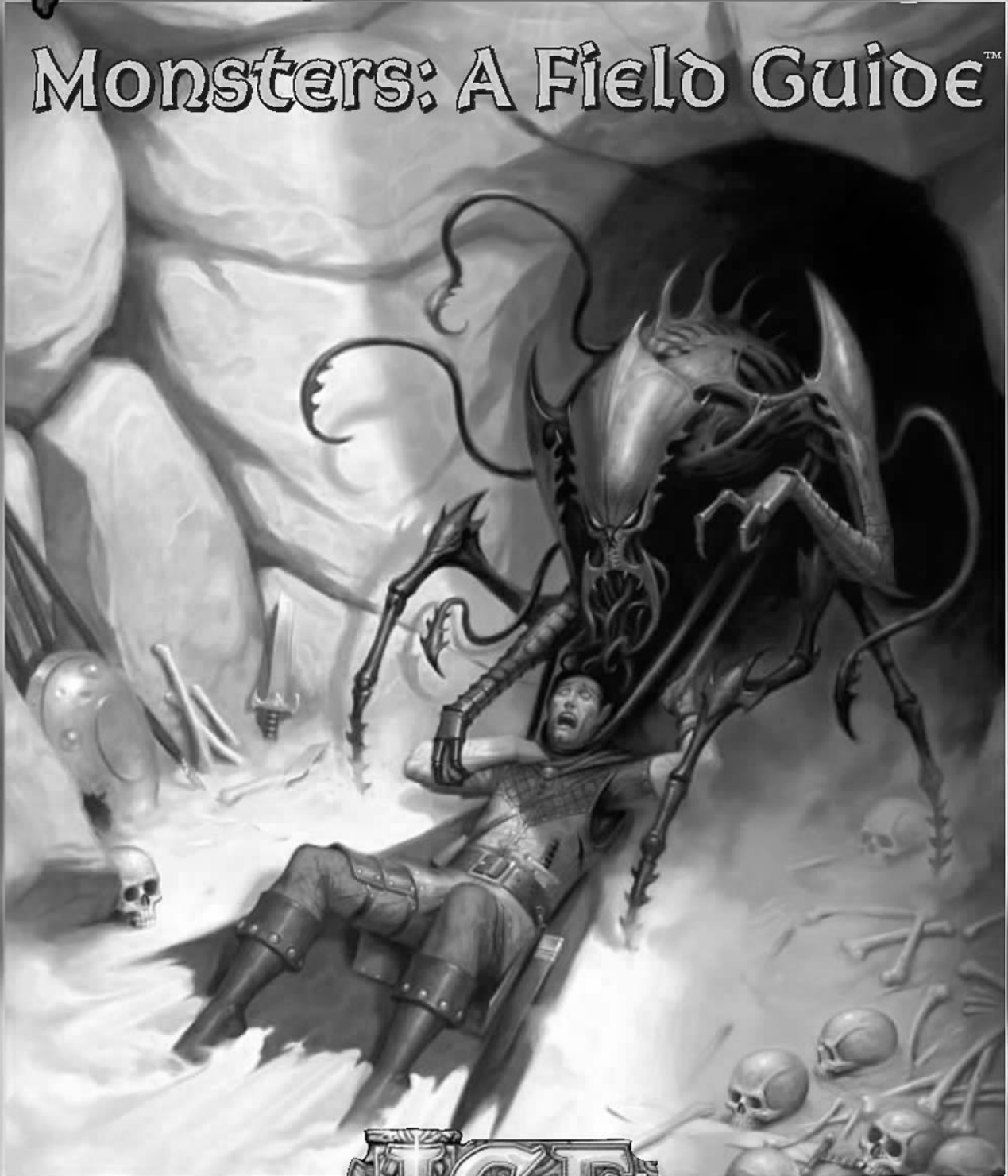


# HARD

HIGH ADVENTURE

ROLE PLAYING™

## Monsters: A Field Guide™



# ICE



# Monsters: A Field Guide™







# Credits

**Authors:** Robert Baxter and Gavin Bennett;

**Editors:** Heike A. Kubasch, Tim Dugger;

**Cover Art:** James Ryman: "The Night Lord";

**Interior Art:** Ilya Astrakhan, Toren "MacBin" Atkinson, Peter Bergting, David Bezzina, John Dollar, Eric Hotz, Mike Jackson, Jeff Laubenstein, Jennifer Meyer, Cara Mitten, Colin Thom; Keirston Vande Kraats;

**Art Direction:** Jeff Laubenstein;

**Pagemaking:** Sherry Robinson;

**Proofreading:** THE Howard Huggins, Lori Dugger, Bruce Neidlinger;

*President:* Heike A. Kubasch;

*CEO:* Bruce Neidlinger;

*Editing, Development, & Production Staff:* Heike A. Kubasch, Bruce Neidlinger, Tim Dugger, Lori Dugger,

*Web Mistress:* Monica L. Wilson;

*Corporate Mascots:* Gandalf T. Cat, Rajah T. Cat, Phoebe T. Cat, Ember T. Cat;

**ICE Cheering Section & Moral Support:** Karl & Helga Kubasch, John Seal, Claudia & Alexandra Aulum, Elke Lübbert, Inge Bendfeldt, Peggy, Christoph & Helen Bendfeldt, Judy & Hasmukh Shah, John Ross, Gavin Bennet, Brad Williams, Brent Knorr, Jonathan Dale, Mario Butter, The Guild Companion ([www.guildcompanion.com](http://www.guildcompanion.com)), and all ICE fans everywhere: Thanks for keeping the faith!

**Special Dedication:** For Alexandra Aulum, our favorite monster hunter!



Copyright © 2004 by Aurigas Aldeberon LLC. All rights reserved. No reproductions without permission. Produced and distributed by Mjolnir LLC, dba Iron Crown Enterprises 112 Goodman St, Charlottesville, Virginia, 22902. Stock #3002 ISBN 1-55806-609-8



# TABLE OF CONTENTS

<b>INTRODUCTION .....</b>	<b>4</b>	Fire Dragon .....	60
How to Use This Book .....	5	Sea Dragon .....	62
Monster Name .....	5	The Amphitrichina .....	63
<b>MONSTERS .....</b>	<b>7</b>	Spirit Dragon .....	66
Know Their Role .....	8	The Dragons of Kingship .....	68
ADVERSARY .....	8	Basilisk .....	69
OBSTACLE .....	8	Cockatrice .....	70
ALLY .....	9	Dragonet – Fey Drake .....	72
Origins .....	9	Drake .....	73
Sample Origins .....	10	<b>CREATURES OF UNDEATH .....</b>	<b>74</b>
Ecology .....	11	Undead Abilities .....	75
Social Role .....	12	Undead Vulnerabilities .....	76
Monstrous Society .....	12	Killing the Undead .....	76
Intellect .....	13	Curing Undead .....	77
Monstrous Motives .....	14	Classes of Undead .....	77
Minions .....	14	Ghoul .....	77
Monsters Versus Civilization .....	15	Ghost .....	79
Monsters and Evil .....	15	Lich .....	80
<b>DANGEROUS ANIMALS .....</b>	<b>16</b>	Mummy .....	81
Dangerous Animals .....	17	Skeleton .....	82
Notations .....	19	Skeleton Lord .....	83
Land Animals .....	20	Spawn .....	84
Insects .....	24	Specter .....	86
Sea Animals .....	24	Vampire .....	87
<b>UNUSUAL CREATURES .....</b>	<b>28</b>	Wight .....	88
Barghest .....	29	Wraith .....	89
Cerebus Hound .....	30	Zombie .....	90
Devi .....	31	<b>BRUTES .....</b>	<b>92</b>
Elemental Bird .....	33	Firbolg .....	94
Gorger .....	34	Jotunn .....	95
Harpy .....	36	Fomor .....	97
Lernean Serpent/Hydra .....	37	Fiend - Bane .....	99
Kachenjunga .....	39	Fiend - Fetch .....	100
Kirin .....	40	Fiend - Grime .....	101
Lycanthrope .....	41	Fiend - Hag .....	102
Medusa .....	44	<b>DEMONKIND .....</b>	<b>104</b>
Minotaur .....	46	Bindlings .....	108
Nightlord .....	47	Murroughshie .....	109
Patago .....	49	The Vlatch .....	110
Shape Thief .....	50	Nasuai .....	112
Sphinx .....	52	Incubi .....	113
Unicorn .....	53	Cacodemons .....	114
Wendigo .....	54	The Lords of Fire .....	116
<b>THE DRAGONS .....</b>	<b>56</b>	<b>CREATURE CREATION .....</b>	<b>117</b>
Earth Dragon .....	57	Ashling .....	126
Tia – An Earth Dragon in human form .....	58	<b>INDEX .....</b>	<b>127</b>



# INTRODUCTION



**M**onsters are an essential part of fantasy gaming. They provide many of the aspects of challenge that players look for in a game. A GM can use monsters to provide excitement, danger, and the potential reward of riches or magic. Monsters embody all of these. If used skillfully, a monster can liven up a game and bring an entire range of potential possibilities to it. Enterprising GM's can exploit these possibilities for players to explore, confront, and find further challenge and excitement in. Best of all, they're fun to fight.



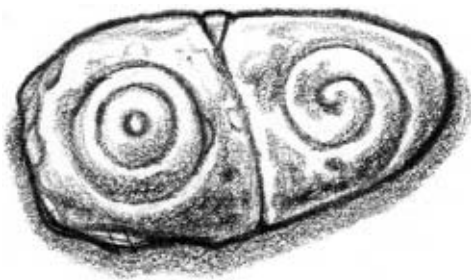
Writing a monster book is a big challenge. There are many ideas out there about what a monster is and how the typical monster book should handle creatures.

**Monsters: A Field Guide** presents monsters in much the same way most traditional monster manuals do. We give you a stat block, a detailed description, and enough rope to hang your players with in the form of potential plot hooks and encounter ideas. The big difference is in how we approach monsters. Creatures in a role playing game are entities that can affect the world just as much as a group of enterprising adventurers can. We encourage Gamemasters to treat monsters more like adversaries with cunning and motivation, rather than something to kebab on the end of a sword and roast with a spell. Challenge and excitement are the name of the game. **HARP is High Adventure Role Playing**, and for the adventure to be perilous, you need monsters that are going to be more than a collection of stats.

This Field Guide isn't comprehensive. There are only so many pages to print, and too many monster ideas to fill them. What we have done is to combine a range of challenges that will integrate with almost any style of campaign. We've expanded a list of natural animals, monster write-ups, and included new rules to use as guidelines when creating your own monsters. Some of these are classics, monsters and ideas that will be very familiar, other ideas have a new twist on them, and they are unique to this book. We have placed the power of creation into the hands of Gamemasters, so they can build a whole set of new challenges to throw into games. How you end up using these challenges is your decision, but the most important thing to remember is to make sure that you and your players have fun doing so.

## How to Use This Book

The Field Manual to Monsters provides you with a standard format for you to quickly read and comprehend creature stats even in the middle of play. This format is for quick and easy reference of monster information, and is designed so that you don't have to reference a table or index of information. Below is the format you'll see throughout this book.



# MONSTER NAME

<b>LEVEL:</b>	5
<b>HITS:</b>	130
<b>SIZE:</b>	Medium
<b>MOVEMENT:</b>	14'
<b>INITIATIVE:</b>	+14
<b>DEFENSIVE BONUS</b>	60 (15 Stats; 20 Tough Hide (minor); 25 Survival Instinct)
<b>ATTACKS:</b>	80 (M-Puncture)
<b>#ENCOUNTERED:</b>	1-10
<b>OUTLOOK:</b>	Dominant
<b>LIFESTYLE:</b>	Mate for life
<b>SPECIAL ABILITIES:</b>	Night Vision; Enhanced Scent; Survival instinct; Tough Hide (Minor)
<b>STATS:</b>	St: 75 (10); Co: 75 (10); Ag: 75 (5); Qu: 75 (5); SD:75( 5); RE: 75 (7); In: 75 (7); Pr: 75 (5); PP: 20
<b>RR:</b>	Stamina RR: 55; Will RR: 45; Magic RR: 50
<b>TREASURE:</b>	P 2 N N3
<b>CULTURE:</b>	Nomadic
<b>IMPORTANT SKILLS:</b>	Tracking (18) 78 ; Climbing (18) 81; Stalk & Hide (13) 66; Ambush (13) 66

The first paragraph of each monster is the visual description. You can refer to this, or even read it aloud to your players if you want to describe the monster to them.

The remaining paragraphs of the creature description, describe its ecology and living habits plus any quirks that might exist due to its behavior. If a racial talent is associated with the creature, you'll be able to find it in this part of the creature's description. This is the part of the monster description that is the monster's lifestyle and habits, and a breakdown of special details about the creature.

## (MONSTER NAME) TEMPLATE

Some monsters are hybrids; they began their lives as one race, and then acquire the abilities of another creature or monster. A classic example of this would be a Gryx who has become a Lycanthrope. This Monster would have all of the abilities of his or original race, plus lycanthropic abilities. Creating this type of monster is simple; just combine the special abilities, bonuses and talents of the original template, with those listed in the monster template.

**Note:** These are **monsters!** These templates are included so that GMs can create interesting monsters and NPCs **only**. These hybrid templates are **not** available to players.

### COMBAT

The combat section details the types of tactics a creature is most likely to use in a confrontational situation. Special attacks and combat abilities will be detailed in this part of the description.

**Special Attacks:** will be in bold face, and you'll be able to see them quickly when you flip through the book. These special attacks and abilities affect how you, the GM, will play the monster in combat.

### MYTHS & MISCONCEPTIONS

While players might be able to learn much about a monster from its description, the myths and misconceptions are special knowledge about the monster that only sages and expert characters might know. With this knowledge, you can easily build an adventure around the premises detailed. On the other hand, you can treat these as cool ideas to bring into your game and play with.

### TREASURES

The types of treasures a character might find in a monster lair are detailed here. In most cases, this is just a breakdown of the creature's own hoarding habits, and what types of treasure an adventurer might find in its possession.

### ENCOUNTERS

This section outlines the types of encounters that might be common or uncommon when meeting a creature of this type. Adventure hooks, ideas, and other special factors might be included here that would affect an encounter, or provide a GM with ideas on how to use the monster in a game.

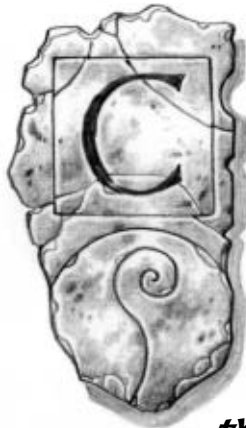
### ENCOUNTER TABLES

Encounters should be resolved using pre-created GM encounters, or the random encounter tables in the **HARP** rulebook can be used to determine encounters and when or how they might happen. Refer to Tables 13.1 and 13.2 in **Chapter 13** of the **HARP** rulebook when you decide to do a random encounter. The following table maps out what creatures appear by the appropriate type of terrain use this in addition to Table 13.3 in **Chapter 13** of the **HARP** rulebook.

**Table 1.1 Monsters By Terrain**

Mountains	Forests	Plains	Desert	Swamps	Ruins/Caves
Barghest	Barghest	Barghest	Barghest	Barghest	Barghest
Basilisk	Basilisk	Demons (Any)	Demons (Any)	Demons (Any)	Basilisk
Cerebus Hounds	Cerebus Hounds	Devi	Devi	Devi	Cerebus Hounds
Demons (Any)	Cockatrice	Earth Dragon	Earth Dragon	Elemental Bird	Demons (Any)
Devi	Demons (Any)	Elemental Bird	Elemental Bird	Fey Drake	Dragon of Kingship
Dragon of Kingship	Devi	Fey Drake	Gorger	Fiends (Any)	Drake
Drake	Drake	Gorger	Lycanthrope	Gorger	Earth Dragon
Earth Dragon	Earth Dragon	Jotunn	Medusa	Harpy	Firbolg
Elemental Bird	Elemental Bird	Lycanthrope	Minotaur	Lernean Serpent	Fire Dragon
Firbolg	Fey Drake	Medusa	Nightlord	Lycanthrope	Gorger
Fire Dragon	Firbolg	Minotaur	Patago	Medusa	Jotunn
Gorger	Gorger	Nightlord	Shape Thief	Minotaur	Kachenjunga
Jotunn	Harpy	Shape Thief	Sphinx	Nightlord	Lernean Serpent
Kachenjunga	Jotunn	Spirit Dragon	Spirit Dragon	Patago	Lycanthrope
Kirin	Kachenjunga	Undead (Any)	Undead (Any)	Shape Thief	Medusa
Lernean Serpent	Lernean Serpent			Spirit Dragon	Minotaur
Lycanthrope	Lycanthrope			Undead (Any)	Nightlord
Medusa	Medusa	<b>Warm Ocean</b>	<b>Cold Ocean</b>		Shape Thief
Minotaur	Minotaur	Amphitrichina	Amphitrichina		Sphinx
Nightlord	Nightlord	Devi	Devi		Spirit Dragon
Shape Thief	Patago	Fomor	Fomor		Undead (Any)
Sphinx	Shape Thief	Sea Dragon	Sea Dragon		Wendigo
Spirit Dragon	Spirit Dragon				
Undead (Any)	Undead (Any)				
Wendigo	Unicorn				
	Wendigo				

# MONSTERS



Creations of ancient races, cursed beings, and the angry spawn of cruel wizards, Gamemasters invariably throw monsters at a group of adventurers to provide challenge, conflict, and excitement. Is a monster simply a thing that a GM puts in the way of a group so they can collect treasure? Is it all really about killing things and taking their stuff?

The answer is a resounding NO! A monster, aside from the challenge it presents, also present the opportunity for exploration and the pursuit of adventure in a way that stimulates play and creates a living world full of peril.



The problem with the term monster is that everyone knows a monster when they see one, but when a monster isn't around, the easiest way to define it is by example. In game terms, a monster is an unusual creature or being that provides encounter potential. Whether that encounter might include combat, role playing, or both is up to the Gamemaster. Ultimately, a monster represents an adversary with unusual characteristics that provides the potential for conflict.

A dragon is a monster, but rabid war dogs or sharks lurking under calm waters can also be monsters. The threat that monsters present is one of conflict, the element that can provide all of the necessary ingredients for an adventure. Conflict might not necessarily mean combat, since there are many ways to resolve potentially dangerous situations. Creative problem solving and careful planning can avoid combat; when facing some monsters, this is the preferable course of action. Conflict against a monster involves facing a living unpredictable element that makes a situation fluid, filled with possibility. In order to exploit that possibility to its fullest, a GM must make a monster a part of the game world by providing reasons for its existence. These reasons often aid the GM in building encounters that have depth and meaning.

Not only can a monster be used to create the possibility of challenge, such things can also be used to threaten and steer a story. A cunning GM will use monsters as plot hooks and story elements lending flavor and flair to their game. To the GM monsters aren't just potential challenges. Monsters become vital elements in moving a story forward. A monster is much more than a simple creature, to a creative GM a monster is a way to create excitement, terror, and suspense.

### KNOW THEIR ROLE

Trying to find a monster's role isn't anywhere as hard as trying to define what a monster is. Aside from the obvious philosophical discussions you could have on the nature of a monster, it's actually pretty easy to figure out what purpose they serve in a role playing game. Monsters are obviously the easiest adversaries you can have in a game. Most monsters already have mythological precedents that set them up as ideal enemies for characters, thus making it easy to justify fighting against them. Yet monsters are more than just targets to strike at, they can be potential obstacles if they are simply too powerful for a group to manage. Alternately, placating a monster can often lead to developing an alliance and a creature that can breathe fire or throw a boulder can be a mighty ally indeed.

### ADVERSARY

When common knowledge tells a player that a monster is vile, evil, and cruel, it's not too much of a stretch to see the need to eradicate it. The adversary is the clearest role you can assign to a monster. This is a cut and clear case of facing against an enemy to defeat it. Typically, an adversary is a creature that characters must defeat in an encounter. The following are examples of adversaries that might exist in a fantasy campaign.

**Brutes** — Creatures that are adversaries simply for providing dramatic tension or conflict. Brutes are creatures that act to hamper the progression of the Player Characters, or to give them something to do. Brutes are typically of lesser ability than the PCs, often supplemented by an exceptionally powerful brute that serves as the backbone of an encounter.

**Enemies** — Enemies are adversaries that will engage in combat with the characters, typically with no more reason than the characters represent a threat or faction the enemy wants to destroy. Enemies tend to be more intelligent and challenging than brutes, since they act more as obstacles than as pure combat encounters. An enemy might often select an individual group of characters as their target, as these adversaries enact plans to hamper the characters whenever possible.

**Nemesis** — A nemesis is typically a creature that has singled out an individual character in an adventuring group as a target. A nemesis is challenging and deadly, but usually only on a personal level. The presence of a nemesis should always indicate danger for a specific character or perhaps for the group if the nemesis is of an appropriate level of power. While you can have such a creature act alone, sometimes such adversaries will work together in a group.

**Fiend** — The fiend is typically a singular creature, one that provides the ultimate challenge in an encounter. An entire adventure or campaign can lead to an encounter with a fiend. Such creatures should be powerful enough to challenge the characters of a group magically and physically, and create a very real threat of harm.

**Note:** These classifications are not related to monsters that fall under the headings of Brutes and Fiends that appear later in this book.

### OBSTACLE

The obstacle represents a challenge that characters must avoid or overcome to attain a goal. Usually the solution to the obstacle involves sneaking, careful planning, or even negotiation with the creature directly. In most cases, direct combat with the creature usually will have dire circumstances. Even if characters can slay the creature there may be unforeseen effects caused by its death that affect the players later on. The following are examples of obstacles that might exist in a fantasy campaign.

**Foil** — The purpose of a foil is to provide a challenge in attaining a goal. Whether this might be sneaking past a Goblin guard near an alarm bell to enter a keep, or answering the riddles of a fearsome Sphinx. Foils can also be used to misdirect the attention of a group. In some way, a foil will try to thwart the characters attempts to attain a goal.

**Hazard** — Danger and harm are always something to be avoided, and a hazard presents such an obstacle. An example of a hazard might be fearsome Undead guarding a tomb or perhaps a Manticore sleeping at a tunnel entrance. There is almost always a way to get around a hazard, and a good GM will entertain any plans characters might devise in order to avoid directly confronting it.

### ALLY

The ally is also a potential role that monsters can play. Winning a creature over and gaining its assistance is one of the stock themes of fantasy role playing. A Dragon acting as an ally, or perhaps a Giant aiding a group to cross a vast waste are examples of gaining a monster as an ally. Such alliances can be strong friendships or tenuous agreements colored by hostility. In the role of the ally, the monster is treated as a non player character that is intent on aiding or dealing with the characters in some way that does not involve an adversarial contest. The following are examples of allies that might exist in a fantasy campaign.

**Informant** — Knowledge is the domain of an informant. An informant has information or an item that will prove important to the characters later on, and provides it in exchange for something. Whether this might be survival or reward is up to the GM of course.

**Guide** — A guide is an ally that provides assistance in traversing hazards and obstacles. Its reasons might be selfish or simply a function of its behavior. The guide usually assists the group as long as it is safe to do so.

**Companion** — Companions aren't just allies; they fight beside the characters, providing them with more muscle and intellect to face challenges before them. A companion's motive might force it to be loyal to the characters, or the companion may choose to be the ally of the group. Such allies are typically treated as non player characters.

One of the most important things to remember when trying to establish a monster's role in an encounter is that all of the roles are potentially interchangeable. An obstacle can become an adversary, or even an ally, and vice versa, an adversary can become an obstacle. As roles shift and change, the nature of the players approach to a monster must also change. To ensure the survival of characters, players must adapt to the types of challenges a monster presents when roles shift.

In the flow of play, GMs may have to adapt a creature's role in order to maintain an encounter. A Goblin that holds the key to a gate might be an obstacle if the player characters don't know how to operate the lock. However, if the characters gain the knowledge to work the lock you'll suddenly see the Goblins' role shift to that of an adversary. If the Goblin fears for his life and doesn't want to fight superior numbers, his role may instead shift to an ally, trading vital information to secure the characters promises that they will not harm him. Knowing how to shift the roles to make an encounter lively is a fundamental part of good game mastering. It is important to treat each monster as a potential non player character that might interact with the player characters in ways other than simple combat. Remember that each monster will have certain personality quirks and behaviors that might make it either extremely trustworthy, or very unreliable depending on its nature. Such quirks might also steer the role the creature plays out in the encounter.

Keeping a monster a tangible threat still gives the creature an air of menace no matter what role it plays. Don't forget to remind players on occasion that a monster is still a monster. Monsters are supposed to be fearsome and terrifying.

### ORIGINS

Monsters have to come from somewhere. Establishing monster origins can be essential to a campaign. Now some fantasy settings just assume that a monster is part of the regular order of things. Many fantasy campaigns take the origins of monsters for granted, simply treating them as naturally occurring yet fantastical foes in a setting. When building encounters and adventures, taking the origins of a creature into account is very important. Not only can it potentially affect the creature's ecology, it can also help in figuring out the role the monster plays in the campaign. The origins of a creature often affect the encounters built around it. For most campaigns, several explanations can justify the existence of a monster. This is especially important, since it might affect encounters using the creature in an adventure. By creating justification for a creature in a campaign, you add depth and meaning to the encounters behind it. Placing a logical reason behind a creature's existence leads to a level of detail in encounters and adventures that adds to the overall experience of play. The creation and origins of a creature can also moor it into a setting, giving reasons to a creature's behavior and habits.

Magical creation is often a reason used in many campaigns. On one hand, such creation might be the work of a dubious alchemist or an insane necromancer experimenting with breeding creatures or creating monstrous undead constructs. Alternately, a god could create a monster to test the mettle of a character. If something created the creature in the setting, then decide on how that fits into the mythology of the campaign. The creation



origin is especially well suited for fantastic or exceptionally evil creatures with odd abilities or strange appearances and attributes. It's easy to explain such creations as the work of a mad god or the breeding experiments of a misguided magician.

Natural evolution in a magical environment is also another alternative for creation in a setting. A creature might have simply evolved around the existence of magic and thus adapted to using magical abilities or exceptional attributes fueled by magic. Such an explanation is ideal for creatures that in some way mimic nature. Dragons are a type of creature that might fit such an origin very well. Other creatures like Griffons or Chimera might seem odd,

truly malicious or fantastic creatures. Such beings would never have come to be in a natural environment, nor would some mad god or mage have created them. In fact some of these beings might be godlike in power and worshipped on their own dimension.

### SAMPLE ORIGINS

Gavin wants to justify the origins of the Kachenjunga, a creature that he wants to include in his campaign. Deciding that the creature will be not only an obstacle but also a potential ally for the party, he chooses to make the origin somewhat accessible. Gavin decides that in his campaign the Kachenjunga is a spirit creature known to aid great warriors

in times of need. Not only does the Kachenjunga act as an ally it can also be a mentor to a character, teaching them the finer points of battle and martial arts. Gavin also decides that the Wendigo is a dark spirit reflection created by the god of death to mimic the Kachenjunga. The Wendigo performs the same role as the Kachenjunga, but instead of warriors, it aids assassins and murderers in learning the craft of killing.

Sebastian is planning to run a campaign where Goblins are the primary brutes of an



but there as well could be natural origins for such fantastic creatures. This origin best suits creatures that might not necessarily be evil by nature, but simply fantastic denizens of a magical world.

Summoning or extraplanar origins are an alternative to the magical creation of a creature. Summoned creatures already exist in some other place outside of the direct setting. Demons, some Undead, Spirits and Elementals all might have come from some other plane of existence. They may enter into the world through dimensional rifts or use the nightmares of terrified sleepers as doorways into the world. Usually a theme exists to justify a group of creatures that originate in this way. Demons might all come from the realm of a fiery plane of torment, while Elementals might be the embodiments of magic in a given material form. This origin is typically best suited for the

army serving a magician intent on overpowering a neighboring kingdom. Sebastian decides that the origin of Goblins in his setting is that the magician steals children and places a curse on them that transforms them into Goblins. If the characters can find the right way to cancel the curse, they can free the cursed Goblins and return them as children to their families. In doing this the characters can thwart the conquering plans of a power thirsty magician, and save thousands of lost children from death.

The various creatures in Meredith's campaign are cross breeds and unusual creatures. Meredith decides that the creatures in her adventures are going to be creations imported from another dimension by a monster merchant seeking to sell the beasts to the highest bidder. Magical collars control all these creations. Meredith determines that the creatures are actually quite intelligent but the



magic of the collars subdues the intellect of the beasts. If freed they may become potential allies of the characters, or possibly dangerous enemies.

In Dave's campaign, he decides that the Gods of Law and Chaos have decided to turn the world into a vast arena, a contest ground to determine the fate of the world. The contest will select which pantheon of gods will preside over the world for the next ten thousand years. Each god is choosing a group of champions and creating a vast array of beasts and creatures to test the champions selected by other gods. The gods create each monster as a test, from the foot soldier Orcs to the Manticores and Chimeras. All of them are designed to tax the abilities of the heroes.

## ECOLOGY

How a monster affects its surroundings and the world it exists in is an important way to build dimension into encounters and lay the groundwork for potential encounters in the future. It can also lead to future consequences for players to face in the campaign world. Monsters can have a lasting impact on the natural order of things. A Dragon can eat all the livestock and wildlife out of an area and reduce countryside to charred ruin. An Undead horde lurking in a crypt can cause townfolk to bolt their doors and windows fearing the intrusion of brain lusting Zombies into their homes. The ecology of a creature justifies how it fits into the world around it, its natural instincts when it comes to survival, and any quirks of behavior that make the creature unique from others.

Taking into account the natural needs of creatures and how that will drive them into the environment is a good measure of how they will affect the world around them. Where a monster lairs, what it eats, and even mating behavior is important to keep in mind. Some creatures have more sorcerous origins, and considering the supernatural when dealing with creatures like Undead and Demons is important. Such creatures might not have a true ecology in terms of the material world, but they will still have some sort of origin, with behaviors that will affect the environment they inhabit. A GM can take some or even all of these factors into account when building an encounter.

The Lair is a common theme in fantasy role playing. A Lair is the monster's domain, ground where heroes should fear to tread or head towards with purpose in their hearts. The Lair is also an important factor in deciding where and how the creature lives. A Wight that dwells in the depths of a spider infested catacomb, or a clan of mercenary Goblins that travel in a wagon caravan both have Lairs. In a monster's ecology, a Lair often decides where in the local environment you will be able to find the creature if it isn't willing to come to you. Lairs can also often be shared locations. Orcs might occupy a tower in turn owned by an evil necromancer who employs other creatures, all of them sharing the same

Lairing ground. Shared Lairs are often the basis of dungeon adventures, where a tower or catacombs forms into a series of encounters set within one location.

The location of a Lair is important, since normal folk won't want to live anywhere near a monster's Lair. The local populace will take obvious measures in order to minimize a creature's impact on the community. Offering sacrifices of food, gold, grain, or livestock, sometimes even a tithe of children or a virgin might placate a creature that Lairs near a village or town of easily intimidated folk. These sacrifices will take their toll on the population as well. Villagers might seem gaunt and hungry, goods might be in short supply, or a village might be childless. Such conditions can build clues to indicate that a monster lives nearby and that matters are amiss. Lairs tend to be remote, or hidden from normal eyes. When a creature decides to Lair near a town or village, the result is obvious.

The diet of a creature also affects the environment it inhabits. Does it eat livestock or souls? If a monster craves the flesh of Dwarves, does it stalk near a Dwarven mine plucking up unsuspecting miners? Obviously, what a creature consumes can drive it forward. Diet is one of the strongest habits a creature can possess. In the case of a Wight, perhaps it seeks to cause suffering to feed off fear and sorrow. Because of this, it might torment a community or hold victims hostage for days to torment them and suckle on their terror.

Reproduction is another factor of a creature's ecology. Does a creature reproduce by laying its eggs in a living host, or does it make a Lair and create a nest in which to raise its young? Reproduction is an extremely important factor since certain creatures will do whatever it takes to protect their young. In some cases creatures may also enter into direct competition with their offspring for resources, and the relationship might be more adversarial. Reproduction as a factor often speaks to the basic nature of a creature. Monsters that eat their young might be more atavistic and malevolent, while a creature that fosters and guards its young might be loyal and committed to the survival of its own kind.

Supernatural factors also come into play when thinking about the ecology of a monster. In some cases, creatures are so supernaturally powerful that they actually affect the natural order. The presence of evil might cause omens recognized by the superstitious. Calves being born with two heads or ravens flying in through windows might be foreboding signs of evil nearby. Places affected by darkness often have an ominous air to them, a town might seem quiet at night, and all the doors and windows might be bolted shut. Holy symbols and bundles of herbs might hang from windowsills to keep the evil at bay. The characters should be able to feel the presence of such evils in the surroundings by judging the way other people are reacting in the game world. Such supernatural factors are important to build upon, especially if the Undead or Demons are a theme in a GM's adventures.



## SOCIAL ROLE

How creatures affect a campaign, and how they affect the social structures within that campaign can vary greatly depending on the nature of the GM's game. While for the most part society and the monstrous aren't very compatible, there is no end of variety in the types of fantasy campaigns possible. In one campaign, the most monstrous creature might be a carnivorous lion stalking a local village. In another campaign, the denizens of an elven wood might have all manner of flying creatures and magical beasts under their control. How a creature fits into a social role often depends on the nature of the campaign they are immersed in.

