7. The Ball

The PCs make their way down a corridor with a slight incline. They reach two doors, both of which are locked and cannot be opened. If the PCs stand in front of either door, they trigger a trap. The PCs can make a WIT check (TN 4) as to whether or not they hear the trap (which is triggered by a pressure plate in the floor). The trap is a massive metal ball that is fired down a corridor hidden behind a false wall. The ball will smash through the false wall and do 3d6 damage to any PCs in its path. The force is so strong that the ball will smash open the other locked door opposite the false wall.

### 8. The Pool

The only way this room can be accessed is when the trap that sends the large iron ball (in the previous room) is sprung. This room is approximately 25' long and 20' (tiny radius) wide. Most of the room is filled with water that is about 3' deep. The water is clear and still. What looks to be crushed bones lay on the floor of the pool. Toward the rear of the room is a ledge with a pedestal upon which sits a key. This key opens the remaining door where the ball trap was sprung. As soon as the key is touched, dust sprinkles from the ceiling. As soon as the dust hits the water the water is frozen. Anyone in the water will be crushed to death as the ice rapidly compresses around their body. (Enterprising PCs might be able to gather a bit of the flash freezing dust. If so, they can get a single handful which will instantly freeze an area of water 20' in diameter four feet deep.)

## THE WIZARD'S SPIRAL

### 9. Corridor

Those who have survived up to this point have done well. The PCs now make their way up a slight incline before reaching a series of several staircases. If the PCs are doing well the GM may throw in a wandering monster here. Otherwise, the PCs get off easy.

### 10. Arrow Corridor

This corridor appears like the previous section except that the floor is covered with hundreds of tiny pressure plates which activate compressed air vents that fire arrows from the walls. As the PCs move through this corridor, they will face 1d3 Arrow Attacks (1): 1d3 damage each.

### 11. Chamber of Stone

The PCs have made it to the Chamber of Stone. This room is approximately 25' wide and 35' long. What looks to be two crumpled heaps of stone sit in the middle of this room. Upon entering the room, the crumpled heaps of stone come alive and reveal that they are actually stone golems. While it is unlikely that the PC will be able to defeat the golems by damage alone, they may notice that each golem has a glowing red crystal on its back. If the PCs destroy these crystals, the stone golems will be destroyed. The crystals have 3 HP each.

#### Stone Golem

HP: 18, AC: 3, ACT: 5

BRT: 3, DEX: 1, WIT: 1

Slam (1): 1d6 damage. Hurl Stone: short range, 1d6+2 damage. Immune to Earth Control. Immune to Poisons/Toxins and Disease. Resistant to Physical Attacks.

### 12. The Wizard's Chamber

Those PCs who have survived up to this point have reached the end of the spiral. The Wizard Melkemedik will appear in a puff of gray smoke and greet the PCs with great enthusiasm. He congratulates them on a job well done and offers them each a prize of their choice. At this point, the PCs advance to LVL 1 characters.

#### Melkemedik

The wizard Melkemedik is a beige-skinned triksel. One of his three eyes is glowing red. He wears a green robe covered in strange black markings. He also wears a large necklace with an amulet that appears to have a tiny person trapped inside. If anyone attacks Melkemedik, he will immediately kill them. The PCs should have no chance of defeating the wizard. However, we have included his stats below, just in case.

HP: 20, AC: 0, ACT: 7

BRT: 1, DEX: 2, WIT: 3

Magic (4): Melkemedik can cast spells up to LVL 10. Shield Amulet of Miserak (3): The amulet protects Melkemedik from all physical damage as it uses the lifeforce of the victim within to create a living shield around the wizard. Melkemedik must replace the captive within the amulet once a month. The amulet also has the ability to shrink a target making the victim a captive within the amulet. This ability can only be used once a day. Once captive within the amulet, the victim's lifeforce will drain over the course of a month. The victim can be freed from the amulet should the wearer speak the command "Release my captive." Each day the captive remains within the amulet they

## THE WIZARD'S SPIRAL

captive remains within the amulet they age approximately two years.

### Victory Prize Choices

1. 1d6x50gp
2. A crystal shard of healing (1d6 charges)
3. An opera/grunge/death metal singing dagger that does +1d6+1 damage.
4. A spell book with 1d3+1 spells. The spells can be LVL 1-3.
5. A suit of chain armor (AC 3).
6. A mask that allows the wearer to take on the facial appearance of anyone they have seen in the last day (1d6 charges). Duration is 1d3 hours.

Along with the victory prizes, the PCs can keep anything they found in the dungeon.

### After the Dungeon

The PCs who survived the terrors of the dungeon go on to become LVL 1 PCs. These are now full-fledged adventurers who have already experienced danger, death and victory. They got off the couch to make a new life, to make a new name, and it paid off.

Players can use the Wizard's Spiral as a way to establish an adventure party. These former LVL 0 nobodies now share a common bond that will hopefully propel them into further adventures as they seek glory, power, and wealth in the world of Far Away Land and beyond!



## DEADLY GAMES



### Deadly Games

The Deadly Games are a series of games and events with a design goal like that of the Character Grinder. However, instead of PCs entering a dungeon, they instead participate in a series of terrible events that are designed to entertain a crowd as they attempt to survive and win prizes. Think of it like the Olympics but with the losers dying. A Deadly Game uses LVL 0 PCs with the same intent as the Character Grinder; kill most of the characters, allow a few characters the chance to survive, build backstories through peril and adventure, win prizes and fame, go on to become real adventurers at LVL 1.

Deadly Games consist of a series of obstacle course like events. A PC that fails to complete an event will most likely die (or be severely maimed or scarred). Each player begins the game with a team of three or four characters. The player chooses which PC to enter which event (using strategy based on their LVL 0 character's attributes and racial abilities). Those PCs who survive move to the next event. The characters who survive all the events win prizes and go on to become LVL 1 adventurers.

## DEADLY GAMES

### The Games

Each game listed here indicates the number of participants and the deadliness level of the particular event. Descriptions are also included. GMs should feel free to tweak and modify events as necessary to keep it fresh. GMs and players are also encouraged to create their own Deadly Games. These games should be part luck and part skill with an emphasis on specific attributes, natural abilities, initiative rolls, checks, etc.

*Players and GMs should also be fully aware that the goal of these games is to kill off PCs. If the players aren't interested in their PCs fighting other PCs, it is suggested to forego the Deadly Games. Keep your gaming group happy.*

### A Slay at the Races

Number of Participants: 4  
Deadliness Rating: Medium  
Each participant mounts a kwee. The participants then race around an oval track three times (or however many times the GM wishes). During the races, the participants can fight one another while trying to be the victor. Giving the participants weapons aids in the deadliness. It is likely that both kwee and PCs will be maimed during these races. The crowd loves to be entertained.

Here's how it works. Have each participant make a Mount + DEX (if the riders have no Mount boon, use only DEX scores) check each round. Compare each MoS of the Mount checks. This will indicate the number of bonus dice that rider receives during the next round when rolling for order as well as their order location for that round. A tied roll indicates that those

race participants are right next to each other and can engage in combat if they choose to. If a participant or kwee is damaged during the race, they take -1 die on all order rolls. If participants or kwee are injured during the race, the GM may require a Mount check to see if the rider and the mount remain under control. The GM should keep things cinematic and let the PCs narrate what is taking place on the track with their riders.

### Cannon Roulette

Number of Participants: 3  
Deadliness Rating: Very High  
Each participating PC stands in front of a cannon. Two cannons are armed with blast powder and a cannonball. The other cannon is empty. The cannons do 4d6 damage to the PCs in their line of fire. This event can be used as an elimination tournament. The last PC standing receives an additional Luck point as a reward.

### Elevated Death

Number of Participants: Up to 8  
Deadliness Rating : Very High  
The PCs stand upon an elevated platform (20' x 20' and 100' tall). When the game begins, the PCs attempt to slay one another through combat or throwing each other from the platform (does 6d6 damage). After the first PC is taken out, the GM introduces the Die o' Death that starts giving all combatants an additional die on every roll. The number of bonus dice increases +1 each round. These bonuses are applied to all rolls. If the die reaches 6 before only one PC remains, all remaining PCs explode.

## DEADLY GAMES

### Gotta Spear 'em All

Number of Participants: 3

Deadliness Rating: Medium

This event takes place in a hallway in which the PCs attempt to run the length of the hall while six masked spear throwers stand above and attempt to hit the PCs with sharp spears (throwers roll 3 dice to hit). It takes three rounds to run from one end of the hall to the other.

The spear throwers each throw one spear each round. 3 PCs participate. Each PC gets two numbers (1,2/3,4/5,6) to determine if they are a target. The GM rolls for each spear thrower to see which PC is targeted during the round. An attack is then made at the selected targets. The GM may introduce additional elements, such as items (like shields) the PCs can grab to help them survive.

### Hot Feet

Number of Participants: Up to 4

Deadliness Rating: Very High

The PCs all start on an artificial island floating in a pool of lava. Each round the PCs roll to see if the land piece upon which they are standing crumbles. Use the chart below to check if the land remains intact or falls away...

Round	Land Fall on a Roll of...
1	5 or 6
2	4, 5, or 6
3	3, 4, 5, or 6
4	2, 3, 4, 5 or 6

If the land upon which the PC is standing is determined to fall into the lava, the PC must make a DEX check vs. a TN of 5 (the Athletics boon can be included on this check) or else fall into the lava. A successful check indicates

they jump free of the sinking land in time to avoid the lava beneath. The GM controls how often the land falls away (this can allow for infighting among the PCs or the addition of NPC enemies that must be dealt with). The game ends when only 1 PC remains or all have been burned alive.

### Platforms of Doom

Number of Participants: Unlimited

Deadliness Rating: Medium

PCs attempt to run across a series of three platforms suspended over a giant, spiked pit (falling into the pit does 4d6 damage). Each PC must make a series of DEX checks (TN 4) to successfully navigate the obstacles. Failing a check results in an uncomfortable fall.

### Three Free Trees

Number of Participants: Up to 6

Deadliness Rating: Medium

All PC participants are blindfolded.

They must run at full speed through a forest of spiky trees as they are chased by hungry noog noogs. Each round they make a DEX check vs. a TN of 4 to avoid smashing face first into a spiked tree (2d6 damage). If they stop, they are devoured by the noog noogs. Any PCs who survive three rounds come out alive and are awarded a Luck point.



## DEADLY GAMES

### Tunnel of Fun

Number of Participants: 3

Deadliness Rating: High

The PCs attempt to run down a large tunnel as they are chased by a large iron ball. This event lasts 6 rounds. The PCs can attack one another within the tunnel during each round.

**Round 1:** The PCs roll initiative to determine race order. The winner is in the front, the loser is in last.

**Round 2:** The ball is released. The PC in front is safe. The other PCs all make DEX checks (TN 5). Anyone who fails a check is crushed.

**Round 3:** An initiative check is made once again to determine race order. The winner takes the lead, the loser is in last place.

**Round 4:** The racer in first is safe. The other racers make DEX checks (TN 5). Any failures result in being crushed.

**Round 5:** An initiative check is made once again to determine race order. The winner takes the lead, the loser is in last place.

**Round 6:** The racer in first is safe. The other racers make DEX checks (TN 5). Any failures result in being crushed. Anyone who completes this check survives. The PC in first is considered the winner.

### Zany Ziggurat of Death

Number of Participants: Up to 4

Deadliness Rating: High

The PCs are in a mad dash to be the first to the top of a ziggurat. The ziggurat is composed of 4 levels. At the very top is a crown (200gp value) that the winning PC gets to keep as a prize. The PCs enter the ziggurat at the bottom and work their way up as they attempt to overcome the perils presented. Each PC

starts on a different side of the ziggurat. On each level of the ziggurat, the GM rolls on the following chart to determine the random encounter. If two PCs make it to the top, they have to fight it out to see who gets the crown.