In a low magic campaign, not only are monsters rare, they are almost unheard of. In this case, such creatures might be used as rare challenges. Monsters in this style campaign are more often used as obstacles than allies or adversaries. In terms of society, villagers speak of monsters in whispers or in tall tales to scare small children. Monsters are the stuff of legend and rarely will a hero see such a creature and live to tell the tale about it. In low fantasy campaigns the threats tend to be more corporeal and mundane than a monster stalking the woods, and so when a monster is a threat it becomes a dire matter for only the most courageous or brave to face.

In a typical fantasy campaign, where magic is commonly known, and heroics are typical of the adventuring sort, monsters play a different role. Here monsters become more of a nuisance to players. The more powerful creatures such as Dragons and powerful Undead are still considered fearsome. However, fantastic creatures are known of and their existence is typically accepted. Villagers still won't take such a creature lightly, to a normal man such a beast is a significant threat. To a character though monsters are not as vast and rare a threat as they tend to be in a low magic campaign. In a typical fantasy campaign, there are usually creatures considered stock adversaries. Characters might interact with Goblins, Orcs, and various magical beasts on a regular basis. This provides characters with a set of standard challenges in such a campaign. While regular society still sees monsters as a threat, to the characters encountering such creatures is part of regular adventuring and isn't unexpected.

Society in a high fantasy milieu typically views monsters and creatures as things to either destroy, avoid, or exploit. Some kingdoms might employ fantastic creatures as elite mounts for knights or even harness the forces of necromancy to create legions of undead soldiers. Wizards regularly breed magical beasts in laboratories and diabolical magi summon demons to serve them. High fantasy campaigns embrace the nature of magic and as such the fantastic is apparent everywhere. In such a campaign, monsters readily serve all of the roles, and the sight of a monstrous ally is not so rare as to cause surprise.

In fact, familiars and creatures that serve the characters of the party might add to their strength. A knight with a griffon mount or a wizard with a tiny drake familiar is typical in a high fantasy campaign. While the more mundane denizens of such a world will still regard creatures with wonder and awe, they will be ready to accept creatures into their society that do not threaten the community or its livelihood. In fact, creatures that protect or act as deterrents against enemies will often be encouraged to stay as part of the community. When a monster becomes a threat the attitude of a society will become fearful or adversarial as a reaction.

Societies will always view a malevolent threat as a danger to the community that must be either placated or avoided. In some cases, a sacrifice might be enough to keep a threat at bay, in other cases a mass exodus might be necessary in order to preserve safety. The impact of a dangerous monster creates the basis for a campaign hook or a potential encounter. Relatively small dangers might cause local concern, and raise the ire of the local community. For instance, primitive Goblin raiders that usually steal supplies and livestock might be regarded as a minor threat in a high fantasy campaign, and the local guard might be just getting around to dealing with the problem. On the other hand, Goblin raiders that brutally rape and murder every village they come across will elicit a much different response in a typical fantasy campaign. Measuring the response of a community to such threats is important. If threats plague a small town, how do the villagers cope, and how does that color the campaign or the encounters that the characters will have while pursuing those challenges?

The best way to gauge a community's response is to think about the visibly present dangers. People are less likely to ignore imminent danger. A Dragon on the doorstep is far more likely to elicit a response than rumors of a Dragon stealing cows told by a lonely old farmhand. The reaction of a group of people is also easier to gauge depending on the type of danger. If the threat is real and people are going to lose their lives if they remain close to it, they will leave or fight depending on their resolve. If the threat seems unreal or even imaginary, then folks are more likely to go about their normal modes of behavior and keep to their routines. Only when the threat becomes a real danger will people react, and depending on the community, that reaction might differ. It is up to the GM to measure out that reaction and script it into his encounters carefully.

## MONSTROUS SOCIETY

While many creatures might seek to live in seclusion or function as a solitary unit, just as many creatures gather in groups and communities. In the fantasy milieu Orcs, Goblins, and other such races that gather in massive groups often form cultures and societies. The level of advancement of these races and cultures might differ from



campaign to campaign. Deciding on the factors of society and culture also add depth to encounters and can create opportunities for adventure in a campaign. A GM using judgment and creativity will find it easy to flesh out a culture and society to give it some level of detail. Thinking about how a tribe of Goblins functions is important but it shouldn't be the sole focus of the campaign. Taking into account how that society interacts with others though, can be the focus of a campaign, since wars over territory and power are typical between cultures that clash.

Monstrous societies vary in level of advancement, based on group behavior that appeals to the more visceral natures of the creatures involved. A hive of Giant Ants, for instance, is a primitive but efficiently functioning social structure. A tribe of Orcs ruled through fear and intimidation is just as complex, but probably functions a great deal less efficiently. Alternately, a militant and well-organized Goblin society might be able to function side by side with other races without conflict. Gauging these options and fitting them into a campaign often helps a GM decide on what role a monster will play in a game. If the monster is from a more advanced society and thus more likely to engage in negotiation it's more likely that the creature will be an ally or an obstacle instead of an adversary.

Judging the aggression level of a creature's society or culture is just as important as judging their level of advancement. It is also important to remember that not all primitive cultures are warlike. Some creatures may be downright peaceful until they are threatened, others might attack without provocation. Taking into account the behavior habits of the creatures as individuals can often help you figure out how their society and culture will affect them and how they relate to the world. A creature's level of aggression often will indicate the types of rules their cultures and society will have, as well as the leader-

ship structure of that society. When pondering the roles creatures play in their culture it is important to think about how it would have evolved into what it is in the modern times of your game world.

Creatures without cultures usually have little more than instinctive behavior, or they exist in a way that does not require a common culture. In some cases, culture might just be transparent, appearing as natural behavior like mating or territorial rites. This is typical for animals, but it is still possible for even more advanced creatures to exhibit such behavior when they exist in very primitive social groups. Even creatures that might not need a culture such as Giant Birds and Lizards, or fantastic creatures with natural lairs might have behaviors that dictate how they operate in the world. While this is a function of ecology, it is possible that aspects of culture are included especially when it comes to ensuring the individual survival of the creature and its offspring.

## INTELLECT

Some monsters are about as smart as a brick, having little or no intelligence other than whatever function has been created for them. Golems and Automata are good examples of this, as are some of the more mindless Undead. Other creatures might exhibit incredible intellects and be as intelligent as or even more so than any living human being is. Dragons and Spirits are notorious for having amazing minds capable of calculating every factor or looking beyond the present. Then there are creatures that do not exhibit knowledge but instead exhibit instinct.

Intellect and cunning are easy enough to judge by reading the creature's **HARP** statistics. A creature's Reasoning score often determines how intelligent it is in





terms of planning and knowledge. Cunning is more a function of Insight than of Reasoning. The more intelligent a creature is, the higher its Reasoning will be, the more cunning and instinctive a creature is, the higher the Insight. It's easy enough to eyeball how smart or crafty a creature is going to be by looking at its statistic bonuses. The trick comes in playing those out.

Truly intelligent monsters might be more concerned about plans, and the nature of the threat they represent may not be entirely a physical one. Such creatures can hit heroes where it hurts, threatening loved ones, finding family and friends, or attacking characters in ways they might not expect. Truly evil creatures might even exploit characters' weaknesses or even characters' loved ones against the character. Manipulation and intelligence go hand in hand in these cases, and such creatures can make themselves very much adversaries and obstacles to a character. Expect such creatures to use their powers to the fullest of their abilities, and exploit openings when they see them.

The more intelligent a monster is, the more likely it is going to have contingency plans and ways of dealing with unexpected events. When properly played an intelligent monster should be capable of giving characters that are even more powerful than it is some type of difficulty. Tactics that involve intellect are political maneuvering, manipulation, magic use, and setting ornate traps and ambushes, or using minions to weaken a group before closing in for the kill.

Cunning monsters tend to be more predatory and follow their predefined patterns of behavior. Cunning does not mean that a creature isn't intelligent, just that it relies more on its senses and judgment than it does on its capability to reason. Animals can be incredibly cunning, yet unable to reason their way past a door handle. A cunning adversary will use its instincts to its advantage and will solve problems in more direct ways than an intelligent adversary might. Such adversaries won't be preparing for the unexpected, but they will be able to adapt to circumstances and try to work around problems that the characters provide. Cunning creatures typically won't attack unless they feel that the advantage is theirs. Tactics that involve cunning are sneak attacks, ambushes, or luring and stalking the weaker members of a group, slowly culling the crowd bit by bit.

### MONSTROUS MOTIVES

The purest motives a monster might have for coming across a group of characters is survival. Either the protection of young or the need for food or shelter will drive a monster. This is typical of animal behavior and is less likely to be a problem for the more intelligent of monsters. Territory can be a part of this as well. Some creatures might establish a domain or area that they choose as their own. Intruders can threaten control over that territory,

and become a threat. Survival is the purest of motives in that it usually requires very little preparation time to set up such an encounter.

More intelligent creatures have more complicated motives. Typically in a fantasy game wealth, power, or vengeance are the primary motives that a creature might have to become a problem or obstacle for a group. Each motive can present creatures in different ways.

Wealth isn't a complicated motive since it has to do with the acquisition of material goods. Creatures gather resources to ensure survival or maintain a position of influence. A group of Goblin raiders might gather wealth in order to purchase supplies or even keep their tribe wealthy enough to maintain some type of status. A Dragon might hoard wealth in order to feed its urge to accumulate goods. In some cases, a creature may require wealth in order to pay a debt or fulfill a service to another being. When wealth is a motive the target will be the acquisition of money or material goods.

Power is a much more complicated motive. Often the characters will stand in the way of a creature seeking power, and the object that will grant power to it. Quests and entire campaigns can revolve around this sort of struggle. Some monsters might actually be the obstacles between the characters and the object the group seeks. Alternatively, the monsters may be the servants of an adversary to the characters. Whenever power is a motive it is typical to have at least two parties desiring some object or position that will grant power to whomever possess it. In some cases involving a third party can add spice to the nature of encounters revolving around power, but more than that and matters can quickly become complicated for the GM to manage. Gods, monsters and mortals can all become embroiled in such struggles and epic tales can form around the struggles involved.

Another pure and simple motive is that of vengeance. Revenge is a universal theme in literature, and a primary motive for a creature to seek out and destroy. A monster's motive for vengeance might be on the same level as a character's motive for vengeance. The destruction of family, territory, power or prestige can all lead a monster to seek retribution against those that chose to cause it harm. Creatures on a vengeance trip tend to be single minded about it, but this doesn't have to be the case. If a GM wants to have an adversary that the characters may eventually come to empathize with, vengeance, and the discovery of the reasons for that vengeance are a great way to establish a link between the adversary and the characters in the game.

### MINIONS

Larger and more powerful entities typically motivate minions by offering them a reward like wealth or power, or even simply survival. Minions will serve the master creature to attain their reward. A minion will have motives



as well, but those are secondary to the motives of their master. For instance a band of Goblins might be enslaved by a fierce Demon, and serve it willingly because the Demon not only makes a powerful leader, but his presence ensures that other Goblin tribes will not try to attack them. Combining the motives of creatures when they gather in a group is a good idea. Especially when creating lair style encounters or thinking about the way that monsters in their own society might interact. Just remember, the further away a master creature is, the more likely lesser creatures are to lapse into older patterns of behavior.

## MONSTERS VERSUS CIVILIZATION

Obviously, the societies of a fantasy world must either co-exist with creatures or ultimately destroy them in favor for their own survival. Truly destructive and evil entities are the antithesis of polite civilization. Such creatures seek to destroy, subjugate, or simply obliterate anything they do not have control over. When a monster has such a nature, it can't exist peacefully with other civilizations. One or the other has to go. Powerful enough creatures will destroy or conquer civilizations that lack the magical and martial might to repel such threats. As a theme in a campaign, this can be used to great effect to give characters the impetus to seek out and deal with such problems. This is typically the case in low magic campaigns, where the threat of being under the heel of some master villain threatens all of civilization. The major villain must be destroyed or the world as the characters know it will end.

Civilization also expands, and conflicts arise when it encroaches on territory held in the hands of other cultures or creatures. When this happens, there are a few options, the two forces might actually be able to co-exist and enter into a peaceful or tenuous relationship. Alternatively, all out war might be the result. Creatures are less likely to negotiate than cultures or societies are. Territory and survival are the primary motives in this case.

Civilization does not necessarily need to bleach the mythic quality of a world out as it expands. In fact, magical civilizations might embrace new cultures and create areas where mythic beasts can exist without worrying about such problems. In a high fantasy campaign, there might be preserves and gaming areas where mythic beasts roam, or spirit compacts might forbid building within a given territory under the threat of magical curses or reprisal. While the extinction of myth may be a common theme in stock fantasy literature, it doesn't have to be the case in a campaign. Certainly, the quelling of mythic creatures and the extinction of myth can be a poignant theme for a game, but the threat of myth overtaking civilization can be just as compelling. As a GM, it is important to determine what amount of balance the inhabitants of the world have struck with the fantastical creatures and threats present.

In the end however, monsters and societies don't mix. Only in a high fantasy campaign where magic is very common is such a thing possible, and with the nature of creatures and monsters, it is unlikely that any state of peace would exist for very long. It is in a monsters nature to destroy or seek out its motives, and it is in a civilizations nature to ensure the peace and wellbeing of its existence. The two will come into conflict eventually, and the result is the stuff that games are built on.

## MONSTERS AND EVIL

A monster is not by definition evil. In fact a monster is considered something of unnatural size, shape, or quality; a prodigy; an enormity; a marvel. Such creatures typically possess a combination of traits that leads to a unique and sometimes horrific countenance. To the average denizen of a fantasy world, this might mean the creature is fearsome and even terrifying. However, simply being different does not mean it is evil. The quality of evil comes in other ways.

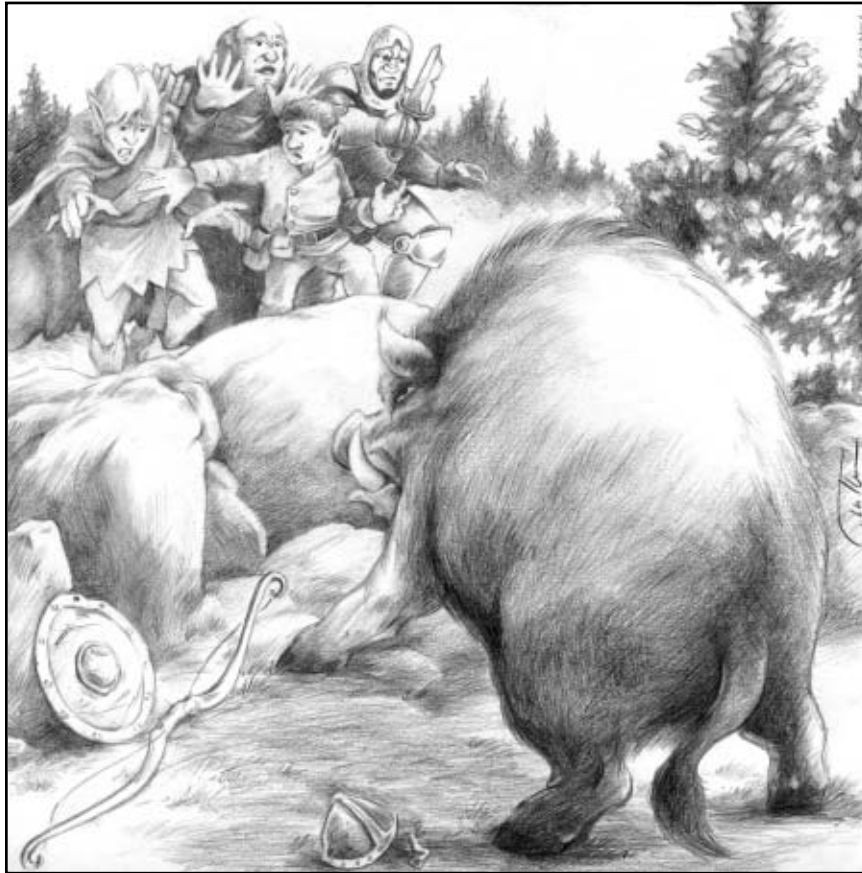
Evil is the pursuit of selfish motives at all costs. It is a lack of goodness, a void of compassion. Evil is a monstrous thing to be sure, but it is also not necessarily the nature of a monster. With the various roles that a monster can play, including that of an ally, monsters can actually be used a number of ways without having to impinge the idea of morality upon them. A creature that seeks to cause harm for no other reason than maliciously serving its own motives is evil. While such creatures may even be highly moral in their own eyes, they can still do evil out of ignorance. A creature that simply functions to survive, and is motivated to ensure its own survival without causing harm to others is not evil but can still be a threat.

Qualifying how evil a creature is can be difficult and highly subjective depending on the monster. Some creatures might consume souls, yet will not betray the trust of anyone they swear their word too. Compacts and magical laws might force a specific being to act in a specific way. Under the compulsion of magic, a creature might seem good while its nature is the exact opposite. If a creature acts in a way that causes harm or injury in a malicious manner it is more likely that people will regard it as evil. If a creature purely acts for reasons of survival in a way that threatens vast numbers of people, that too might be viewed as evil simply because of the scale of the threat present. The problem with the term evil is that everyone knows what evil is, but the best way to define it is by example. GMs will often find it very easy to define how evil a creature is by the role it plays when confronting the player, but manipulating the level of morality in a game is an interesting way of adding further depths and conflict into an encounter or an entire campaign.



# DANGEROUS ANIMALS

3



**S**ome of the most dangerous creatures don't breathe fire or eat souls for lunch. Depending on the tone of a GM's campaign, it might be more likely that characters will meet up with a pack of War Dogs from a rival army, than they will with a minotaur.



One should never ignore the dangers of nature. While there are several mundane animals included in the **HARP** rulebook, this section expands on the list to include several more animals that characters might encounter in their travels and adventures.

Mundane creatures can fill the roles that a monster might have: adversary, obstacle, and even ally. Yet determining how their natural behavior might affect that role can be a dilemma when designing an encounter on the fly. One of the most important things to take into account with natural creatures is their outlook. Belligerent natural animals might attack on sight, while aloof animals will try to keep a distance. Outlook is the easiest way to gauge how an animal might react to a bunch of adventurers stumbling through its lair, or when the two might meet while crossing a clearing. Animals are guided primarily by instinct, and rarely by reason, so outlook is a good metric to use when deciding what direction a potential encounter might take.

Invariably someone in the group will want to take a natural animal as a familiar or a pet. This is permissible, and even allowing the creature to grow with experience is a distinct possibility. However, this usually demands liberal use of the Animal Handling skill and time and patience. Deciding on the amount of training a creature might need is up to the GM. He or she can use the creature's outlook to judge how difficult a task that might be. Wild animals will most likely need training and time before they can become useful allies, while the training of

domestic animals will usually be a lot faster. Again, the GM should decide on how long this training will take. The more hostile or powerful a creature's will is, the harder and longer it will take to train the creature. Training a domestic animal should take up to a week per specified task, while taming or training a wild animal may take up to four times as long, depending on the creatures' demeanor and outlook and the animal handlers' skill.

Determining where an animal will be found can be resolved normally on the encounter generation table in **Chapter 13** of the **HARP** rulebook. The environment and terrain that each animal dwells in is listed below.

### DANGEROUS ANIMALS

This section contains a good selection of natural animals and creatures to add to the list included in the **HARP** rulebook. Each natural animal is built as if it were a fighter of an appropriate level. A standard score of 75 is used for each of the creature's stats. GMs can use this information along with the racial traits information in Table 3.3 to customize creatures to suit an encounter. For ease of use, all numbers in the tables except for Base Movement Rate and the Initiative Bonus have been rounded down to the nearest multiple of 5.

Customizing creatures with additional character levels is one way to give natural animals a bit more spice. For details on customizing animals, see Chapter 9.

**Table 3.1 Natural Animals By Terrain**

Mountains	Forest	Plains	Swamps
Bear Bird- Raptor (S or L) Bird- Scavengers (S) Donkey	Badger Bear Bird- Raptor (S) Bird- Scavenger (S) Boar Dog (Any) Elephant Lizard (M or L) Monkey Snake (Viper S or M)	Badger Bear Birds- Raptor (S) Birds- Scavenger (S) Bison Donkey Elephant Mammoth (Cold) Rhinoceros Locust	Birds- Raptor (S or M) Birds- Scavenger (S or M) Boar Lizard (M or L) Monkey Snake (Constrictor Any Size) Snake (Viper Any Size) Destrier Beetle Alligator Electric Eel
Desert	Ruins/Caves	Warm Ocean	Cold Ocean
Camel Birds- Raptor (S or M) Birds- Scavenger (S or M) Lizard (M or L) Snake (Viper S or M) Locust Tomb Scarab	Lizard (Any) Tomb Scarab Snake (Any)	Alligator Barracuda Dolphin Eel- Moray Jellyfish (Any) Octopus (Normal) Shark (Any) Turtle (Large or Giant) Whale (Baleen or Cachalot)	Dolphin Eel- Lamprey Jellyfish (Normal) Octopus (Any) Shark (M or L) Squid, Giant Whale (Any)





Table 3.2 Animal Quick Stats

Name	Lvl	Size	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treasure	Stamina	Will	Magic
<b>Land Animals</b>													
Badger	3	S	4	15	50	25	80 S-Slash; 70 S-Puncture	1	Bellig.	---	35	35	30
Bear	8	M(L)	11	19	75	240	120 L-Slash; 100 L-Puncture	1	Hungry	---	90	100	85
<b>Birds</b>													
<b>Raptors</b>													
S	2	S	7	25	30	65	75 S-Puncture; 65 S-Slash	1	Aloof	---	20	30	30
M	3	M	15	25	45	75	85 M-Puncture; 75 M-Slash	1	Aloof	---	30	35	35
<b>Scavengers</b>													
S	1	S	3	16	15	45	50 S-Puncture	2-20	Greedy	---	30	15	15
M	2	M	9	17	25	75	70 M-Puncture	2-20	Greedy	---	50	25	25
Bison	10	L	17	17	60	245	135 L-Crush, 125 L-Puncture	2-20	Aloof	---	105	90	90
Boar	5	M	8	18	60	135	100 M-Crush, 80 M-Puncture	1-5	Aggr.	---	55	55	45
Camel	4	L	12	15	30	180	80 L-Crush	1-5	Aloof	---	85	60	30
Cat, Small	1	S	3	28	35	40	60 S-Slash; 50 S-Puncture	1-10	Aloof	---	15	15	30
<b>Dog</b>													
Domestic	1	M	4	20	25	65	50 M-Puncture	1-10	Prot	---	25	20	20
War	3	M	6	20	45	115	85 M-Puncture	1-5	Prot	---	40	35	35
Donkey	3	M	8	15	25	140	80 M-Crush	1-5	Aloof	---	65	40	25
Elephant	10	L	24	15	100	305	135 L-Crush; 125 L-Puncture	1-10	Aloof/Berserk	---	130	115	80
<b>Lizard</b>													
M	2	M	7	18	45	80	70 M-Puncture	1-2	Aloof	---	25	25	25
L	4	L	15	18	55	120	80 L-Puncture	1-2	Aloof	---	50	50	50
Mammoth	15	H	49	15	110	360	160 H-Crush; 140 H-Puncture	2-20	Aloof/Berserk	---	160	110	110
Monkey	1	S	5	18	20	75	20 S-Puncture	2-20	Greedy/Hungry	---	30	25	25
Rhinoceros	10	L	9	15	75	300	125 L-Crush; 115 L-Puncture	1-2	Aloof	---	130	100	100
<b>Snake</b>													
<b>Constrictor</b>													
M	2	M	7	20	30	110	70 M-Grapple	1	Hungry	---	40	30	30
L	4	L	15	19	40	175	100 L-Grapple	1	Hungry	---	60	50	50
H	8	H	31	18	55	240	130 H-Grapple	1	Hungry	---	100	90	90
<b>Viper</b>													
S	1	S	3	25	35	40	60 S-Puncture	1-10	Aloof	---	15	15	15
M	3	M	7	25	45	85	85 M-Puncture	1	Aloof	---	30	30	30
L	6	L	17	25	60	130	110 L-Puncture	1	Aloof	---	50	50	50
<b>Insects</b>													
Tomb Scarab	1	S	3	17	20	15	50 T-Slash	2-20	Hungry/Berserk	---	25	15	15
Destrier Beetle	1	S	3	15	30	20	50 T-Slash	1-10	Aggr	---	25	15	15
Locust	1	S	3	18	15	10	50 T-Slash	20-200	Hungry	---	25	15	15
<b>Sea Animals</b>													
Alligator	8	L	23	19	60	210	120 L-Crush	1-5	Hungry	---	90	60	70
Barracuda	3	M	10	20	35	120	80 M-Slash	1	Aggr	---	40	35	35
Dolphin	6	M	23	19	45	155	105 M-Crush	1-10	Aloof/Prot	---	50	55	55
<b>Eels</b>													
Electric	3	M	10	19	20	95	80 M-Puncture	1	Aggr.	---	25	30	35
Lamprey	2	S	5	18	15		90 S-Puncture	1-10	Aggr.	---	30	25	20
Moray	3	M	10	15	25	90	80 M-Puncture	1	Aloof	---	30	30	30
<b>Jellyfish</b>													
Normal	1	S	6	15	10	70	50 S-Puncture	2-20	Aggr.	---	30	20	20
Giant	4	M	15	10	10	130	90 M-Puncture	1-10	Aggr.	---	60	40	40
<b>Octopus</b>													
Normal	2	M	7	15	20	85	65 M-Grapple	1	Aggr./Hungry	---	35	25	25
Giant	6	L	21	15	40	140	100 L-Grapple	1	Aggr./Hungry	---	70	50	50
<b>Shark</b>													
M	3	M	12	20	60	95	80 M-Puncture	1-10	Aloof/Hungry	---	40	25	25
L	8	L	31	20	60	150	120 L-Puncture	1-5	Aloof/Hungry	---	80	50	50
H	12	H	59	20	80	250	145 H-Puncture	1	Aloof/Hungry	---	145	85	85
Squid, Giant	12	H	60	25	90	275	160 H-Puncture; 150 H-Slash	1	Aggr./Hungry	---	105	105	105
<b>Turtle</b>													
Large	4	M	9(5)	15	70	135	85 M-Puncture	1-5	Aloof	---	50	40	40
Giant	10	L	13(9)	15	70	250	120 L-Crush; 110 L-Puncture	1	Aloof	---	140	100	100
<b>Whale</b>													
Baleen	15	H	89	17	50	420	150 H-Crush	1-10	Aloof/Prot	---	140	120	125
Cachalot	12	H	90	17	50	305	125 H-Crush; 115 H-Puncture	1-5	Aloof/Prot	---	110	95	95
Orca	10	L	70	20	65	275	120 H-Crush; 110 H-Puncture	1-10	Aloof./Prot	---	110	100	105

## NOTATIONS

This section contains an expanded selection of natural animals and creatures to add to the list included in the **HARP** rulebook. Most of the notations here are self-explanatory: Level, BMR=Base Movement Rate, Init=Initiative Modifier, DB=Defensive Bonus (DB Breakdowns are available in the animals description), Hits, the rest are detailed below:

**Size** — S=Small; M=Medium; L=Large (attacks resolved on the Large Critical Table); H=Huge (attacks resolved on the Huge Critical Table); M(L = Medium sized but receives criticals as if Large; M(H)=Medium sized but receives criticals as if Huge. **Attacks** — A creature's attacks are divided into three parts. The bonus, attack size, and attack table. The size is as follows and indicates the maximum attack size: T=Tiny, S=Small, M=Medium, L=Large & H=Huge. The table is what critical table the attack uses. A 75 L-Slash equals a +75 roll on the Slash Chart with a damage size of Large. If multiple attacks are listed then the creature gets to decide which attack to use. The code We=Weapon.

**Level** — This is the average level of an adult version of the creature. Animal levels should be considered as levels of the Fighter profession. GMs can customize the animal by altering the level to indicate a creature's toughness or add variety to encounters. Natural animals should have levels in the Fighter profession only.

**Size** — Size is the relative size and toughness of the creature. Large and Huge creatures receive criticals on special charts rather than on normal ones. Other creatures may also be immune to certain effects or damage such as bleeders or stun. The following list gives the type of entries that may be found in the size columns and what those entries mean.

**S** — Creature is Small in size and receives criticals normally

**M** — Creature is Medium in size and receives criticals normally

**L** — Creature is Large in size and receives criticals on the Large table.

**H** — Creature is Huge in size and receives criticals on the Huge table.

**M(L)** — All criticals against this creature are resolved on the Large table.

**M(H)** — All criticals against this creature are resolved on the Huge table.

**Init Bonus** — This is the bonus that is added to the creature's initiative rolls during combat.

**Base Move** — This is the Base Movement Rate of the creature. This represents how many feet that the creature may move in a given round at a walking pace.

**Hits** — This is how many Concussion Hits a creature has at its level. If the GM alters the creature's profession or level this will be altered as well.

**DB (Defensive Bonus)** — This is the creature's standard Defensive Bonus. This includes all of the creature's DB factors added in such as armor and special bonuses from talents the creature may have.

**Attacks** — This lists the creature's Offensive Bonus and the creature's attacks. The first attack listed is the primary attack of the creature, with others listed being secondary. A creature may choose which attack it will use each round.

**# Enc (# Encountered)** — This is the variable number of creatures that would normally be encountered when they are found. This does not represent how many may be in a Lair, only how many normally travel together.

**Outlook** — This represents the creature's normal natural demeanor. Typically this means the outlook and attitude that the creature has towards those it encounters. This can also be used as a metric for the creature's behavior patterns.

**Aggr** — Aggressive. The creature will attack if provoked.

**Aloof** — This creature will normally ignore others unless attacked or interfered with.

**Bellig** — Belligerent. Such creatures have a nasty disposition and will often attack without provocation.

**Berserk** — This creature will attack the closest living thing until it is destroyed.

**Cruel** — Not only is this creature hostile, it enjoys causing pain and death.

**Domin** — Dominating. This creature desires power and attempts to gain it through control and domination.

**Greedy** — Such creatures will attack or steal from others if the risk is not too high to itself.

**Hostile** — Will attack other creatures on sight.

**Hungry** — This creature normally will only attack anything it considers edible when hungry, otherwise consider it to be aggressive.

**Prot** — Protective. This creature is normally very protective of another place, object, or creature.

**Treasure** — The section of the stat block for treasure gives you some codes to use in determining what treasure the creature might have. The base chance of a creature having treasure is dependant upon the level of the creature. To determine the chance of the creature having treasure roll percentile dice, and roll under a number equal to 20 + 3 per level.

The code for treasure determination looks like the following: N2R3(10)P and is used to determine what rolls to make in order to determine the treasure to be



used. The code contains three segments (Magic, Money, and Mundane, in that order) and each segment contains three possibilities, Poor (P), Normal (N), or Rich (R).

If a code is followed by a number, then the GM should roll on the indicated column the indicated number of times. If a number in parenthesis follows the code, then the results of all rolls are multiplied by that for the total. If a number does not follow the code, then only a single roll is needed for that chart. If there is a '—' instead of a code, then no roll is made for that type of treasure.

Using the example code above, N2R3(10)P, we can see that the treasure is comprised of 2 rolls on the Normal Magic column (N2), and 3 rolls on the Rich column of the Money Table, with the total of all three rolls being multiplied by 10 (R3(10)), and finally a single roll on the Poor column of the Mundane Items chart.

**Stamina RR** — This is the creature's total bonus to Stamina Resistance Rolls.

**Will RR** — This is the creature's total bonus to Will Resistance Rolls.

**Magic RR** — This is the creature's total bonus to Magic Resistance Rolls.

### DESCRIPTIONS

Each animal description below gives a bit more detail on the animals listed in Table 3.2 as well as additional information on their special abilities and attributes. Each description is broken down as follows.

**Abilities** — This portion of the description details the racial or special abilities of the animals. Any abilities given that are not located in the Talents section of the HARP rulebook will be detailed at the end of the animal descriptions.

**IQ** — Listed here are some basic ideas on the creatures level of intelligence plus some notes on its possible behavior.

**DB** — Detailed in the DB section is a breakdown of all the factors that comprise a creatures base Defensive Bonus.

**Skills** — This section lists a few skills that are common to the animal. GMs may add other skills as they see fit. Skills are listed as *Skill Name (# of Ranks) Total Bonus*.

### ANIMAL ABILITY DESCRIPTIONS

In addition to the Monster Abilities available in the HARP rulebook in Chapter 13, there are some new ones presented here.

**Amphibian** — The creature is able to function in water as easily as it does on land, and can either hold its breath for prolonged periods of time or can actually

breathe in a liquid environment. On land or water the creature uses its BMR.

**Aquatic** — The creature is a fully aquatic life form and dwells in water for the majority of its existence. For every 5 ranks the creature has in swimming it adds +2 to its BMR while in water. If the creature does travel on land for any reason, its land based BMR will be listed in brackets beside the aquatic BMR.

## LAND ANIMALS

### BADGER

The Badger is a burrowing animal renowned for its tenacity and dauntless demeanor. Typically characterized by a squat powerful build and a single white stripe that runs from the brow of its head along the length of its body, the Badger guards its territory ferociously against any intruders.