### Ziggurat Encounter Roll

**1. Three Gates:** The PC enters a floor where three stone gates stand. Each gate is numbered 1, 2, 3. Only one gate will allow for safe passage. The other two gates immediately obliterate the PC. The GM should decide which gate is safe before the PC chooses. If the PC successfully makes it through, give them a Luck point.

**2. Whirling Blades:** The PC encounters a series of curved blades that spin up through the floor. The blades have a Melee score of 3. There are 1d3 blades that can possibly hit the PC. The blades do 1d6+1 damage. If the MoS of the blades is 3+, the PC loses an extremity. The PC must successfully avoid 1d3 blades to exit the room.

**3. Fire Spouts:** The PC encounters a series of fire spouts in the floor of the level. These spouts plume white-hot fire. The fire coming from these spouts does 1d6+2 damage. Roll 2 dice for each spout's attack.

**4. Swinging Ropes:** Suspended ropes hang from the ceiling. Beneath the ropes is a pit of lava. The PC must swing and jump from rope to rope in order to cross the pit. Failure results in falling into the lava. With each swing the PC must make a DEX check vs. a TN of 3 (to successfully swing and jump to the next rope) and a BRT check vs. a TN of 4 (to see if they can hang on to the next rope).

## DEADLY GAMES

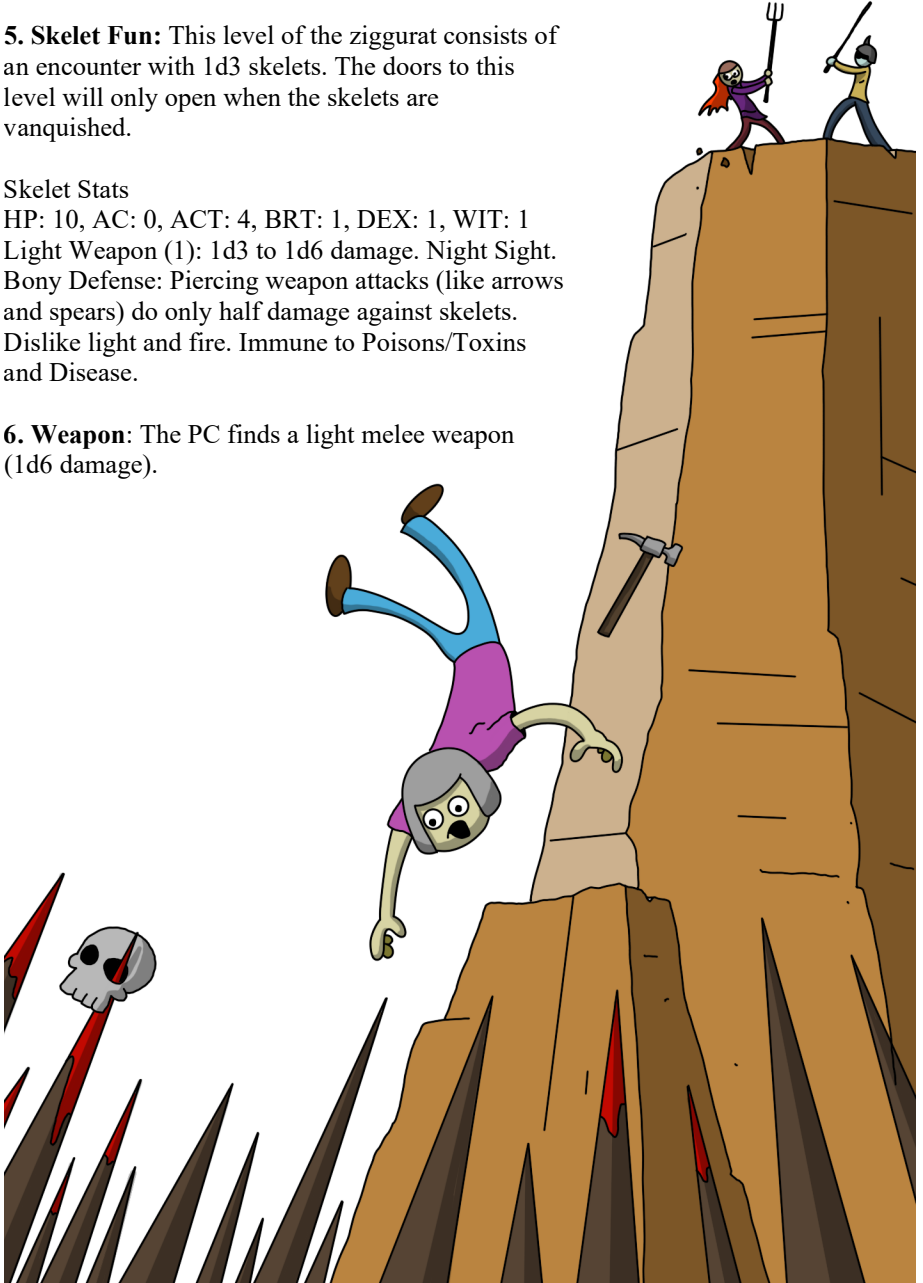
Failure to make a successful check results in the PC falling to their death. The PC must make a series of 3 checks in order to navigate the ropes successfully.

**5. Skelet Fun:** This level of the ziggurat consists of an encounter with 1d3 skeletons. The doors to this level will only open when the skeletons are vanquished.

### Skelet Stats

HP: 10, AC: 0, ACT: 4, BRT: 1, DEX: 1, WIT: 1  
Light Weapon (1): 1d3 to 1d6 damage. Night Sight.  
Bony Defense: Piercing weapon attacks (like arrows and spears) do only half damage against skeletons.  
Dislike light and fire. Immune to Poisons/Toxins and Disease.

**6. Weapon:** The PC finds a light melee weapon (1d6 damage).





# ABYSSMAL

## Abyssmal

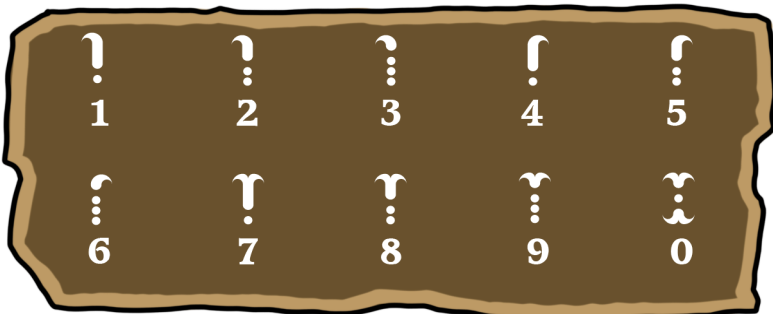
Abyssmal is the ancient language of demons and those who call the Abyssmalsphere home. The written language is feared by those who recognize it as it represents death and darkness. The letters are claw-like and jagged in shape. Vowels contain three marks while consonants have only two. The Abyssmal alphabet has 26 letters.



# ELVISH

## Elvish

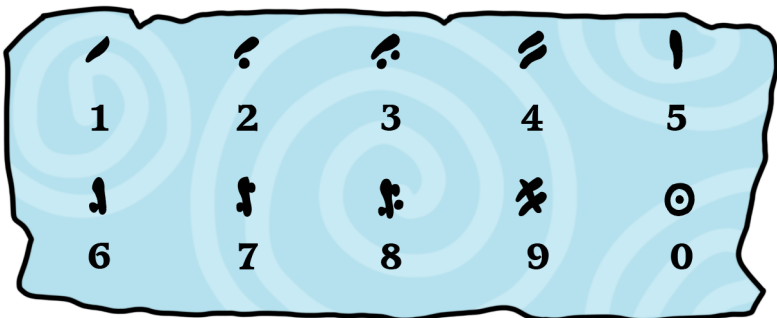
The spoken language of elves has many different dialects but it all evolved from a single language thousands of years ago. The written language is composed of vertical markings that resemble a tree. Each vertical mark features a canopy, a root, or leaves to differentiate the letters. The Elvish alphabet has 26 letters.



# ENOI

## Enoi

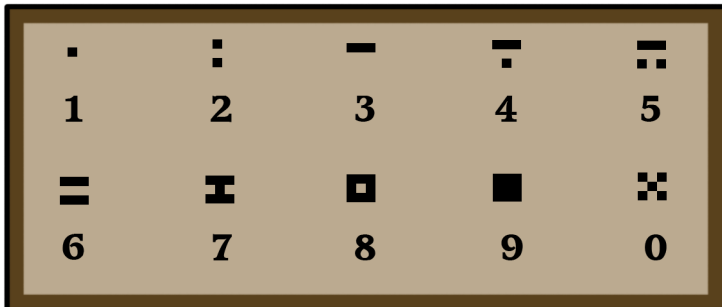
Enoi is the language of immortals and trilleons and those who call the God Lands home. The Enoi alphabet has 26 letters. Vowels have two markings (the dot is called an “om”) while consonants are a single shape. The shape of each letter represents a specific element of the universe (for example, the letter for “o” represents time).



# QUINTABETH

## Quintabeth

The quintabeth is the alphabet for the language of Tyro which is spoken by orka and many other humanoid races on the continents of Radroz and Karkoz. The letters are based on a 5x5 grid and represent logic and perfection in their form. There are 25 letters in total which are arranged in a 5x5 grid as well. This grid within a grid represents the depth of the orka mind and the many layers that compose thought and the mechanics of the universe.



## ENCOUNTERS (BOOK)

### Encounters by Book

The following lists include all creatures published in FAL as of the printing of this book. Entries have been arranged according to the book in which they appear. The number in superscript indicates the entry's LVL. The abbreviation

following the entry indicates the book. A key has been provided.

*ToA* = Tome of Awesome

*SoFAL* = Seas of FAL

*C2* = Creatures Vol. 2

*C3* = Creatures Vol. 3

*N* = Nuzoz

### Tome of Awesome

Agnun<sup>1</sup> *ToA*  
 Balbergulb<sup>8</sup> *ToA*  
 Blonin<sup>1</sup> *ToA*  
 Bolgo Cat<sup>15</sup> *ToA*  
 Brain Fish and Garl  
 Snail<sup>10</sup> *ToA*  
 Cat Tenderer<sup>1</sup> *ToA*  
 Clockwork<sup>5</sup> *ToA*  
 Clown Plant<sup>8</sup> *ToA*  
 Cow Steed<sup>2</sup> *ToA*  
 Cyclops<sup>15</sup> *ToA*  
 Demon, Horned<sup>18</sup> *ToA*  
 Demon, Tailless<sup>12</sup> *ToA*  
 Dwarf<sup>1</sup> *ToA*  
 Elemental, Air<sup>12</sup> *ToA*  
 Elemental, Earth<sup>10</sup> *ToA*  
 Elemental, Fire<sup>12</sup> *ToA*  
 Elemental, Water<sup>12</sup> *ToA*  
 Elf<sup>1</sup> *ToA*  
 Ettin<sup>13</sup> *ToA*  
 Eyezor<sup>20</sup> *ToA*  
 Fairy<sup>1</sup> *ToA*  
 Fell Lamprey<sup>9</sup> *ToA*  
 Giant Crab<sup>8</sup> *ToA*  
 Giant, Fire<sup>20</sup> *ToA*  
 Glacierian<sup>1</sup> *ToA*  
 Goab<sup>3</sup> *ToA*  
 Golem, Flesh<sup>4</sup> *ToA*  
 Golem, Iron<sup>5</sup> *ToA*  
 Golem, Wood<sup>4</sup> *ToA*  
 Gorgon<sup>5</sup> *ToA*  
 Grizzle Bear<sup>5</sup> *ToA*  
 Harpy<sup>2</sup> *ToA*  
 Human<sup>1</sup> *ToA*  
 Immortal<sup>25</sup> *ToA*

Lich<sup>18</sup> *ToA*  
 Molomoxor<sup>1</sup> *ToA*  
 Mummy<sup>5</sup> *ToA*  
 Mushroom Folk<sup>1</sup> *ToA*  
 Noknil<sup>1</sup> *ToA*  
 Noog Noog<sup>1</sup> *ToA*  
 Nubyeb<sup>3</sup> *ToA*  
 Numan<sup>4</sup> *ToA*  
 Ogra<sup>13</sup> *ToA*  
 Ootoom<sup>20</sup> *ToA*  
 Orka<sup>1</sup> *ToA*  
 Phantom<sup>3</sup> *ToA*  
 Piranha Folk<sup>4</sup> *ToA*  
 Poomkin<sup>1</sup> *ToA*  
 Ratling<sup>1</sup> *ToA*  
 Scrollax<sup>18</sup> *ToA*  
 Seamerl<sup>1</sup> *ToA*  
 Shapeshifter<sup>3</sup> *ToA*  
 Simian<sup>1</sup> *ToA*  
 Skelet<sup>1</sup> *ToA*  
 Sleptaur<sup>5</sup> *ToA*  
 Soracan<sup>25</sup> *ToA*  
 Squark<sup>1</sup> *ToA*  
 Ten Times Ten Men<sup>25</sup>  
*ToA*  
 Tri-Head Flora<sup>2</sup> *ToA*  
 Troglodyte<sup>7</sup> *ToA*  
 Vampire<sup>12</sup> *ToA*  
 Violet hare<sup>1</sup> *ToA*  
 Wight<sup>11</sup> *ToA*  
 Winged Hairy<sup>4</sup> *ToA*  
 Wisp<sup>20</sup> *ToA*  
 Wolver<sup>9</sup> *ToA*  
 Zombie<sup>1</sup> *ToA*  
 Zoordrooz<sup>1</sup> *ToA*  
 Dragon, Acrid<sup>25</sup> *ToA*

Dragon, Flame Gut<sup>26</sup> *ToA*  
 Dragon, Flash<sup>25</sup> *ToA*  
 Dragon, Gasbelly<sup>23</sup> *ToA*  
 Dragon, Hydra<sup>30</sup> *ToA*  
 Dragon, Jolt<sup>28</sup> *ToA*

### Seas of Far Away Land

Air Whale<sup>18</sup> *SoFAL*  
 Aquatic Eyezor<sup>12</sup> *SoFAL*  
 Blade Fish<sup>1</sup> *SoFAL*  
 Briny Shiffler<sup>7</sup> *SoFAL*  
 Cephalos, Frigid<sup>18</sup> *SoFAL*  
 Cephalos, Warm<sup>18</sup> *SoFAL*  
 Dark Salamander<sup>9</sup> *SoFAL*  
 Deep Sentinel<sup>10</sup> *SoFAL*  
 Deepling<sup>1</sup> *SoFAL*  
 Dragon, Sea<sup>20</sup> *SoFAL*  
 Dwaller<sup>8</sup> *SoFAL*  
 Elemental, Water<sup>12</sup> *SoFAL*  
 Flying Lamprey<sup>1</sup> *SoFAL*  
 Frog Kin<sup>2</sup> *SoFAL*  
 Gellfish<sup>1</sup> *SoFAL*  
 Ghost Whale<sup>14</sup> *SoFAL*  
 Giant, Coral<sup>14</sup> *SoFAL*  
 Giant Crab<sup>8</sup> *SoFAL*  
 Gross Fiends<sup>4</sup> *SoFAL*  
 Ichthios<sup>16</sup> *SoFAL*  
 Juzjely<sup>7</sup> *SoFAL*  
 Kelp Beast<sup>7</sup> *SoFAL*  
 Krabbix<sup>6</sup> *SoFAL*  
 Kraken<sup>25</sup> *SoFAL*  
 Krill Mantis<sup>8</sup> *SoFAL*  
 Mollusk, Giant<sup>6</sup> *SoFAL*  
 Mud Folk<sup>2</sup> *SoFAL*  
 Ool<sup>3</sup> *SoFAL*

# ENCOUNTERS (BOOK)

- Piranha Folk<sup>4</sup> *SoFAL*  
 Pox Snail<sup>13</sup> *SoFAL*  
 Rivermerl<sup>1</sup> *SoFAL*  
 Sailfin<sup>3</sup> *SoFAL*  
 Scraggler<sup>13</sup> *SoFAL*  
 Sea Goon<sup>4</sup> *SoFAL*  
 Sea Louse<sup>3</sup> *SoFAL*  
 Sea Wasp<sup>12</sup> *SoFAL*  
 Seaclops<sup>8</sup> *SoFAL*  
 Seagoyle<sup>1</sup> *SoFAL*  
 Seahorse Folk<sup>1</sup> *SoFAL*  
 Seamerl<sup>1</sup> *SoFAL*  
 Siren<sup>6</sup> *SoFAL*  
 Slurgoth<sup>19</sup> *SoFAL*  
 Snarglecroc<sup>5</sup> *SoFAL*  
 Snargleshark<sup>9</sup> *SoFAL*  
 Squidling<sup>1</sup> *SoFAL*  
 Swampmerl<sup>1</sup> *SoFAL*  
 Titan, Sea<sup>22</sup> *SoFAL*  
 Tortoise, Golliath<sup>28</sup> *SoFAL*  
 Uvulax<sup>18</sup> *SoFAL*  
 Uvulax Minion<sup>2</sup> *SoFAL*  
 Water Hare<sup>1</sup> *SoFAL*  
 Wixie<sup>2</sup> *SoFAL*  
 Worm Lich<sup>18</sup> *SoFAL*  
 Yobalar<sup>22</sup> *SoFAL*
- Creatures Vol. 2**
- Air Devil<sup>4</sup> C2  
 Air Whale<sup>18</sup> C2  
 Algwa<sup>2</sup> C2  
 Alkalos<sup>6</sup> C2  
 Angel<sup>15</sup> C2  
 Angorocan<sup>20</sup> C2  
 Arachnis<sup>2</sup> C2  
 Axomas<sup>4</sup> C2  
 Blister Wart<sup>5</sup> C2  
 Boobarooza<sup>5</sup> C2  
 Booohoo<sup>12</sup> C2  
 Brain Eater<sup>9</sup> C2  
 Catling<sup>1</sup> C2  
 Cephalos, Frigid<sup>18</sup> C2  
 Cephalos, Warm<sup>18</sup> C2  
 Cerebral Witch<sup>8</sup> C2
- Cinder Doll<sup>2</sup> C2  
 Cotcodac<sup>7</sup> C2  
 Crematoru<sup>28</sup> C2  
 Crush Mongor<sup>14</sup> C2  
 Deepling<sup>1</sup> C2  
 Dementicorn<sup>13</sup> C2  
 Demon, Gouge<sup>8</sup> C2  
 Demon, Imp<sup>1</sup> C2  
 Demon, Pus<sup>3</sup> C2  
 Demon, Scourge<sup>17</sup> C2  
 Demon, Succubus<sup>12</sup> C2  
 Demon, Wormlord<sup>22</sup> C2  
 Dimling<sup>1</sup> C2  
 Elf, Gloom<sup>1</sup> C2  
 Elf, Ice<sup>1</sup> C2  
 Fire Goat<sup>3</sup> C2  
 Flailthorn<sup>10</sup> C2  
 Formican<sup>1</sup> C2  
 Galeon<sup>2</sup> C2  
 Galosasteed<sup>4</sup> C2  
 Gingomeer<sup>1</sup> C2  
 Golem, Chain<sup>10</sup> C2  
 Golem, Hook<sup>12</sup> C2  
 Golem, Mirror<sup>16</sup> C2  
 Golem, Snow<sup>2</sup> C2  
 Golus<sup>14</sup> C2  
 Haint<sup>3</sup> C2  
 Hallucinocorn<sup>11</sup> C2  
 Headman<sup>1</sup> C2  
 Horror<sup>1</sup> C2  
 Howlor<sup>7</sup> C2  
 Hungry Ghost<sup>5</sup> C2  
 Iron Colossus<sup>22</sup> C2  
 Juzjely<sup>7</sup> C2  
 Kill Doll<sup>1</sup> C2  
 Killapede<sup>13</sup> C2  
 Labyrinthor<sup>9</sup> C2  
 Lazula<sup>2</sup> C2  
 Magma Dude<sup>6</sup> C2  
 Mantida<sup>3</sup> C2  
 Marble Head<sup>11</sup> C2  
 Memnotz<sup>6</sup> C2  
 Mist Folk<sup>4</sup> C2  
 Mountain Lord<sup>18</sup> C2  
 Nod Beast<sup>7</sup> C2
- Ozotum<sup>3</sup> C2  
 Pain Worm<sup>14</sup> C2  
 Picmic<sup>1</sup> C2  
 Pox Snail<sup>13</sup> C2  
 Quiliquim<sup>1</sup> C2  
 Revenant<sup>8</sup> C2  
 Sarkarata<sup>7</sup> C2  
 Scale Folk<sup>2</sup> C2  
 Seaclops<sup>8</sup> C2  
 Seed Beast<sup>17</sup> C2  
 Shark Bull<sup>6</sup> C2  
 Slorm<sup>12</sup> C2  
 Slurgon<sup>5</sup> C2  
 Snake Cloud<sup>5</sup> C2  
 Souless<sup>4</sup> C2  
 Sparkster<sup>2</sup> C2  
 Sphinx<sup>9</sup> C2  
 Titan<sup>20</sup> C2  
 Titan, Galeo<sup>20</sup> C2  
 Titan, Junk<sup>20</sup> C2  
 Titan, Sea<sup>22</sup> C2  
 Titan, Soul<sup>24</sup> C2  
 Triksel<sup>2</sup> C2  
 Trilleon<sup>26</sup> C2  
 Veil Bat<sup>14</sup> C2  
 Vek<sup>7</sup> C2  
 Wixie<sup>2</sup> C2  
 Yeket<sup>9</sup> C2  
 Yeton<sup>7</sup> C2  
 Yobalar<sup>22</sup> C2  
 Zog Beast<sup>2</sup> C2  
 Zyverax<sup>14</sup> C2  
 Dragon, Bolgo<sup>26</sup> C2  
 Dragon, Bristleback<sup>22</sup> C2  
 Dragon, Lash<sup>23</sup> C2  
 Dragon, Mindshark<sup>17</sup> C2  
 Dragon, Rotten<sup>18</sup> C2  
 Dragon, Sea<sup>20</sup> C2
- Creatures Vol. 3**
- Ashclown<sup>2</sup> C3  
 Augmented<sup>5</sup> C3  
 Badonkulus<sup>1</sup> C3  
 Basilisk<sup>12</sup> C3  
 Berzerk<sup>5</sup> C3