**Abilities** — Dense Musculature; Tough Hide (Minor); Survival Instinct.

**IQ** — Badgers aren't phenomenally intelligent creatures, but they can easily recognize a threat and will defend their burrows against all comers, regardless of size.

**DB** — +14 Stats, +20 Tough Hide (Minor), +15 Survival Instinct

**Skills** — Perception (12) 64

### BEAR

Bears are omnivorous animals, typically of Large size that dwell in isolated wilderness areas. Most Bears have a bulky muscular build and shaggy fur of either light or reddish brown to black in color.

**Abilities** — Tough Hide (minor); Enhanced Scent; Survival Instinct.

**IQ** — Reasonably intelligent, Bears are extremely adept at finding food. Bears will often use their sense of smell to track prey, or locate easy to attain sources of food. They will use their bulk and their strength to remove any barrier between them and something that smells palatable.

**DB** — +16 Stats; +20 Tough Hide (Minor); +40 Survival Instinct.

**Skills** — Climbing (27) 102; Foraging/Survival (27) 87; Perception (27) 87; Swimming (27) 102; Stalk & Hide (10) 65; Tracking (27) 87.

### BIRDS

**Raptors:** Raptors are birds of prey with sharp beaks and extremely strong grasping feet with sharp talons. These birds typically hunt for food and dwell in solitary nests until mating season. Amongst Raptors the smaller

are Hawks, Falcons, Kites and Ospreys. Amongst the larger Raptors are most Eagles, Vultures and some Owls.

**Abilities** — Enhanced Senses; Flight; Blazing Speed; Survival Instinct. Owls have Night Vision instead of Blazing Speed.

**IQ** — Birds aren't famous for their intelligence. While Raptors might make excellent predators, the creatures exist to hunt and eat unless specifically trained to do otherwise.

**DB** — Small: +20 Stats; +10 Survival Instinct; Medium: +30 Stats; +15 Survival Instinct

**Skills** — Small: Perception (9) 55, Stalk & Hide (9) 65; Medium: Perception (12) 64, Stalk & Hide (12) 74

**Scavengers:** Scavenger Birds are typically birds that eat offal or scraps for sustenance. Such birds include crows, Ravens, Sparrows, Grackles and Gulls. The profile for scavenger birds can also be used to represent any birds of substantial size that are not raptors.

**Abilities** — Flight; Survival Instinct.

**IQ** — Scavenger birds are pests, they will seek out sources of food and linger around corpses and carrion feeding off any remains that they can. Scavenger birds are carnivorous and will happily snack on rotting flesh.

**DB** — Small: +10 Stats; +5 Survival Instinct; Medium: +15 Stats; +10 Survival Instinct

**Skills** — Small: Perception (6) 40; Medium: Perception (9) 55

### BISON

Bison are massive herd animals that typically dwell in grassy plains. Shaggy brown furred animals resembling giant cattle, bull Bison tend to have short sharp horns, while cow Bison don't. This can vary depending on the specific breed of Bison however.

**Abilities** — Dense Musculature; Tough Hide (Major).

**IQ** — Bison are herd animals and are easily hunted and killed by humans or other intelligent predators. These creatures typically rely on their size and strength to intimidate opponents from hunting them. Most predators select to hunt the young or weakened members of a Bison herd for this reason.

**DB** — +14 Stats, +40 Tough Hide (Major), +5 Dense Musculature

**Skills** — Perception (33) +93

### BOAR

Boars are aggressive wild swine that are notorious for fighting with every ounce of strength in their bodies. Most Boars are omnivorous, and capable of consuming flesh as well as vegetation. They use their pronounced tusks as

weapons and have deadly sharp hooves, which they use to trample their attackers.

**Abilities** — Survival Instinct, Enhanced Scent, Tough Hide (minor).

**IQ** — Boars are determined and strong willed creatures, but not extremely intelligent. They are easy to trap and kill in a variety of ways. Any hunter can tell you that a wounded Boar is a very dangerous creature.

**DB** — +16 Stats, +25 Survival Instinct, +20 Tough Hide

**Skills** — Perception(18) 76; Tracking (18) 126

### CAMEL

These hump-backed creatures are common in areas with harsh hot conditions. People use Camels in such climates because the creatures can go for long periods without drinking. Camels are also hardy and strong and make excellent beasts of burden.

**Abilities** — Enhanced Scent, Survival Instinct.

**IQ** — Camels have lots of personality, and can prove to be either excellent or troublesome traveling companions. The creatures tend to be strong willed, or even obstinate. The creatures' loyalty is often easily won with good treatment and bribes (food).

**DB** — Stats

**Skills** — Perception (15) 75, Foraging/Survival (Desert) (15) 70

### CAT, SMALL

Small Cats are pound for pound the most efficient killers in the animal world, and also an ideal pet or companion for many intelligent creatures. One of the more common domestic animals, Cats also exist as feral animals in cities and rural communities eating small rodents and anything else they can catch and kill.

**Abilities** — Enhanced Scent, Night Vision; Survival Instinct.

**IQ** — Cats are intelligent and naturally friendly animals, if a bit tentative. Most domesticated house Cats fit into this category as do smaller feral Cats

**DB** — +30 stats; +5 Survival Instinct

**Skills** — Climbing (6) 50, Jumping (6) 50, Ambush (6) 50, Stalk & Hide (6) 50, Perception (6) 43; Tracking (6) 93

### DOG

**Domestic:** Domesticated Dogs are companion animals or simply bred from companion animals. Such animals are loyal if well treated. Feral domesticated Dogs often assume a wolf like pack structure, but a person skilled in the handling of animals can easily tame Dogs coming from domesticated stock.



**Abilities** — Enhanced Scent, Night Vision; Survival Instinct.

**IQ** — Dogs vary from complete and total idiocy to competent and trustworthy companions. Most domestic Dogs brought up in a well-adjusted active environment tend to be loyal and intelligent in that they can understand simple commands and perform simple tasks like fetching a ball or getting someone's attention.

**DB** — +20 stats; +5 Survival Instinct

**Skills** — Perception (6) 40, Tracking (6) 90

**War:** War Dogs are trained to track, kill, and attack intruders or people designated as targets by their handler. War Dogs are dangerous creatures, but a well trained War Dog might seem to have the demeanor of a regular domestic Dog.

**Abilities** — Enhanced Scent, Night Vision, Dense Musculature; Survival Instinct.

**IQ** — War Dogs tend to be more brutal and smarter than the typical domestic Dog, as such they have a larger range of behavior.

**DB** — +20 Stats, +5 Dense Musculature; +20 Survival Instinct

**Skills** — Perception (12) 64, Tracking (12) 114

### DONKEY

Donkeys are small, horse-like creatures with a willful demeanor and strong and durable constitutions. Donkeys are heavy pack animals used for carrying massive loads despite their diminutive size. Donkeys are much smaller than horses, but are hardier and better suited to hard labor.

**Abilities** — Dense Musculature; Survival Instinct.

**IQ** — Donkeys are hard working but stubborn animals, they tend to have a great deal of individual personality.

**DB** — +10 Stats, +15 Survival Instinct, +5 Dense Musculature

**Skills** — Climbing (12) 69, Swimming (12) 69, Jumping (12) 69

### ELEPHANT

Elephants have thick nearly hairless wrinkly hide, a long trunk, and long curved tusks of ivory. People prize such creatures not only for their durability as beast of burden and mounts, but also for the ivory in their tusks and their strong hide.

**Abilities** — Tough Hide (major), Survival instinct, Enhanced Smell.

**IQ** — Elephants are very intelligent creatures with complex social structures and pack behavior. Each group of Elephants has an established society that

leans towards the more matriarchal.

**DB** — +10 Stats, +50 Survival Instinct, + 40 tough Hide

**Skills** — Perception (33) 95, Foraging/Survival (Jungle or Desert) (33) 95

### LIZARD

Lizards cover the gamut of scaled four legged creatures with tapering tails. There are many exceptions to what makes a Lizard. Chameleons, Geckos, and Iguanas are Lizards as is the Komodo Dragon.

**Abilities** — Survival Instinct, Tough Hide (Minor).

**IQ** — Lizards are not terribly intelligent, they do have incredibly acute instincts and a very strong sense of self-preservation however.

**DB** — +16 Stats, +10 (+20 Large) Survival Instinct, +20 Tough Hide (Minor)

**Skills** — (**Medium**): Perception (9) 55, Stalk & Hide (9) 57; (**Large**): Perception (15) 70, Stalk & Hide (15) 70

### MAMMOTH

The Mammoth is a massive Elephant with a furry mane and long shaggy fur on its body. The creature has immense tusks of ivory and is a fearsome herd animal. Barbarian tribes prize the Mammoth for its meat, tusks, and hide as well as the bones which can be used to make tents, weapons, and other useful items for a tribe.

**Abilities** — Tough Hide (Major), Survival Instinct, Enhanced Smell.

**IQ** — Mammoths are basically gigantic furry Elephants. They have essentially the same group behavior and are somewhat less intimidated by predators.

**DB** — +10 Stats, +60 Survival Instincts, +40 Tough Hide (Major)

**Skills** — Perception (48) 108, Foraging/Survival (Tundra) (48) 108, Foraging Survival (Forest) (48) 108

### MONKEY

Monkeys are small primates that typically have long tails. While some may have friendly or mischievous attitudes, other Monkeys like Baboons or Mandrills can be incredibly aggressive and dangerous.

**Abilities** — Athletic, Extremely Nimble, Survival Instinct.

**IQ** — Monkeys tend to be intelligent enough to cause a serious amount of mischief. They have the demeanor of a wild animal mixed with the intelligence of a young human child.

**DB** — +16 Stats, +5 Survival Instinct

**Skills** — Climbing (6) 55, Jumping (6) 45, Pick Pockets (6) 48, Stalk & Hide (6) 55, Trickery (6) 40, Acrobatics (6) 65

## RHINOCEROS

Rhino's are massive herbivores with thick leathery hides and horns growing from the tops of their snouts. Typically solitary, these creatures have incredibly bad eyesight, but they have excellent sense of hearing and smell.

**Abilities** — Dense Musculature, Tough Hide (Greater).

**IQ** — The Rhinoceros is an extremely territorial and aggressive creature, but it does not have acute instincts.

**DB** — +10 Stats, +60 Tough Hide (Greater), +5 Dense Musculature

**Skills** — Perception (33) 93

## SNAKE

**Constrictor:** A Constrictor is a type of snake that kills its prey by wrapping itself around it and squeezing the prey to death. The muscular coils of a Python or Boa Constrictor can cut off blood flow, crush bones, and burst organs.

**Abilities** — Survival Instinct.

**IQ** — Constrictors are cunning hunters and have incredibly well developed senses for stalking and hunting prey.

**DB** — Medium: +20 Stats, +10 Survival Instinct; Large: +18 Stats, +20 Survival Instinct; H: +16 Stats, +40 Survival Instinct

**Skill** — **Medium:** Perception (9) 55, Climbing (9) 63, Swimming (9) 63, Stalk & Hide (9) 58, Ambush (9) 58; **Large:** Perception (15) 70, Climbing (15) 87, Swimming (15) 87, Stalk & Hide (15) 72, Ambush (15) 72; **Huge:** Perception (27) 87, Climbing (27) 113, Swimming (27) 113, Stalk & Hide (27) 88, Ambush (27) 88

**Viper:** Vipers are extremely dangerous snakes that use their highly toxic venom as a defense mechanism against predators. Viper is used here as a generic term for any venomous snake. Rattlers, Adders, Cobras and other venomous snakes can be represented with these statistics.

If a bite from a Viper does critical damage then the Viper has injected venom into its target. Use the following Cascading Resistance Roll table for the venom.

**CRR (120)** — No Effect

**CRR (110)** — 1d100-20 on Internal Poison Critical Table

**CRR (100)** — 1d100-10 on Internal Poison Critical Table

**CRR (90)** — 1d100 on Internal Poison Critical Table

**CRR (80)** — 1d100+10 on Internal Poison Critical Table

**CRR (70)** — 1d100+20 on Internal Poison Critical Table

**Failure** — Character receives maximum result from the Internal Poison Critical Table.

**Abilities** — Survival Instinct.

**IQ** — Vipers tend to be less aggressive and predatory than Constrictors, Vipers if left alone tend to avoid predators and will only attack if directly threatened.

**DB** — Small: +30 Stats, +5 Survival Instinct; Medium: +30 Stats, +15 Survival Instinct; Large: +30 Stats, +30 Survival Instinct

**Skills** — **Small:** Climbing (6) 50, Swimming (6) 50, Stalk & Hide (6) 50, Ambush (6) 50; **Medium:** Climbing (12) 74, Swimming (12) 74, Stalk & Hide (12) 74, Ambush (12) 74; **Large:** Climbing (21) 81, Swimming (21) 81, Stalk & Hide (21) 81, Ambush (21) 81





## INSECTS

## TOMB SCARAB

Tomb Scarabs are aggressive and voracious insects that plague ancient tombs and crypts. Once viewed as a symbol of death, the Tomb Scarabs are known for their ability to strip a carcass to the bone in minutes.

**Abilities** — Survival Instinct.

**IQ** — Tomb Scarabs are voracious and brutal creatures.

**DB** — +14 Stats, +5 Survival Instinct

**Skills** — Perception (6) 40

## DESTRIER BEETLE

Powerfully built heavily armored insects, these Beetles can prove an immense nuisance to adventurers in jungle ruins and humid swamps. Their bite is painful and can leave aggravating slash marks.

**Abilities** — Tough Hide (Minor).

**IQ** — Destrier Beetles are dull witted but aggressive creatures when aggravated.

**DB** — +10 Stats, +20 Tough Hide (Minor)

**Skills** — Perception (6) 40

## LOCUST

These winged insects resemble immense Grasshoppers, and they are feared for their ability to swarm in huge clouds, devouring anything in their path. Some desert nomads eat the creatures as a delicacy.

**Abilities** — Flight.

**IQ** — Locusts are eating machines, they pursue sources of food and will crawl, climb, and wriggle into any crevice or crack to get at it.

**DB** — +16 stats

**Skills** — Perception (6) 40

## SEA ANIMALS

## ALLIGATOR

Alligators are large carnivorous reptiles with a powerful jaw made for snapping and trapping its prey. These creatures spend most of their time in water, and there are salt water and fresh water breeds that vary in size. The creatures are common in warm climates and can be found in rivers, bays, and swamps.

**Abilities** — Tough Hide (major), Dense Musculature, Amphibian.

**IQ** — Alligators are purely instinctual and do not have an intellect to speak of.

**DB** — +16 Stats, +40 Tough Hide (Major), +5 Dense Musculature

**Skills** — Swimming (27) 97, Perception (27) 87

## BARRACUDA

The Barracuda is a fierce marine fish with a jutting lower jaw. This silver-scaled predator has rows of fanged teeth. Some grow to as large as 6', but most are 3'- 4'in length.

**Abilities** — Aquatic, Survival Instincts.

**IQ** — Barracuda are straightforward predators, they pursue the easiest source of prey presented to them.

**DB** — +20 Stats, +15 Survival Instincts

**Skills** — Swimming (12) 62, Perception (12) 64

## DOLPHIN

These intelligent marine mammals gather in social groups called pods. Dolphins distinct features include tapered blunt snouts and curved dorsal fins. The creatures have saved drowning sailors and those lost at sea. Many claim the animals have a vicious rivalry with Sharks.

**Abilities** — Aquatic, Survival Instincts, Sonar.

**IQ** — Dolphins have a highly developed sense of instinct and intelligence, they are capable of complex problem solving, formulating tactics, and working together in groups to great effect.

**DB** — +14 Stats, +30 Survival Instinct

**Skills** — Swimming (21) 86, Perception (21) 83

## EELS

Eels dwell in almost any water, fresh water Eels and salt water Eels may have similar characteristics. Eels are long snake like fish that swim by undulating through the water.



**Electric:** Electric Eels dwell in tropical fresh water shallow lakes, ponds, and rivers. These creatures produce a powerful jolt of electricity when defending themselves or stunning prey. The amount of electricity they emit can easily kill a man. This attack is as if the Eel had cast the spell Elemental Ball (electricity) upon the area immediately surrounding it and it may use this electrical discharge attack three times per day Alternately, anyone touching the Electric Eel will suffer the same attack as if they had been directly targeted by the spell Elemental Ball (electricity).

**Abilities** — Aquatic.

**IQ** — Electric Eels have no real intellect and essentially live to procreate.

**DB** — +18 Stats

**Skills** — Swimming (12) 67, Perception (12) 64

**Lamprey:** Lamprey Eels dwell in deep fresh or salt water and feed by attaching themselves to a creature's belly. The rasp like maw of the Lamprey punctures the creature's skin so that the Lamprey can feed off the fluids of its prey.

**Abilities** — Aquatic.

**IQ** — Lampreys have no intelligence.

**DB** — +16 Stats

**Skills** — Swimming (9) 58, Perception (9) 55

**Moray:** Moray Eels swim in warm tropical waters. These Eels have a calm and quiet demeanor, but when angered can be as vicious and protective of their territory as a Badger is on land.

**Abilities** — Aquatic, Survival Instinct.

**IQ** — Moray Eels are calm until threatened, and then burst into a frenzy of activity to defend their territory.

**DB** — +10 Stats, +15 Survival Instinct

**Skills** — Swimming (12) 70, Perception (12) 64

### JELLYFISH

Jellyfish are animals that are comprised of colonies of single celled creatures. They float freely in the ocean using their tentacles and poison barbs inflict damage upon any unfortunate enough to brush up against or step on one. Any hit from a Jellyfish that does damage also carries the danger of distributing a potent venom. Use the following table to determine the severity of the poison.

**CRR (100)** — No Effect

**CRR (80)** — 1d100 on Internal Poison Critical Table

**CRR (60)** — 1d100+20 on Internal Poison chart

**Failure** — 1d100+50 on Internal Poison Critical Table.

**Normal:** These aquatic Jellyfish are found in deep and coastal waters across the oceans of the world.

**Abilities** — Aquatic.

**IQ** — None, these creatures function as a point of survival, they don't really think.

**DB** — +10 Stats

**Skills** — Swimming (6) 40, Perception (6) 30

**Giant:** These massive Jellyfish are much more aggressive and predatory and float in warm coastal waters in Mediterranean or tropical climates. Add 20 to each CRR number in the above, a CRR(100) for a Normal Jellyfish equals a CRR(120) for a Giant Jellyfish.

**Abilities** — Aquatic.

**IQ** — These Jellyfish have developed rudimentary predatory instincts and can fire barbs at prey they detect nearby.

**DB** — +10 Stats

**Skills** — Swimming (15) 60, Perception (15) 70

### OCTOPUS

The Octopus is a bright and cunning predator of the ocean with a bulbous head and eight prehensile tentacles. Although it does have its fair share of predators as well, it is nearer the top of the marine food chain than most other creatures.

**Normal:** This is the typical large and aggressive predatory Octopus. It is not uncommon for fishermen to kill and eat such Octopi. If such a creature lands a critical hit upon its prey, the target suffers an additional small grappling critical at +10.

**Abilities** — Aquatic, Survival Instinct.

**IQ** — High; Octopi have been known to travel across land to get to prey separated by distance. Octopi often stalk and hunt their prey using ambush and quick strike tactics.

**DB** — +10 Stats, +10 Survival Instincts

**Skills** — Swimming (9) 60, Stalk & Hide (9) 59, Ambush (9) 59, Perception (9) 57

**Giant:** Giant Octopi are usually immense, weighing up to a ton. If such a creature lands a critical hit upon its prey, the target suffers an additional medium grappling critical at +20.

**Abilities** — Aquatic, Survival Instinct.

**IQ** — Giant Octopi are just as cunning and dangerous as their smaller cousins are.

**DB** — +10 Stats, +30 Survival Instinct

**Skills** — Swimming (21) 95, Stalk & Hide (21) 75, Ambush (21) 75, Perception (21) 83

### SHARK

Sharks are fish that are an extremely successful group of predators. The Sharks detailed here are the carnivorous



type that might likely attack a man-sized creature. Smaller Sharks might be Nurse Sharks or Tiger Sharks while larger sharks might be Megalodons (extinct prehistoric Sharks) or Great White Sharks.

**Abilities** — Aquatic, Enhanced Scent, Tough Hide (Major for Medium and Large, Greater for Huge).

**IQ** — Sharks are not bright animals, they rely largely on their senses and instinct to direct them.

**DB** — Medium: +20 Stats, +40 Tough Hide (Major); Large: +20 Stats, +40 Tough Hide (Major); Huge: +20 Stats, +60 Tough Hide.

**Skills** — Medium: Swimming (12) 71, Perception (12) 64, Tracking (12) 114; Large: Swimming (27) 97, Perception (27) 87, Tracking (27) 127; Huge: Swimming (39) 114, Perception (39) 99, Tracking (39) 149

### SQUID, GIANT

The Giant Squid is an enigmatic animal, spoken of in legends and feared by mariners and fishermen. Capable of dragging down even a Whale, the Giant Squid can crush a man to death easily with its tentacles. A huge beaklike jaw can snap through flesh and bone like a pair of shears.

**Abilities** — Aquatic, Survival instinct.

**IQ** — Giant Squids have a malevolent and cunning intellect, they hunt for food but have a long standing enmity with larger Whales.

**DB** — +20 Stats, +60 Survival Instinct

**Skills** — Swimming (39) 129, Perception (39) 99

### TURTLE

Aquatic Sea Turtles live on the waves and lay their eggs on the coastal beaches of tropical shores. The Turtles are largely placid and laconic creatures in comparison to other seaborne animals. However they are capable of being a danger with powerful crushing jaws. The Large Turtle is simply the standard Large Sea Turtle, while Giant Sea Turtles are the stuff of legend.

**Abilities** — Aquatic, Tough Hide (Greater).

**IQ** — Turtles are territorial but not fiercely so, they tend to try to keep to themselves and do not act overly aggressive unless threatened.

**DB** — Large: +10 Stats, +60 Tough Hide (Greater)  
Giant: +10 Stats, +60 Tough Hide (Greater)

**Skills** — Large: Swimming (15) 40, Perception (15) 70, Giant: Swimming (33) 103, Perception (33) 93

### WHALE

Whales are aquatic mammals that dwell in the oceans of the world, ranging from Baleen Whales that feed off

swarms of plankton and small microbial aquatic life forms, to the Orca who are huge predatory sea mammals that regarded as the Wolves of the sea.

**Baleen:** Baleen Whales are huge creatures that swim through the oceans feeding off large clouds of plankton. Hunted for their skins, fluids, and other materials that made precious by demand, if incited such a beast can become an incredibly powerful adversary.

**Abilities** — Aquatic, Tough Hide (Major), Sonar.

**IQ** — Baleen Whales are intelligent, but not as smart as smaller Whales. Such creatures are content to drift through the oceans in large pods. The creatures communicate through haunting songs that can be heard by anyone nearby.

**DB** — +10 Stats, +40 Tough Hide (Major)

**Skills** — Swimming (48) 108, Perception (48) 110

**Cachalot:** Cachalot Whales are large predatory Whales that eat large numbers of smaller fish. These Whales have immense toothy maws, and are often found with scars and wounds from fighting with Giant Squids.

**Abilities** — Aquatic, Tough Hide (Major), Sonar.

**IQ** — Cachalot Whales are intelligent, but do not exploit this intellect to a great degree.

**DB** — +10 Stats, +40 Tough Hide (Major)

**Skills** — Swimming (39) 97, Perception (33) 99

**Orca:** The Wolves of the sea, Orca are predatory Whales easily distinguished by their black and white pelts. These Whales hunt fish and other Whales. As intelligent as Dolphins, Orca have complex social groups and their pods hunt in packs much in the same way Wolves hunt in packs.

**Abilities** — Aquatic, Survival Instinct, Sonar.

**IQ** — Orca are incredibly intelligent and act much in the same way Dolphins do, using tactics, planning and communication to effect in the wild.

**DB** — +14 Stats, +50 Survival Instincts

**Skills** — Swimming (33) 91, Stalk & Hide (33) 96, Tracking (33) 96, Perception (33) 96

### ANIMAL RACIAL STATISTICS

There are varieties of species a system can't emulate, and of course, this book isn't going to be able to list the stats for every creature in nature. The Racial Tables below are to help you create natural animals of various levels of power. Perhaps you want the stats for a Bear cub, or a way to determine how dangerous a well-trained Elephant mount would be. The following stats should help you customize animals for your encounters.



Name	Racial Stat Modifiers									Resistance Bonuses			
	St	Co	Ag	Qu	SD	Re	In	Pr	Endurance	Power Points	Stamina	Will	Magic
<b>Land Animals</b>													
Badger	+2	+3	+3	+2	+0	+0	+0	+0	+30	---	5	10	5
Bear	+10	+5	+5	+3	+0	+0	+0	+0	+150	---	30	20	20
<b>Birds</b>													
Raptors													
S	+0	+0	+10	+10	+0	+0	+0	+0	+10	---	0	5	5
M	+0	+0	+10	+5	+0	+0	+0	+0	+20	---	5	10	10
Scavengers													
S	+0	+5	+1	+1	+0	+0	+0	+0	+0	---	5	0	0
M	+0	+10	+2	+2	+0	+0	+0	+0	+10	---	10	5	5
Bison	+15	+3	+2	+2	+0	+0	+0	+0	+150	---	40	30	30
Boar	+3	+5	+2	+3	+0	+0	+0	+0	+55	---	10	20	10
Camel	+0	+8	+0	+0	+5	+0	+0	+0	+100	---	40	20	0
Cat, Small	+0	+0	+10	+10	+0	+0	+3	+0	+0	---	0	0	10
<b>Dog</b>													
Domestic													
War	+3	+2	+3	+5	+0	+0	+0	+0	+50	---	10	10	10
Donkey	+5	+10	+0	+0	+3	+0	+0	+0	+60	---	20	10	0
Elephant	+20	+10	+0	+0	+2	+2	+0	+3	+200	---	50	50	20
<b>Lizard</b>													
M													
L	+3	+0	+0	+3	+0	+0	+0	+0	+50	---	20	20	20
Mammoth	+25	+10	+0	+0	+0	+0	+0	+0	+240	---	70	40	40
Monkey	+0	+5	+5	+3	+0	+0	+0	+0	+30	---	5	10	10
Rhinoceros	+10	+10	+3	+0	+0	+0	+0	+0	+200	---	50	40	30
<b>Snakes</b>													
Constrictor													
M	+5	+5	+3	+5	+0	+0	+0	+0	+50	---	10	10	10
L	+15	+5	+2	+4	+0	+0	+0	+0	+100	---	20	20	20
H	+25	+5	+1	+3	+0	+0	+0	+0	+150	---	40	40	40
Viper													
S	+0	+0	+10	+10	+0	+0	+0	+0	+0	---	0	0	0
M	+0	+0	+10	+10	+0	+0	+0	+0	+20	---	5	5	5
L	+0	+0	+10	+10	+0	+0	+0	+0	+50	---	10	10	10
<b>Insects</b>													
Tomb Scarab	+0	+3	+2	+2	+0	+0	+0	+0	+5	---	5	0	0
Destrier Beetle	+3	+2	+0	+0	+0	+0	+0	+0	+5	---	5	0	0
Locust	+0	+2	+3	+3	+0	+0	+0	+0	+5	---	5	0	0
<b>Sea Animals</b>													
Alligator	+6	+6	+4	+4	+0	+0	+0	+0	+120	---	30	10	20
Barracuda	+3	+3	+5	+5	+0	+0	+0	+0	+50	---	10	10	10
Dolphin	+3	+0	+2	+2	+0	+3	+2	+2	+75	---	10	15	10
<b>Eels</b>													
Electric													
Lamprey	+0	+0	+3	+3	+0	+0	+0	+0	+25	---	10	5	0
Moray	+3	+0	+3	+0	+0	+0	+0	+0	+25	---	5	5	5
<b>Jellyfish</b>													
Normal													
Giant	+5	+10	+5	+0	+0	+0	+0	+0	+50	---	10	10	10
<b>Octopus</b>													
Normal													
Giant	+10	+0	+4	+0	+0	+3	+2	+2	+120	---	30	30	10
<b>Shark</b>													
M													
L	+5	+0	+5	+5	+0	+0	+0	+0	+60	---	30	0	0
H	+10	+0	+5	+5	+0	+0	+0	+0	+150	---	80	20	20
Squid, Giant	+30	+0	+10	+10	+0	+0	+0	+0	+175	---	40	40	40
<b>Turtle</b>													
Medium													
Large	+10	+10	+0	+0	+0	+3	+0	+0	+150	---	60	40	20
<b>Whale</b>													
Baleen													
Cachalot	+8	+8	+0	+0	+0	+3	+0	+0	+200	---	30	30	30
Orca	+6	+6	+2	+2	+0	+3	+3	+2	+175	---	40	40	40



# UNUSUAL CREATURES

4



**C**errifying and beautiful, monsters that walk, fly, swim, crawl, and creep provide the source of adventure for many fantastic campaigns and game sessions. The imagination and creativity of the GM set the limits of possibility. Within this chapter are the first of many creatures to follow. Fantastical beasts, godlings, spirits, and embodiments of elemental power, from brute to beast, there should be something in here to provide an interesting encounter for a group of intrepid characters.

# BARGHEST

<b>LEVEL:</b>	5	<b>SPECIAL ABILITIES:</b>	Night Vision; Enhanced Scent; Survival instinct; Tough Hide (Minor)
<b>HITS:</b>	135	<b>STATS:</b>	St: 75 (10); Co: 75 (10); Ag: 75 (5); Qu: 75 (7); SD: 75 (5); Re: 75 (7); In: 75 (7); Pr: 75 (5); PP: 59
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 55; Will RR: 45; Magic RR: 50
<b>MOVEMENT:</b>	14'	<b>TREASURE:</b>	P2 N N3
<b>INITIATIVE:</b>	+19	<b>CULTURE:</b>	Nomadic
<b>DEFENSIVE BONUS</b>	60 (15 stats; 20 Tough Hide (Minor); 25 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Tracking (18) 128 ; Climbing (18) 81; Stalk & Hide (13) 66; Ambush (13) 66; Perception (18) 78, Pow. Pnt. Dev. (5) 59
<b>ATTACKS:</b>	100 (M-Puncture)		
<b>#ENCOUNTERED:</b>	1-10		
<b>OUTLOOK:</b>	Dominant		
<b>LIFESTYLE:</b>	Mate for life		

Massive and deadly, the Barghest is a hound that originated from the depths of the underworld, and now dwells in the dark and evil places of the world. A Barghest resembles a large war hound. The exceptions are its gleaming fangs, glowing red eyes, and that at the shoulder it is as tall as a man. Deadly in the extreme, evil magicians and Demons value these creatures as loyal servants.

Barghest feed on both the flesh of their victims and the fear of the living. To these devilish hounds, there is nothing more appetizing than the terror of a fleeing victim or the panic of a wounded meal. Barghest savor the fear they cause like a man savors the taste of wine. Barghest instincts and intellect also let them keep aware of their surroundings while they feed. The intellect of the Barghest is well developed and the creatures are as smart as any man or elf. Priestess hounds called Zar'shaz spiritually guide Barghest packs. These creatures have training as clerics of the forces of darkness. These hounds serve as the clergy of the Barghest race, and they are especially deadly.

The pack behavior of the Barghest is the nature of their society. Just because the Barghest look like giant dogs does not mean they are senseless beasts. The hounds are incredibly capable, intelligent, and dangerous creatures. The packs have a military structure, with the highest-ranking male acting as leader and the highest-ranking female and her pups assigned the position of Zar'shaz.

## COMBAT

The gnashing toxic jaws and the fearsome howl of the Barghest are its primary weapons in combat. A toxic, fear-inducing lather coats the jaws of the creature; this odorous foam induces paranoia and panic in anyone not strong enough to resist it. The howl of a Barghest invokes

terror in most mortal races, although those with the willpower to resist can stand fast in the face of such terror. The creatures will use such abilities to their advantage in combat, poisoning the weakest or strongest and then breaking off in pairs to finish any prey that tries to flee. Solitary hounds will usually use stealth and cunning to their advantage, taking out foes one by one or using unconventional means of attack.

**Phobia Lather:** If the Barghest scores a critical hit with its bite attack, then its fear inducing lather has entered the victim's bloodstream. Use the following Cascading Resistance Roll Table for the effects, the Resistance Roll is Stamina based.

**CRR (120)** — No Effect

**CRR (110)** — Target inflicted with fear and flees for 1-10 combat rounds

**CRR (100)** — Target inflicted with fear and flees for 1 minute

**CRR (90)** — Target inflicted with fear; paralyzed for 1-10 combat rounds

**CRR (80)** — Target inflicted with fear; paralyzed for 1 minute.

**CRR (70)** — Target inflicted with fear flees for 1 minute and suffers -20 Internal Poison Critical

**Failure** — Target inflicted with fear paralyzed for 1 minute and suffers Internal Poison Critical

**Fearsome Howl:** Barghest may cast the spell Fear (from the Harper and Mage Spheres) in the form of a howl. Barghest can cast this spell with any of the scaling options they choose, paying the PP cost for doing so normally. Barghest receive a +60 bonus to casting the spell.