## ENCOUNTERS (BOOK)

- Bluenies<sup>1</sup> *C3*  
 Bolgoflea<sup>1</sup> *C3*  
 Bolgoseprent<sup>20</sup> *C3*  
 Boom<sup>4</sup> *C3*  
 Boomachete<sup>2</sup> *C3*  
 Bots<sup>Varies</sup> *C3*  
 Cactus Folk<sup>1</sup> *C3*  
 Castor, Giant<sup>9</sup> *C3*  
 Centaur<sup>4</sup> *C3*  
 Crotallian<sup>3</sup> *C3*  
 Culbras<sup>4</sup> *C3*  
 Demented Avenger<sup>4</sup> *C3*  
 Dwaller<sup>8</sup> *C3*  
 Ekedion<sup>3</sup> *C3*  
 Exion<sup>2</sup> *C3*  
 Fell Bee<sup>1</sup> *C3*  
 Fell Hornet<sup>6</sup> *C3*  
 Fell Seprent<sup>14</sup> *C3*  
 Fell Spirit<sup>8</sup> *C3*  
 Flame Troll<sup>9</sup> *C3*  
 Flametaur<sup>6</sup> *C3*  
 Flork<sup>12</sup> *C3*  
 Fylon<sup>7</sup> *C3*  
 Giant, Hill<sup>17</sup> *C3*  
 Giant, Ice<sup>18</sup> *C3*  
 Giant, Stone<sup>22</sup> *C3*  
 Giant, Thorn<sup>15</sup> *C3*  
 Giant, Undead<sup>14</sup> *C3*  
 Giant, Xolar<sup>24</sup> *C3*  
 Global<sup>5</sup> *C3*  
 Griffin<sup>13</sup> *C3*  
 Hakskar<sup>16</sup> *C3*  
 Harolds<sup>6</sup> *C3*  
 Hedgetaur<sup>4</sup> *C3*  
 Ice Steed<sup>4</sup> *C3*  
 Itzal<sup>5</sup> *C3*  
 Karax Beetle<sup>10</sup> *C3*  
 Koumadeer<sup>7</sup> *C3*  
 Krabbix<sup>6</sup> *C3*  
 Land Lard<sup>6</sup> *C3*  
 Lectro Scorpion<sup>12</sup> *C3*  
 Leerax<sup>12</sup> *C3*  
 Live Atta<sup>20</sup> *C3*  
 Mad Bovine<sup>4</sup> *C3*  
 Mammooze<sup>6</sup> *C3*  
 Manticore<sup>7</sup> *C3*  
 Metalix<sup>9</sup> *C3*  
 Minotaur<sup>6</sup> *C3*  
 Misfis<sup>8</sup> *C3*  
 Moj Beast<sup>26</sup> *C3*  
 Molux Ram<sup>4</sup> *C3*  
 Mud Folk<sup>2</sup> *C3*  
 Myscuz<sup>2</sup> *C3*  
 Nobmas<sup>1</sup> *C3*  
 Octoplos<sup>20</sup> *C3*  
 Odoptera<sup>16</sup> *C3*  
 Olantas<sup>25</sup> *C3*  
 Ollymar<sup>5</sup> *C3*  
 Ool<sup>3</sup> *C3*  
 Orian<sup>4</sup> *C3*  
 Orlok<sup>8</sup> *C3*  
 Phase Cat<sup>4</sup> *C3*  
 Phoenix<sup>10</sup> *C3*  
 Porkus<sup>2</sup> *C3*  
 Psionic Worm<sup>16</sup> *C3*  
 Purr Beast<sup>16</sup> *C3*  
 Raduga<sup>3</sup> *C3*  
 Rivermerl<sup>1</sup> *C3*  
 Rook<sup>15</sup> *C3*  
 Scorpius<sup>7</sup> *C3*  
 Sea Goon<sup>4</sup> *C3*  
 Sea Wasp<sup>12</sup> *C3*  
 Seahorse Folk<sup>1</sup> *C3*  
 Siren<sup>6</sup> *C3*  
 Skab Lice<sup>1</sup> *C3*  
 Skrux<sup>8</sup> *C3*  
 Skullpup<sup>5</sup> *C3*  
 Slegg<sup>1</sup> *C3*  
 Slurgoth<sup>19</sup> *C3*  
 Smeem<sup>1</sup> *C3*  
 Snarglecroc<sup>5</sup> *C3*  
 Somn<sup>1</sup> *C3*  
 Space Slug<sup>17</sup> *C3*  
 Squid (Boom)<sup>7</sup> *C3*  
 Star Kin<sup>1</sup> *C3*  
 Steel Worm<sup>20</sup> *C3*  
 Swampmerl<sup>1</sup> *C3*  
 Technobite<sup>9</sup> *C3*  
 Trimeria<sup>16</sup> *C3*  
 Uncarbraenu<sup>10</sup> *C3*  
 Vengean<sup>5</sup> *C3*  
 Vooltur<sup>1</sup> *C3*  
 Weasel Kin<sup>1</sup> *C3*  
 Weavrolax<sup>12</sup> *C3*  
 Yldeti<sup>1</sup> *C3*
- Nuzoz**  
 Achatin<sup>6</sup> *N*  
 Acid Blobby<sup>2</sup> *N*  
 Akro<sup>1</sup> *N*  
 Beetle Bot<sup>8</sup> *N*  
 Bigzilla<sup>28</sup> *N*  
 Cave Angler<sup>16</sup> *N*  
 Cloudshark<sup>6</sup> *N*  
 Demon, Weakling<sup>3</sup> *N*  
 Doom Knight<sup>12</sup> *N*  
 Duodude<sup>1</sup> *N*  
 Elf, Green<sup>1</sup> *N*  
 Flying Jellyfish<sup>1</sup> *N*  
 Gecko Folk<sup>1</sup> *N*  
 Golem, Chalk<sup>3</sup> *N*  
 Golem, Stuffed<sup>1</sup> *N*  
 Goochy<sup>1</sup> *N*  
 Horned Scale Folk<sup>2</sup> *N*  
 Korlox<sup>1</sup> *N*  
 Kreeah<sup>1</sup> *N*  
 Kwee<sup>2</sup> *N*  
 Manikin<sup>3</sup> *N*  
 Manitaur<sup>10</sup> *N*  
 Moonie<sup>1</sup> *N*  
 Mudmouth<sup>5</sup> *N*  
 Noblar<sup>1</sup> *N*  
 Pung<sup>1</sup> *N*  
 Rayzor<sup>1</sup> *N*  
 Redback Scrollax<sup>19</sup> *N*  
 Tentacle Beast<sup>12</sup> *N*  
 Titan, Bronze<sup>20</sup> *N*  
 Velveteen Worm<sup>15</sup> *N*  
 Woolly Longhorn<sup>2</sup> *N*  
 Woolpeet<sup>1</sup> *N*  
 Wyverax<sup>14</sup> *N*

## ENCOUNTERS (LOCATION)

### Encounters by Location

The following entries provide various habitats and situations, listing the creatures, notable animals, and plants of the Far Away Land RPG where they are

most commonly found, each including their LVL. These are guidelines only, of course, but should aid the GM in creating adventures and random encounters.

#### Abyssmalsphere

Algwa<sup>2</sup> C2  
 Demon, Gouge<sup>8</sup> C2  
 Demon, Horned<sup>18</sup> ToA  
 Demon, Imp<sup>1</sup> C2  
 Demon, Pus<sup>3</sup> C2  
 Demon, Scourge<sup>17</sup> C2  
 Demon, Succubus<sup>12</sup> C2  
 Demon, Tailless<sup>12</sup> ToA  
 Demon, Weakling<sup>3</sup> N  
 Demon, Worm Lord<sup>22</sup> C2  
 Fire Goat<sup>3</sup> C2  
 Howlor<sup>7</sup> C2

#### Antiverse

Akro<sup>1</sup> N  
 Axomas<sup>4</sup> C2  
 Dragon, Lash<sup>23</sup> C2  
 Itzal<sup>5</sup> C3  
 Nod Beast<sup>7</sup> C2  
 Ozotum<sup>3</sup> C2  
 Psionic Worm<sup>16</sup> C3  
 Quiliquim<sup>1</sup> C2  
 Soulless<sup>4</sup> C2  
 Yldeti<sup>1</sup> C3

#### Any Land

Angel<sup>15</sup> C2  
 Bots<sup>varies</sup> C3  
 Brain Eater<sup>9</sup> C2  
 Brain Fish & Garl Snail<sup>10</sup> ToA  
 Clockwork<sup>5</sup> ToA  
 Crematoru<sup>28</sup> C2  
 Iron Colossus<sup>22</sup> (with Picnic) C2  
 Nobmas<sup>1</sup> C3  
 Nod Beast<sup>7</sup> C2  
 Orlok<sup>8</sup> C3

Ozotum<sup>3</sup> C2  
 Phaze Cat<sup>4</sup> C3  
 Psionic Worm<sup>16</sup> C3  
 Sleptaur<sup>5</sup> ToA  
 Star Kin<sup>1</sup> C3

#### Any Sky

Air Whale<sup>18</sup> C2/SoFAL  
 Cloudshark<sup>6</sup> N  
 Flying Jellyfish<sup>1</sup> N  
 Ghost Whale<sup>14</sup> SoFAL  
 Snake Cloud<sup>5</sup> C2  
 Star Kin<sup>1</sup> C3

#### Any Wilderness

Basilisk<sup>12</sup> C3  
 Beetle Bot<sup>8</sup> N  
 Brain Eater<sup>9</sup> C2  
 Brain Fish & Garl Snail<sup>10</sup> ToA  
 Dimling<sup>1</sup> C2  
 Doom Knight<sup>12</sup> N  
 Dragon, Flash<sup>25</sup> ToA  
 Dragon, Hydra<sup>30</sup> ToA  
 Dragon, Lash<sup>23</sup> C2  
 Dragon, Rotten<sup>18</sup> C2  
 Ettin<sup>13</sup> ToA  
 Giant, Undead<sup>14</sup> C3  
 Goab<sup>3</sup> ToA  
 Harolds<sup>6</sup> C3  
 Harpy<sup>2</sup> ToA  
 Headman<sup>1</sup> C2  
 Horror<sup>1</sup> (usually with Noknil) C2  
 Killapede<sup>13</sup> (common monstrous mount) C2  
 Nod Beast<sup>7</sup> C2  
 Noknil<sup>1</sup> ToA  
 Noog Noog<sup>1</sup> ToA

Ogra<sup>13</sup> ToA  
 Phaze Cat<sup>4</sup> C3  
 Psionic Worm<sup>16</sup> C3  
 Sleptaur<sup>5</sup> ToA  
 Star Kin<sup>1</sup> C3  
 Seed Beast<sup>17</sup> C2  
 Soracan<sup>25</sup> ToA  
 Titan<sup>20</sup> C2  
 Trimeria<sup>16</sup> C3  
 Vooltur<sup>1</sup> (with Goabs) C3  
 Wolver<sup>9</sup> ToA  
 Zoordrooz<sup>1</sup> ToA

#### - Notable Animals

Falcon SoFAL  
 Mutt (monstrous humanoid pet) C2

#### - Notable Plants

Deathshroom C3  
 Nightcrawler (shady areas) C3  
 Tarlik C3  
 Weestrya C3  
 Wild Goblet C3

#### Bolgosphere

Bolgo Cat<sup>15</sup> ToA  
 Bolgoflea<sup>1</sup> C3  
 Bolgoserpent<sup>20</sup> C3  
 Cat Tenderer<sup>1</sup> ToA  
 Dragon, Bolgo<sup>26</sup> C2  
 Flame Troll<sup>9</sup> C3  
 Hakskar<sup>16</sup> C3  
 Marble Head<sup>11</sup> C2  
 Smeem<sup>1</sup> C3



## ENCOUNTERS (LOCATION)

### Caves

Axomas<sup>4</sup> C2  
 Brain Fish & Garl Snail<sup>10</sup>  
*ToA*  
 Cave Angler<sup>16</sup> N  
 Cyclops<sup>15</sup> *ToA*  
 Dragon, Acrid<sup>25</sup> *ToA*  
 Dragon, Flame Gut<sup>26</sup> *ToA*  
 Dragon, Jolt<sup>28</sup> *ToA*  
 Dragon, Mindshark<sup>17</sup> C2  
 Eyezor<sup>20</sup> *ToA*  
 Fell Lamprey<sup>9</sup> *ToA*  
 Fylon<sup>7</sup> C3  
 Gorgon<sup>5</sup> *ToA*  
 Memnotz<sup>6</sup> C2  
 Misfis<sup>8</sup> C3  
 Odoptera<sup>16</sup> C3  
 Pain Worm<sup>14</sup> C2  
 Psionic Worm<sup>16</sup> C3  
 Scrollax<sup>18</sup> *ToA*  
 Technobite<sup>9</sup> C3  
 Tentacle Beast<sup>12</sup> N  
 Troglodyte<sup>7</sup> *ToA*  
 Velveteen Worm<sup>15</sup> N

### - Notable Plants

Stroomflower C3

### Cities/Towns

Balbergulb<sup>8</sup> *ToA*  
 Blonin<sup>1</sup> *ToA*  
 Elf<sup>1</sup> *ToA*  
 Exion<sup>2</sup> C3  
 Human<sup>1</sup> *ToA*  
 Minotaur<sup>6</sup> C3  
 Moonie<sup>1</sup> N  
 Myscus<sup>2</sup> C3  
 Numan<sup>4</sup> *ToA*  
 Orka<sup>1</sup> *ToA*  
 Picmic<sup>1</sup> C2  
 Poomkin<sup>1</sup> *ToA*  
 Porkus<sup>2</sup> C3  
 Ratling<sup>1</sup> *ToA*  
 Shapeshifter<sup>3</sup> *ToA*  
 Simian<sup>1</sup> *ToA*

Somn<sup>1</sup> C3  
 Squark<sup>1</sup> *ToA*  
 Triksel<sup>2</sup> C2  
 Vampire<sup>12</sup> *ToA*  
 Weasel Kin<sup>1</sup> C3  
 Woolpeet<sup>1</sup> N

### Cliffs

Brain Eater<sup>9</sup> C2  
 Eyezor<sup>20</sup> *ToA*  
 Fell Bee<sup>1</sup> C3  
 Fylon<sup>2</sup> C3  
 Raduga<sup>3</sup> C3  
 Seagoyle<sup>1</sup> (sea cliffs only) *SoFAL*  
 Squark<sup>1</sup> *ToA*  
 Star Kin<sup>1</sup> C3  
 Velveteen Worm<sup>15</sup> N  
 Vooltur<sup>1</sup> C3  
 Winged Hairy<sup>4</sup> *ToA*

### - Notable Plants

Strangleweed C3

### Common Mounts/Beasts of Burden

Boobarooza<sup>5</sup> C2  
 Castor, Giant<sup>9</sup> (rivers and lakes) C3  
 Cow Steed<sup>2</sup> *ToA*  
 Fylon<sup>7</sup> (small riders only) C3  
 Giant Crab<sup>8</sup> *ToA*, *SoFAL*  
 Ice Steed<sup>4</sup> (frigid environments only) C3  
 Land Lard<sup>6</sup> (burden beast) C3  
 Odoptera<sup>16</sup> (friendly species only) C3  
 Sea Wasp<sup>12</sup> (seas/oceans only) C3  
 Shark Bull<sup>6</sup> (primarily monstrous humanoids) C2

Wooly Longhorn<sup>2</sup> N  
 Wyverax<sup>14</sup> N  
 Zog Beast<sup>2</sup> C2

### Creations

Augmented<sup>5</sup> C3  
 Badonkulus<sup>1</sup> C3  
 Beetle Bot<sup>8</sup> N  
 Berzerk<sup>5</sup> (with Live Atta) C3  
 Clockwork<sup>5</sup> *ToA*  
 Golem, Chain<sup>10</sup> C2  
 Golem, Chalk<sup>3</sup> N  
 Golem, Flesh<sup>4</sup> *ToA*  
 Golem, Hook<sup>12</sup> C2  
 Golem, Iron<sup>5</sup> *ToA*  
 Golem, Mirror<sup>16</sup> C2  
 Golem, Snow<sup>2</sup> C2  
 Golem, Stuffed<sup>1</sup> N  
 Golem, Wood<sup>4</sup> *ToA*  
 Live Atta<sup>20</sup> C3  
 Manikin<sup>3</sup> N  
 Titan, Bronze<sup>20</sup> N

### Cryosphere

Elf, Ice<sup>1</sup> C2  
 Giant, Ice<sup>18</sup> C3  
 Karax Beetle<sup>10</sup> (common pet/mount for Ice Elves) C3  
 Molux Ram<sup>4</sup> C3  
 Orian<sup>4</sup> C3  
 Skullpup<sup>5</sup> (common mount) C3  
 Yeton<sup>7</sup> C2

### Deserts

Alkalos<sup>6</sup> C2  
 Ashclown<sup>2</sup> C3  
 Augmented<sup>5</sup> C3  
 Berzerk<sup>5</sup> (with Live Atta) C3  
 Cactus Folk<sup>1</sup> C3  
 Culbras<sup>4</sup> C3  
 Dragon, Acrid<sup>25</sup> *ToA*

## ENCOUNTERS (LOCATION)

Fell Hornet<sup>6</sup> C3  
 Horned Scale Folk<sup>2</sup> N  
 Lectro Scorpion<sup>12</sup> C3  
 Live Atta<sup>20</sup> C3  
 Scorpius<sup>7</sup> C3  
 Skab Lice<sup>1</sup> C3  
 Weavrolax<sup>12</sup> C3  
 Vengean<sup>5</sup> C3

- **Notable Animals**

Krait Worm C2  
 Roo C2

- **Notable Plants**

Fangbush C3  
 Golden Belt C3

**Elementalsphere**

Air Devil<sup>4</sup> (Air) C2  
 Boomachete<sup>2</sup> (Any) C3  
 Cinder Doll<sup>2</sup> (Fire) C2  
 Elemental, Air<sup>12</sup> ToA  
 Elemental, Earth<sup>10</sup> ToA  
 Elemental, Fire<sup>12</sup> ToA  
 Elemental, Water<sup>12</sup>  
 ToA/SoFAL  
 Flametaur<sup>6</sup> (Fire) C3  
 Magma Dude<sup>6</sup>  
 (Earth/Fire) C2  
 Magmooze<sup>6</sup> (Fire) C3  
 Molomoxor<sup>1</sup> (Fire) ToA  
 Phoenix<sup>10</sup> (Fire) C3  
 Sparkster<sup>2</sup> (Fire) C2  
 Star Kin<sup>1</sup> C3  
 Wisp<sup>20</sup> (Air) ToA

**Farmlands**

Boobarooza<sup>5</sup> C2  
 Cow Steed<sup>2</sup> ToA  
 Wooly Longhorn<sup>2</sup> N  
 Zog Beast<sup>2</sup> C2

- **Notable Animals**

Losk C2  
 Quoy C2

Squarl (pest) C2

- **Notable Plants**

Bleeding Eye C3  
 Varsium C3

**Forests**

Achatin<sup>6</sup> N  
 Blister Wart<sup>5</sup> C2  
 Bluenies<sup>1</sup> C3  
 Boobarooza<sup>5</sup> C2  
 Centaur<sup>4</sup> C3  
 Clown Plant<sup>8</sup> ToA  
 Cotcodac<sup>7</sup> C2  
 Dementicorn<sup>13</sup> C2  
 Dragon, Bristleback<sup>22</sup> C2  
 Dragon, Jolt<sup>28</sup> ToA  
 Elf, Green<sup>1</sup> N  
 Fairy<sup>1</sup> ToA  
 Flail Thorn<sup>10</sup> C2  
 Gecko Folk<sup>1</sup> N  
 Giant, Thorn<sup>15</sup> C3  
 Hedgetaur<sup>4</sup> C3  
 Kwee<sup>2</sup> N  
 Leerax<sup>12</sup> C3  
 Mantida<sup>3</sup> C2  
 Nod Beast<sup>7</sup> C2  
 Nubye<sup>3</sup> ToA  
 Phaze Cat<sup>4</sup> C3  
 Pung<sup>1</sup> N  
 Purr Beast<sup>16</sup> C3  
 Redback Scrollax<sup>19</sup> N  
 Simian<sup>1</sup> ToA  
 Sleptaur<sup>5</sup> ToA  
 Tri-Head Flora<sup>2</sup> ToA  
 Violet Hare<sup>1</sup> ToA

- **Notable Animals**

Farrow C2  
 Hoala C2  
 Minkey C2  
 Poorpin C2  
 Squarl C2

- **Notable Plants**

Blabla Tree C3  
 Black Locust Bush C3  
 Bleeding Bolete C3  
 Bleeding Eye C3  
 Cannibal Shroom C3  
 Cat's Paw C3  
 Chaste Hazel C3  
 Dark Hazel C3  
 Golden Belt C3  
 Lash Ivy C3  
 Smokevine C3  
 Steed's Ear Fungi C3  
 Thrasher Tree C3

**Frigid Environs**

Cephalos, Frigid<sup>18</sup> (water)  
 C2/SoFAL  
 Elf, Ice<sup>1</sup> C2  
 Glacierian<sup>1</sup> ToA  
 Grizzle Bear<sup>5</sup> ToA  
 Ice Steed<sup>4</sup> (common  
 mount) C3  
 Karax Beetle<sup>10</sup> (common  
 pet/mount for Ice Elves)  
 C3  
 Korlox<sup>1</sup> N  
 Molux Ram<sup>4</sup> C3  
 Orian<sup>4</sup> C3  
 Yeton<sup>7</sup> C2

**Galeosphere**

Crush Mongor<sup>14</sup> C2  
 Galeon<sup>2</sup> C2  
 Galosasteed<sup>4</sup> C2  
 Giant, Stone<sup>22</sup> C3  
 Mad Bovine<sup>4</sup> (common  
 mount/burden beast) C3  
 Steel Worm<sup>20</sup> C3  
 Titan, Junk<sup>20</sup> C2

**God Lands**

Immortal<sup>25</sup> ToA  
 Ootoom<sup>20</sup> ToA  
 Trilleon<sup>26</sup> C2

## ENCOUNTERS (LOCATION)

### Grasslands

Clown Plant<sup>8</sup> *ToA*  
 Dragon, Jolt<sup>28</sup> *ToA*  
 Hallucinocorn<sup>11</sup> *C2*  
 Land Lard<sup>6</sup> *C3*  
 Phaze Cat<sup>4</sup> *C3*  
 Star Kin<sup>1</sup> *C3*  
 Violet Hare<sup>1</sup> *ToA*

#### - Notable Animals

Meerbat (rocky outcrops)  
*C2*

#### - Notable Plants

Bleeding Eye *C3*  
 Golden Belt *C3*  
 Hag Grass *C3*  
 Larkthistle *C3*  
 Thrasher Tree *C3*

### Graveyards

Fell Spirit<sup>8</sup> *C3*  
 Haint<sup>3</sup> *C2*  
 Hungry Ghost<sup>5</sup> *C2*  
 Memnotz<sup>6</sup> *C2*  
 Skelet<sup>1</sup> *ToA*  
 Vampire<sup>12</sup> *ToA*  
 Wight<sup>11</sup> *ToA*  
 Zombie<sup>1</sup> *ToA*

### Gray Planes

Dragon, Rotten<sup>18</sup> *C2*  
 Fell Spirit<sup>8</sup> *C3*  
 Ghost Whale<sup>14</sup> *SoFAL*  
 Phantom<sup>3</sup> *ToA*  
 Revenant<sup>8</sup> *C2*  
 Soulless<sup>4</sup> *C2*  
 Titan, Soul<sup>24</sup> *C2*

### Hauntings

Fell Spirit<sup>8</sup> *C3*  
 Haint<sup>3</sup> *C2*  
 Hungry Ghost<sup>5</sup> *C2*  
 Wight<sup>11</sup> *ToA*

### Hills

Brain Eater<sup>9</sup> *C2*  
 Giant, Hill<sup>17</sup> *C3*  
 Raduga<sup>3</sup> *C3*  
 Nod Beast<sup>7</sup> *C2*

### Jungles

Achatin<sup>6</sup> *N*  
 Blister Wart<sup>5</sup> *C2*  
 Brain Eater<sup>9</sup> *C2*  
 Clown Plant<sup>8</sup> *ToA*  
 Crotallian<sup>3</sup> *C3*  
 Dementicorn<sup>13</sup> *C2*  
 Dragon, Jolt<sup>28</sup> *ToA*  
 Elf, Green<sup>1</sup> *N*  
 Fairy<sup>1</sup> *ToA*  
 Flail Thorn<sup>10</sup> *C2*  
 Flork<sup>12</sup> *C3*  
 Gecko Folk<sup>1</sup> *N*  
 Giant, Thorn<sup>15</sup> *C3*  
 Goochy<sup>1</sup> *N*  
 Kwee<sup>2</sup> *N*  
 Leerax<sup>12</sup> *C3*  
 Manitaur<sup>10</sup> *N*  
 Mantida<sup>3</sup> *C2*  
 Nod Beast<sup>7</sup> *C2*  
 Nubyeb<sup>3</sup> *ToA*  
 Phaze Cat<sup>4</sup> *C3*  
 Pung<sup>1</sup> *N*  
 Simian<sup>1</sup> *ToA*  
 Tri-Head Flora<sup>2</sup> *ToA*