**MYTHS & MISCONCEPTIONS**

The Barghest are supposedly the hounds of the underworld, and drag souls back to their proper place should they escape. At least the story goes that way. Another myth about these creatures is that a stone from the grave of a saint will keep them at bay, and if fired in a sling can cause them terrible pain. While both of these are more myth than speculation, there may be some truth to both rumors. Barghest are not from the world as we know it, but come from a place of shadow and fear. Here they enjoy their power and freedom when in the service of other masters, which indicates they themselves may be the underlings of a greater power in the depths of the realms they come from.

**TREASURES**

Barghest lairs are usually littered with half-eaten corpses and the bodies of those they have terrified to death. Often something useful might be found amongst the rotting remains, but usually these items are given to their masters. Barghest have been known to wear magical collars and rings pierced into their ears, but this is rare and typically a symbol of status amongst their leaders and the Zar'shaz.

**ENCOUNTERS**

Barghest are often sent to terrify or destroy a person, place, or thing. The hounds often work as assassins and murderers. Some might summon and compel the creatures to kill opponents or retrieve something from a person whose life is forfeit.

**CEREBUS HOUND**

<b>LEVEL:</b>	5	<b>SPECIAL ABILITIES:</b>	Enhanced Senses; Enhanced Scent; Survival Instinct; Tough Hide (Minor)
<b>HITS:</b>	135	<b>STATS:</b>	St: 75 (15); Co: 75 (10); Ag: 75 (10); Qu: 75 (5); SD: 75 (5); Re: 75 (5); In: 75 (5); Pr: 75 (5); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 55; Will RR: 45; Magic RR: 45
<b>MOVEMENT:</b>	14'	<b>TREASURE:</b>	N2 N N3
<b>INITIATIVE:</b>	+15	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	55 (30 Stats; 20 Tough Hide (Minor); 25 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (18) 86; Tracking (18) 136
<b>ATTACKS:</b>	105 L-Puncture (3 attacks per round)		
<b>#ENCOUNTERED:</b>	1; 1-5 (Wild)		
<b>OUTLOOK:</b>	Somber/Aloof		
<b>LIFESTYLE:</b>	Mate for life		

The powerful build and the gruff loud bark of the Cerebus Hound are typical for any War Dog, what is not typical are the three mastiffs' heads at the end of three powerful necks. A Cerebus Hound has a broad body and muscular build roughly the size of a pony. It is easily a match for several armed men.

Guardian beasts are a commodity in the magical community, and the Cerebus Hound is a very rare and exotic creature used to guard magicians and magically skilled individuals who can afford such a beast. While the hound bears the blood of the underworlds guardian, the Cerebus Hound has more in common with a common War Dog than it does its infernal parent. It has the demeanor and intellect of a regular War Dog. While the training of a Cerebus Hound is expensive and dangerous, it is worthwhile. Such creations fetch immense prices on the market, and breeding the dog for profit is an expensive but lucrative enterprise.

These hounds excel at guarding doors, having a special sense of when a door is about to be attacked or the

lock broken through magic or stealth. This uncanny awareness only further provides evidence behind the nature of the beast's origins.

Wild packs of these hounds might exist. Careless owners have released some into the wilds, and some hounds driven mad by abuse have turned on cruel masters and freed themselves from servitude. The cunning of a feral Cerebus Hound is dangerous, and such a beast is as unpredictable and fierce as their great underworld ancestor is.

**COMBAT**

Ferocity is a word that accurately describes the Cerebus Hound in battle. Three bites are better than one, and the Cerebus Hound can tear a man in half easily when savaging him with three sets of jaws. The creature is highly resistant to heat and magical fire attacks. The Cerebus Hound tends to rely on the straight forward bite and gnaw tactic unless it becomes wounded or faces a superior number of opponents.



**Fire Affinity:** Elemental Fire attacks against the Cerebus Hound actually heal the amount of damage the spell or attack was supposed to inflict. A Cerebus Hound cannot be healed more than its maximum number of Concussion Hits. Cerebus Hounds also take x2 damage when suffering a cold critical.

### MYTHS & MISCONCEPTIONS

Some say that a foolish magician stole a dram of the blood of Cerebus, Guardian Hound of the underworld. He intermingled that blood with the blood of a powerful War Dog. The resulting creation became the first Cerebus Hound. Others worry that the hounds may in fact be the stolen pups of Cerebus, and that some day the parent will come looking for its children. One way or another, these beasts do carry a touch of demonic heritage and are highly valuable magical beasts.

### TREASURES

Most Cerebus Hounds are either guarding a person of some power, or a place in need of protection. Often the creatures are guardians over portals and doorways since it seems to be a natural calling for their bloodline. When this is the case there can be no doubt that something of great value is not far away.

### ENCOUNTERS

The hounds either tend to be accompanying another being of some power, or guarding a door or entranceway into a place of importance. Wild packs of these hounds might stalk in lands dominated by dark powers or places where open flame and volcanism are common.

4

## DEVI

<b>LEVEL:</b>	20	<b>SPECIAL ABILITIES:</b>	Enhanced Senses, Dark Vision (Greater), Shapechanger
<b>HITS:</b>	355	<b>STATS:</b>	St: 100 (20); Co: 100 (20); Ag: 100 (20); Qu: 100 (20); SD: 100 (20); RE: 75 (15); In: 75 (15); Pr: 75 (15); PP: 183
<b>SIZE:</b>	Medium (Huge)	<b>RR:</b>	Stamina RR: 180; Will RR: 180; Magic RR: 175
<b>MOVEMENT:</b>	15'	<b>TREASURE:</b>	R4 R4 (10)R4
<b>INITIATIVE:</b>	+40	<b>CULTURE:</b>	Urban
<b>DEFENSIVE BONUS</b>	120 (50 Armor; 30 Shield; 40 Stats)	<b>IMPORTANT SKILLS:</b>	Climbing (63) 163, Jumping (63)153, Swimming (63) 153, Perception(63)163, Pow Pnt. Dev. (63) 183
<b>ATTACKS:</b>	185 Bastard Sword; 175 Composite Bow; 150 Brawling		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Aloof/Belligerent		
<b>LIFESTYLE:</b>	Worshipped		

These powerful spirits have many manifestations and appearances, typically that of a young beautiful woman or man with slight fey features, although they can choose to appear as any embodiment of a perfectly formed being. The garb of a Devi is always fantastic in nature, made of exotic materials such as silk, jade, living flowers, moving serpents or rare and unusual pelts and skins. Since each Devi is an aspect of some sort of place or idea, they often garb themselves in a way that represents the focus of their manifestation. A Devi that guards a river might appear as a young woman dressed in flowing waves, with a staff made of elegantly curved driftwood. Another Devi that stands guard over a graveyard might appear as a gaunt yet handsome young man wearing ornate funeral robes and a burial sword.

Devi are known as small gods. A cleric may worship a single Devi or a group of Devi representing a range of ideals and places. A Devi however is not a true deity and

instead often represents aspects of the divine made incarnate through spirit. Some are unique and born out of naturally occurring magic. When worshipped, a Devi passes that power on to its god, and only becomes a threat to its parent god when it becomes worshipped on its own merits. The biggest difference between Devi and gods however is that Devi, despite their powers, are mortal. The small gods age and die as their ideals do. Often their only choice at a continued existence is to push for some type of apotheosis, seeking to ascend to a higher level of being, that of a deity or god.

The more unique Devi often preside over cities and temples, seeking worship so their existence can continue. Such beings can become gods if worship of them becomes common enough. The worship of the Devi is common in lands where gods use them as intermediaries carrying blessings and commandments to the faithful. Other Devi



may carry wrathful intent as punishment to the wicked or the sinful, or simply as aspects of a god of destruction or pain. Because of this, there are two manifestations of Devi.

**Graceful Devi** — Composed, calm and orderly in thought, these Devi do not act in a violent way embodying ideas that do not require tempestuousness or excesses of passion. A graceful Devi is this way because there is no need to be wrathful. This doesn't mean that such a Devi is not dangerous, for even the most placid and composed Devi can turn to wrath when angered. A Graceful Devi tends to be if not helpful at least not belligerent or harmful towards the mortal creatures around it, at least not intentionally. Such Devi embody peaceful or relatively non-violent ideals and places such as rivers, peace, health, joy or hearth.

**Wrathful Devi** — Passionate, easily angered and dangerous the Wrathful Devi can act anyway it pleases, and damn those who get in the way. When a Devi becomes Wrathful, it is capable of inflicting great damage to the faithful and unfaithful alike. Such divine spirits have no compulsions about causing harm or ruin to the world around them unless it does not serve them in some way. Even then, depending on the ideals embodied by the Devi it may simply act to destroy anything it cares too as indiscriminately as it wishes. Wrathful Devi usually embody violence, war, swords, or hatred for example.

Devi tend to have a mix of professions in their background. While a Devi of Battle might have only levels in Fighter, a Devi of a hidden temple might have levels in Rogue or Thief. A Devi of Mirth might have levels in Harper, and so on. The Devi detailed in the above description is a Devi of Battle, created by a god to lead the faithful into battle. This Devi has been constructed as a Fighter of 20th level. Most Devi are at least 20th level in any combination of professions that suit their nature.

### COMBAT

The way a Devi approaches combat depends on its innate nature. Graceful Devi protect themselves and their wards or the place or ideal they embody only when threatened. Some prefer to let mortal agents sort things out, only getting their hands dirty when real power is required to handle a situation.

Wrathful Devi tend to embrace the idea of combat, usually since it is part of what they represent. A Wrathful Devi is a challenge for all but the most experienced and powerful of fighters and mages.

In combat, a Devi will use all of its abilities and tricks to its advantage. Magic, artifacts, and minions assist it in battle. Many Devi have rivalries and complex relations to

other small gods, because of this almost every Devi has a few contingency plans in place outside of the knowledge of their parent deity.

**Channel Aspect:** When using skills or abilities under the purview of a Devi's aspect, the Devi may grant itself a number of additional Ranks in that skill or ability by expending Power Points. For instance, a Devi of Demon Hunting wishes to increase its combat style while fighting a powerful Demon, by spending Power Points it can increase its rank in its combat style by the number of Power Points it wishes to expend. A Devi may do this for anything that is increased by investing ranks, including RR rolls, Spells, and even Endurance or Power Point Development. The changes last for one full day.

**Magical Affinity:** Any magical attack that does a critical hit actually heals the Devi for a number of points equal to the damage it would have done.

### MYTHS & MISCONCEPTIONS

It is said that Devi are simply the reflections of a god's intentions, not truly divine beings, but simply aspects of the divine made into a corporeal being. If this is the case there are many who disagree. In some places Devi are more revered than gods are, and since they walk among the people of the places that treat them with such reverence, the small gods have a far more hands on approach with their worshippers. Some claim that Devi can have half-mortal children that carry a spark of the divine within them, if this is the case, then it has yet to be seen, although some mighty heroes are referred to as Children of the Devi.

### TREASURES

The typical small god of low stature is loaded with items and artifacts that bestow power. In some cases, these may be given freely as gifts to champions or followers, while in other cases such gifts might be guarded from theft by others who jealously seek the power of such items. Devi are always armed with magical weapons and a number of items that bestow bonuses and power to their abilities. These items always correspond to the ideals or concepts that the small god represents in some way, whether this is iconic or functional.

### ENCOUNTERS

Devi might preside over a god's temple, embody the purity of a part of an ocean, or act as a major nemesis for the PCs.

# ELEMENTAL BIRD

<b>LEVEL:</b>	8	<b>SPECIAL ABILITIES:</b>	Enhanced Senses; Night Vision; Flight; Tough Hide (Major)
<b>HITS:</b>	240	<b>STATS:</b>	St: 75 (15); Co: 75 (5); Ag: 75 (15); Qu: 75 (15); SD: 75 (5); RE: 75 (9); In: 75 (7); Pr: 75 (10); PP: 102
<b>SIZE:</b>	Large	<b>RR:</b>	Stamina RR: 80; Will RR: 80; Magic RR: 125
<b>MOVEMENT:</b>	20' (Flight 40')	<b>TREASURE:</b>	— R3(10) —
<b>INITIATIVE:</b>	+27	<b>CULTURE:</b>	Nomadic
<b>DEFENSIVE BONUS:</b>	70 (30 stats; 40 Tough Hide (Major))	<b>IMPORTANT SKILLS:</b>	Perception (27) 109, Tracking (20) 92, Ambush (15) 80, Aerial Combat (27) 99, Pow. Pnt. Dev. (8) 102
<b>ATTACKS:</b>	115 L-Slash; 95 L-Puncture		
<b>#ENCOUNTERED:</b>	1-2		
<b>OUTLOOK:</b>	Aloof		
<b>LIFESTYLE:</b>	Mate for life		

Massive birds of prey, the Elemental Birds are actually a single breed that has adapted to elements intrinsically imbued into the very fabric of their being. The powerful build of the Roc, attuned to the element of earth, is of course the most well known. The fiery body of the Phoenix is another rare Elemental Bird of incredible size and fantastic nature. The tumultuous cry of the lightning wreathed Thunderbird rings in the air like the clashing of storms. The Frosthawk is a massive bird attuned to the powers of ice and water, dwelling in snowy mountaintops and glaciers.

These birds are long lived, and nest in remote areas. These creatures only mate once every few hundred years, and have a limited number of eggs in their clutch at any time. These creatures hunt in mated pairs, and stalk remote areas where prey is ample. Because of this, sightings of the creatures are rare. The Elemental Birds are all keenly intelligent. It is undeniable when comparing them that they all have similar physiologies, but what makes them differ is their elemental attunement. When a mate dies, the birds often lose their sense of purpose, and unless there is a clutch of eggs to look after, they will waste away rather than continue living without their mate.

Some warrior orders covet the birds, often capturing eggs in order to raise and train them in captivity for mounts. Those that do so successfully often build a kinship and regard for the power and grace of these birds. Trainers that fail often end up in the beaks of the egg clutches' parents, or the victims of a chick's elemental tantrum.

## COMBAT

Each Elemental Bird has a different affinity, and because of this, the birds may be similar in physiology, but different in the manifestations of their power. These creatures will use their own powers wisely, attacking and healing with the use of their element, and directly at-

tempting to destroy any creature that might use the bird's elemental weakness to harm it.

## FROSTHAWK

**Elemental Affinity (Cold):** When struck by an attack using their own element the Frosthawk is healed a number of Concussion Hits equal to the damage done. Fire attacks do x2 damage to a Frosthawk.

**Elemental Manifestation:** The Frosthawk may surround itself with an icy vapor. This vapor will extend out 1' for every power point put into this ability. This vapor will last for a number of rounds equal to 2 times the Frosthawk's level. All within the vapor receive a Medium Cold Critical each round, including the Frosthawk, healing it of other damage it may have received.

**Elemental Imbuement:** When the Elemental Bird scores a critical hit it does an additional critical of the same type as its Elemental Affinity.

## PHOENIX

**Elemental Affinity (Fire):** When struck by an attack using their own element the Phoenix is healed a number of Concussion Hits equal to the damage done. Cold attacks do x2 damage to a Phoenix.

**Elemental Manifestation:** The Phoenix may surround itself with flames. These flames will extend out 1' for every power point put into this ability. These flames will last for a number of rounds equal to 2 times the Phoenix's level. All within the flames receive a Medium Heat Critical each round, including the Phoenix, healing it of other damage it may have received.

**Elemental Imbuement:** When the Elemental Bird scores a critical hit it does an additional critical of the same type as its Elemental Affinity.



## Roc

**Elemental Affinity (Earth):** When struck by an attack doing magical impact damage the Roc is healed a number of points equal to the damage done. Electricity attacks do x2 damage to a Roc.

**Elemental Manifestation:** The Roc may surround itself with a swirling cloud of earth and rock. This cloud will extend out 1' for every power point put into this ability. This cloud will last for a number of rounds equal to 2 times the Roc's level. All within the cloud receive a Medium Impact Critical each round, including the Roc, healing it of other damage it may have received.

**Elemental Imbuement:** When the Elemental Bird scores a critical hit it does an additional critical of the same type as its Elemental Affinity.

## THUNDERBIRD

**Elemental Affinity (Electricity):** When struck by an attack doing electricity damage the Thunderbird is healed a number of points equal to the damage done. Impact attacks do x2 damage to a Thunderbird.

**Elemental Manifestation:** The Thunderbird may surround itself with a field of crackling energy. This field will extend out 1' for every power point put into this ability. This field will last for a number of rounds equal to 2 times the Thunderbird's level. All within the field receive a Medium Electrical Critical each round, including the Thunderbird, healing it of other damage it may have received.

**Elemental Imbuement:** When the Elemental Bird scores a critical hit it does an additional critical of the same type as its Elemental Affinity.

## MYTHS & MISCONCEPTIONS

Some say that the Thunderbirds summon storms, or that the Phoenix regenerates from its own ashes. These are tales of pure fancy. Although Thunderbirds love to fly amongst storm clouds, and a Phoenix might sit within its won flame to heal, this does not mean the creatures have further mythical properties. What is true is that Rocs will carry away livestock, and Frosthawks will eat the frozen flesh of their prey. Although the creatures might be elemental in nature, they still have the fallibilities of mortal animals, even though they may be intelligent.

## TREASURES

Elemental energies often coalesce around these birds, and crystals of metal imbued with the energies of the creatures often grow near their nests. While these crystals might not be powerful magic items, they are precious and valuable.

## ENCOUNTERS

Groups traveling in remote areas might come under the attack of such birds, or an order of warriors might use them as mounts.

# GORGER

<b>LEVEL:</b>	2	<b>SPECIAL ABILITIES:</b>	Natural weaponry—claws & teeth; Tough Hide (Minor)
<b>HITS:</b>	105	<b>STATS:</b>	St: 75 (10); Co: 75 (5); Ag: 75 (5); Qu: 75 (10); SD: 75 (5); RE: 75 (5); In: 75 (5); Pr: 75 (5); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 40; Will RR: 20; Magic RR: 30
<b>MOVEMENT:</b>	14'	<b>TREASURE:</b>	— — — —
<b>INITIATIVE:</b>	+20	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	40 (20 stats; 20 Tough Hide (Minor))	<b>IMPORTANT SKILLS:</b>	Climbing (9) 55, Jumping (9) 55, Swimming(9) 55, Perception (9) 55
<b>ATTACKS:</b>	70 L-Puncture; 40 M-Slash		
<b>#ENCOUNTERED:</b>	2-20		
<b>OUTLOOK:</b>	Berserk		
<b>LIFESTYLE:</b>	Unknown		

The ape-like gait and massive jaws of the Gorger are perhaps its most remarkable characteristics. With a great gaping maw, and a body resembling that of a hairless Giant Ape, the Gorger combines the traits of a Shark with the mobility of a bipedal monstrosity. Its jaws are filled with multiple rows of sharp triangular teeth capable of

cutting through leather as easily as paper. As it feeds the jaws oscillate with a frightening buzz, allowing them to chew through materials even tougher than leather. In some cases, the Gorger can bite right through metal.

The Gorger has no known ecology or method of reproduction, in fact no one really knows a lot about the



creature. The grey hairless body has no gender, simply the simple features given to it by some twisted creator. It bears no resemblance to Demons or mythological creatures known to sages and wizards. Bards have only seen the things in recent times, and they have proven to be infrequent yet deadly predators on remote communities and small bands of travelers. Those who survive the feeding frenzy of the beasts swear they have never seen such a voracious appetite or ability to eat almost anything.

What is known about the Gorger is that the creature is fearless and will attack communities in small groups. Gorgers travel in these small packs, usually at least 10 in number. While not necessarily formidable, it's easy to bring one down with a few well-aimed axe blows. They are dangerous should their jaws lock onto an arm or leg. Their fearless demeanor combined with their voracious appetite has led to more and more encounters with the monstrosities in recent time. Their origins however remain speculation and rumor.

These creatures will eat and eat, seemingly never getting full. They will feed until they are killed.

### COMBAT

Gorgers charge into a fray and eat, eat, eat. The bite of the Gorger is deadly, and capable of chewing through the toughest armor as well as the flesh and bone it protects. These things are berserk when they enter a feeding frenzy, and the only thing that will stop

them is a swift and brutal death.

**Armor Piercing Bite:** The bite of the Gorger halves the DB bonus for Armor.

### MYTHS & MISCONCEPTIONS

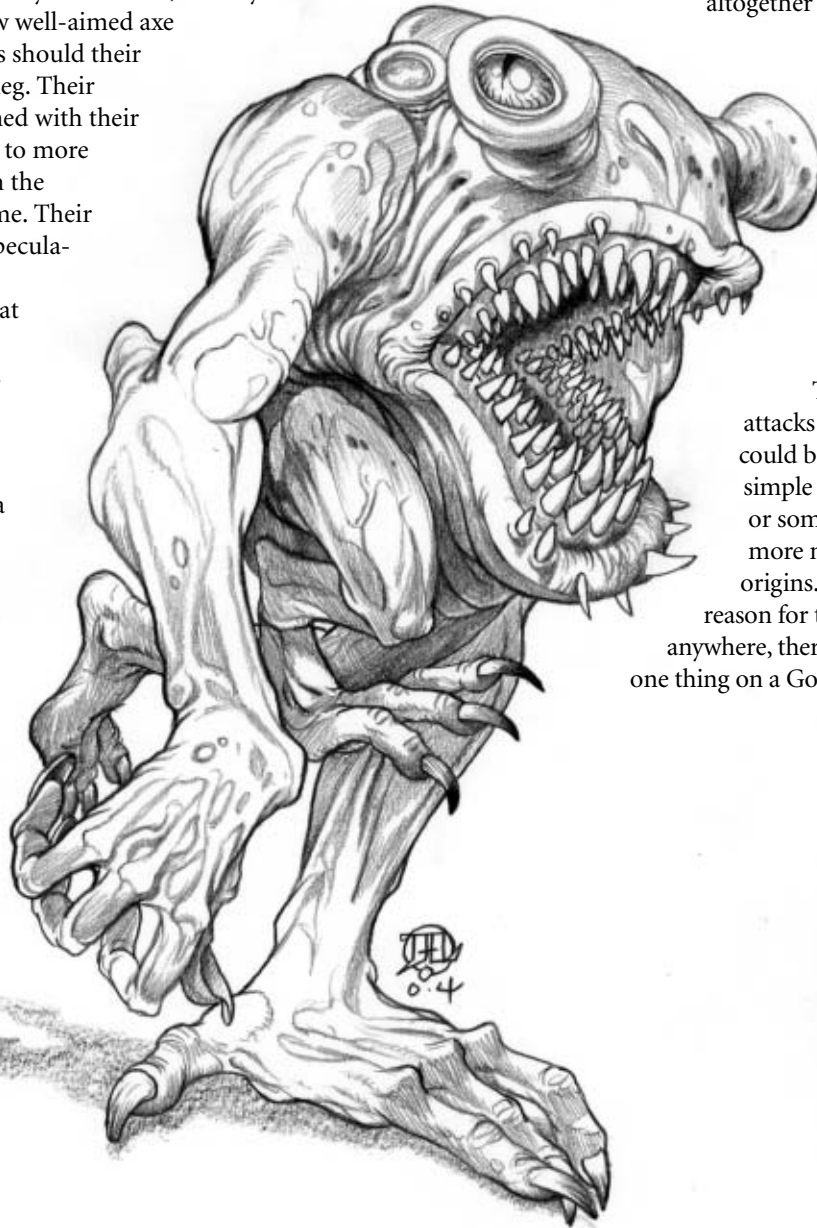
Many speculate that the Gorgers origins are otherworldly. Some suspect that the creatures are the result of a ritual mishap or a dimensional gate left open. That these creatures are a scourge is certain, often their attacks are preceded by a mysterious hum or buzzing. While many claim this to be the shuddering teeth of the Gorger, others say the sound is altogether different.

### TREASURES

The genderless bodies of the gorgers have no clothing or jewellery of any sort on them.

### ENCOUNTERS

The mysterious attacks of the Gorger could be the result of a simple magical anomaly or something else that is more malicious in origins. For whatever reason for them being anywhere, there is usually only one thing on a Gorgers mind, eating.



# HARPY

<b>LEVEL:</b>	2	<b>SPECIAL ABILITIES:</b>	Flight; Enhanced Senses; Night Vision; Survival Instinct
<b>HITS:</b>	110	<b>STATS:</b>	St: 75 (9); Co: 75 (7); Ag: 75 (9); Qu: 75 (8); SD: 75 (5); RE: 75 (5); In: 75 (5); Pr: 75 (5); End: 50; PP: 20
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 35; Will RR: 30; Magic RR: 30
<b>MOVEMENT:</b>	14' (Flight 28')	<b>TREASURE:</b>	N N3(10) N3
<b>INITIATIVE:</b>	+18	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	25 (16 Stats, 10 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Stalk & Hide (9) 59, Ambush (9) 59, Perception (9) 65
<b>ATTACKS:</b>	75 M-Slash; 50 S-Puncture		
<b>#ENCOUNTERED:</b>	1-10		
<b>OUTLOOK:</b>	Belligerent/Hungry		
<b>LIFESTYLE:</b>	Feral		

The wretched and accursed Harpy is a hybrid thing, the body of a woman with many of the features of a bird. The face of a Harpy is even more disturbing for underneath the feathery shock on its head is the wide eyes of a bird and the beak of a Hawk. Long powerful talons extend from the creatures slender arms allowing the Harpy to slash and tear flesh with incredible ease. A soft layer of feathers covers their supple bodies; this rare plumage sells well on the black market.

Harpies plague crags, rough cliffs and mountains as well as mesas and ruins atop high places. Their affinity for lofty locations and their ability to build aeries within them indicate that although monstrous, Harpies are motivated by purpose. Most seem to plague ancient holy places, left unhallowed and cursed. In some cases, Harpies will also lurk near merchant routes and passes waiting to snatch a person or two for the larder in their nest.

It would seem that all Harpies are female for no one has ever seen male Harpies. How these foul creatures reproduce is unknown, but one would venture that the process is not altogether pleasant or wholesome. What is known is that they can be warded off by offering tribute, in the form of food, drink, or jewels and goods. Because of this, the aeries of Harpies usually have some treasure since a canny merchant would rather buy his way past a nest of these things than lose goods and men to the

inevitable raids that would follow.

Still, the creatures can prove unpredictable and treacherous, and many a merchant that has tried to bribe these dangerous beasts has ended up as food for the chicks in their nests. Some have seen Harpies playing with their victims for sport, accepting a small tribute and then deciding to stalk and harass their prey anyways. Harpies have drawn bounties in more than one kingdom due to their treachery and villainous demeanor.

These creatures gather in small groups called murders, they conspire to hunt and patrol their territory. Most often a murder centers on a communal nest that holds several eggs and is near the Harpies own small hoard of treasure. Harpies look after each other's young, and raise their chicks to hunt and eat the flesh of sentient creatures. Harpies grow to full maturity after about a year, and stand as tall as an elf.

## COMBAT

Harpies are mistresses of the ambush; they often attack individuals who pass through a specific area of Harpy territory. The Harpies select or design such gauntlets to allow them to choose which victims they can take.

Harpies seeking a quick and easy meal stalk treacherous passes, thin roads, and precarious bridges. They leap down from the cliffs and crags, and tear away unsuspecting members of caravans or small groups. Like most predators they have an eye for stragglers, the slow, the weak, or the injured are prime prey. These creatures will attempt to bowl prey over cliff edges, and then feed off the







pieces after the unfortunate has suffered a terrible plummet to the ground below.

**Harpies Leap:** Even though Harpies have no wings, they can fly for short durations thanks to some innate magical ability. A Harpy can fly for up to 5 straight combat rounds, roughly 10 seconds, at double their base movement rate. They will often use this ability to leap upon prey from above, or to escape death and capture by leaping and flying in short controlled bursts. They are incredibly comfortable with freefall, and may use this ability while in mid air, slowing or steering their ascent with deft skill. Harpies can use this special ability a number of times per day equal to Constitution bonus.

### MYTHS & MISCONCEPTIONS

Some say that the Harpies are ancient servants of some long forgotten goddess or demonic half-breeds created by some mad sorcerer. The truth behind the myth is unknown, but speculation is rampant that these creatures once had a civilization and served as warriors for some unknown being. Now the Harpies have fallen into

barbarism and feral behavior. Some speculate that the secrets to their origins rest in the ruins they infest.

### TREASURES

Harpies may be offered tribute or sometimes steal a body away with all the goods it is carrying. In some cases, those fleeing the assault of these creatures will leave an abandoned cart or dropped satchel behind. Because of this, Harpies usually have a widely varying hodgepodge of goods in their lairs, often choosing to wear jewelry and baubles they capture as a sign of status in their murders.

Harpy feathers are rare, and a good set of Harpy plumage can be worth 20-200 gold pieces depending on the coloration and the quality. The older a Harpy is, the more ornate its' plumage.

### ENCOUNTERS

Marauding Harpies dwell in remote areas or ruins in mountainous regions. They often stalk prey passing through their territory, and attack near dawn or dusk depending on the time they have decided to act. They favor the meat of sentient creatures and prefer to attack individuals separated from a group.

## LERNEAN SERPENT/HYDRA

**LEVEL:** 8  
**HITS:** 240  
**SIZE:** Large  
**MOVEMENT:** 20'  
**INITIATIVE:** +18  
**DEFENSIVE BONUS:** 75 (15 stats; 60 Tough Hide (Greater))  
**ATTACKS:** 120 L-Puncture; 80 L-Crush  
**#ENCOUNTERED:** 1-2  
**OUTLOOK:** Aloof/Hungry  
**LIFESTYLE:** Mate once a decade

**SPECIAL ABILITIES:** Night Vision; Enhanced Scent; Regeneration (Major); Tough Hide (Greater)  
**STATS:** St: 75 (17); Co: 75 (10); Ag: 75 (8); Qu: 75 (8); SD: 75 (5); RE: 75 (5); In: 75 (5); Pr: 75 (5); PP: 50  
**RR:** Stamina RR: 110; Will RR: 70; Magic RR: 100  
**TREASURE:** P P3 P3  
**CULTURE:** —  
**IMPORTANT SKILLS:** Stalk & Hide (25) 88, Ambush (25) 88, Climbing (25) 100, Swimming (25) 100, Perception (25) 85, Tracking (25) 135

Born of some utterly dark magic the Lernean Serpent is a creation of a terrible mind. A Lernean Serpent has a snake's body as thick as a human males' waist, with several massive snake heads on long serpentine necks protruding from the main body. Its smooth scaly skin displays colorful patterns, as many reptiles do, however its heads are all separately aware while the body seems to be driven by their collective will. Each head has venomous and deadly jaws with fangs as long and sharp as a saber.

A Lernean Serpent is a solitary creature, lairing in deep ruins, or near large warm bodies of water, sometimes in aquatic warrens. The creatures are amphibious and often range from their lairs in search of easy prey. These massive serpents feed off livestock and any creatures they can crush and swallow. Instinct is the main drive behind a Lernean Serpent.

Still these creatures are of great interest to adventurers and magicians alike, as well as others who might seek to keep them. The venom of the Lernean Serpent is



4

potent indeed, and many pay a large ransom for a few drams of the viscous liquid. The hide of the creature is used in magical armors and cloaks as well. Most importantly is the blood of the Lernean Serpent, which acts as a primary component in the creation of powerful potions and treatments to heal injuries. It is the blood of the Lernean Serpent, which also makes it a very dangerous creature. Its powers of regeneration allow it to heal so rapidly that it becomes a truly difficult creature to kill. If properly trained the creature makes a formidable guardian, capable of deterring all but the most powerful of combatants and magicians.

These creatures reproduce infrequently, perhaps once every 50 years. Hydras defend their egg clutches with incredible ferocity. During this time, the male Lernean Serpent defends the egg clutch and incubates the eggs while the female serpent hunts for food for both the clutch to be born and the male protector. Once hatched the immature serpents rest for a week or more and then travel to find territory of their own. After that the male and female Lernean Serpent part ways. They eat any young Lernean Serpents that stray into their territory.

### COMBAT

Lernean Serpents are much like snakes in their mode of attack. They seek to constrict or bite prey, attack anything that threatens them, and pretty much act like a Giant Snake. However, the Lernean Serpent can both constrict and use a powerful venomous bite. With these attacks combined, and the size of the creature, plus the fact that it has several heads capable of making several attacks at once, it becomes incredibly deadly. Hydras have on average 5 heads, but have been known to have as many as 10. Their senses are incredibly acute and they can see in the dark as well as a man can see during daylight. The Lernean Serpent is cunning enough to use all of these attributes to its advantage.

**Lernean Venom:** If the Lernean Serpent scores a critical hit with its bite attack then it has injected its victim with venom. Use the following Cascading Resistance Roll chart for the venom.

**CRR (120)** — No Effect

**CRR (110)** — 1d100-20 on Internal Poison Critical Table

**CRR (100)** — 1d100-10 on Internal Poison Critical Table

**CRR (90)** — 1d100 on Internal Poison Critical Table

**CRR (80)** — 1d100+10 on Internal Poison Critical Table

**CRR (70)** — 1d100+20 on Internal Poison Critical Table

**Failure** — Character receives maximum result from the Internal Poison Critical Table.

**Crushing Coils:** If this creature scores a critical hit with its Crush attack then it has managed to grapple an opponent in its coils; instead of rolling a Crush critical, roll a +30 H-Grappling critical.