#### - Notable Animals

Minkey *C2*  
 Sloth *C2*  
 Squarl *C2*

#### - Notable Plants

Blabla Tree *C3*  
 Black Locust Bush *C3*  
 Cannibal Shroom *C3*  
 Cat's Paw *C3*  
 Fire Flower *C3*  
 Lash Ivy *C3*  
 Skullflower *C3*

### Smokevine *C3*

Yak Berry Bush *C3*

### Labyrinths

Axomas<sup>4</sup> *C2*  
 Brain Eater<sup>9</sup> *C2*  
 Labyrinthor<sup>9</sup> *C2*  
 Misfis<sup>8</sup> *C3*  
 Psionic Worm<sup>16</sup> *C3*  
 Slorm<sup>12</sup> *C2*

### Lakes/Rivers

Castor, Giant<sup>9</sup> *C3*  
 Piranha Folk<sup>4</sup> *ToA/SoFAL*  
 Rivermerl<sup>1</sup> *C3/SoFAL*  
 Sailfin<sup>3</sup> (rivers only) *SoFAL*  
 Yldeti<sup>1</sup> *C3*

#### - Notable Animals

Botter *C2*  
 Scurgeon *C2*  
 Sea Worm *SoFAL*  
 Throggin *SoFAL*  
 Water Snake *SoFAL*

#### - Notable Plants

Algae *SoFAL*  
 Cannibal Shroom *C3*  
 Garglecup *C3*  
 Gas Bladders *SoFAL*  
 Glow Bulbs *SoFAL*  
 Lily Pads, Giant *SoFAL*

### Mountains

Alkalos<sup>6</sup> *C2*  
 Axomas<sup>4</sup> *C2*  
 Booohoo<sup>12</sup> *C2*  
 Dementicorn<sup>13</sup> *C2*  
 Dragon, Flame Gut<sup>26</sup> *ToA*  
 Dragon, Mindshark<sup>17</sup> *C2*  
 Duodude<sup>1</sup> *N*  
 Eyezor<sup>20</sup> *ToA*  
 Fell Bee<sup>1</sup> *C3*  
 Giant, Fire<sup>20</sup> *ToA*

## ENCOUNTERS (LOCATION)

Griffin<sup>13</sup> C3  
 Lectro Scorpion<sup>12</sup> C3  
 Manticore<sup>7</sup> C3  
 Mist Folk<sup>4</sup> C2  
 Mountain Lord<sup>18</sup> C2  
 Noblar<sup>1</sup> N  
 Nod Beast<sup>7</sup> C2  
 Phaze Cat<sup>4</sup> C3  
 Purr Beast<sup>16</sup> C3  
 Raduga<sup>3</sup> C3  
 Rook<sup>15</sup> C3  
 Ten Times Ten Man<sup>25</sup>  
*ToA*  
 Tentacle Beast<sup>12</sup> N  
 Titan<sup>20</sup> C2  
 Veil Bat<sup>14</sup> C2  
 Velveteen Worm<sup>15</sup> N  
 Violet Hare<sup>1</sup> *ToA*  
 Vooltur<sup>1</sup> C3  
 Yeton<sup>7</sup> C2  
 Wyverax<sup>14</sup> N  
 Zyverax<sup>14</sup> C2

- **Notable Animals**  
 Cyclops Mountaineer C2

- **Notable Plants**  
 Rain's Aloe C3  
 Strangleweed C3  
 Wendell Herb C3

**Mud Flats/Pools**  
 Mud Folk<sup>2</sup> C3/*SoFAL*  
 Mudmouth<sup>5</sup> N  
 Slorm<sup>12</sup> C2

**Planet, Boofneeza**  
 Raduga<sup>3</sup> C3

**Planet, Doom**  
 Angorocan<sup>20</sup> C2  
 Skrux<sup>8</sup> C3  
 Soracan<sup>25</sup> *ToA*

**Planet, Dreamworld**  
 Demented Avenger<sup>4</sup> C3

**Planet, Helgard**  
 Arachnis<sup>2</sup> C2  
 Sorkarata<sup>7</sup> C2  
 Weavrolax<sup>12</sup> C3

**Planet, Hinxos**  
 Exedion<sup>3</sup> C3

**Planet, Hooligan**  
 Myscus<sup>2</sup> C3  
 Purr Beast<sup>16</sup> C3

**Planet, Metalicor**  
 Giant, Xolar<sup>24</sup> C3  
 Metalix<sup>9</sup> C3

**Planet, Minus**  
 Vengean<sup>5</sup> C3

**Planet, Miranda**  
 Flork<sup>12</sup> C3

**Planet, Molnar**  
 Orlok<sup>8</sup> C3

**Planet, Mrak**  
 Cerebral Witch<sup>8</sup> C2  
 Global<sup>5</sup> C3

**Planet, Ogothungoth**  
 Octoplos<sup>20</sup> C3

**Planet, Otania Prime**  
 Gingomeer<sup>1</sup> C2  
 Lazula<sup>2</sup> C2  
 Yeket<sup>9</sup> C2

**Planet, Skar**  
 Ashclown<sup>2</sup> C3

**Planet, Vek Cluster**  
 Vek<sup>7</sup> C2

**Ruins**  
 Doom Knight<sup>12</sup> N  
 Dragon, Flame Gut<sup>26</sup> *ToA*  
 Eyezor<sup>20</sup> *ToA*  
 Flork<sup>12</sup> C3  
 Global<sup>5</sup> C3  
 Goab<sup>3</sup> *ToA*  
 Gorgon<sup>5</sup> *ToA*  
 Itzal<sup>5</sup> C3  
 Lich<sup>18</sup> *ToA*  
 Misfis<sup>8</sup> C3  
 Odoptera<sup>16</sup> C3  
 Ogra<sup>13</sup> *ToA*  
 Scrollax<sup>18</sup> *ToA*  
 Skelet<sup>1</sup> *ToA*  
 Slorm<sup>12</sup> C2  
 Sphinx<sup>9</sup> C2  
 Uncarbracnu<sup>10</sup> C3  
 Wight<sup>11</sup> *ToA*

**Seashores**  
 Dark Salamander<sup>9</sup> (sea caves only) *SoFAL*  
 Frog Kin<sup>2</sup> *SoFAL*  
 Giant Crab<sup>8</sup> *ToA/SoFAL*  
 Gross Fiends<sup>4</sup> (sea caves only) *SoFAL*  
 Krabbix<sup>6</sup> C3/*SoFAL*  
 Mud Folk<sup>2</sup> C3/*SoFAL*  
 Seagoyle<sup>1</sup> *SoFAL*  
 Siren<sup>1</sup> C3/*SoFAL*  
 Yldeti<sup>1</sup> C3

- **Notable Animals**  
 Botter C2  
 Crab *SoFAL*  
 Ololo C2  
 Sea Rat *SoFAL*  
 Water Snake *SoFAL*

- **Notable Plants**  
 Beach Flower *SoFAL*  
 Monksbeard C3

## ENCOUNTERS (LOCATION)

### Seas/Oceans

Aquatic Eyezor<sup>12</sup> (warm water) *SoFAL*  
 Blade Fish<sup>1</sup> (warm water) *SoFAL*  
 Briny Shiffler<sup>7</sup> *SoFAL*  
 Cephalos, Warm<sup>18</sup> *C2/SoFAL*  
 Cloudshark<sup>6</sup> *N*  
 Deepling<sup>1</sup> *C2/SoFAL*  
 Deep Sentinel<sup>10</sup> *SoFAL*  
 Dragon, Sea<sup>20</sup> *C2/SoFAL*  
 Dwaller<sup>8</sup> *C3/SoFAL*  
 Flying Lampreys<sup>1</sup> *SoFAL*  
 Gellfish<sup>1</sup> *SoFAL*  
 Giant, Coral<sup>14</sup> *SoFAL*  
 Giant Crab<sup>8</sup> *ToA/SoFAL*  
 Ichthios<sup>16</sup> *SoFAL*  
 Juzjely<sup>7</sup> *C2/SoFAL*  
 Kelp Beast<sup>7</sup> (shallow warm water) *SoFAL*  
 Kraken<sup>25</sup> *SoFAL*  
 Krill Mantis<sup>8</sup> (shallow water) *SoFAL*  
 Mollusk, Giant<sup>6</sup> *SoFAL*  
 Pox Snail<sup>13</sup> *C2/SoFAL*  
 Rayzor<sup>1</sup> (shallow seas) *N*  
 Sailfin<sup>3</sup> *SoFAL*  
 Scraggler<sup>13</sup> *SoFAL*  
 Seaclops<sup>8</sup> *C2/SoFAL*  
 Sea Goon<sup>4</sup> *C3/SoFAL*  
 Seahorse Folk<sup>1</sup> *C3/SoFAL*  
 Sea Louse<sup>3</sup> *SoFAL*  
 Seamerl<sup>1</sup> *ToA/SoFAL*  
 Sea Wasp<sup>12</sup> (common mount) *C3/SoFAL*  
 Siren<sup>1</sup> *C3/SoFAL*  
 Slurgoth<sup>19</sup> (common Seaclops mount) *C3/SoFAL*  
 Squidling<sup>1</sup> *SoFAL*  
 Snargleshark<sup>9</sup> *SoFAL*  
 Titan, Sea<sup>22</sup> *C2/SoFAL*  
 Tortoise, Goliath<sup>28</sup> *SoFAL*

Uvulax<sup>18</sup> *SoFAL*  
 Uvulax Minion<sup>2</sup> *SoFAL*  
 Water Hare<sup>1</sup> (shallow water) *SoFAL*  
 Water Lich<sup>18</sup> *SoFAL*  
 Wixie<sup>2</sup> *C2/SoFAL*  
 Worm Lich<sup>18</sup> *SoFAL*  
 Yldeti<sup>1</sup> *C3*  
 Yobalar<sup>22</sup> *C2/SoFAL*

### - Notable Animals

Belana *SoFAL*  
 Botter *C2*  
 Cloudfish *SoFAL*  
 Crab *SoFAL*  
 Duodecapus *SoFAL*  
 Lobstors *SoFAL*  
 Ololo *C2*  
 Oobaracooda *SoFAL*  
 Scurgeon *C2*  
 Sea Worm *SoFAL*  
 Shark *SoFAL*  
 Tamps Shines Fish *SoFAL*  
 Two-Headed Toona *SoFAL*  
 Water Snake *SoFAL*

### - Notable Plants

Algae *SoFAL*  
 Cannibal Shroom *C3*  
 Coral *SoFAL*  
 Fungal Towers (shallow warm water) *SoFAL*  
 Skystalks *SoFAL*  
 Underwater Forests *SoFAL*

### Second Space

Angel<sup>15</sup> *C2*  
 Boom<sup>4</sup> *C3*  
 Boomachete<sup>2</sup> *C3*  
 Golus<sup>14</sup> *C2*  
 Nobmas<sup>1</sup> *C3*

Psionic Worm<sup>16</sup> *C3*  
 Skrux<sup>8</sup> *C3*  
 Squid, Boom<sup>7</sup> (with Boom) *C3*  
 Star Kin<sup>1</sup> *C3*