**Multiple Attacks:** A Lernean Serpent can make a number of attacks in a round equal to the number of heads it has. A Lernean Serpent making multiple bite attacks cannot use its Crush attack in the same action. Each attack beyond the first receives a -10 modifier to its OB.

### MYTHS & MISCONCEPTIONS

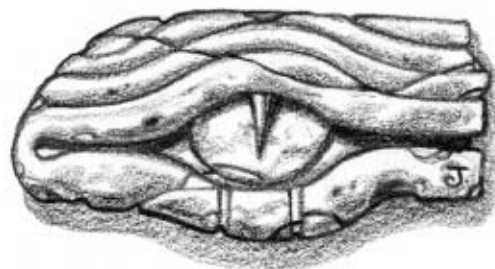
Some say the Lernean Serpent can mesmerize a person with its stare, or even disappear when immersed in water. Others say that by chopping off the head of a Lernean Serpent two will grow to take its place. While all of these myths are most likely reactions to the creature's natural prowess, there may be Lernean Serpents out there that are magically modified to use such abilities. If this is the case, then anyone crossing such a creature's path should pray for a quick death.

### TREASURES

Lairing Lernean Serpents tend to regurgitate anything they cannot digest, such as metal, sharp objects or jewellery and coins. Since they traditionally eat livestock, they usually won't have anything of great value in their lairs. Hydra used as guards often watch over treasure hordes or valuable artifacts. Although this treasure may not belong to them, masters train them to defend it as if it were a clutch of serpent eggs.

### ENCOUNTERS

Hydras hunt often returning to their lair, some might be in search of new territory. Mating Lernean Serpents are rare, but extremely dangerous.





# KACHENJUNGA

<b>LEVEL:</b>	12	<b>SPECIAL ABILITIES:</b>	Enhanced Senses; Night Vision; Tough Hide (Major)
<b>HITS:</b>	210	<b>STATS:</b>	St: 75 (10); Co: 75 (10); Ag: 75 (8); Qu: 75 (7); SD: 75 (13); RE: 75 (9); In: 75 (7); Pr: 75 (7); PP: 25
<b>SIZE:</b>	Medium (Large)	<b>RR:</b>	Stamina RR: 95; Will RR: 110; Magic RR: 88
<b>MOVEMENT:</b>	15'	<b>TREASURE:</b>	R3 R3(20) N4
<b>INITIATIVE:</b>	+14	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	55 (150) (15 stats; 40 Tough Hide (Major); 95 Chi Defense)	<b>IMPORTANT SKILLS:</b>	Acrobatics/Tumbling (35) 106, Martial Arts Style: (select one style) (35) 115, Climbing (25) 93, Jumping (20) 88, Perception (25) 105, Stalk & Hide (25) 96, Ambush (20) 91, Chi Defense (35) 105, Chi Focus (30) 100, Mental Focus (30) 106
<b>ATTACKS:</b>	105 M-Martial Arts Strike; 95 M-Martial Arts Sweep; 100 Staff Kata; 100 Sword Kata		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Somber/Aloof		
<b>LIFESTYLE:</b>	Mate for life		

4

Kachenjunga dwell in the most remote mountaintops in monasteries built by the hands of a long dead race. These tall and proud spirit creatures are the guardians of ancient artifacts and the masters of arts of war older than humankind is. The Kachenjunga have white, shaggily furred-bodies and fierce ape like faces. The creatures typically wear a minimum of clothing wearing vests or sashes to hold equipment like swords or other weapons. Boldness is a quality universal amongst them, and all of them stand tall and proud.

The Kachenjunga are a solitary and lonely group of creatures. Guardian spirits, they often teach their martial arts skills to those who prove themselves worthy through a series of trials and tasks. Those entrusted with such teachings often become exceptional martial artists and champions of good. In some cases, the students of the Kachenjunga become the custodians of the monasteries, carrying on the guardianship of the spirit after it passes to the realms beyond.

While these creatures might teach their skills to the worthy, they are also equally capable of executing and slaying the unworthy. Intruders on the ground that a Kachenjunga guards are in for a battle, as the creatures are supreme martial artists and warriors. Capable of dealing out death with their bare hands and feet, the powerfully built spirits can quickly turn from an ally to an adversary at the revelation of a deception. Their insight into the spirits of others is well known, and the creatures can see through even the most adept of liars.

## COMBAT

The Kachenjunga prefer their hands and feet as weapons, or edged weapons that they wield with amazing

skill. Most fight with an innate respect for life, even when taking it. The acrobatic abilities of the spirit allow it to climb and leap from almost any surface, and it will use all of its skill to deter or slay intruders on any ground it guards. Most Kachenjunga will give an inferior enemy a chance to leave. If faced with exceptionally dangerous foes, it will fight without quarter using every trick it knows to defeat a threat to its charge. Kachenjunga are built using the Monk profession rather than the Fighter profession. All Kachenjunga have the following abilities:

**Assess the Spirit of the Worthy:** The Kachenjunga's ability to detect lies and deception are legendary, as is the ability it has to weigh the spirit of a being it might wish to tutor. A Kachenjunga can make a Very Hard Perception Maneuver Roll to detect the intent of anyone entering the grounds they guard, as well as being able to detect the nature of the person's inner spirit. If worthy, a Kachenjunga may spare an unwary intruder, especially if they are simply lost or looking for shelter.

**Mastery of the Dojo Technique:** Studying the layout and grounds of the place they guard, the Kachenjunga can maximize its ability to attack and defend using the layout of the grounds under their protection to its advantage. When fighting an opponent within the halls the Kachenjunga guards, it gains a +20 bonus to OB and DB.

**Laughter of the Drunken Mimic:** A Kachenjunga can imitate any martial arts style it sees, often using it better than the opponent does. When observing or fighting another martial artist using a martial arts style unknown to the Kachenjunga, it may use its innate martial nature to learn the skill. The Kachenjunga must make a Very Hard Perception Maneuver Roll (Percent-

age column) each round until it reaches over 100%. Once it has successfully observed the technique, it can then use the style at the maximum allowable skill rank for its level. This knowledge is lost without proper tutelage and fades at 5 ranks per day.

### MYTHS & MISCONCEPTIONS

Sages claim that the Kachenjunga are the spirits that originated the martial arts, teaching it to humble monks in exchange for their aid in protecting artifacts and holy sites. While tapestries, sculptures, and lore might support that, there are still many skeptics amongst the world of martial arts. Some speculate that an ancient race enslaved the Kachenjunga as guardians, and even though the spirits are long lived, they must seek out a person to take on their oath before they die. Because of this, many remote monasteries that teach the ways of the martial arts might hold secret treasures once guarded by a now dead Kachenjunga.

### TREASURES

Kachenjunga guard caches of magical items. Some older spirits guard powerful artifacts that can alter the course of the world. These are usually in the most secluded and hidden monasteries. The spirits themselves usually carry potent weapons or items that enhance their abilities. The most important treasure in a Kachenjunga's possession would most likely be the martial arts knowledge they hold.

### ENCOUNTERS

Kachenjunga might be encountered guarding a long lost ruin or traveling among lands that are under its domain of protection. Some may have a handful of monks or an entire school of students living with them.

## KIRIN

<b>LEVEL:</b>	10	<b>SPECIAL ABILITIES:</b>	Dark Vision (Greater); Tough Hide (Greater); Enhanced Senses; Blazing Speed
<b>HITS:</b>	195	<b>STATS:</b>	St: 75 (5); Co: 75 (5); Ag: 75 (10); Qu: 75 (15); SD: 75 (15); RE: 75 (10); In: 75 (10); Pr: 75 (15); PP: 135
<b>SIZE:</b>	Medium (L)	<b>RR:</b>	Stamina RR: 80; Will RR: 100; Magic RR: 100
<b>MOVEMENT:</b>	20'	<b>TREASURE:</b>	R3 R3(25) N3
<b>INITIATIVE:</b>	+30	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	90 (30 Stats; 60 Tough Hide (Greater))	<b>IMPORTANT SKILLS:</b>	Perception (30) 115, Spell Casting (all known spells)(30) 105, Power Point Development (30) 135
<b>ATTACKS:</b>	120 M-Crush (Horns); 85 S-Crush (Hooves)		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Somber/Aloof		
<b>LIFESTYLE:</b>	Celestial		

The elegant Kirin is a symbol of luck and prosperity to the faithful, and a bane upon the wicked and evil of the world. Kirin are blessed animals, thought to be related in some way to the Unicorn. A Kirin resembles a small horse or pony with a long delicate neck. Blue fur covers its body and it has a shaggy mane; two sturdy spiral horns emerge from the mane. It is roughly the size of a pony or small horse, but with a deceptively delicate structure, that belies its true inner strength.

Kirin are guardian spirits, creatures of an elemental nature that take to the air and the earth equally. They are the harbingers of good luck and prosperity, bringing luck to those of faith and punishment for sinners and those who have done others wrong. Still Kirin are peaceful creatures and they only defend themselves with hoof and

horn when trapped; otherwise, they rely on their considerable magical abilities.

Some Devi use Kirin as emissaries or even as mounts, but the spirits are much older than the Devi are. Serving the gods directly since before the Devi came into being, the Kirin may not be as powerful as the Devi, but often they can prove to be wiser. Sages often speak with the Kirin, conversing on their knowledge of the magical and philosophical arts. After such discussions, sages might discover new spells or ideas, as brief flashes of enlightenment or through inspiration in dreams.

The Kirin lives on the tops of remote cloudy mountains, in palaces and monasteries often guarded by Kachenjunga. There they attend to matters of celestial bureaucracy and deliver missives from gods and Devi to



their followers. Sometimes a Kirin may be too busy to do this in person, so it may send the missive as a dream or vision to the person meant to receive it. Still many of them favor a sage or magician with whom they carry on discussions. Such friendships are rare and magical, and highly secretive to protect both parties involved.

### COMBAT

Kirin fight with spells and abilities before they actually use their hooves and horns as weapons. The Kirin, while innately peaceful, are still quite capable of defending themselves with either magic or their own natural arsenal. The horns of a Kirin can be incredibly sharp, and their hooves can crush stone if necessary. Still they will fly away instead of fight if possible. When protecting the innocent this peaceful demeanor changes, and the Kirin will use curses and magic that hinders an enemy in order to give the underdogs an upper hand.

**Spellcasting:** The Kirin has an innate mastery of the spells it knows, and can cast them with all the possible scaling options, expending Power Points to do so of course.

**Bless the Faithful:** The Kirin may cast the following spells upon those it wishes to bless (including itself): Bless; Boost (Stat); Minor Healing; Major Healing; Cure Disease; Restoration.

**Curse the Sinful:** The Kirin may cast the following spells upon those it wishes to punish for their wickedness: Drain Life; Harm; Elemental Bolt (Air); Fear; Fire Nerves.

### MYTHS & MISCONCEPTIONS

Many regard the Kirin as the servants of the gods, and this is an error. The Kirin are dedicated to maintaining a balance of fairness and prosperity, and in volunteering to aid the gods they gain a foothold in a system of divinity where they can intervene should a god turn cruel and unjust. In some cases this is not enough, for some gods are simply too powerful for their interference to matter. The Kirin try to aid those oppressed by dark powers whenever possible. Prayers often uttered for their aid may be left unanswered when a person can help themselves out of a mess.

### TREASURES

The private demesne of a Kirin may be a resplendent monastery, guarded by sprits and beasts of natural and fantastical nature. Within there will be riches to behold for the Kirin, despite being volunteers, still profit well from dealing with the bureaucracy of the gods. For small favors, they receive trinkets of power, helpful spells, and coin and precious gems as gifts. Kirin often wear useful magical items that aid them in their travels and in relegating the celestial balance of divinity.

### ENCOUNTERS

Kirin are most likely to be encountered while traveling from place to place, or if characters threaten some portion of the balance a Kirin may arrive to set the problem straight. These creatures are powerful, so they tend to be quite hands on with their approach to anyone who violates what they perceive as the balance of the affairs of gods and godlings.

## LYCANTHROPE

LEVEL:	4
HITS:	130
SIZE:	Medium
MOVEMENT:	14'
INITIATIVE:	+19
DEFENSIVE BONUS	35 (15 Stats; 20 Tough Hide (Minor))
ATTACKS:	85 S-Puncture (Bite); 80 S-Slash
#ENCOUNTERED:	1-10
OUTLOOK:	Belligerent/Berserk
LIFESTYLE:	Reproduce by infection

SPECIAL ABILITIES:	See Template; Tough Hide (Minor)
STATS:	St: 75 (10); Co: 75 (6); Ag: 75 (6); Qu: 75 (8); SD: 75 (6); RE: 75 (6); In: 75 (6); Pr: 75 (6); End: 5; PP: 5
RR:	Stamina RR: +42; Will RR: +42; Magic RR: +42
TREASURE:	N N3 N
CULTURE:	Urban, Rural, or Nomadic
IMPORTANT SKILLS:	Stalk & Hide (15) 72, Ambush (15) 72, Tracking (15) 72, Perception (15) 82

The accursed and wretched, the proud warlords of barbarians, the stalking murderers in alleyways and lonely crossroads, the Lycanthrope takes on as many roles as it does forms. Infected with a deadly and transformative illness the

Lycanthrope appears to be a normal human, elf, or dwarf. When the correct conditions occur, they transform into hybrid beasts sharing traits with both their lycanthropic totem, and their original race. Such creatures are referred to

as were-beasts. A creature that would transform into a hybrid of man and wolf for instance, would be a were-wolf.

The curse of lycanthropy travels through the infection of a victim through the saliva of the were-beast entering bite wounds. In some cases, the curse is hereditary, passed on to the seventh son of an infected were-beast. Lycanthropy rarely travels well, as most victims rarely survive an encounter with a Lycanthrope.

There are a variety of lycanthropic breeds. An infected Lycanthrope takes on the condition and hybrid form of their attacker. Hereditary Lycanthropes always have the same were-form as their progenitor. When under the transformation brought on by lycanthropy the victim fights as a Fighter three levels higher than its current level with an appropriate attack bonus equal to the max skill rank of the creature in addition to any bonuses brought on by an enhanced Strength and Agility. The Endurance rank of the creature is also maximized, providing it with the most Concussion Hits possible. The creature gains maximum skill ranks in Stalk & Hide, Tracking, and Ambush while in its Lycanthrope form.

Any of the following triggers can cause a Lycanthrope to shift form, while all might not apply, at least one will affect the were-beast while in its native form. Select at least one when creating a Lycanthrope.

**Rage:** The were-beast shifts when it takes 25% or more of its Concussion Hits.

**Fear:** The were-beast shifts when threatened by a deadly foe, or is subject to magical fear.

**Celestial:** A specific phase of the moon, full, crescent, new, or some other celestial event that occurs on a regular basis activates the Lycanthropy. In the most extreme of cases, the setting of the sun will cause the shift.

### SHIFTING

The Shifting skill is a new Concentration skill that only Lycanthropes or those with the Shapechanger special ability can take. The character may add his Shifting skill bonus when attempting to shift shape. Shape shifting requires a Very Hard Maneuver Roll on the Percentage column of the Maneuver Table until the total result is greater than 100. A shifted form can be maintained as long as the Lycanthrope likes. Reverting to the Lycanthrope's native form does not require a shifting roll, but does use an action in combat.

Shifting can also control a Lycanthrope's bloodlust, keeping it from acting like a berserk thing. In order to prevent itself from attacking a creature that appears to be prey, a Lycanthrope can make a Hard Maneuver modified by the creatures Shifting skill bonus.

This skill must be taught to the Lycanthrope by someone who knows it.

(Concentration — SD/SD — Percentage)

### LYACANTHROPE TEMPLATES

There are many different lycanthropic bloodlines. The following are just a few that can be applied to non-player characters. When in hybrid form, the stat bonuses granted by the hybrid form are added to those of the NPC's race or blood talents when they overlap. The special abilities for each form are detailed below. All Lycanthropes have the Shapechanger talent, but may only use it with the Shifting skill. Otherwise, Lycanthropes shape shift when one of the chosen shifting triggers occur. All Lycanthropes have regeneration, but each Lycanthrope also has a weakness in the form of a material or substance that harms the creature. Regeneration cannot heal a wound from a weapon made with this material. This material is listed after the regeneration type for each Lycanthrope. The stat block on the previous page lists the stats for a Human Fighter/Lycanthrope made with Wolf Template.

#### BAT

Cunning and deadly, the form of the Bat grants a Lycanthrope with a hybrid form capable of flight, and with considerably keen senses.

- Enhanced Senses
- Dark Vision (Greater)
- Natural Weaponry: Fangs (M-Puncture)
- Flight
- Regeneration (Minor): Silver

The Bat's blood grants swiftness and agility.

- Quickness +4
- Agility +2

#### BOAR

A were-boar is a fierce and indomitable creature. This template is not common, but can be found amidst barbarian tribes in the north.

- Enhanced Senses
- Enhanced Scent
- Natural Weaponry: Tusks (M-Puncture)
- Dense Musculature
- Regeneration (Major): Cold Iron

The Boar's blood enhances the sturdiness of the Lycanthrope.

- Constitution +4
- Strength +2

#### RAVEN

Were-ravens are incredibly rare, but they are powerful shape shifters since they can fly. Most were-ravens are women, and some think that the race of the Harpies may have originated with these creatures.

- Blazing Speed
- Enhanced Senses
- Natural Weaponry: Talons and Bite (M-Slash, M-Puncture)
- Flight



- Regeneration (Minor): Flint

The Raven's bloodline is wise and cruel; they have great insight and deadly claws.

- Quickness +2
- Self Discipline +4

### PANTHER

Panthers are deadly predators, and this template is rare due to its abilities as a hunter. Many primitive tribes present sacrifices to "gods of the moon" hoping that their proud warriors might be blessed with this blood.

- Enhanced Senses
- Enhanced Scent
- Natural Weaponry: Claws and Teeth (M-Slash, M-Puncture)
- Quiet Stride
- Regeneration (Major): Jade

The Panther's blood grants the Lycanthrope astounding agility and speed.

- Agility +4
- Quickness +2

### SERPENT

The were-serpents are dangerous indeed, and there are cults and temples based around the worship of these were-beasts in remote jungles. Were-serpents are the most likely to possess the Shifting skill, and many who have high ranks in this skill become deadly assassins. They are incredibly rare due to the venom in their bite. The toxin they inject slays victims who might normally survive infection.

- Dark Vision (Greater)
- Enhanced Senses
- Enhanced Scent

- Natural Weaponry: Venomous Bite (M-Puncture)

If a bite from a Were-Serpent does critical damage, then venom is injected into the victim. Use the following Cascading Resistance Roll chart for the venom:

**CRR (100)** — No Effect

**CRR (90)** — 1d100-20 on Internal Poison Critical Table

**CRR (80)** — 1d100-10 on Internal Poison Critical Table

**CRR (70)** — 1d100 on Internal Poison Critical Table

**CRR (60)** — 1d100+10 on Internal Poison Critical Table

**CRR (50)** — 1d100+20 on Internal Poison Critical Table

**Failure** — Character receives maximum result from the Internal Poison Critical Table.

- Regeneration (Major): Obsidian

The blood of the Serpent grants an innate sense of calm and deadly swiftness.

- Agility +4
- Self Discipline +2

### WOLF

The infected being takes on the features and aspects of a Wolf while in their transformed state. The get of the wolf is strong, and this is perhaps the most common of the lycanthropic bloodlines.

- Enhanced Senses
- Enhanced Scent
- Natural Weaponry: Claws and Teeth
- Tough Hide (minor): +20 to DB
- Regeneration (Major): Silver

The blood of the primal Wolf flows through the victims veins and strengthens his body.

- Quickness +2
- Strength +4





**COMBAT**

Lycanthropes are unusually fierce and bloodthirsty in combat. If encountered in a group, the creatures will usually hunt and kill in much the same way a normal group of the animals would. Many Lycanthropes adopt their pack mentality when in their were-form. However, solitary Lycanthropes tend to be stalkers, selecting solitary or isolated prey that they can attack and terrorize at will. Lycanthropes are in command of their intellect while shape shifted, although they may not be able to control their bloodlust. The statistics above are for a 1<sup>st</sup> level human fighter in were-wolf form.

**LYCANTHROPY**

Someone wounded in combat by a Lycanthrope's bite must make a Stamina RR against the attack roll result as compared on the RR table in **HARP** Chapter 9, Table 9.1. If the Resistance Roll fails, then the wounded individual has contracted lycanthropy. Within 1 month a trigger must be selected (by the GM), and the character will shift into a bloodthirsty beast when that trigger occurs. A clerical Cure Disease spell will halt the infection of Lycanthropy and cure the victim, but this must be done before the first manifestation. Once Lycanthropy has manifested the only cure is a Remove Curse spell, or a successful use of the Enchantment Cure talent.

**MYTHS & MISCONCEPTIONS**

Some sages claim that silver is the bane of a were-beast, or that herbs and plants can deter them from attacking an individual. Wolfsbane is purported to be able to keep werewolves at bay. Some sages discuss the merits of magical materials in harming a were-beast. Supposedly, jade spears will kill were-panthers or obsidian knives will instantly kill a were-serpent. Whether or not there is truth to this rumor is hard to discern. There may be certain mystical weaknesses the creatures have, but whether this is folklore or fact is unknown.

**TREASURES**

Occasionally a victim has something of value on it; in some cases, the object itself might be important enough to draw a were-beasts attention. The beasts might collect these as trophies as well, and a Lycanthrope in control of his shifting might indeed use his abilities to gather wealth from the corpses of those he slays under fang and claw.

**ENCOUNTERS**

Lycanthropes are either the kind you find in groups, or solitary hunters. In some cases, cults and secret societies might support a group of these were-beasts. Most Lycanthropes do not gather with others outside of their own bloodline, and because of this, finding more than one bloodline in a single place is incredibly rare. It is more likely that a low level group might encounter a single were-beast, while a more experience group may be able to tangle with a half dozen or more of the same bloodline.

# MEDUSA

<b>LEVEL:</b>	5	<b>SPECIAL ABILITIES:</b>	Night Vision; Enhanced Scent; Subtle
<b>HITS:</b>	105	<b>STATS:</b>	St: 75 (5); Co: 75 (5); Ag: 75 (10); Qu: 75 (7); SD: 75 (5); RE: 75 (5); In: 75 (5); Pr: 75 (9); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 40 ; Will RR: 40 ; Magic RR: 55
<b>MOVEMENT:</b>	10'	<b>TREASURE:</b>	R2 R3(10) N4
<b>INITIATIVE:</b>	+17	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	60 (25 Shield; 15 stats; 20 Armor)	<b>IMPORTANT SKILLS:</b>	Perception (12) 64, Appraisal (12) 64, Combat Styles: Blindfighting (18) 76, Stalk & Hide (10) 75
<b>ATTACKS:</b>	105 Weapon; 60 T-Puncture (Serpents)		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Dominant/Aloof		
<b>LIFESTYLE:</b>	Exiles		

The Medusa has the lithe and graceful body of a young muscular woman combined with a visage of pure anger. She is a combination of physical perfection and the ultimate in aberration. The visage of the Medusa does not transform a creature into stone; it is the power of her

hateful gaze. The twisted nest of hair is a cluster of Serpents growing from the Medusas' skull; each strand is a single Asp that brings slumber with a bite.

Medusas dwell in remote locations or temples where they live in opulent exile. A thrall or two might serve one,

while another might have an entire stable of slaves. Some may use magical disguises in order to hide their true nature, traveling into the world to find objects of beauty to destroy, or to hunt attractive men and women and turn them into slaves or statues for their own amusement. Either way, Medusas do not gather in groups. They lead solitary lives. Lonely, forsaken, and accursed, most lament the curse placed on them while seeking to do more evil.

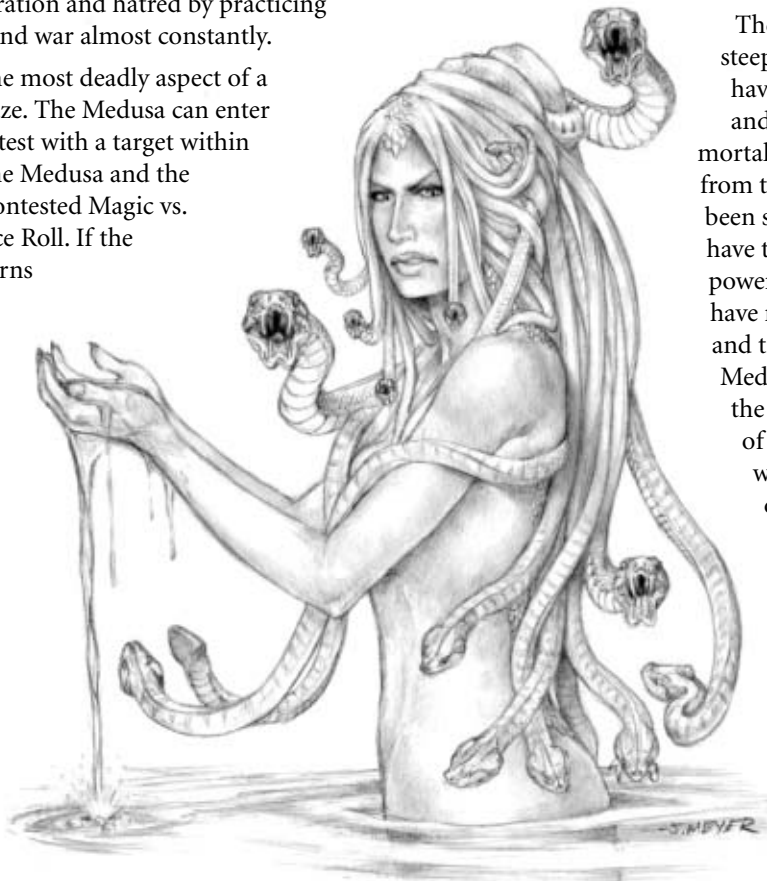
Some say the Medusa despises the beautiful and the graceful, destroying any object of beauty or any creature that is sublime in appearance. This may indeed be the medusa's crusade, but even more, there may be the desire to gather beauty around itself so it may forget its own ugliness. Some think the medusa may have gardens or halls filled with the transformed statues of beauties held fast by its gaze, simply so it can covet their beauty for itself.

### COMBAT

Those Medusa who cannot cast spells are excellent warriors. Many are skilled in the arts of the sword or bow, and they use weapons typical of classical warriors. Spears, swords, shields, bows of curved yew, enchanted weapons, arrows of fine quality, and many other items are part of a medusa's typical arsenal. Many more combine the two arts. Some are Warrior Mages of the highest skill, shedding their frustration and hatred by practicing the crafts of magic and war almost constantly.

**Petrifying Gaze:** The most deadly aspect of a Medusa is its gaze. The Medusa can enter into a Gaze contest with a target within visual range. The Medusa and the target make a contested Magic vs. Magic Resistance Roll. If the target fails, it turns into stone. If the target succeeds the Medusa's gaze cannot affect it for one hour. Should the Medusa meet her own gaze in a polished mirror surface, she will instantly turn to stone.

**Nest of Serpents:**  
A Medusa can attack



with her serpentine hair more than once in a round by taking a modifier of -10 to all attacks beyond the first for each attack it makes. If the Medusa makes 2 bite attacks both get a -10, if she performs 3 attacks all 3 attacks get a -20. She can direct these attacks at multiple foes for no additional penalty. She can make a number of attacks in a round equal to the number of Serpents in her hair (5-10). She can use her gaze attack in the same turn she attacks with her Serpents. The bites are Tiny Puncture attacks.

If a bite from a Serpent does critical damage then venom injects into the victim. Use the following Cascading Resistance Roll Table for the venom.

**CRR (100)** — No Effect

**CRR (90)** — Sleep for 1-5 minutes

**CRR (80)** — Sleep for 10-50 minutes

**CRR (70)** — Sleep for 1-5 hours

**CRR (60)** — Sleep for 5-10 hours

**CRR (50)** — Sleep for 1 day

**Failure** — Sleep for 2 days

This is not a light magical slumber; someone affected by the bite of a Medusa's Serpent may only gain one RR to wake per hour. Many shrug off the effects before someone can successfully awaken them.

### MYTHS & MISCONCEPTIONS

The origins of the Medusa are steeped in myth; many of them have been cursed by their hubris, and serve as reminders to mortals that beauty is indeed a gift from the gods. Others may have been sorceresses or priestesses that have transgressed against some powerful force, and the curse they have received has marred them and transformed them into Medusa. Other legends say that the Medusas are the daughters of a powerful Devi, who turned wrathful when her daughters disfigured her temple and marred the beauty of idols dedicated to her. All the tales involve the cursing of Medusa by a powerful and angry force; sometimes the entity or power allows them to find some way to redeem themselves from their curse should they choose the right path. What is more important

is that it is rumored that a Medusa's own reflected gaze can petrify it, their hatred is that strong.

### TREASURES

Medusas covet beautiful and exquisite items, often marring them for their own satisfaction, but the value of the raw materials alone can often be a king's ransom. Warrior Medusa will have magical weapons or items of the highest quality in their possession, and spellcasting

Medusa may have magical items and even tomes of magical lore in their retreats.

### ENCOUNTERS

A lone Medusa may be found traveling incognito, looking for beautiful beings to seduce and capture. Alternately, a Medusa may live in a ruin or hidden lair with a group of slaves at her disposal. These minions may serve her out of fear, or out of loyalty.

4

## MINOTAUR

<b>LEVEL:</b>	5	<b>SPECIAL ABILITIES:</b>	Natural weaponry—Horns & Hooves; Enhanced Scent; Tough Hide (Minor)
<b>HITS:</b>	130	<b>STATS:</b>	St: 75 (13); Co: 75 (8); Ag: 75 (5); Qu: 75 (5); SD: 75 (5); RE: 75 (5); In: 75 (5); Pr: 75 (5); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 60; Will RR: 40; Magic RR: 40
<b>MOVEMENT:</b>	12'	<b>TREASURE:</b>	N2 N N3
<b>INITIATIVE:</b>	+15	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	55 (25 Shield; 10 stats; 20 Tough Hide (Minor))	<b>IMPORTANT SKILLS:</b>	Combat Style: Disarm Foe (18) 84, Combat Style: Two Weapon Combo (18) 84, Frenzy (18) 79, Perception (15) 70, Tracking (15) 120
<b>ATTACKS:</b>	105 Weapon; 75 S-Puncture (Horns); 75 M-Crush (Hooves)		
<b>#ENCOUNTERED:</b>	1-5		
<b>OUTLOOK:</b>	Belligerent/Aloof		
<b>LIFESTYLE:</b>	Patriarchal/Barbaric		

The Minotaur is a creature with the head and hind legs of a bull but the torso and arms of a man. The creature's powerful muscular build and bovine head belie the intelligence and cruelty that dwells within. The Minotaur is a brutal and deadly creature, one seen as the star attraction in gladiatorial pits and as warrior slaves for brutal oppressors. Taller than the tallest man, with a body built for hard work, the Minotaur is a fearsome creature in any battlefield.

Minotaurs exist to fight, their purpose is to cause bloodshed and feast upon the flesh of their fallen enemies. To them there is nothing clearer than the call of battle, to crush their foes under black hooves and gore them to death with sharp gleaming horns.

Once the Minotaurs were a proud race of warriors, they followed a code of honor and ethics that made them worthy allies. Still, the kings of their lands were arrogant, and soon their civilization fell to ruin. War and strife within their own kingdoms led to the fall of their lands. As man encroached upon their kingdoms territories, it was obvious that few would survive. The great cities of the Minotaur fell,

and they became a race of nomads, soon subjects to the slavers yoke. Still, there are proud and angry tribes of Minotaur that dwell in lands far away from the reach of human kingdoms, and in those lands, they are the lords of what they survey. Dwelling in massive yurts, roving under the open sky, the once proud Minotaur have become a series of tribes, now barbarians seeking to reclaim a mighty heritage should the right voice unite them.

### COMBAT

Minotaurs prefer to use broad blades or large wooden clubs studded with spikes or blades, basically anything that has a good heft and is capable of crushing a man in one blow. Subtle is not a word in the language of the Minotaur. Among them, combat is an insane frenzy of stomping hooves, goring horns, and swinging implements. Magic wielding Minotaurs are rare; those that do exist are shamans or wise-ones who can remember the days of the fall of their kingdoms. Fighters abound in Minotaur society, and even those that are slaves are happy as long as they have skulls to crush and flesh to tear and eat.



**MYTHS & MISCONCEPTIONS**

The Minotaurs that dwell in the far away lands are not as barbaric and bloodthirsty as their enslaved brethren. There are still remnants of nobility, honor, and craft amongst them. They worship a god named Annumur, the Bull of the Heavens. In fact, the Minotaur name for their race is Annumuros, meaning Sons of Annumur. To them the streak of a comet in the sky is the body of Annumur charging through the heavens, and it is an omen of great change to their race.

**TREASURES**

Slave Minotaurs do not carry much in the way of treasure. What they may have are weapons or armor that will prove difficult to use because of their size. Noble Minotaurs, those who are not slaves, may have coin, magic, and weapons made by their people in times past.

**ENCOUNTERS**

The enforcer of a devious warlord might be a Minotaur, or the traveling dignitary may have a body-guard slave. Noble Minotaurs may wander the world following omens of change and seeking new ways to bring former glory to their people.