### Ships

- Notable Animals  
 Sea Rat *SoFAL*

### Space

Space Slug<sup>17</sup> *C3*

### Spaceships

Augmented<sup>5</sup> *C3*  
 Berzerk<sup>5</sup> (with Live Atta) *C3*  
 Boom<sup>4</sup> *C3*  
 Clockwork<sup>5</sup> *ToA*  
 Golus<sup>14</sup> *C2*  
 Live Atta<sup>20</sup> *C3*  
 Memnotz<sup>6</sup> *C2*  
 Moonie<sup>1</sup> *N*  
 Myscus<sup>2</sup> *C3*  
 Octoplos<sup>20</sup> *C3*  
 Skrux<sup>8</sup> *C3*  
 Squid, Boom<sup>7</sup> (with Boom) *C3*  
 Technobite<sup>9</sup> *C3*  
 Vek<sup>7</sup> *C2*  
 Vengean<sup>5</sup> *C3*

### Subterranean Environs

Acid Blobby<sup>2</sup> *N*  
 Axomas<sup>4</sup> *C2*  
 Cave Angler<sup>16</sup> *N*  
 Dragon, Jolt<sup>28</sup> *ToA*  
 Dwarf<sup>1</sup> *ToA*  
 Elf, Gloom<sup>1</sup> *C2*  
 Fell Lamprey<sup>9</sup> *ToA*  
 Fell Serpent<sup>14</sup> (Pools) *C3*  
 Formican<sup>1</sup> *C2*  
 Global<sup>5</sup> *C3*  
 Gorgon<sup>5</sup> *ToA*  
 Koumadeer<sup>7</sup> *C3*

## ENCOUNTERS (LOCATION)

Memnotz<sup>6</sup> C2

Misfis<sup>8</sup> C3

Moj Beast<sup>26</sup> C3

Mushroom Folk<sup>1</sup> ToA

Olantas<sup>25</sup> C3

Ool<sup>3</sup> (Lake/Stream) C3

Psionic Worm<sup>16</sup> C3

Sleeg<sup>1</sup> C3

Slorm<sup>12</sup> C2

Slugorn<sup>5</sup> C2

Tentacle Beast<sup>12</sup> N

Titan, Galco<sup>20</sup> (with Dwarves) C2

Velveteen Worm<sup>15</sup> N

Zyverax<sup>14</sup> C2

### - Notable Plants

Insane Creeper C3

Sail Lilies C3

Stroomflower C3

### Swamps

Brain Eater<sup>9</sup> C2

Blister Wart<sup>5</sup> C2

Brain Fish & Garl Snail<sup>10</sup> ToA

Clown Plant<sup>8</sup> ToA

Crotallian<sup>3</sup> C3

Dragon, Acrid<sup>25</sup> ToA

Dragon, Bristleback<sup>22</sup> C2

Dragon, Jolt<sup>28</sup> ToA

Fairy<sup>1</sup> ToA

Flail Thorn<sup>10</sup> C2

Flork<sup>12</sup> C3

Global<sup>5</sup> C3

Leerax<sup>12</sup> C3

Manitaur<sup>10</sup> N

Mudmouth<sup>5</sup> N

Nubyeb<sup>3</sup> ToA

Ool<sup>3</sup> C3/SoFAL

Slorm<sup>12</sup> C2

Snarglecroc<sup>5</sup> C3/SoFAL

Swampmerl<sup>1</sup> C3/SoFAL

### - Notable Animals

Ololo C2

Squarl C2

### - Notable Plants

Black Locust Bush C3

Cannibal Shroom C3

Glow Bulbs SoFAL

Jandy Trees SoFAL

Smothercup C3

Snakeweed C3

### Tombs

Doom Knight<sup>12</sup> N

Lich<sup>18</sup> ToA

Mummy<sup>5</sup> ToA

Orlok<sup>8</sup> C3

Skelet<sup>1</sup> ToA

Uncarbracnu<sup>10</sup> C3

Wight<sup>11</sup> ToA

Zombie<sup>1</sup> ToA

### Villages

Blonin<sup>1</sup> ToA

Catling<sup>1</sup> C2

Duodude<sup>1</sup> N

Elf<sup>1</sup> ToA

Elf, Green<sup>1</sup> N

Exion<sup>2</sup> C3

Gecko Folk<sup>1</sup> N

Horned Scale Folk<sup>2</sup> N

Human<sup>1</sup> ToA

Kreeah<sup>1</sup> N

Manitaur<sup>10</sup> N

Moonie<sup>1</sup> N

Minotaur<sup>6</sup> C3

Myscus<sup>2</sup> C3

Numan<sup>4</sup> ToA

Ollymar<sup>5</sup> C3

Orka<sup>1</sup> ToA

Picmic<sup>1</sup> C2

Poomkin<sup>1</sup> ToA

Porkus<sup>2</sup> C3

Pung<sup>1</sup> N

Ratling<sup>1</sup> ToA

Scale Folk<sup>2</sup> C2

Shapeshifter<sup>3</sup> ToA

Simian<sup>1</sup> ToA

Somn<sup>1</sup> C3

Squark<sup>1</sup> ToA

Triksel<sup>2</sup> C2

Vampire<sup>12</sup> ToA

Weasel Kin<sup>1</sup> C3

Woolpeet<sup>1</sup> N

### Volcanic Environs

Cinder Doll<sup>2</sup> C2

Magma Dude<sup>6</sup> C2

Magmooze<sup>6</sup> C3

Sparkster<sup>2</sup> C2

Uncarbracnu<sup>10</sup> C3

### Wanderers

Akro<sup>1</sup> N

Hakskar<sup>16</sup> C3

Soulless<sup>4</sup> C2

Vek<sup>7</sup> C2

### Wastelands

Angorocan<sup>20</sup> C2

Axomas<sup>4</sup> C2

Brain Fish & Garl Snail<sup>10</sup> ToA

Dragon, Gasbelly<sup>23</sup> ToA

Ekedion<sup>3</sup> C3

Fell Hornet<sup>6</sup> C3

Flork<sup>12</sup> C3

Ogra<sup>13</sup> ToA

Phaze Cat<sup>4</sup> C3

Squid, Boom<sup>7</sup> (with Boom) C3

Uncarbracnu<sup>10</sup> C3

### - Notable Plants

Golden Belt

Thrasher Tree C3

# ENCOUNTERS (LVL)

## FAL Encounters by LVL

These entries are organized according to the entry's LVL.

### Miscellaneous

Bots<sup>Varies</sup> C3

### LVL 1

Agunn<sup>1</sup> *ToA*

Akro<sup>1</sup> *N*

Badonkulus<sup>1</sup> C3

Blade Fish<sup>1</sup> *SoFAL*

Blonin<sup>1</sup> *ToA*

Bluenies<sup>1</sup> C3

Bolgo flea<sup>1</sup> C3

Cactus Folk<sup>1</sup> C3

Cat Tenderer<sup>1</sup> *ToA*

Catling<sup>1</sup> C2

Deepling<sup>1</sup> C2

Deepling<sup>1</sup> *SoFAL*

Demon, Imp<sup>1</sup> C2

Dimling<sup>1</sup> C2

Duodude<sup>1</sup> *N*

Dwarf<sup>1</sup> *ToA*

Elf, Gloom<sup>1</sup> C2

Elf, Green<sup>1</sup> *N*

Elf, Ice<sup>1</sup> C2

Elf<sup>1</sup> *ToA*

Fairy<sup>1</sup> *ToA*

Fell Bee<sup>1</sup> C3

Flying Jellyfish<sup>1</sup> *N*

Flying Lamprey<sup>1</sup> *SoFAL*

Formican<sup>1</sup> C2

Gecko Folk<sup>1</sup> *N*

Gellfish<sup>1</sup> *SoFAL*

Gingomeer<sup>1</sup> C2

Goochy<sup>1</sup> *N*

Glacierian<sup>1</sup> *ToA*

Golem, Stuffed<sup>1</sup> *N*

Headman<sup>1</sup> C2

Horror<sup>1</sup> C2

Human<sup>1</sup> *ToA*

Kill Doll<sup>1</sup> C2

Kreeah<sup>1</sup> *N*

Korlox<sup>1</sup> *N*

Kwee<sup>2</sup> *N*

Molomoxor<sup>1</sup> *ToA*

Moonie<sup>1</sup> *N*

Mushroom Folk<sup>1</sup> *ToA*

Noblar<sup>1</sup> *N*

Nobmas<sup>1</sup> C3

Noknil<sup>1</sup> *ToA*

Noog Noog<sup>1</sup> *ToA*

Orka<sup>1</sup> *ToA*

Picmic<sup>1</sup> C2

Poomkin<sup>1</sup> *ToA*

Pung<sup>1</sup> *N*

Quiliquim<sup>1</sup> C2

Ratling<sup>1</sup> *ToA*

Rayzor<sup>1</sup> *N*

Rivermer<sup>1</sup> C3/*SoFAL*

Seagoyle<sup>1</sup> *SoFAL*

Seahorse Folk<sup>1</sup>

C3/*SoFAL*

Seamer<sup>1</sup> *ToA/SoFAL*

Simian<sup>1</sup> *ToA*

Skab Lice<sup>1</sup> C3

Skelet<sup>1</sup> *ToA*

Sleege<sup>1</sup> C3

Smeem<sup>1</sup> C3

Somn<sup>1</sup> C3

Squark<sup>1</sup> *ToA*

Squidling<sup>1</sup> *SoFAL*

Star Kin<sup>1</sup> C3

Swampmer<sup>1</sup> C3/*SoFAL*

Violet hare<sup>1</sup> *ToA*

Vooltur<sup>1</sup> C3

Water Hare<sup>1</sup> *SoFAL*

Weasel Kin<sup>1</sup> C3

Woolpeet<sup>1</sup> *N*

Yldeti<sup>1</sup> C3

Zombie<sup>1</sup> *ToA*

Zoordrooz<sup>1</sup> *ToA*

### LVL 2

Acid Blobby<sup>2</sup> *N*

Algwa<sup>2</sup> C2

Arachnis<sup>2</sup> C2

Ashclown<sup>2</sup> C3

Cinder Doll<sup>2</sup> C2

Cow Steed<sup>2</sup> *ToA*

Exion<sup>2</sup> C3

Frog Kin<sup>2</sup> *SoFAL*

Galeon<sup>2</sup> C2

Golem, Snow<sup>2</sup> C2

Harpy<sup>2</sup> *ToA*

Horned Scale Folk<sup>2</sup> *N*

Lazula<sup>2</sup> C2

Mud Folk<sup>2</sup> C3/*SoFAL*

Myscusc<sup>2</sup> C3

Porkus<sup>2</sup> C3

Scale Folk<sup>2</sup> C2

Sparkster<sup>2</sup> C2

Tri-Head Flora<sup>2</sup> *ToA*

Triksel<sup>2</sup> C2

Uvulax Minion<sup>2</sup> *SoFAL*

Wixie<sup>2</sup> C2/*SoFAL*

Wooly Longhorn<sup>2</sup> *N*

Zog Beast<sup>2</sup> C2

### LVL 3

Crotallian<sup>3</sup> C3

Demon, Pus<sup>3</sup> C2

Demon, Weakling<sup>3</sup> *N*

Ekedion<sup>3</sup> C3

Fire Goat<sup>3</sup> C2

Goab<sup>3</sup> *ToA*

Golem, Chalk<sup>3</sup> *N*

Haint<sup>3</sup> C2

Manikin<sup>3</sup> *N*

Mantida<sup>3</sup> C2

Nubyebe<sup>3</sup> *ToA*

Ool<sup>3</sup> C3/*SoFAL*

Ozotum<sup>3</sup> C2

Phantom<sup>3</sup> *ToA*

Raduga<sup>3</sup> C3

Sailfin<sup>3</sup> *SoFAL*

Sea Louse<sup>3</sup> *SoFAL*

Shapeshifter<sup>3</sup> *ToA*

## ENCOUNTERS (LVL)

**LVL 4**

Air Devil<sup>4</sup> C2  
 Axomas<sup>4</sup> C2  
 Boom<sup>4</sup> C3  
 Centaur<sup>4</sup> C3  
 Culbras<sup>4</sup> C3  
 Demented Avenger<sup>4</sup> C3  
 Galosasteed<sup>4</sup> C2  
 Golem, Flesh<sup>4</sup> ToA  
 Golem, Wood<sup>4</sup> ToA  
 Gross Fiends<sup>4</sup> SoFAL  
 Hedgetaur<sup>4</sup> C3  
 Ice Steed<sup>4</sup> C3  
 Mad Bovine<sup>4</sup> C3  
 Mist Folk<sup>4</sup> C2  
 Molux Ram<sup>4</sup> C3  
 Numan<sup>4</sup> ToA  
 Orian<sup>4</sup> C3  
 Phase Cat<sup>4</sup> C3  
 Piranha Folk<sup>4</sup> ToA/SoFAL  
 Sea Goon<sup>4</sup> C3/SoFAL  
 Soulless<sup>4</sup> C2  
 Winged Hairy<sup>4</sup> ToA

**LVL 5**

Augmented<sup>5</sup> C3  
 Berzerk<sup>5</sup> C3  
 Blister Wart<sup>5</sup> C2  
 Boobarooza<sup>5</sup> C2  
 Clockwork<sup>5</sup> ToA  
 Global<sup>5</sup> C3  
 Golem, Iron<sup>5</sup> ToA  
 Gorgon<sup>5</sup> ToA  
 Grizzle Bear<sup>5</sup> ToA  
 Hungry Ghost<sup>5</sup> C2  
 Itzal<sup>5</sup> C3  
 Mudmouth<sup>5</sup> N  
 Mummy<sup>5</sup> ToA  
 Ollymar<sup>5</sup> C3  
 Skullpup<sup>5</sup> C3  
 Sleptaur<sup>5</sup> ToA  
 Slugorn<sup>5</sup> C2  
 Snake Cloud<sup>5</sup> C2  
 Snarglecroc<sup>5</sup> C3/SoFAL  
 Vengean<sup>5</sup> C3

**LVL 6**

Achatin<sup>6</sup> N  
 Alkalos<sup>6</sup> C2  
 Cloudshark<sup>6</sup> N  
 Fell Hornet<sup>6</sup> C3  
 Flametaur<sup>6</sup> C3  
 Harolds<sup>6</sup> C3  
 Krabbix<sup>6</sup> C3/SoFAL  
 Land Lard<sup>6</sup> C3  
 Magma Dude<sup>6</sup> C2  
 Magmooze<sup>6</sup> C3  
 Memnotz<sup>6</sup> C2  
 Minotaur<sup>6</sup> C3  
 Mollusk, Giant<sup>6</sup> SoFAL  
 Shark Bull<sup>6</sup> C2  
 Siren<sup>6</sup> C3/SoFAL

**LVL 7**

Briny Shiffler<sup>7</sup> SoFAL  
 Cotcodac<sup>7</sup> C2  
 Fylon<sup>7</sup> C3  
 Howlor<sup>7</sup> C2  
 Juzjely<sup>7</sup> C2/SoFAL  
 Kelp Beast<sup>7</sup> SoFAL  
 Koumadeer<sup>7</sup> C3  
 Manticore<sup>7</sup> C3  
 Nod Beast<sup>7</sup> C2  
 Sarkarata<sup>7</sup> C2  
 Scorpius<sup>7</sup> C3  
 Squid (Boom)<sup>7</sup> C3  
 Troglodyte<sup>7</sup> ToA  
 Vek<sup>7</sup> C2  
 Yeton<sup>7</sup> C2

**LVL 8**

Balbergulb<sup>8</sup> ToA  
 Beetle Bot<sup>8</sup> N  
 Cerebral Witch<sup>8</sup> C2  
 Clown Plant<sup>8</sup> ToA  
 Demon, Gouge<sup>8</sup> C2  
 Dwaller<sup>8</sup> C3/SoFAL  
 Fell Spirit<sup>8</sup> C3  
 Giant Crab<sup>8</sup> ToA/SoFAL  
 Krill Mantis<sup>8</sup> SoFAL  
 Misfis<sup>8</sup> C3

Orlok<sup>8</sup> C3Revenant<sup>8</sup> C2Seaclops<sup>8</sup> C2/SoFALSkrux<sup>8</sup> C3**LVL 9**

Brain Eater<sup>9</sup> C2  
 Castor, Giant<sup>9</sup> C3  
 Dark Salamander<sup>9</sup> SoFAL  
 Fell Lamprey<sup>9</sup> ToA  
 Flame Troll<sup>9</sup> C3  
 Labyrinthor<sup>9</sup> C2  
 Metalix<sup>9</sup> C3  
 Snargleshark<sup>9</sup> SoFAL  
 Sphinx<sup>9</sup> C2  
 Technobite<sup>9</sup> C3  
 Wolver<sup>9</sup> ToA  
 Yeket<sup>9</sup> C2

**LVL 10**

Brain Fish and Garl  
 Snail<sup>10</sup> ToA  
 Deep Sentinel<sup>10</sup> SoFAL  
 Elemental, Earth<sup>10</sup> ToA  
 Flailthorn<sup>10</sup> C2  
 Golem, Chain<sup>10</sup> C2  
 Karax Beetle<sup>10</sup> C3  
 Manitaur<sup>10</sup> N  
 Phoenix<sup>10</sup> C3  
 Uncarbracnu<sup>10</sup> C3

**LVL 11**

Hallucinocorn<sup>11</sup> C2  
 Marble Head<sup>11</sup> C2  
 Wight<sup>11</sup> ToA

**LVL 12**

Aquatic Eyezor<sup>12</sup> SoFAL  
 Basilisk<sup>12</sup> C3  
 Booohoo<sup>12</sup> C2  
 Demon, Succubus<sup>12</sup> C2  
 Demon, Tailless<sup>12</sup> ToA  
 Doom Knight<sup>12</sup> N  
 Elemental, Air<sup>12</sup> ToA  
 Elemental, Fire<sup>12</sup> ToA



## ENCOUNTERS (LVL)

Elemental, Water<sup>12</sup> *SoFAL*

Elemental, Water<sup>12</sup> *ToA*

Flork<sup>12</sup> *C3*

Golem, Hook<sup>12</sup> *C2*

Lectro Scorpion<sup>12</sup> *C3*

Leerax<sup>12</sup> *C3*

Sea Wasp<sup>12</sup> *C3/SoFAL*

Slorm<sup>12</sup> *C2*

Tentacle Beast<sup>12</sup> *N*

Vampire<sup>12</sup> *ToA*

Weavrolax<sup>12</sup> *C3*

### LVL 13

Dementicorn<sup>13</sup> *C2*

Ettin<sup>13</sup> *ToA*

Griffin<sup>13</sup> *C3*

Killapede<sup>13</sup> *C2*

Ogra<sup>13</sup> *ToA*

Pox Snail<sup>13</sup> *C2/SoFAL*

Scraggler<sup>13</sup> *SoFAL*

### LVL 14

Crush Mongor<sup>14</sup> *C2*

Fell Seprent<sup>14</sup> *C3*

Ghost Whale<sup>14</sup> *SoFAL*

Giant, Coral<sup>14</sup> *SoFAL*

Giant, Undead<sup>14</sup> *C3*

Golus<sup>14</sup> *C2*

Pain Worm<sup>14</sup> *C2*

Veil Bat<sup>14</sup> *C2*

Wyverax<sup>14</sup> *N*

Zyverax<sup>14</sup> *C2*

### LVL 15

Angel<sup>15</sup> *C2*

Bolgo Cat<sup>15</sup> *ToA*

Cyclops<sup>15</sup> *ToA*

Giant, Thorn<sup>15</sup> *C3*

Rook<sup>15</sup> *C3*

Velveteen Worm<sup>15</sup> *N*

### LVL 16

Cave Angler<sup>16</sup> *N*

Golem, Mirror<sup>16</sup> *C2*

Hakskar<sup>16</sup> *C3*

Ichthios<sup>16</sup> *SoFAL*

Odoptera<sup>16</sup> *C3*

Psionic Worm<sup>16</sup> *C3*

Purr Beast<sup>16</sup> *C3*

Trimera<sup>16</sup> *C3*

### LVL 17

Demon, Scourge<sup>17</sup> *C2*

Dragon, Mindshark<sup>17</sup> *C2*

Giant, Hill<sup>17</sup> *C3*

Seed Beast<sup>17</sup> *C2*

Space Slug<sup>17</sup> *C3*

### LVL 18

Air Whale<sup>18</sup> *C2/SoFAL*

Cephalos, Frigid<sup>18</sup>  
*C2/SoFAL*

Cephalos, Warm<sup>18</sup>  
*C2/SoFAL*

Demon, Horned<sup>18</sup> *ToA*

Dragon, Rotten<sup>18</sup> *C2*

Giant, Ice<sup>18</sup> *C3*

Lich<sup>18</sup> *ToA*

Mountain Lord<sup>18</sup> *C2*

Scrollax<sup>18</sup> *ToA*

Uvulax<sup>18</sup> *SoFAL*

Worm Lich<sup>18</sup> *SoFAL*

### LVL 19

Redback Scrollax<sup>19</sup> *N*

Slurgoth<sup>19</sup> *C3/SoFAL*

### LVL 20

Angorocan<sup>20</sup> *C2*

Bolgo Seprent<sup>20</sup> *C3*

Dragon, Sea<sup>20</sup> *C2/SoFAL*

Eyezor<sup>20</sup> *ToA*

Giant, Fire<sup>20</sup> *ToA*

Live Atta<sup>20</sup> *C3*

Octoplos<sup>20</sup> *C3*

Ootoom<sup>20</sup> *ToA*

Steel Worm<sup>20</sup> *C3*

Titan<sup>20</sup> *C2*

Titan, Bronze<sup>20</sup> *N*

Titan, Galeo<sup>20</sup> *C2*

Titan, Junk<sup>20</sup> *C2*

Wisp<sup>20</sup> *ToA*

### LVL 22

Demon, Wormlord<sup>22</sup> *C2*

Dragon, Bristleback<sup>22</sup> *C2*

Giant, Stone<sup>22</sup> *C3*

Iron Colossus<sup>22</sup> *C2*

Titan, Sea<sup>22</sup> *C2/SoFAL*

Yobalor<sup>22</sup> *C2/SoFAL*

### LVL 23

Dragon, Gasbelly<sup>23</sup> *ToA*

Dragon, Lash<sup>23</sup> *C2*

### LVL 24

Giant, Xolar<sup>24</sup> *C3*

Titan, Soul<sup>24</sup> *C2*

### LVL 25

Dragon, Acrid<sup>25</sup> *ToA*

Dragon, Flash<sup>25</sup> *ToA*

Immortal<sup>25</sup> *ToA*

Kraken<sup>25</sup> *SoFAL*

Olantas<sup>25</sup> *C3*

Soracan<sup>25</sup> *ToA*

Ten Times Ten Men<sup>25</sup>  
*ToA*

### LVL 26

Dragon, Bolgo<sup>26</sup> *C2*

Dragon, Flame Gut<sup>26</sup> *ToA*

Moj Beast<sup>26</sup> *C3*

Trilleon<sup>26</sup> *C2*

### LVL 28

Bigzilla<sup>28</sup> *N*

Crematoru<sup>28</sup> *C2*

Dragon, Jolt<sup>28</sup> *ToA*

Tortoise, Golliath<sup>28</sup> *SoFAL*

### LVL 30+

Boomachete<sup>?</sup> *C3*

Dragon, Hydra<sup>30</sup> *ToA*

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**Nuzoz**

Colin Chapman & Dirk Stanley

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*“They rode in majestically on the backs of  
kwee, spears in their hands, their faces painted  
and fierce. Their purple hair blew in the wind.  
Warriors in the truest sense.”*

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