4

**NIGHTLORD**

<b>LEVEL:</b>	10	<b>SPECIAL ABILITIES:</b>	Enhanced Senses; Night Vision; Scholar; Tough Hide (Greater)
<b>HITS:</b>	200	<b>STATS:</b>	St: 75 (10); Co: 75 (10); Ag: 75 (10); Qu: 75 (10); SD: 75 (10); Re: 75 (10); In: 75 (10); Pr: 75 (10); End: 100; PP: 30
<b>SIZE:</b>	Medium (L)	<b>RR:</b>	Stamina RR: +90; Will RR: +90; Magic RR: +90
<b>MOVEMENT:</b>	14'	<b>TREASURE:</b>	R3 R3 N
<b>INITIATIVE:</b>	+25	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	75 (20 stats; 60 Tough Hide (Greater))	<b>IMPORTANT SKILLS:</b>	Perception (30) 110, Stalk & Hide (25) 125, Ambush (25) 125, Contortions (20) 90
<b>ATTACKS:</b>	120 M-Slash; 110 S-Grapple		
<b>#ENCOUNTERED:</b>	1-10		
<b>OUTLOOK:</b>	Dominant/Cruel		
<b>LIFESTYLE:</b>	Alien		

The dark insect like carapace of a Nightlord gleams with a dull shine. Their green eyes glint from a skull-like face with a malevolence and hatred towards anything within their sight. Hooked tendrils, grasping claws and barbed limbs extend from underneath the armored shell of the Nightlord. They appear hunched over, and clutch at the ground below them as they move with a dark and sinister purpose.

Most Nightlords dwell within the darkness of caverns and ruins, leaving them when the sun falls below the edge of the horizon. Where these dark and malevolent creatures come from is a place bent from the opposite of light. To call it darkness would be an insult, these creatures simply call the realm they come from Night.

Whatever motives possess the Nightlords, they don't tend to discuss it. Moving about in darkness, these creatures manifest all manner of talents. Mages, Fighters, even Clerics to a god named Voiss, all of the Nightlords pursuits seem to be for one reason, to augment some

mission they all share called the Work. Part crusade, part philosophy, the Work seems to be the need to categorize and study all of the sentient creatures in existence, through a variety of trials and experiments. The Work includes the vivisection of sentient creatures, the creation of elaborate labyrinths and gauntlets for testing races capabilities, and the determination of whether or not a species can breed with Nightlords. The cruel breeding experiments of the Nightlords have produced aberrations and monstrosities beyond count. Many of these creatures end up as slaves and warriors, if they can survive the initial few days of life. The art of magic the Nightlords practice resembles a rough and strange form of alchemical science. By distilling blood and incubating creatures in glass vessels, the Nightlords come closer to completing the Work. Although for what purpose is unknown. Some doubt that the Nightlords even know why they pursue the completion of the Work and what the result will be.

Nightlords typically infest a city or town, stealing

denizens in the night for their study in barrows and warrens constructed deep beneath the earth. These chambers are lined with a black resinous material that is smooth and warm to the touch, yet made brittle by intense cold. These Nightlord hives contain from a dozen or more of the dark brood. Within them are macabre chambers of horror, with subjects imprisoned partially in the resin of walls and ceilings. The Nightlords seem to be able to defy gravity in these hives, walking on every surface as if gravity meant nothing to them.

### COMBAT

Nightlords are chilling to watch in combat. They move with a violent and deadly precision as their bodies leap and claws and scything limbs slash through the air. Some entangle their enemies in their deadly hooked tendrils, grappling enemies and dragging them into dark pits where the victims will no doubt end up in some bizarre experiment.

**Tendrils:** The many tendrils of the Nightlord can wrap around targets and incapacitate them with ease. A Nightlord can attack with 4 tendrils as a single action, receiving no penalty for multiple attacks as long as all of the attacks are aimed at one target.

**Voice Eater:** A Nightlord can move in complete and total silence, its dark carapace also will absorb light to some degree giving it a +30 bonus to all subterfuge maneuvers.

**Shadow Walk:** Nightlords can teleport brief distances between shadows. A Nightlord may use the Shadow Walk ability to travel between shadows that are less than 100' apart (with no intervening obstacles such as bars or windows) and within the creature's sight. This ability functions like the Mage Sphere spell Long Door without the scaling options. This ability is usable 3 times per day for every 5 levels that the Nightlord has.

**Crawl:** The legs of the Nightlord can grasp at any surface, and the creature may walk on any vertical or horizontal surface without penalty unless the surface has been treated with a slippery substance or is especially slick. It would be difficult for a Nightlord to crawl across wet glass, slick metal, or oily tile for example.

**Press:** Nightlords can squeeze their way through openings that are much smaller than they are by rearranging the configuration of their limbs and twisting their segmented flexible bodies, they can enter openings of at least 1' by 1'. To do so a Nightlord must make a Very Hard Contortions Maneuver Roll (using the Percentage column) until the total result of the rolls are over 100%.

### MYTHS & MISCONCEPTIONS

The Nightlords claim to have been drawn to this world by the use of magic and alchemy, and that the ability of a race to manipulate the powers of the cosmos means that the race qualifies to become part of the Work. That no deities have paid any attention to the predations of these dark and dangerous creatures is unusual. It would seem that these creatures might be outside of the vision of the gods, yet their own dark deity; a creature named Voiss, is no doubt close to coming forth from the Night, and becoming a force in this realm. Perhaps when this happens the gods of the world will take notice.

### TREASURES

Nightlord artifacts are unusual and often appear to have no discernable function. Yet many of these creations are made from precious metals and stones, and some indeed are actually magical in nature. While coins and baubles are not the focus of the Nightlords, it would seem that artifacts with a utility are. Still, few wield weapons, since their own considerable physical arsenal proves to be sufficient for most cases, and any magical weapons they possess are most likely discarded from a captured victim.

### ENCOUNTERS

Nightlord Fighters and Mages are most likely to be encountered, hunting for suitable subjects for experiments. Yet Clerics of Voiss live in all of his hives, directing the Work through consulting with his name.







# PATAGO

<b>LEVEL:</b>	2	<b>SPECIAL ABILITIES:</b>	Natural weaponry—claws & teeth; Night Vision; Flight; Tough Hide (Minor)
<b>HITS:</b>	80	<b>STATS:</b>	St: 75 (5); Co: 75 (5); Ag: 75 (13); Qu: 75 (9); SD: 75 (5); Re: 75 (5); In: 75 (5); Pr: 75 (5); End: 25; PP: 10
<b>SIZE:</b>	Small	<b>RR:</b>	Stamina RR: +25; Will RR: +25; Magic RR: +25
<b>MOVEMENT:</b>	12'	<b>TREASURE:</b>	N2 N5 N
<b>INITIATIVE:</b>	+19	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	40 (20 stats; 20 Tough Hide (Minor))	<b>IMPORTANT SKILLS:</b>	Stalk & Hide (9) 63, Ambush (9) 63, Fly/Glide (9) 63, Perception (9) 55
<b>ATTACKS:</b>	70 S-Slash; 55 S-Grapple; 45 T-Puncture		
<b>#ENCOUNTERED:</b>	1-10 (Pack)/1-100 (Colony)		
<b>OUTLOOK:</b>	Hungry/Aggressive		
<b>LIFESTYLE:</b>	Colony based		

The Patago is a hunched, nocturnal creature roughly the size of a Monkey. The difference between Patago and a Monkey is that Patago are actually humanoid bat hybrids. These hybrid creatures appear to have been magically intermingled, Bat and Monkey fused into a creature with a nasty demeanor. They have wing flaps under their arms that allow them to fly, and they have incredible night vision and a keen sense of smell. Their tiny red eyes gleam with a spark of intelligence uncommon amongst most animals.

These creatures love to drink blood; it is one of the few things they do well, other than infest and destroy herds of livestock. These creatures are exceptionally cunning, and can undo latches, work door handles, open gates, locks, and windows. Where these creatures have bred to vast numbers, they become a menace to all life, stealing into any location to find blood. Some will invade rooms in the midst of the night.

Patago have a colony-based ecology, like the colonies of the common Bat. However, Patago are much more competitive and intelligent than the common chiropteran. Given enough time, Patago will try to eliminate any other predators that they directly compete with in order to secure a food source. They will drink packs of Wolves dry, kill any natural animals too stupid to fight back, and terrorize the local environment. Luckily, the Patago has one fatal weakness; itself. Patago in frenzy will drink blood from anything, including other Patago, and when hungry all sense of intellect leaves them and is replaced by a terrifying appetite. The most efficient way of dealing with the creatures is to seal up a cavern where a colony

exists, and wait for them to eat each other to death. This tactic has saved many a small community from bleeding dry at the hands of these voracious little predators.

Magicians and clerics with a dark bent often adopt a few of these creatures, providing them with bowls of blood and training them to perform tricks and tasks. Patago make excellent companions and are smart enough to learn a few words from a language if one is patient





enough to teach them. Owners often neuter the little servants to prevent them from breeding.

### COMBAT

Patago have no fighting style; they just latch on, bite, and drain. This tactic usually isn't very efficient for survival unless there is a cloud of these creatures attacking a given target. The normal tactic is to swarm a target, with several of them latching on and biting into the flesh, draining the body of its blood in a few minutes. Bloated Patago can't fly well, and often a well-fed Patago will crawl under a nearby rock or bush to digest its meal, and fly away when it feels light enough.

**Exsanguination:** A Patago that successfully scores a Grapple critical hit against its foe does not do critical damage as normal. Instead, the creature has latches on and sinks its jaws into the victim. The victim suffers an automatic Tiny Puncture critical and in the next combat round the victim loses 1-10 Concussion Hits, and does so per combat round until the Patago has drained up to its Constitution bonus x5 in hits or is torn off. Even then the wound bleeds 1 hit for 1-10 rounds. Removing the Patago is a straight Strength vs. Strength Maneuver Roll, both the Patago and the character trying to remove it roll and add in 2 times their Strength bonus. The one with the higher roll wins. Slaying it will also cause it to let go. Once sated the creature will then let go and fly off at half of its BMR due to its bloated and heavy stomach.

**Frenzy:** Patago that do not feed to full at least once per week begin to starve, and their hunger drives them into a frenzy to find food. A frenzied Patago is a danger to anything that has blood in its veins. Frenzied Patago gain +10 to initiative, +10 to attack

rolls, +20 to resist all Stuns, and loses its Stat bonus for determining its DB. The creature loses all sense of reason and may not use skills or special abilities other than Exsanguination. A frenzied Patago will seek to fill its belly by any means, attacking the nearest living being and drinking until its stomach is full, then it will fall into a deep slumber for 1-10 hours.

### MYTHS & MISCONCEPTIONS

Many are convinced that the Patago originate from some sick sorcerous experiment, but the truth is that the creatures are the decedents of a race of vampire creatures that devolved. A plague ravaged the Patago race, and turned them from dangerous winged elf sized bat-creatures into diminutive savage little beasts. Most likely, this sickness was retribution by some angered god. Still there are rumors of Patago Lords being born in larger colonies of these creatures; perhaps the race will once again become a threat.

### TREASURES

Patago will often pick up bits of shiny metal or light objects that they can carry. Gold seems to catch their eye. However, most of these objects end up dropping to the bottom of the colony floor, buried in layers of guano.

### ENCOUNTERS

Patago are more likely to be encountered as unusual familiars than found in colonies and infested areas. Infestations often occur rapidly due to the breeding habits of the creature. Patago Lords are exceptionally large Patago, often the size of a Halfling or a bit larger, with a wingspan and appetite to match. They often set up their own lair, and are solitary hunters.

## SHAPE THIEF

LEVEL:	8
HITS:	110
SIZE:	Medium
MOVEMENT:	14'
INITIATIVE:	+18
DEFENSIVE BONUS	15 (15 Stats)
ATTACKS:	110 S-Slash; 90 Weapon
#ENCOUNTERED:	1
OUTLOOK:	Dominant/Cruel
LIFESTYLE:	Solitary

SPECIAL ABILITIES:	Natural weaponry—claws; Dark Vision (Greater); Shapechanger
STATS:	St: 75 (5); Co: 75 (5); Ag: 75 (8); Qu: 75 (8); SD: 75 (10); RE: 75 (5); In: 75 (5); Pr: 75 (5); PP: 20
RR:	Stamina RR: 55; Will RR: 55; Magic RR: 55
TREASURE:	N2 N2(10) N3
CULTURE:	—
IMPORTANT SKILLS:	Perception (20) 85 , Acting (25) 85, Duping (25) 85

The Shape Thief is a thin and emaciated creature. Taut skin stretched over thin bones, with a long thin neck, arms that are much too long for its body, and a gaunt skull-like face with large lusterless black eyes. Quills line the long limbs of the Shape Thief.

The Shape Thief is the most dangerous of beings, since it can steal the form of any humanoid creature it kills. It often does so to provide its clients with services such as assassination, infiltration, subterfuge, and retrieval. A short period of incubation in a veined cocoon takes place, and what emerges is a perfect physical copy of the slain person, complete with voice, peripheral bits of memory, and the Shape Thief dwelling deep inside all that mimicked flesh.

These creatures sell their services at exorbitant rates to creatures of all types. They are willing to serve any master that will pay them well enough. Because of their unusual talent, they make incredibly dangerous henchmen. Shape Thieves can position themselves close to almost anyone without detection. Still there are ways of finding a Shape Thief. For one the blood of the creatures is completely black, and when angry or hurt their eyes turn a lusterless black, just like their eyes appear in their native form. If they choose to, they can use their claws in their absorbed form.

What is most important is that these creatures are incredibly cunning tacticians, and they can plan carefully for all manner of contingencies. Often Shape Thieves have a kidnapped or slain victim of no consequence stored in a safe and secure location somewhere. If a Shape Thief needs to escape, they often go to this safe house, assume the shape of the poor victim, and then escape, or continue on their mission. The Shape Thieves also seem to be able to recognize one another regardless of form, and they can communicate amongst themselves telepathically.

### COMBAT

Shape Thieves use intellect and planning when entering combat, against superior foes, they always choose to run. If need be, they will escape, kidnap and assume a new shape, and then return to finish anyone who has done it harm. These creatures can be vindictive to a fault. If need be these creatures rely on the shape change ability to escape. Although doing so is a stressful and exhausting process that greatly affects their physiology

**Shape Theft:** A Shape Thief may mimic the voice, memory, and mannerisms of any humanoid creature that it kills in a special ritual. Not only does this provide the creature with sustenance, it also provides it with the necessary mass to mimic the creature. It wears the shape like a shell, with the Shape Thief dwelling within it.

The ritual takes a minimum 1 minute to perform, and the victim must have been dead for no more than 1 hour. The rite requires a Very Hard Maneuver, using the 2 times

the Shape Thief's Self Discipline bonus as a modifier, on the Percentage column of the Maneuver Table and takes 1 minute per roll until the creature a cumulative result greater than 100%. The Shape Thief merges with the corpse of its victim within a veined cocoon. It then gestates for 1-10 hours. Upon emerging, the creature exactly resembles the victim, including surface memories (names, places, language and surface thoughts, but not deep secrets or emotions), voice, and any idiosyncrasies the victim may have had in life. The Shape Thief does not gain any of the special racial, professional, or magical abilities of the victim however. The body of the victim remains in the cocoon. The victim can be restored to life with a Lifegiving spell. If the victim of a Shape Thief is restored to life, the Shape Thief immediately reverts to its natural form. The Shape Thief does not mimic clothing or equipment of its victim; it usually just uses what his victim had at the time of the ritual.

Unfortunately, the Shape Thief can only mimic one humanoid creature until it absorbs the form of a new humanoid.

**Hard Shifting:** A Shape Thief may use its Shapechanger ability to take the form of a normal animal, as per the Talent. However, using this ability is extremely stressful and the Shape Thief takes 10 hits for every minute spent in this alternate form.

### MYTHS & MISCONCEPTIONS

Some say that the Shape Thieves are cunning Demons exiled from the underworld for the tricks that they pulled. This is far from the truth, for most Shape Thieves were once mortal assassins that have undergone transformation at the hands of the Nightlords. The Nightlords use Shape Thieves to gather intelligence on communities and cities before deciding on whether or not to carry on the Work there. Still, Shape Thieves themselves act autonomously and often elude their cunning masters, gathering in groups and taking on the identity of some poor unfortunate. Their innate kinship drives them to form networks providing each other with support. Shape Thieves cannot breed at all, nor can they mimic the body of a pregnant woman.

### TREASURES

Shape Thieves tend to be quite rich, although they might live in conditions that indicate otherwise. A Shape Thief's safe house is its true home, and often there will be a chest of coin and gear there for them to use in the event they need to get out of a location.

### ENCOUNTERS

Solo Shape Thieves are the most common; they rarely reveal themselves unless necessary. They prefer to appear as a creature of some humanoid race until a wound or anger reveals their nature.

# SPHINX

<b>LEVEL:</b>	10	<b>SPECIAL ABILITIES:</b>	Natural weaponry—claws & teeth; Enhanced Senses; Tough Hide (Major); Scholar or Flight
<b>HITS:</b>	250	<b>STATS:</b>	St: 75 (17); Co: 75 (11); Ag: 75 (8); Qu: 75 (8); SD: 75 (8); RE: 75 (20); In: 75 (10); Pr: 75 (15); PP: 43
<b>SIZE:</b>	Large	<b>RR:</b>	Stamina RR: 110; Will RR: 105; Magic RR: 110
<b>MOVEMENT:</b>	29'	<b>TREASURE:</b>	R3 R4(10) N3
<b>INITIATIVE:</b>	+23	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	60 (20 stats; 40 Tough Hide (Major))	<b>IMPORTANT SKILLS:</b>	Perception (30) 108, Riddle Lore (30) 120, Duping (30) 105
<b>ATTACKS:</b>	130 M-Puncture; 100 M-Slash		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Somber/Aloof		
<b>LIFESTYLE:</b>	Solitary		

Enigmatic and incredibly intelligent, Sphinxes are a race of creatures with the bodies of Lions and the head of a handsome man or woman. Some are gifted with a set of powerful wings for flight, while others dwell on the ground. Each Sphinx has a powerful body, and they are the size of a horse with their heads proportionally large to match the size of their bodies.

Most Sphinxes are solitary creature's lairing in abandoned desert tombs, ruins, and other secluded desert areas. On occasion, a Sphinx might act as a guardian for an inhabited temple, allowing those who can answer its riddles and questions to pass without harassment. Those Sphinxes that do this do so in exchange for something. Rarely does a Sphinx wish to spend time with any race other than its own kind.

Most Sphinxes are intent on spending their time in solitude and will gladly kill and eat intruders. Sphinxes have a tendency to enjoy puzzles. If a person can engage a Sphinx in a riddle or puzzle and successfully solve it, this can earn enough temporary respect from the Sphinx to reprise a person or group from being devoured by the creature.

## COMBAT

Sphinx are intellectuals first, and combatants second. While they will not challenge superior opponents to contests of intellect, they will gladly attack anyone who intrudes in their lair that they can best. Sphinx are a sporting sort though, and usually offer a being a chance at solving a riddle or puzzle before deciding on whether or not to attack them. If successful, a cunning person can avoid an attack altogether, usually.

## MYTHS & MISCONCEPTIONS

Sphinxes in combat are as ferocious as Lions and as deadly as men, using the power of their Lion like body to great advantage and using their incredible minds to decide on the best course of action. Sphinxes usually try to

confuse opponents with surprise tactics, sneak attacks, traps, and pitfalls that usually have some type of escape mechanism included to provide the challenge of a puzzle with a chance of escape without harm.

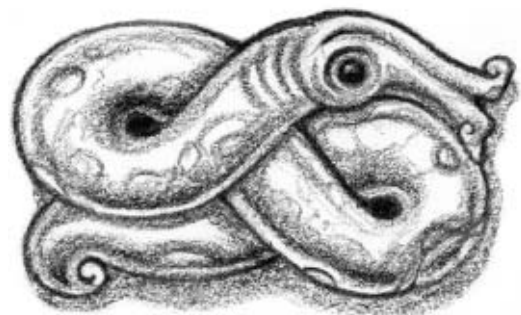
**Curse of the Sphinx:** Anyone who fails to answer a riddle challenged to them by the Sphinx must succeed against a Will based RR(100) or is so unnerved by the creature that the challenged victim suffers a -50 to OB and DB while fighting the Sphinx. Successfully giving the answer removes/avoids the curse.

## TREASURES

Most Sphinxes hoard wealth and often take the treasures from those who have been unfortunate enough to answer a riddle incorrectly. Their lairs typically have all manner of treasure and goods stored within, most of the wealth is simply there as a symbol of the Sphinxes cunning and intellect. Yet a Sphinx will be loath to part with any of their treasure, unless of course the person desiring it would like to solve a puzzle.

## ENCOUNTERS

Hidden lairs, temple gates, and ancient lost ruins all make ideal places for an encounter with a Sphinx.







# UNICORN

<b>LEVEL:</b>	8	<b>SPECIAL ABILITIES:</b>	Enhanced Scent; Night Vision; Succor (Greater); Tough Hide (Minor); Survival Instinct
<b>HITS:</b>	195	<b>STATS:</b>	St: 75 (5); Co: 75 (5); Ag: 75 (10); Qu: 75 (10); SD: 75 (9); RE: 75 (8); In: 75 (10); Pr: 75 (15); PP: 24
<b>SIZE:</b>	Medium (L)	<b>RR:</b>	Stamina RR: 70; Will RR: 80; Magic RR: 80
<b>MOVEMENT:</b>	15'	<b>TREASURE:</b>	P P P
<b>INITIATIVE:</b>	+25	<b>CULTURE:</b>	Sylvan
<b>DEFENSIVE BONUS</b>	80 (20 Stats; 20 Tough Hide (Minor); 40 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (25) 95, Tracking (20) 90, Healing (25) 93
<b>ATTACKS:</b>	110 M-Puncture; 90 M-Crush		
<b>#ENCOUNTERED:</b>	1-10		
<b>OUTLOOK:</b>	Aloof		
<b>LIFESTYLE:</b>	Mate for life		

The Unicorn is a symbol of chastity, truth, virtue, and beauty. A stag like body with an equine head, covered in short downy white fur, the creature's pelt is incredibly soft to the touch. What is most remarkable about the beast is the single coiled sharp golden horn growing from the center of its brow. It is roughly the size of a large pony, although Unicorns as large as a Warhorse exist.

Unicorns are typically creatures of sylvan pastures and distant forests, dwelling amidst fey creatures in a pastoral and peaceful environment. Still on occasion, they might serve as the willing mount and companion for some exceptional individual that embodies all of the qualities the Unicorn values.

Various orders of holy warriors use the creature as a symbol, yet it usually chooses a female virginal warrior as its desired companion. It will serve as a mount for its chosen warrior until it feels it is time to leave, or if disappointed by its charge. Darker forces covet the Unicorn for the fluids in its body. Innocence flows in the veins of the Unicorn like blood in a mortal being, and to those who dwell in darkness this is the most intoxicating libation they could possibly desire. Vampires, Demons, and evil necromancers covet the blood of these creatures for its properties. Alchemically distilled, a magician can twist the innocence within a Unicorn to serve many dark purposes. Elves hold these creatures as sacred, and there are warrior orders amongst the sylvan races that would gladly hunt down anyone who captures and kills such a beautiful creature.

Some Unicorns pass their horn to an honored warrior or virtuous being before they die. The horns of the Unicorn have many abilities; it can cure disease, heal wounds, and harm dark forces with its sharp point.

## COMBAT

Unicorns are peaceful creatures, but they are also competent warriors. They will fight with great ferocity to defend others, aid their chosen champions, or simply escape from capture. These majestic beasts are awe

inspiring in combat, and those who have witnessed a Unicorn in battle have often felt their spirits lifted and carried to victory.

**Dark Bane:** The horn of the Unicorn gains a +20 OB and Critical bonus when used against creatures of darkness. Such attacks ignore Damage Caps. This property can be maintained in the horn if it is granted willingly to a being of virtue.

## MYTHS & MISCONCEPTIONS

The Unicorn's horn alone is not a magical thing; it is the intent of a Unicorn that makes it magical. As a prayer is a focus for a cleric's spell, the Unicorn's horn is a focus for its divine powers. Without the willing sentiment of a Unicorn in passing, the horn of a Unicorn becomes a worthless hunk of ivory, worth little more than a few coins as a curiosity. Many who have hunted Unicorns have discovered this to their chagrin, only to suddenly find another offer under the knife of an elven ranger. Still, the properties of a Unicorn's Horn seem to be to grant succor of some sort, depending on the chastity and virtue of the horn's wielder.

## TREASURES

Unicorns don't bear treasure nor do they keep lairs filled with gold. The creatures are beyond the need for material items, still they may be protectors for a secret glade or valley where such treasures might be found, or they may themselves guard an item of worth that has been secured in their lair.

## ENCOUNTERS

Unicorns are typically seen at a distance, although a valorous warrior maiden may find herself being attended to by one of these fine creatures. Trespassers in glades protected by Unicorns should be wary, for if their intent is to do harm, the Unicorns will fight.

# WENDIGO

<b>LEVEL:</b>	5	<b>SPECIAL ABILITIES:</b>	Natural weaponry—claws & teeth; Enhanced Senses; Night Vision; Tough Hide (Major)
<b>HITS:</b>	235	<b>STATS:</b>	St: 75 (15); Co: 75 (11); Ag: 75 (8); Qu: 75 (7); SD: 75 (8); RE: 75 (5); In: 75 (5); Pr: 75 (5); PP: 88
<b>SIZE:</b>	Medium (L)	<b>RR:</b>	Stamina RR: 90 Will RR: 80; Magic RR: 75
<b>MOVEMENT:</b>	14'	<b>TREASURE:</b>	R2 R2 N3
<b>INITIATIVE:</b>	+17	<b>CULTURE:</b>	Nomadic
<b>DEFENSIVE BONUS:</b>	55 (15 Stats; 40 Tough Hide (Major))	<b>IMPORTANT SKILLS:</b>	Stalk & Hide (18) 89, Ambush (18) 89, Perception (15) 72, Pow. Pnt. Dev. (5) 88
<b>ATTACKS:</b>	110 M-Slash; 90 S-Puncture		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Belligerent/Dominant		
<b>LIFESTYLE:</b>	Predatory		

Vicious creatures, the Wendigo resemble the Kachenjunga, yet possess a dark and evil bent. The deadly Wendigo has the same type of build and fur as a Kachenjunga, but its teeth are filed points and blood clots make the fur of the creature ragged and rough looking. It appears as an insane Kachenjunga at a distance; once it is closer the madness is seen for the feral bloodlust within the beast.

Wendigo stalk forbidden places, seeking to consume those who would trespass there. Unlike the Kachenjunga, the Wendigo are not bound to one place, being able to drift from place to place at will, only to return to their forbidden halls once under the light of the full moon.

Wendigo themselves are not as martially attuned as their more benevolent brethren are. Most Wendigo know some of the martial arts, but instead prefer to fight with tooth and claw, rending their opponents apart with the tremendous strength they wield. They gladly fight anyone and anything they can get their hands on. To a Wendigo, there is nothing more satisfying than the hunt and the end of it when it can

rend and tear apart its prey without mercy. Still, these creatures prefer to hunt intelligent races, elves and humans are their favorite because they savor the terror they exude.

## COMBAT

There is only cruelty in the eyes of the Wendigo; their malice is pure like the white of snow. The innate talents of the Wendigo lie in stalking and killing. They do not rely on martial skill, but instead on trickery and strength. Because of this, they often make ideal assassins, especially when someone wants to send a bloody message to others who might discover whatever remains will be left.

**Flurry:** A Wendigo may make two claw attacks each round. If both of these claw attacks score criticals on a single victim, the Wendigo may use its rend ability.

**Rend:** Any victim that has been struck by both of the Wendigo's claws in the same round suffers an additional +20 M-Slash critical as the Wendigo tears the victims flesh apart. This attack ignores Damage Caps.





**Camouflage:** Wendigos have an adaptive pelt that allows them to blend in with their surroundings almost flawlessly. By making a Hard Self Discipline Maneuver roll (all or nothing) and spending 5 Power Points the Wendigo can render itself invisible, as per the description of the spell *Invisibility*, until it makes a violent movement or 5 rounds have passed.

### MYTHS & MISCONCEPTIONS

Wendigos claim to be the dark twins of the Kachenjunga, given to the excesses of feasting and bloodletting because of their innate nature to do so. In fact, the name Wendigo means “Likes to eat” and because of this, remote tribes and nomads who know their stalking

grounds avoid the creatures. The Wendigo themselves know more about their origins than they are telling, but it would seem that cannibalism and murder are their lot.

### TREASURES

Wendigo lairs are filled with the gnawed bones and trinkets of fallen victims, amongst the litter those who are lucky enough to survive a Wendigo attack might find many things of value.

### ENCOUNTERS

In some cases, dark powers might motivate such a creature to become a servant, but they are difficult to control. Their lusts are too powerful. Encountering them in a lair is more likely.



Wendigo

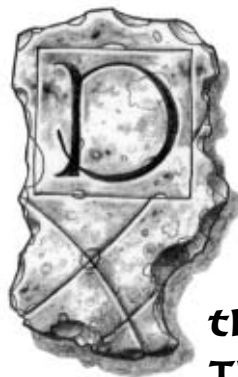
Kachenjunga





# THE DRAGONS

5



**D**ragons are old things, born from the heart of the sun before the world was made. The oldest of them are the fire creatures. The youngest of them are the creatures of air. Those who dwell in the high and craggy places of the world now, coiled in their centuries old sleep are but fragments, echoes, of what has gone before. Even so, Dragonkind, mere winged lizards a bare forty paces long, have the power to destroy kingdoms.



All Dragons are spell users, having learned mortal and immortal sorcery in their long years of existence – knowledge passed down from mother to hatchling since the beginning of time. Although Dragons are built as Fighters, they all have the Talent, Arcane Power, and many may also be of the Mage profession as well. More than one Dragon has mastered the art of shapechanging and lived amongst human societies, as astrologers or mages.

The Dragons are all elemental things, but elemental meaning “old and uncontrollable and wild” not as in “level 2 on a table in **Fire and Ice**.” In system terms they are probably descended from something older than the elemental creatures. They take the form of majestic lizards, echoes of the lizard creatures who ruled the world millions of years before the coming of man.

Dragons are neither good, nor evil. They are beyond such concepts. They are hungry creatures, hungry for food, for treasure, for lore. If they wish to help a mortal, then they will. If they wish to eat a mortal, then they will eat that mortal. It is best not to think of them in terms of alignment. The world, as they see it, belongs to them, and

humans are a mere, and temporary, interloper. The human sense of right and wrong has no meaning for Dragons. If a kingdom of mortal humans keeps sending knights to attack the Dragon and kill its brood, then the Dragon will destroy that kingdom, much in the same way as a human might burn a wasp’s nest.

That being said, different species of Dragons, and individual Dragons themselves, will have different attitudes to humanity. Some will actively work to help humanity (for some inscrutable end or other), while others will even go so far as to ally themselves with dark powers to destroy it. Most Dragons are merely territorial and wish to be left alone.

### DRAGON POWERS

Most Dragons have a breath weapon. All Dragons have magical powers by way of having the Talent, Arcane Power (for the Sphere of their choice). Some (GM discretion) have the talent Shapechanger (**HARP** rulebook p. 51) which allows them to walk the world in human (or other) forms. The Dragons are usually old enough to do this at will.

## EARTH DRAGON

<b>LEVEL:</b>	20	<b>SPECIAL ABILITIES:</b>	Natural weaponry: claws & teeth; Enhanced Senses; Flight, Shapechanger, Tough Hide (Greater); Breath Weapon; Survival Instinct
<b>HITS:</b>	450	<b>STATS:</b>	St: 75 (45); Co: 75 (25); Ag: 75 (15); Qu: 75 (5); SD: 75 (5); Re75 (5); In: 75 (5); Pr: 75 (5); PP: 140
<b>SIZE:</b>	HUGE	<b>TREASURE:</b>	R5 R4(100) R3
<b>MOVEMENT:</b>	20' (Flight 40')	<b>RR:</b>	Stamina RR: 170 Will RR: 130 Magic RR: 130
<b>INIT BONUS:</b>	+25	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	160 (30 Stats; 60 Tough Hide (Greater); 70 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (63) 133; Flying (63) 143, Pow. Pnt. Dev. (20) 140
<b>ATTACKS:</b>	205 H-Puncture; 175 H-Slash; 175 H-Krush; 185 Breath Weapon		
<b># ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Protective		
<b>LIFESTYLE:</b>	Solitary		

The Earth Dragon is a creature of fire - despite legends that the Earth Dragon shoots mud - but it is seldom seen, and is not born of the same fire as the red dragons. Rather these Dragons are born in the fires of the deeps, and endless fire of making, as old as the world. It sleeps in the magma at the world’s core and feeds on the deep nutrients of the stuff of making worlds. They appear to be stony creatures with grey skin that erupt from the depths. In truth, the Earth Dragons are flesh and blood like most of their kin, born in cool faults below the earth and sea. In these cool places, the eggs hatch and the small Earth Dragon learns the lore of the earth from its mother. Then, as it grows, it melds living rock to its skin, to form armor. When fully grown, the Earth Dragons are covered with an impressive display of rock,

which signifies many things as well as protecting the Dragon from the heat and pressures of the deep. This process continues throughout the Dragon’s existence; the armor getting thicker and more impressive as the creature ages.

The Earth Dragons are the smallest of Dragonkind. They are barely fifteen or twenty paces long, from head to tail. They look more like Alligators than the traditional image of a Dragon. Like Alligators, the Earth Dragons can move at surprising speed – though the very earth thunders as the creature races after prey. Unlike Alligators, it is said that the Earth Dragons swim in the soil much as their kin fly in the air. Earth Dragons have a BMR of 20', and when “swimming” in the soil they have a BMR of 15'. It is impossible to guess how fast they can move while drifting in the underground



magma rivers, but it is probably not very fast.

Earth Dragons have a formidable breath weapon. They can spit gobbets of molten lava. Treat this as per the spell, *Elemental Ball*. The Dragon must expend Power Points, as per the spell, but they have no chance of failure in using this ability.

Truly old Earth Dragons sleep beneath the earth –

when their slumber is unsettled, the land above shakes. Humans call these events earth quakes. When the Earth Dragons must vent the huge pressures building up inside them, they swim the magma flows until they find a place above where the earth is unsettled. Then they rise from the white hot stony depths and loose their power. Humans call these events volcanoes.

## 5

## TIA – AN EARTH DRAGON IN HUMAN FORM

<b>LEVEL:</b>	20	<b>SPECIAL ABILITIES:</b>	Natural weaponry—claws & teeth; Enhanced Senses; Flight, Shapechanger, Tough Hide (Greater); Breath Weapon; Survival Instinct
<b>HITS:</b>	455	<b>STATS:</b>	St: 88 (48); Co: 89 (28); Ag: 76 (11); Qu: 89 (18); SD: 103 (13); Re: 100 (10); In: 102 (12); Pr: 100 (15); PP:
<b>SIZE:</b>	Huge (Medium(H) in Human form)	<b>TREASURE:</b>	R1 R1 P0
<b>MOVEMENT:</b>	20' (Flight 40')	<b>RR:</b>	Stamina RR: 170; Will RR: 150; Magic RR: 130
<b>INIT BONUS:</b>	+12	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	155 (35 Stats; 60 Tough Hide (Greater); 70 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (63) 138), Pow Pnt. Dev (40) 175
<b>ATTACKS:</b>	Human Form: 150 Quarterstaff; 130 Short Bow; Dragon Form 205 H-Puncture; 195 H-Slash; 175 H-Krush; 185		
<b># ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Protective		
<b>LIFESTYLE:</b>	Solitary		

Tia (her actual name is unpronounceable) is a young Dragon, barely an age old. She was born at the same time the race of man was learning to make tools and become strong. Since those days, she has felt a deep kinship with humanity, and has learned the arts of Shapechanging to walk amongst them.

Her time amongst humanity has changed her; unlike her kin, she is a fast thinking and almost impulsive creature. But like her kin, she is a wise and intelligent being, who is driven by an urge to understand humanity and the subtle changes wrought by time on the earth itself. As a Dragon she swims the deep magma flows of the core. As a woman, she wanders from place to place, her appearance subtly changing depending on where she is, and which tribes of humanity lives close by – but her deep blue eyes and dark red hair always remains unchanged.

As a human, she is an earthy, sensual woman, who is both brave and passionate. She has seen all that humanity has to offer, their best and worst, and

she still admires them. How could anyone cope with all the ailments of life – from sickness to aging, from loneliness to the heavy weight of labor – and still smile, and still want to go on? While patterns repeat themselves constantly over the long millennia, individuals never cease to surprise her. Her travels combine both her interest in humanity and her need to understand the effect of time on the world. Only by understanding how landscapes weather, oceans rise and fall and mountains fall to hills, can she understand what fate awaits Dragonkind.

Tia is a tremendously loyal creature, and it hurts her to watch friends age and die. But she knows that their bones return to the long, endless embrace of the earth, and knows the utter silence of the darkness and the peace away from the wind and the cares of the world. Once day, when the world breaks and all returns to the silence of the void, matter will die and all the spirits of the world, human, elf and Dragon, will be reunited amongst the stars. On that day, she will see all her friends again. She just needs patience.





### COMBAT

Earth Dragons, when roused, have a dizzying array of attacks they can inflict on their foes. They can ambush foes by tearing out of the sleeping earth beneath an enemy. They can race across open ground and bite through Bull Elephants with their jaws. They have rock hard and glass sharp claws. They can ignite the earth and turn all before them into a volcanic waste. The second oldest of Dragonkind, they are both subtle and ground shattering. They will rarely attack unless provoked, but when they do attack, they fight to win.

### MYTHS AND MISCONCEPTIONS

The Earth Dragons are supposedly able to “breathe” massive balls of earth – or boulders – depending on which toothless peasant storyteller one listens to. This may stem from legends of Earth Dragons grabbing rocks with their mouths and tossing them against enemies, no matter: they certainly don’t breathe stone.

Another myth has it that Earth Dragons are afraid of water – that their stony armor will turn to mud on contact with water. This is also untrue, but it might be inspired by

stories of an Earth Dragon having some of his stone armor loosed by contact with a fast flowing river – a chink in the creature’s armor which some hero might have taken advantage of.

### TREASURE

Earth Dragons do not hoard treasure, though some say they will melt gold and swallow it. The creature’s strange red eyes do harden into gem like stones on the creature’s death, and the eyes of an Earth Dragon commands high prices to some collectors. (One eye can command anything up to 500gp. A matching set can fetch 2000gp in some places.)

### ENCOUNTERS

The Earth Dragons do not dwell close to humanity, preferring old low hills and deep, out of the way valleys. However as human populations swell, people are dwelling closer and closer to the lairs of the Earth Dragons. Thus the stage is set for conflict. As the Earth Dragons fight back, the villagers are crying out for brave adventurers to defend them.

# FIRE DRAGON

<b>LEVEL:</b>	25	<b>SPECIAL ABILITIES:</b>	Natural weaponry—claws & teeth; Enhanced Senses; Flight, Tough Hide (Greater); Breath Weapon; Survival Instinct
<b>HITS:</b>	450	<b>STATS:</b>	St: 75 (45); Co: 75 (15); Ag: 75 (15); Qu: 75 (15); SD: 75 (10); Re: 75 (5); In: 75 (5); Pr: 75 (10); PP: 175
<b>SIZE:</b>	Huge	<b>TREASURE:</b>	R5 R4(100) R4
<b>MOVEMENT:</b>	20' (Flight 40')	<b>RR:</b>	Stamina RR: 155; Will RR: 145; Magic RR: 135
<b>INIT BONUS:</b>	+25	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	165 (30 Stats; 60 Tough Hide (Greater); 75 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (75) 150; PP Dev. (50) 175
<b>ATTACKS:</b>	210 H-Puncture; 180 H-Slash; 190 H-Krush; 200 Breath Weapon		
<b># ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Dominant/Greedy		
<b>LIFESTYLE:</b>	Solitary		

The red skinned Fire Dragon is the Dragon that harpers mean when they sing tales of noble heroes facing down the wrath of a Dragon. The dragon is the biggest, angriest and most dangerous of the lot. And it breathes fire.

Measuring seventy paces long and red and a deep burnished red-gold of scale, the Fire Dragon is an incredible sight. Unlike other Dragons, Fire Dragons actively detest humanity and while human flesh is not all that nourishing, it tastes nice. Fire Dragons eat princesses. Fire Dragons are not proud. They will eat villages full of peasants too.

Fire Dragons are the classic Dragons of art and literature. They are long and lizard like, red in color. They have huge wings (perhaps 100 paces wide), powerful enough to allow them to fly. They walk on thick hind legs and can capture prey by shorter forelimbs.

The Fire Dragons claim that they are the oldest of Dragonkind, born from the burning hearts of stars, and the true leaders of the Dragons. This is not entirely correct. The Fire Dragons are the poorer cousins of the Golden Dragons of kingship, bastard progeny of a noble line. This really is irrelevant because Fire Dragons are the more numerous, and the better known. When a massive Red Dragon is devastating a kingdom, it really doesn't matter that they are the slightly less impressive cousin of a rarer and nobler breed.

And the Fire Dragons don't much care either. What they want is to be acknowledged as the masters of the

world, a huge power lording over all living things. They want all to bow before them, and they want their new slaves to feed them.

Unlike other Dragons, a Fire Dragon will adopt a home simply because it is near food – like cattle herds, of human villages, and will challenge all comers to try and remove the Dragon. This is an excellent pastime, because it brings lots of tasty food – in the form of would be challengers – and respect from their kin. When the Red Dragons climb into the sky to boast of their lives, the one who has caused the most upset in the mortal kingdoms below is considered the best, at least amongst the younger Dragons. Older dragons, however, tend to settle down a bit and find themselves drawn to more intellectual pursuits. The vast intelligence common to all Dragons serves the Fire Dragons well when they age. Some have been known to spend centuries in silent meditation, considering the truth behind deep mystery. Still, even old Dragons are not averse to eating a few interlopers.

Fire Dragons have been inveigled into the plots of mortal leaders and sorcerers who wish to dominate all around them. The mortal would be dark lord believes he has a useful tool. The Dragon may treat the mortal as, at best, a junior partner. However, these alliances have been incredibly destructive in the past. Elves still shudder at the tale of how a mortal mage unleashed a trio of Fire Dragons against one of their ancient homelands, burning all before them.

The Fire Dragons are old, arrogant, passionate and deadly. They eat would be Dragon-slayers for breakfast.



### COMBAT

The Fire Dragons have an array of combat power. They can claw at enemies with their preternaturally dexterous forelimbs. They can swallow man sized enemies whole. They can use their fast flight to out run hunters and their command of the air to ambush enemies. They can even flatten enemies under their huge weight.

And they breathe fire. A lot of fire. The breath weapon of the Fire Dragon is treated just like the spell, Elemental Ball, including all the possible scaling options. The Fire Dragon must expend Power Points to use his breath weapon, but there is no chance of it failing since it is a natural ability rather than a spell.

### MYTHS AND MISCONCEPTIONS

The stories say that if a hero true of heart, pure of body and stern of spirit looks into the eye of a Fire Dragon, then the evil creature will quail before the hero and flee. This story may have been spread by the Fire Dragons themselves, because if such a hero who is boring enough to be all three and stupid enough to go hunting Dragons, then he is obviously expendable and might make a tasty snack. The Dragon might be doing humanity a favor!

There are in truth, hundreds of such tales. All speak of some hidden weakness afflicting the Dragons. The stories are all, without exception, false. The Dragons have no real weakness. The Dragon's belly is a bit weaker than the Dragon's back, but not that much weaker. The skin there is leathery and tough. Dragons know enough to fly out of crossbow or longbow range.

The only way to kill a Red Dragon is to keep hacking at it until it dies of its wounds. There is no easy way.

### TREASURE

Unlike other Dragons, Fire Dragons have lots of treasure. They accumulate it because they know it upsets humankind. The Dragon has no interest in gold or jewelry, but it serves as a further insult towards the upstart humans. Not only does the Dragon burn their homes and steal their children, it also takes their wealth.

If a Fire Dragon can be killed, then, there are riches aplenty for a lucky adventurer to grab. However, most never get that far, and what treasures they possess will be added to the hoard as soon as the Dragon has finished eating his roasted flesh.

### ENCOUNTERS

At the heart of an ancient and deserted city, a Fire Dragon lairs. It destroyed the city an age ago, and the kingdom around the city collapsed and was forgotten. Now a newer kingdom is expanding eastwards and the king is keen to reclaim the title of the old city. He has heard the legends of the Dragon and does not believe them. But better to be safe than sorry, and better to save useful warriors for more important tasks, he hires the adventurers to investigate the "obviously fanciful tales" of the Dragon in the city. The king says that the city and all in it belongs to him, but he is willing to give ten percent of any and all treasures recovered from the city to the PCs if they can "secure his claim" to the city. What no one is telling our heroes is that if they find that there is a Dragon, they cannot claim their share until they kill the Dragon.

And of course, there is a Dragon in the city. Fortunately for the PCs, its quite old and of a rather milder disposition than some other Dragons. But he still loathes humanity. The PCs might find themselves in a deadly game of cat and mouse in the tangled ruins of an ancient city. The stakes are high. The rewards are tremendous...but so are the dangers.







# SEA DRAGON

<b>LEVEL:</b>	20	<b>SPECIAL ABILITIES:</b>	Natural weaponry—claws & teeth; Enhanced Senses; Aquatic; Tough Hide (Greater); Breath Weapon; Survival Instinct
<b>HITS:</b>	440	<b>STATS:</b>	St: 75 (35); Co: 75 (15); Ag: 75 (20); Qu: 75 (20); SD: 75 (10); Re: 75 (5); In: 75 (5); Pr: 75 (10); PP: 165
<b>SIZE:</b>	Huge	<b>TREASURE:</b>	R3 R4 P3
<b>MOVEMENT:</b>	20' (32' Swimming)	<b>RR:</b>	Stamina RR: 150; Will RR: 140; Magic RR: 130
<b>INIT BONUS:</b>	+30	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	170 (40 Stats; 60 Tough Hide (Greater); 70 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (63) 138; Swimming (63) 168; Pow. Pnt. Dev. (40) 165
<b>ATTACKS:</b>	200 H-Puncture; 170 H-Slash; 170 H-Krush; 190 Breath Weapon		
<b># ENCOUNTERED:</b>	1-2		
<b>OUTLOOK:</b>	Dominant/Hungry		
<b>LIFESTYLE:</b>	Solitary		

The Sea Dragons are said to be the second biggest of all Dragonkind, but some are not so sure. Mariners tell stories of vast creatures that have breached the surface and towered over the largest sailing vessels. Even the spinners of the tallest tales will shake their heads and say, quietly: be careful of those Sea Dragons. Something in the way the sailors say it makes listeners pause...

Sea Dragons are not the winged serpents of lore. They have no wings, and instead of hind legs, they have flippers. They sleep deep beneath the waves in the undersea valleys where the sun's light can never reach. They live on Giant Kraken and the occasional Whale, and they rarely rise to the surface. When they do, the destruction wrought is awe inspiring. Sea Dragons breathe boiling water (though creatures of the sea, they are still children of Dragons and of fire). Descriptions vary, but the Sea Dragon apparently glows with a strange eldritch light, under water. The creature's scales are a silvery-grey, though some seem stained green or blue. They also appear much bigger underwater. When they surface, they are still big, but somehow diminished. Stories suggest that the Dragon somehow knows how less impressive it looks above the surface – when it attacks something on the surface it raises huge waves and then darts out of the wave and loses its steamy breath and then disappears back below the surface.

One lucky sailor, the sole survivor of a massive imperial flotilla thirty years ago spoke of seeing a "vast dark shape, deep beneath the clear waters... which rose up in front of us, surging up with the waves..." the entire flotilla was lost, and the sailor somehow escaped and clung on to driftwood for weeks.

Sea Dragons are deep sea creatures and never venture in-shore. They hate the feeling of shoals below them, and seem to prefer at least 50' of clearance with the sea bottom (they don't sleep on the seabed, but rather in the bubbling

deep sea volcanic springs). As a result, land lubbers never encounter them; many land dwellers believe them to be myths. Unfortunately, this also means that those who stray into the Sea Dragon's hunting grounds are far from safety.

## COMBAT

The Sea Dragon is a formidable and ferocious foe. Its favorite prey is such things as Giant Kraken and other undersea monsters. Underwater it uses its breath to pummel its foe with water pressure and boil an enemy's skin. Then it moves in for the kill with its claws. On the surface, it uses the fact that the victim is sitting in a small vessel (or similar) floating over the black depths of the Dragon's territory. It will send waves crashing against the boat. It will rip out the keel with its claws. It will smash its head through the bottom of the boat. Then as the victims drown, it swallows them whole, warming them up with the steam from its breath.

Another trick the Dragon uses is to force the water up into huge waves. The waves are generated by a violent flipping of its fins. The result is a huge instability on the surface of the water, concentric ripples washing out in a 360 degree field. The wave isn't controllable. It keeps going until the wave runs out of energy (usually about 6 miles away). The wave is like an uncontrollable, wide area version of the Water Wall spell (HARP rulebook p 131), except that it's up to 20' high and 5' thick.

The creature's breath weapon is a blast of steaming hot jet of water. Treat this as an *Elemental Ball* spell, including the ability to use all scaling options, which does a primary Heat Critical, and a secondary Impact Critical. The Impact Critical receives a -20 modifier, but is based on the result of the Heat Critical. While the Sea Dragon must expend Power Points for this, he does not make a casting roll since this is a natural ability, not an actual



spell. The base cost for this ability is 8 Power Points and all the normal scaling options that are available to the *Elemental Ball* spell are available to this ability.

### MYTHS AND MISCONCEPTIONS

The most common myth about the Sea Dragon is that it's just an old sea story. Sailors disagree. Everyone knows someone who knows someone who has encountered (or at least seen) a Sea Dragon. Unfortunately this means when a Sea Dragon takes up residence in one of the sea lanes and starts attacking merchant's galleys, no one will believe the admiralty when they say that this is likely the work of a Sea Dragon.

On the positive side, the sailors have not built up a body of useless folklore about how to calm a raging Sea Dragon. Sea Dragons appear to know little and care less about the surface world. Humans are just another meal to them. They treat the surface world with hostile indifference.

### TREASURES

It is possible that a Sea Dragon's hunting grounds are littered with the wreckages of dead ships – merchantmen, warships and diplomatic ships carrying gold and treasure to distant lands. Unfortunately these ships are lying crushed in the silent darkness two miles beneath the

surface and are guarded by a very hostile Sea Dragon. So the Sea Dragon could be considered as having a lot of treasure, but few mortals will ever get their hands on it.

### ENCOUNTERS

A Sea Dragon emerges from the fjord in front of a powerful noble's keep. It attacks ships as they pass and – apparently – attacks people on land. The noble consults a group of wise scholars who say that this cannot be, the fjord is not a natural habitat for the Sea Dragon... but there it is, in the fjord and eating ships. The noble hires a party of courageous heroes to rid him of the menace, but it soon transpires something far stranger is happening. The Dragon seems slow, sluggish and unresponsive. It simply swims away from the PCs when they approach.

It transpires that the noble had dealings with dark sorcery in his youthful travels and his past is catching up on him. He somehow enslaved the Dragon in his youth and forgot about it. Now he is in command of a mighty duchy and wracked by intrigue and stress and his anger and fear has reawakened his spell. The lord's unconscious mind is driving the Dragon to its doom in the fjord...but how many innocents must die before the Dragon finally dies?

5

## THE AMPHITRICHINA - THE SONG DRAGON OF THE DEEP

<b>LEVEL:</b>	25	<b>SPECIAL ABILITIES:</b>	Natural weaponry—claws & teeth; Amphibian; Enhanced Senses; Shapechanger; Speak Breath Weapon; Tough Hide (Major); Survival Instinct
<b>HITS:</b>	300	<b>STATS:</b>	St: 75 (25); Co: 75 (15); Ag: 75 (10); Qu: 75 (10); SD: 75 (5); Re: 75 (5); In: 75 (15); Pr: 75 (5); PP: 208
<b>SIZE:</b>	Large	<b>TREASURE:</b>	N3- -
<b>MOVEMENT:</b>	20' (Swimming 32')	<b>RR:</b>	Stamina RR 145; Will RR 125; Magic RR: 145
<b>INIT BONUS:</b>	+25	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	135 (20 Stats; 40 Tough Hide (Major); 75 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (78) 158, Pow. Pnt. Dev. (78) 208, Various Spells (50) 120, Swimming (78) 163
<b>ATTACKS:</b>	185 H-Puncture; 150 H-Slash; 120 H-Krush; 185 Breath Weapon		
<b># ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Protective/Aloof		
<b>LIFESTYLE:</b>	Solitary		

The Amphitrichina is the rarest of all Dragonkind. It is the most alien looking of the Dragons, displaying few of the standard Dragon-like features. Instead of wings, it has long, delicate leaf-like tendrils better suited for underwater

movement, and a very thin reed like snout. It has adapted to living in the kelp beds and drifting along deep sea currents by developing into a unique and breathtaking configuration. It is a long, slender creature, with a leaf-like



set of “horns” framing its face. Its eyes are a swirling kaleidoscope of blues and golds and greens. Its long spine is covered in gossamer petals that dance and swirl in the water. As it moves, it sings, a faint dreamy song in the language of the oldest things.

When sailors talk of the Amphitrichina, they recite hideous tales of the great Dragon of the lightless depths, feeding on Whales, lesser Sea Dragons and other nameless things of the night below the water. The Dragon, they say, is a vast creature, strangely shaped, kin to Dragons and Demons and hungry for the sinking corpses of drowned sailors.

When sailors talk of the Amphitrichina, they are talking a pile of salted rubbish. The Amphitrichina exists alright, but it is nothing like the dark creature of legend. Instead, the Amphitrichina is a shy, reclusive creature, rare and fading. It eats kelp primarily and sleeps in the kelp beds and in that twilight world where the light of the sun gives way to the endless darkness of the deep sea.

The Amphitrichina is a strange, magical creature, related to both the Dragons of Kinship and the Fey Dragons of the surface world. It is an old spirit, gentle and silent; slow to anger and prone to none of the petty rages of its Dragon kin. When the Whales sing their plaintive songs, the Amphitrichina sings back, a faint, dream like echo, rich in memory and loss.

When the Dragon sings, it glows. Those long leafy tendrils burn with an eldritch green light that can be seen from the surface as a faint, distant and eerie gleam. Sailors say these are the last candles lit by the gods of the undersea. In a way, the sailors are right.

The Amphitrichinas are very rare, in these times. In ancient times, they were hunted by sailors and other Dragons. The Amphitrichina is a fierce fighter, but it has a delicate body and moves very slowly. Its sole advantage in combat is its breath weapon and its ability to camouflage itself amongst the kept beds, or its ability to move unseen amongst the schools of fish near its range. But even so, it is fighting a losing battle. The Amphitrichinas see themselves as protectors of the seas, and in particular the intelligent races of the undersea realm. Creatures such as Whales and Dolphins are protected by the Amphitrichina, but the sudden increase in human Whaling means that few Amphitrichinas survive in ranges anything closer than a month’s sail from land. The whalers have learned that something is stalking them, and protecting their prey – and have hired sorcerers and necromancers to destroy whatever that something is. Too many Amphitrichinan heads now decorate whaler’s vessels.

But now rumors are reaching the Elven lords that something else is hunting the Amphitrichina in the depths of the sea. The faerie creatures are whispering about the







Amphitrichina's lament songs reaching even inland. The Elven lords are struggling to decide what to do about it, and while they debate, more Amphitrichinas fall. When they are all gone, something very beautiful and precious will be lost from this earth.

### COMBAT

The Amphitrichinas swim along the currents and drift with the movements of the water. They cannot move very fast for very long. They are simply not strong enough. Instead, the Amphitrichinas linger close to whatever it wishes to protect and waits. When the would-be hunter moves in for the kill, the Amphitrichina unleashes its breath weapon (a blast of almost solid water) and then follows on with the attack with its teeth and claws. Its teeth and claws are not as strong as that of other Dragons, but they don't have to be. With the foe stunned by the blast of water, it is a simple matter to kill the foe. If that doesn't work, the Amphitrichina is a master spell user, access to the Universal, Warrior Mage, Mage and Cleric spheres of magic.

The problem is that the whalers are using mages to distract the Amphitrichina, and using specially adapted ballistae to shoot down into the waters. The whalers are moving in fleets of three – one boat which is loaded with harpoons and ballistae which are shot into the water. Between the magic and the new techniques used by the whalers, the Amphitrichina is being slowly wiped out. The Amphitrichina cannot ram boats. It can use its breath weapon above water, but surfacing makes it very vulnerable.

As mentioned above, the breath weapon of the Amphitrichina is a blast of solid water. Treat this as an Elemental Ball, with the Song Dragon being able to use any of the appropriate scaling options, which does Impact Criticals. The Dragon must pay for the use of his breath weapon with Power Points, but there is no chance of it failing since it is a natural ability rather than an actual spell.

### MYTHS AND MISCONCEPTIONS

The large numbers of (false) stories about the evil and viciousness of the Amphitrichina means that normal sailors have no qualms about killing them. The necromancers and other mages (who know better) that accompany the sailors have no interest in enlightening the common sailors. Mercantile interests and magical interests have come together to kill off the last protector of the oceans.

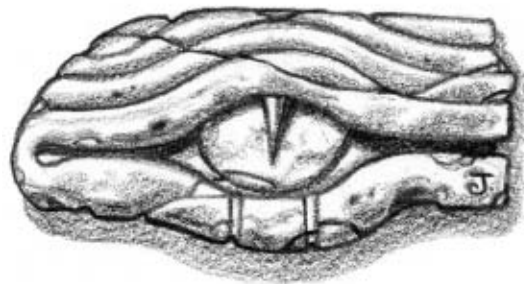
### TREASURE

The Amphitrichinas have no interest in treasure: their bodies are treasure enough. The faerie nature of the creatures means that their very skin and bones are magical and nefarious mages use these things as ingredients in making artifacts such as wands and grimoires. An intact corpse of an Amphitrichina is worth up to 3000 GP to the right buyer.

### ENCOUNTERS

A young man, terribly wounded, staggers onto the seashore in a coastal area near the abode of one of the PCs. He refuses to talk to any until he finds someone he can trust. The first person he warms to is one of the PCs. He tells the PC that he is dying (and he is), but before he dies, he whispers of a dark shadow stalking the waves a terrible force that is killing all life...and how it is being prodded into action by human mages. As he dies, the young man transforms into an Amphitrichina, a beautiful blue-green slender creature, with delicate gossamer wings. The creature has many scars on his body from harpoon attacks...and long scars from terrible unearthly claws. Do the PCs investigate?

The PCs are hired by a consortium of local fishermen who fear that their cod fishing ground far out to sea are being haunted by a terrible undersea creature. The thing is killing hundreds of sailors and it must be stopped. The fishermen offer a meager 100GP to the PCs if they can prove they have killed the thing. If they accept, they discover that they are not the only faction hunting this "terrible sea monster" – another expedition accompanied by a foreign cog warship is on the hunt for the sea creature. That expedition is being led by a coven of necromantic mages. As both sets of hunters close in, the PCs start to hear songs in the night, songs from beneath the waves...can they puzzle out the mystery and save the Dragon before the necromancers find it?



# SPIRIT DRAGON

<b>LEVEL:</b>	15	<b>SPECIAL ABILITIES:</b>	Natural weaponry—claws & teeth; Enhanced Senses; Flight, Breath Weapon; Tough Hide (Major); Survival Instinct
<b>HITS:</b>	270	<b>STATS:</b>	St: 75 (25); Co: 75 (15); Ag: 75 (10); Qu: 75 (10); SD: 75 (5); Re: 75 (5); In: 75 (15); Pr: 75 (5); PP: 150
<b>SIZE:</b>	Large	<b>TREASURE:</b>	R3 R—
<b>MOVEMENT:</b>	20' (Flight 40')	<b>RR:</b>	Stamina RR: 130 Will RR: 100 Magic RR: 120
<b>INIT BONUS:</b>	+30	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	120 (20 Stats; 40 Tough Hide (Major); 60 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (45) 125, Pow. Pnt. Dev. (30) 150
<b>ATTACKS:</b>	120 H-Puncture; 100 H-Slash; 90 H-Krush; 120 Breath Weapon		
<b># ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Protective		
<b>LIFESTYLE:</b>	Solitary		

The Spirit Dragon is a Dragon of the fifth element, spirit. Unlike other Dragons, it doesn't dwell in this world, but rather sleeps in the shadows between the worlds. Those few observers blessed with a vision of this creature report it as being a strange airy creature with angelic wings. Its skin is grey-silver, but its body is feathered. Apparently this is an

echo of the Spirit Dragon's first form when it took shape in imitation with the first feathered lizards of old. The spirit creatures rarely manifest on this earth. When they do, they appear in a golden haze, soaring above the world, just out of reach. A cleric once reported that "the creature looks more like a messenger of the gods than a Dragon, but it has a long tail and long, black clawed "hands."

Indeed, the Spirit Dragons have walked with the gods since the rise of mankind. They serve the gods as messengers and spies. The gods serve the dragons by protecting the Spirit Dragon's lairs. This is no master and slave relationship. This is a partnership between divinities. Some religions even name some of the older Spirit Dragons as being part of the local pantheon – a memory of a visitation by a Spirit Dragon come down from the sky to





bring a divine message to mankind.

The Spirit Dragon is not a god, however, and despite its power and its influence, it is quite weak when it manifests on our world. It is also quite small, being no more than three times as long as a human.

The Spirit Dragon has a unique breath weapon, much different from that of its kin; it is called the Spirit Wave.

On earth, the Spirit Dragons need to eat. They feed on large animals such as bulls and horses. They will not eat sentient beings, but they will kill such beings and return their spirits to the great cycle if the sentient being threatens the Dragon.

### COMBAT

The Spirit Dragon will try and use its speed and maneuverability to escape foes, and use those same traits to strike back at foes in sudden ambushes. When threatened, the Spirit Dragon will use its Spirit Wave to bowl their enemies over. Many Spirit Dragons will use this to stop foes – and the Dragon will then use its claws to cut the throats of the more senior enemy as an object lesson.

The Spirit Wave is unique in that it does not do an elemental critical like the breath weapon of other Dragons. Instead, it is a blast of magical energy that does an Unbalancing Critical and 1 round of additional Stun for every 2 Power Points used in the attack. For size, range, Power Point costs, and other factors of the Spirit Wave, treat it as if it were an Elemental Ball attack spell. While the Spirit Wave costs Power Points to use, it does not require a casting roll since it is a natural ability and not an actual spell.

When cornered, the Dragon uses its ebony black claws and its long sharp serpent like teeth on its victims, rending and tearing enemies much as any other Dragon might. Some, who have survived such an encounter, say that one can see the light of many stars floating in the dark void of the Dragon's claws.

### MYTHS AND MISCONCEPTIONS

The Spirit Dragons are sometimes worshipped as gods in some cultures. Therefore someone from one of these cultures might view an appearance by a Spirit Dragon as a divine visitation. To confuse things more, some gods have taken the form of a Spirit Dragon as an avatar (or so the stories say), so the tribesmen might have a point after all.

Other myths claim that the Spirit Dragons are part of the divine host of the gods, and when the gods ride to war, the ride on the backs of Spirit Dragons. This may or may not be true; though it is unlikely that the Spirit Dragons would allow themselves to be used as mere steeds.

Finally, when a Spirit Dragon manifests itself on the physical plane, many may see the Dragon's appearance as an omen – when in fact the Dragon is merely fulfilling a personal mission.

### TREASURE

Spirit Dragons do have treasures – in their otherworldly nests. Fallen religious icons and divinely touched magical items are recovered by the Dragon for safekeeping and then taken from the world into the place between worlds, there to be kept safe until the gods have need of their tools. No one has ever entered a Spirit Dragon's nest and lived to tell the tale. In their nests, Spirit Dragons are gods, who can warp reality itself when defending themselves. If the PCs were to slay a Spirit Dragon, it might drop a holy item or two (which it had not yet brought to the nest), but this would be a very lucky occurrence.

### ENCOUNTERS

The Church of an almost forgotten god of the wind has seen something of a revival of late, with a new generation of clerics emerging to preach to the poor of the city. Powerful clerics have healed the sick and one has gotten close to the mayor of the city. For a long time, this is seen as a new and benign influence – until other clerics start dying. They seem to be killing themselves for no reason.

When the PCs investigate they find that the church is the creation of a mad old Spirit Dragon, one who has been barred from his nest by a rival. The Dragon wants to foment a religious war on the mortal plane so as to distract his rival long enough so that the Spirit Dragon can return to his nest. The mad Spirit Dragon has built a nest for himself, complete with a few dozen powerful religious artifacts, deep beneath the old temple of the wind god.

Can the PCs foil the Dragon's scheme and stop a war that would tear the empire apart?



# THE DRAGONS OF KINGSHIP

<b>LEVEL:</b>	35	<b>SPECIAL ABILITIES:</b>	Natural weaponry—claws & teeth; Enhanced Senses; Flight, Tough Hide (Greater); Breath Weapon; Survival Instinct
<b>HITS:</b>	600	<b>STATS:</b>	St: 75 (60); Co: 75 (25); Ag: 75 (30); Qu: 75 (30); SD: 75 (20); Re: 75 (20); In: 75 (20); Pr: 75 (20); PP: 230
<b>SIZE:</b>	Huge	<b>TREASURE:</b>	R5 R5(100) R5
<b>MOVEMENT:</b>	20'	<b>RR:</b>	Stamina RR: 195; Will RR: 185; Magic RR: 185
<b>INIT BONUS:</b>	+55	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	205 (60 Stats; 60 Tough Hide (Greater); 85 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (108) 208, Pow. Pnt. Dev (70) 230
<b>ATTACKS:</b>	280 H-Puncture; 230 H-Slash; 210 H-Krush; 230 Breath Weapon		
<b># ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Aloof/Dominant/Greedy		
<b>LIFESTYLE:</b>	Solitary		

The Dragons of Kingship are superior, haughty creatures of vast intellect and metallic gold skin. They are the original Fire Dragons, the true scions of the ancient line of the Dragons of Fire. Their bastard red progeny displaced them an age ago and now the Dragons of Kingship are few and much reduced.

But even Red Dragons will flee before a Gold Dragon in its wrath. The Gold Dragons are bigger and more powerful than the Fire Dragons, and their fiery breath can immolate all in its path.

While other Dragons see humanity (and their allies) as mere food and vermin, beneath contempt, the Gold Dragons believe that they have but one role left on this plane, and that is to guide humanity out of the muck and ignorance of the age, and into a better future. They walk amongst humankind in human form, but they do not disguise themselves. They simply acknowledge that human form makes it easier to deal with their students. It is hard to disguise golden hair and pale, perfect, skin (with the faintest metallic hue) and those fiery eyes. These Dragons love to dress in finery and their mannerisms and actions are purely aristocratic. Even when they return to draconic form, they have a strange, though haughty, humanity about them.

The Gold Dragons tend to look over human kingdoms, or human royal family lines, guiding their actions and protecting them from harm. This may sound utopian, but in truth the Dragons of Kingship are as confused as humankind about the best courses of actions. Philosophical disputes between two Dragons can easily lead two kingdoms into total war. Nor are all of the Gold Dragons acting out of respect for humanity – more than a few merely seek power over humanity, and are as “evil” as any Red Dragon.

In ancient times, the Gold Dragons were the true kings and princes of all Dragons, and all of the creatures

of the ancient fire bowed down before them. The Gold Dragons are few now, and weaker. Sometimes the Gold Dragons will challenge the Red Dragons, and though the Gold Dragon may slay one or two reds, the reds will eventually prevail. The Gold Dragons do not reproduce fast enough. In a few generations, they will all be gone.

## COMBAT

The Gold Dragons fight much the same as their Red Dragon cousins – breath weapon, claws and teeth. Unlike their red cousins, the Gold Dragons are very adept at strategy and planning and will work to maximize their advantage over an enemy. Also unlike Red Dragons, a Gold Dragon may have human warriors to defend it.

The breath weapon of the Gold Dragon is treated just like the spell, Elemental Ball, including all the possible scaling options. The Gold Dragon must expend Power Points to use his breath weapon, but there is no chance of it failing since it is a natural ability rather than a spell.

A Gold Dragon, being attack by human warriors may even offer inducements to the humans to break off their attack -such as magical items or gold.

## MYTHS AND MISCONCEPTIONS

The old tales talk of heroic knights mounted on Gold Dragons smiting their foes. It is unlikely that this is just an exaggerated memory of a few small incidents. Some ancient princes might have been allowed to sit on a Gold Dragon's back, but this would have been very rare. Gold Dragons are the oldest and noblest of Dragons. They are not steeds.

Another misconception is that the Gold Dragons are good Dragons and therefore will automatically help humans. This is sadly not the case. Gold Dragons are only interested in the affairs of princes and lords and leaders – not mere peasants or adventurers. Nor have they any



interest in helping to overthrow evil overlords. Gold Dragons are quite conservative. And when they are angered, they will kill and burn humankind and even eat the remains.

### TREASURE

Gold Dragons have endless amounts of treasure. They horde it, invest it, use it to finance armies and fund kingdoms. Unlike other Dragons, Gold Dragons know how to use coins, and know what their hoards are worth. The treasure accumulated by a Gold Dragon is many times that of a Red Dragon. The only problem is the Gold Dragon is a far more formidable foe than a Red Dragon.

### ENCOUNTERS

A young adventurer of the PC's acquaintance has been adopted by a noble house. He is being educated in courtly manners, in languages and seems set to pursue a career working for the aristocracy. Then he turns up dead. Now stories are circulating that the adventurer was in fact a scion of a royal line, one with a stronger claim to the throne than the king. Perhaps the king had the adventurer killed, the rumors say. But when the PCs investigate a far stranger story emerges. A Gold Dragon has returned to the realm after many centuries away, and has set plots in motion to ensure the throne survives. But the Dragon has decided that the best way to ensure the survival of the throne is to challenge it, and ensure the king never gets too arrogant. And as the intrigues begin, the adventurers are bound up in a political maelstrom – at the heart of which lies a very old and very powerful Gold Dragon.

5

## BASILISK

<b>LEVEL:</b>	5	<b>SPECIAL ABILITIES:</b>	Survival instinct; Tough Hide (Minor)
<b>HITS:</b>	125	<b>STATS:</b>	St: 75 (5); Co: 75 (5); Ag: 75 (8); Qu: 75 (7); SD: 75 (5); Re: 75 (5); In: 75 (5); Pr: 75 (5) PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 40; Will RR: 40; Magic RR: 40
<b>MOVEMENT:</b>	12'	<b>TREASURE:</b>	P2 N2 P
<b>INITIATIVE:</b>	+17	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	60 (15 stats; 20 Tough Hide (minor); 25 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (18) 76
<b>ATTACKS:</b>	100 S-Puncture; 80 M-Slash; 75 Gaze		
<b>#ENCOUNTERED:</b>	1-2		
<b>OUTLOOK:</b>	Hungry/Aggressive		
<b>LIFESTYLE:</b>	Mate once a year		

The Basilisk is a deadly lizard, derived from Dragon stock; its appearance is that of a small Dragon, roughly the size of a pony, although some grow much larger, but these giant Basilisks are exceptionally rare. Wingless, it has a clawed pair of arms and two pairs of legs, as well as a long sturdy tail trailing behind it. The angry visage of the creature indicates the ire it contains within, a long crest of sharp spines runs down the back of the beast, ending at a single flat blade like spine on the end of its tail.

The Basilisk is a solitary hunter, eating mostly small animals; its favorite delicacy is humanoid species. It particularly thrives on the flesh of humans or elves, and loves to eat either race. Whenever it can capture a victim, it takes its time in consuming it, savoring each bit of the corpse. A Basilisk can take its time when it consumes a creature because of its uncanny ability to paralyze a living

being with its gaze. A Basilisk can fire a beam of light from its eyes that can petrify any living thing it touches with a deathlike rigor. The Basilisk then uses its tail to kill the still living victim, taking great joy in the warm flesh and spilling blood it laps up from the body.

Basilisks mate once a year, laying a small clutch of eggs. The female Basilisk must guard these eggs carefully because male Basilisks will eat them. The female Basilisk sometimes will petrify the male with her gaze, and eat him before he can consume the Basilisk's spawn. The creatures are not immune to each other's gaze. The creatures prefer warm desert locales.

The creature's lair in small rock canyons ideal for their body size, they often dig pitfalls and small sand traps to catch prey near their lair since Basilisks don't like to roam too far.

**COMBAT**

The Basilisk has a formidable natural armory, claws, tail, and teeth make up for any other shortcomings the creature might have. The beast tends to rely on its petrifying gaze. It will use that preferring the gaze to its own claws or bite. Basilisks are notoriously lazy, and when faced with a significant challenge they often try to escape. Still a lone person or a small group is often in for a quick surprise when they come across one.

**Basilisk's Gaze:** The Basilisk may make a gaze attack against a creature, shooting a translucent beam of red energy from its eyes. Any creature struck by its gaze must make a Magic RR vs. the Basilisks' attack result. If the resistance roll fails, the creature is paralyzed for 1 hour.

**MYTHS & MISCONCEPTIONS**

Basilisks don't turn their victims to stone, as the Cockatrice does. The beast paralyzes victims using some

type of magic that stops a body from moving. While Basilisks might seem to be able to induce this at will, they actually must consume a special magical herb in order to be able to use their paralyzing gaze. This herb supposedly makes an ideal antidote to the Basilisk's gaze.

**TREASURES**

The Basilisk usually carries any shiny objects to its lair and lays its eggs among them. Most of the time this is just desert quartz and shiny rocks, but sometimes something of worth can be found amongst the rocks.

**ENCOUNTERS**

Basilisks dwell in abandoned mines, small canyons or other deserted locales. A merchant trying to reopen an old mine may have need of adventurers to get rid of the Basilisk before he can start operations.

# COCKATRICE

<b>LEVEL:</b>	3	<b>SPECIAL ABILITIES:</b>	Survival instinct; Flight; Tough Hide (Minor)
<b>HITS:</b>	90	<b>STATS:</b>	St: 75 (5); Co: 75 (5); Ag: 75 (10); Qu: 75 (10); SD: 75 (5); Re: 75 (5); In: 75 (5); Pr: 75 (10) PP: 20
<b>SIZE:</b>	Small	<b>RR:</b>	Stamina RR: 30; Will RR: 30; Magic RR: 35
<b>MOVEMENT:</b>	6' (Flight 12')	<b>TREASURE:</b>	P N3 P
<b>INITIATIVE:</b>	+25	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	55 (20 stats; 15 Survival Instinct; 20 Tough Hide (Minor))	<b>IMPORTANT SKILLS:</b>	Perception (12) 64; Stalk & Hide (12) 69
<b>ATTACKS:</b>	80 (S-Slash); 70 (T-Puncture); 70 (T-Slash)		
<b>#ENCOUNTERED:</b>	1-2		
<b>OUTLOOK:</b>	Aloof		
<b>LIFESTYLE:</b>	Mate for life		

Unlike other Dragon-kin, the Cockatrice is an aberration. The Cockatrice is a smaller cousin of the Dragon family. It has a lizard like head fringed with feathers and a rooster like comb and wattle. Its yellow eyes and brightly feathered body are more birdlike than Dragon-like, yet it still has many of the characteristics of a Dragon. Small wings for short flight and a tuft of sharp stone-like feathers at the end of its tail add to its birdlike appearance. Some unfortunates have mistaken it for a bird, getting close to it and then realizing what it is a moment too late.

Cockatrices have the unusual ability to defend themselves from predation by turning creatures to stone as a defensive measure. The feathers on the

Cockatrices lengthy tail actually are imbued with some magical property that transforms living flesh into a brittle stone. While a victim might not be completely transformed by such an attack, the Cockatrice can do enough damage with its tail that it would deter and cripple any natural predator.

Cockatrice roosters and hens mate for life and appear roughly the same. The roosters and hens share the same type of plumage, but have different colored tail feathers. Cockatrice nest like wild fowl, building nests in the mid branches of trees and laying eggs roughly once every two years. The Cockatrice hen often inadvertently turns the chicks to stone. Because of this, the creatures are rare.





### COMBAT

Cockatrices don't petrify opponents in order to eat them. The small creature lives on insects and rodents. The petrification is some overcompensation of a defense mechanism it uses whenever a larger predator attacks it. Other than this attack, all it can do is scratch with sharp talons like those of a rooster, and bite with a tiny mouth.

#### Petrifying Tail:

If the Cockatrice scores a critical with its tail slash (S-Slash) attack there is a chance that the target has been petrified. The target must make a Magic RR( $90 + 5$  per Cockatrice's level). If the target fails, then it has had at least a portion of its body petrified. Determine the critical result as normal; the target also takes an additional 2-20 hits and any body portion hit in the critical result temporarily turns to stone. In the case of the head being turned to stone, the victim dies. Other portions of the body return to normal after 1-10 hours. Limbs struck by the petrifying feathers are useless during this time.



### MYTHS & MISCONCEPTIONS

Some hunt the Cockatrice for its feathers and the properties that are supposed to reside within. Sadly, killing the creature removes any enchantment from its body, and the corpse crumbles to dust immediately. The grinding stones in its stomach remain, rumor claims these stones provide the same effects as the Cockatrice's tail, and are supposedly perfect as sling stones.

#### TREASURES

Cockatrices are attracted to shiny objects. Someone might find coins, gems, and trinkets in a Cockatrice nest, although climbing up a tree is necessary to retrieve these objects.

#### ENCOUNTERS

Cockatrices live in forest and sylvan locations. The creatures themselves aren't malicious, some might even be trainable (although no one has tried, yet), but will defend themselves with their petrifying tails.

# DRAGONET - FEY DRAKE

<b>LEVEL:</b>	1	<b>SPECIAL ABILITIES:</b>	Flight; Enhanced Scent; Tough Hide (Minor); Survival Instinct
<b>HITS:</b>	60	<b>STATS:</b>	St: 75 (5); Co: 75 (5); Ag: 75 (10); Qu: 75 (10); SD: 75 (8); Re: 75 (5); In: 75 (5); Pr: 75 (10); PP: 0
<b>SIZE:</b>	Tiny	<b>RR:</b>	Stamina RR: 20; Will RR: 25; Magic RR: 25
<b>MOVEMENT:</b>	5' (Flight 10')	<b>TREASURE:</b>	P N3(4) N
<b>INITIATIVE:</b>	+20	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	45 (20 Stats; 20 Tough Hide (Minor); 5 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (6) 43, Tracking (6) 93
<b>ATTACKS:</b>	50 (T-Puncture); 40 (T-Slash)		
<b>#ENCOUNTERED:</b>	1-10		
<b>OUTLOOK:</b>	Alloof/Aggressive		
<b>LIFESTYLE:</b>	Colony		

Fey Drakes are small Dragonets, roughly the size of a bat or large sparrow. These creatures are prized as intelligent and trainable familiars, although in their native environment they can be annoying as they swarm and bite anyone near their colonies. These creatures have iridescent scales and small powerful wings that they beat rapidly in order to hover and maintain flight. Their tails are long and thin, trailing behind their bodies and moving back and forth in swift whip like motions.

Fey Drakes form colonies, building nests from tree bark, mud, and other materials to create what eventually becomes a nest as tall as a man. Up to a dozen of the creatures live within it. At night, they gather in the colony for warmth, and feed off small insects and other tiny creatures they have stored in a hoarding chamber. During the day, they roam rapidly around the fields and sylvan surroundings around the nest, feeding on nectar and trapping insects to return to the colonies hoard.

Fey Drakes are territorial, and they will attack anything they perceive as a threat to the colony. This means anything that blunders to within a few hundred yards of the colony, whether it is within sight or not. These creatures attack en-masse swarming intruders and biting with snapping tiny jaws and lashing with their sharp whip like tails.

## COMBAT

Fey Drakes aren't especially dangerous; they just have an annoying habit of swarming people and biting them, a lot. In combat Fey Drakes will keep fighting as long as they think there is a threat to the colony or themselves. Once

the threat has left the proximity of the colony, they will usually retreat. Still, swarms of them could potentially kill a smaller creature like a Halfling or a human child if they were persistent enough.

## MYTHS & MISCONCEPTIONS

The common myth is that Fey Drakes grow gems in the middle of their colonies, and this is plain untrue.

Fey Drakes do have an eye for crystals and gems though, and have stolen precious items to take them to the colony hoard. In these cases, retrieving the item is typically an annoyance at worst, and for some it can become a painful ordeal as they try to grab a precious bauble from the middle of a colony while being bitten savagely by a dozen little

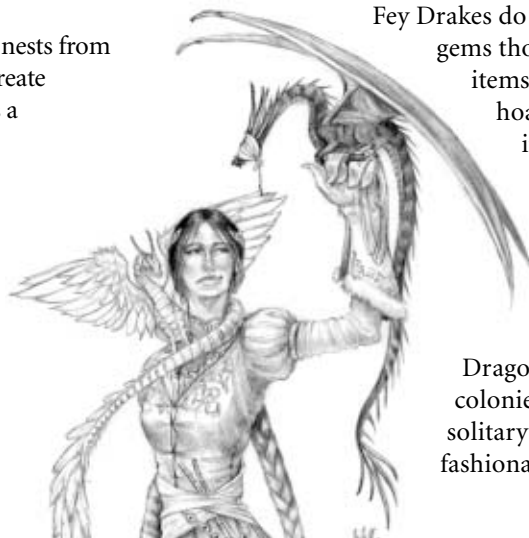
Dragons. Some mages cultivate colonies of the little creatures, selling solitary Fey Drakes as familiars to fashionable young magicians.

## TREASURES

Fey Drakes have an eye for glittery things as all Dragonets do. They tend to be drawn to gemstones and gold, although on occasion a small item could be lodged in the middle of an abandoned colony.

## ENCOUNTERS

Fey Drakes are sylvan creatures and are usually found in forests and near lakesides. Fey Drakes don't range more than a few miles from their colony, and there are usually about a dozen of them living in one nest.







# DRAKE

<b>LEVEL:</b>	10	<b>SPECIAL ABILITIES:</b>	Night Vision; Enhanced Scent; Lightning Reflexes
<b>HITS:</b>	250	<b>STATS:</b>	St: 75 (20); Co: 75 (15); Ag: 75 (20); Qu: 75 (10); SD: 75 (5); Re: 75 (5); In: 75 (5); Pr: 75 (10); PP: 110
<b>SIZE:</b>	Large	<b>RR:</b>	Stamina RR: 100; Will RR: 80; Magic RR: 80
<b>MOVEMENT:</b>	20'	<b>TREASURE:</b>	P2 N2 N3
<b>INITIATIVE:</b>	+25	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	110 (20 Stats; 40 Tough Hide (Minor); 50 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Tracking (25) 80, Stalk & Hide (33) 98, Ambush (33) 98, Pow. Pnt. Dev. (10) 110
<b>ATTACKS:</b>	110 M-Puncture; 110 M-Slash; 110 M-Crush		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Hungry/Aloof		
<b>LIFESTYLE:</b>	Predatory		

Drakes are Dragon-kin of exceptional size. Unlike a Dragonet, which is a small version of a Dragon, Drakes are almost young Dragons. These creatures have innate elemental affinities as do many other magically born creatures. Drakes are about as intelligent as a Wolf or Fox.

Most Drakes dwell in underground lairs or naturally occurring structures like caverns, or sometimes in hidden caves near lagoons. Each Drake takes to an element, although not as acutely as Dragons do. Mature Drakes mate about once a decade, breeding to produce between two to four eggs. Most Drake lairs have an immature Drake within it, that is fed by the parent Drake until it is old enough to be able to hunt. Immature Drakes are about the size of a large dog.

Drakes are carnivorous and they need lots of meat. The scaly beasts are diurnal, hunting during day or night. These creatures are notorious for killing livestock, farmers, and the people who go out to hunt the Drakes. Drakes are cunning and deadly animals, despite their size, they are amazingly swift, and their jaws can easily snap a limb off in a single bite. Very few creatures can outfight a Drake. Combined with the elemental affinities they have, these creatures are formidable, dumb animal or not.

## COMBAT

The obvious size and power of a Drake give it the ability to muscle through most opponents. When the Drake encounters humans or other races, real problems arise. Drakes fight to bring prey down as quickly as possible and often they have a one-track mind when pursuing a target. While they do this, they often forget about any other threats to themselves since they are used to being at the top of the food chain. Imagine their surprise when they discover that they've been baited into a trap. Drakes often go berserk at this point, fighting to escape superior opponents and fleeing in order to preserve their lives. Drakes may be cunning but they don't adapt well when the tables are turned.

The elemental affinity of a Drake does not extend to protective measures, if it did, the creatures would be much more difficult to handle. However, they are capable of channeling elemental energy in concert with physical attacks. How they do this is a mystery, but the effects are devastating.

**Elemental Channeling:** Drakes can imbue their attacks with elemental energy; by expending 5 PP a Drake can do a Medium Elemental Critical of the element that the Drake is attuned too. For instance, a Frost Drake attuned to the element of water can do a Medium Cold Critical, in addition to the critical done for its natural weapon attack (claw or bite).

## MYTHS & MISCONCEPTIONS

Drakes are often mistaken for small Dragons, so much so that in some places there are special decrees protecting Drakes, just in case a small Dragon might be the victim of over zealous Drake hunters. Actually, the laws are more for the protection of the overzealous Drake hunters, since even a small dragon can make short work of even highly proficient adventurers.

## TREASURES

Drakes drag their kills back to their lairs; on occasion, those kills happen to be carrying something of value. These will often be found in the Drake's lair, discarded because they bits are too difficult to eat.

## ENCOUNTERS

A Drake might terrorize a remote town, or be a danger to stretches of road or the livestock in a specific area. Some Drakes go rogue, and begin to hunt humans and members of the other races exclusively. In cases like these hunters or adventurers might come in to collect a bounty. Most Drakes might not be massive beasts, but they can provide an adequate fight for a group unprepared for the consequences of trying to slay one.



# CREATURES OF UNDEATH



**D**erhaps the greatest threat an adventurer might ever come across are the minions of Undeath. Creatures animated by some force that is the antithesis to life, the Undeath are once living beings now existing as shadows on the edge of light, a border of darkness before oblivion. Zombies shamle across cobblestone streets to consume the flesh of the living, Vampires slake their unnatural thirsts on warm blood, and Wights consume souls to fuel the hatred in their hearts. Necromancers covet their power, seeking to become more like them. Champions of good seek to defeat the Undeath wherever they may rise.



The Undead are a stable of adversaries for most fantasy campaigns, Skeleton Lords, the vile Lich, hordes of Zombies plaguing the countryside, these are all well known to the hardy adventurer and anyone who has experience with fantasy role playing. For the GM, the Undead provide a very solid and powerful type of adversary, one that was once a living being, now fueled by some unimaginable hate or even more sinister energies.

Necromancers and clerics of evil gods often create these monstrosities to serve them. The Undead are ideal as servitors, since they do not tire, will never need rest, and have little if any morality. Undead that arise spontaneously are also quite powerful, often animated by the strength of their will alone, these beings are most likely enduring fragments of their former selves, powered by some deep seated grief or hatred. Yet interfering with the powers of life and death takes its toll, Undeath brings corruption, and it is the antithesis of all that lives.

Of the varying classes of Undead there are two distinctions Aware and Mindless. Aware Undead are creatures that operate independently and have an intellect and will of their own, these creatures can have motives (however alien they may be) and needs and desires that they seek to fulfill. Most Aware Undead are powerful, being class II to V level Undead, having special abilities that reflect the power of their hatred for life and the need to fulfill whatever drives them.

Mindless Undead are driven by innate instinct, usually this is whatever fragments of personality and memory that keep them going. Such creatures are made of pure instinct, and are typically the servitors controlled by a Necromancer's will. Since such creatures have little if any will of their own, they are easy to dominate when someone has the knowledge required to do so. Most Mindless Undead are class I or II, and are only powerful in number. Mindless Undead cannot have skills or bonuses for mental attributes.

### UNDEAD ABILITIES

The energies that animate the Undead often spill out of the beings poisoned aura. Most Undead have common attributes and abilities that are drawn from this source of power. Because of this some, Undead may have access to some, or even all of these abilities. The following list is not comprehensive but gives some of the standard abilities that Undead might have.

**Aura of Fear**—Any person coming within 20' of the Undead creature must make a Will-based Resistance Roll versus the Undead or flee from it in fear (roll on the RR column of the Maneuver Table and use the Undead level times 5 as its bonus).

**Bane (Living)**—Some Undead have such a hatred for the living that they gain the Bane effect against any living thing. This is rare, and only the most

powerful of Undead have the required amount of dark energy to fuel this ability.

**Constitution Drain**—Some Undead creatures are capable of actually draining the vital energy from a creature's soul. This manifests as the sapping of a target's Constitution Score. If the Undead manages to gain a Crush or Puncture critical with its hands or teeth, in addition to taking hits of concussive damage, the struck target must make a Stamina-based RR( $70 + (\text{Undead Class} \times 10)$ ) or lose 1d10 points of Constitution per Undead Class. The adjusted score represents the characters new Constitution score and bonuses and totals may need to be adjusted. . These points may be regained at the rate of 1 point for each full day of rest, or by magical or herbal means.

**Corrupting Presence**—Animals do not take well to the presence of the Undead and are very sensitive to the energies that the dark creatures exude. Animals with the Enhanced Scent or Enhanced Senses talent begin to act more aggressively when an Undead creature is within their sensory range, and in addition, the distance for the Undead **Aura of Fear** affects animals at 100' instead of the normal 20'. Small plants, such as flowers, grain plants, and small shrubs and saplings will often wither and die when within 20' of an Undead creature. Supernatural plants and large plants like trees are not affected by this ability.

**Consumption**—Some Undead creatures regain vitality when they consume the flesh or blood of the living. Whenever an Undead creature with this ability scores a critical puncture attack with its natural weaponry (i.e. Teeth) it regains the hits inflicted on the victim as healing. Note that damage from fire and magical attacks cannot be healed in this manner.

**Death's Endurance**—Undead with this ability ignore stun penalties.

**Incorporeal**—Material attacks such as sword strikes and fists cannot hit the creature, only magical attacks or elemental attacks can actually harm the creature. Magically enchanted weapons can hit but do criticals two sizes smaller than their normal critical type.

**Regeneration (Major)**—Nearly unstoppable, the energy that animates the Undead also rejuvenates them. Undead regain 2 Concussion Hits per minute, however they cannot heal damage that is done to them by magical attacks or fire. In some cases silver or some other material will also stop the flow of energy to seal or repair the wounds on an Undead's corporeal form.

**Survival Instinct**—Undead have an innate veracity and



agility that they use to avoid being hurt. This manifests as a survival instinct. Many Undead have this ability.

All Undead are immune to the effects of poison, illusions and phantasms, spells that charm, cause fear (other than Turn Undead) or induce sleep.

### UNDEAD VULNERABILITIES

Like all things, Undead have particular weaknesses and faults that the wise can choose to exploit. A cunning and knowledgeable adventurer might know more than a few ways to harm a Ghost or a Vampire. These vulnerabilities can be exploited to reduce a creature to ashes, or banish them from existence altogether. While the following list isn't comprehensive some Undead may have one or more of these vulnerabilities.

**Fetter**—Some Undead creatures are bound to a specific place or thing. In most cases, this is a barrow or tomb, but it may be a ruined castle where the creature was murdered or imprisoned unjustly, or some type of artifact that they must protect at all costs. Whenever the creature leaves the presence of this fetter it begins to take 2-20 Concussion Hits per combat round. Should the creature return to the fetter (either to touch an object or to lay foot upon a fetters ground) it regains these Concussion Hits immediately. If the creature is reduced to zero Concussion Hits by being isolated from the fetter, it is destroyed.

**Frailty**—Many creatures of the darkness have an innate weakness, some type of vulnerability that can destroy them. In the case of a Vampire this might be decapitation or a stake through the heart. In the case of a shambling Zombie this might be an arrow through the brain.

If using the GM's Option: Hit Locations in Chapter 10 of the **HARP** rulebook, a character may specifically target an Undead creature's frailty if it is an anatomical location. If an attack strikes the creature in a frail area, the attacker gains a +50 on the critical result, with no damage cap. Note: that some of these frailties may require a specific type of attack, for instance, a Vampire's heart must be punctured with a wooden stake or its head severed and it would be listed as Frailty (Chest, Puncture (Wooden Stake)/Neck, Slash (Medium)). Here the location is named, the type of critical is named and following in brackets the weapons type or minimum critical type is named. Multiple frailties are delineated by slashes.

If not using the Hit Location options, then simply double the hits generated by any attack

from an appropriate weapon that strikes the given area. For example if a critical results in a head strike on a Zombie, double the hits indicated in the critical result.

**Holy Water**—Blessed water can be incredibly toxic to the flesh of an Undead creature. A successful attack with a splash of holy water causes the Undead to suffer a 1d100+20 External Poison Critical. For more details, see **Grenade-Like Attacks, Holy Water** in Chapter 9 of the **HARP** rulebook. It is assumed that all Undead have this vulnerability.

**Sunlight**—The light of the sun is anathema to most Undead. Because of this any Undead with this vulnerability will suffer a maximum result Heat Critical. An Undead creature can resist this damage with a Stamina RR (120), but must make the roll for every combat round they spend in contact with direct sunlight. Undead destroyed in this way do not regenerate.

**Repulsion**—Specific objects repel or prevent the Undead from attacking a specific person, place or thing. When an Undead creature encounters an object of repulsion it must make a Will RR(100) in order to approach the person wielding it, or to touch the object in question.

**Hunger**—Many Undead require sustenance in order to exist. Vampires and Zombies are good examples. Vampires must drink the blood of the living and Zombies usually need to consume living flesh. If such creatures do not regularly sate this need, the creature must make a Very Hard Constitution roll (all or nothing) every day they have gone without feeding or begin to suffer a cumulative -5 penalty to all actions for each day that they have gone without sustenance. In order to be sated, an Undead creature must consume its level x25 in Concussion Hits with the Constitution Drain power each day.

### KILLING THE UNDEAD

Reducing an Undead creature to zero this doesn't necessarily destroy it. An Undead creature with regeneration gains hits back at a much slower rate. Its regeneration slows from minutes to hours, until it regains a single hit. Once it has a single hit, it begins to regenerate at its normal rate again. Magical Damage and damage from fire won't regenerate. If the creature has a frailty, when reduced to zero hits that frailty can be exploited without a roll as long as the proper method of administering to the frailty is present. For instance, a Vampire reduced to zero hits can be staked without the need for a roll by anyone who might possess a wooden stake at the time.



## CURING UNDEAD

Sooner or later some unfortunate PC will be transformed into an Undead. Or characters may encounter an Undead that must be cleansed of its “Curse.” The talent “Enchantment Cure” and the spell “Remove Curse” can be used to cleanse Undead. The victim must make a successful RR vs. Magic to be cleansed of the Undead Curse. Note: that not all Undead are created equal; RR modifiers apply. The following types of Undead can be cured:

**Ghouls**

**Spawn**

**Vampire**

**Zombie**

The cleansed victim is transformed into a corpse that can be raised from the dead.

## CLASSES OF UNDEAD

Simply placing the Undead in classes can be difficult since HARP uses a different approach to creating Undead monsters. Most Undead in this book are created by applying an Undead template to an already living NPC. In

some cases there are straightforward Undead, like Zombies and skeletons, yet depending on their own size, these can also vary in the type of class that they fit into. The animate skeleton of a man for instance, is nothing in comparison to the animated skeleton of a Mammoth. In order to provide GM's with a sense of scale, *Monsters: A Field Guide* delineates Undead creatures using the following table.

**Class One (Lesser Undead/Levels 1-3):** Lesser Ghoul, Lesser Skeleton (Tiny or Small), Lesser Zombie (Tiny or Small)

**Class Two (Minor Undead/Levels 4-6):** Lesser Ghost, Greater Ghoul, Minor Skeleton (Medium or Large), Spawn, Lesser Specter, Minor Zombie (Medium)

**Class Three (Major Undead/Levels 7-10):** Minor Ghost, Lesser Mummy, Greater Skeleton (Huge), Minor Specter, Lesser Wight, Greater Zombie (Large or Huge)

**Class Four (Major Undead/Levels 11-13):** Greater Ghost, Greater Mummy, Skeleton Lord, Major Specter, Lesser Vampire, Greater Wight, and Lesser Wraith

**Class Five (Greater Undead/Levels 13-20+):** Lich, Greater Vampire, Greater Wraith

# GHOUL

<b>LEVEL:</b>	3
<b>HITS:</b>	120
<b>SIZE:</b>	Medium
<b>MOVEMENT:</b>	11'
<b>INITIATIVE:</b>	+17
<b>DEFENSIVE BONUS</b>	70 (10 stats; 25 Shield; 20 Armor; 15 Survival Instinct)
<b>ATTACKS:</b>	85 Weapon; 75 S-Puncture
<b>#ENCOUNTERED:</b>	1-10
<b>OUTLOOK:</b>	Cruel/Hungry
<b>LIFESTYLE:</b>	Infection

<b>SPECIAL ABILITIES:</b>	See Template
<b>STATS:</b>	St: 75 (11); Co: 75 (9); Ag: 75 (9); Qu: 75 (6); SD: 75 (6); Re: 75 (6); In: 75 (6); Pr: 75 (6) ; PP: 10
<b>RR:</b>	Stamina RR: 45; Will RR: 35; Magic RR: 35
<b>TREASURE:</b>	N2 N2 N2
<b>CULTURE:</b>	Nomadic
<b>IMPORTANT SKILLS:</b>	Tracking (12) 66; Climbing (12) 74; Stalk & Hide (5) 40; Ambush (5) 40; Perception (10) 62

The emaciated form of a Ghoul resembles a hunched over creature of an indeterminate form and race. The transformation to a Ghoul has elongated its limbs, brought its ears to a preternatural point and bestowed it with rows of sharp fangs for which to tear rotting flesh.

Ghouls live in small packs of 2-20 often led by an older and more experienced Greater Ghoul, and comprised of several Lesser Ghouls. These creatures survive by eating the flesh of the dead or, whenever possible the flesh of the living. While their hunger isn't endless, the creatures do love to eat. Their favorite prey is any humanoid species

that might prove vulnerable to the Ghoul's predations. Children, the elderly, and graveyard workers all seem to be high on the list of victims, although there is nothing keeping a Ghoul from snatching a family pet or two when trying to survive.

These creatures are natural burrowers, and often have a network of tunnels and chambers underneath a graveyard or necropolis. These little tunnels allow them quick and easy access to the freshly buried dead upon which they feed as a staple. Often these creatures keep pits where they will drop living victims for consumption. These macabre larders also serve as refuse pits where the bones

of the dead are discarded once picked clean.

Ghoul social structure is tribal at best, often carrying vestiges of the society from which the Ghouls descended. In some cases, Ghouls are tactically proficient, using co-operation and planning to hunt down and eat prey. Strength and cunning is the rule in some Ghoul tribes, where the Ghoul with the strongest body is often the one in charge. Ghouls reproduce by infection, their own Undead condition is similar to (but not as powerful as) the curse of vampirism. The onset of the disease is curable, but since most infected are held hostage, they often do not have a chance to find treatment before they enter into the fold of the eaters of the dead.

### GHoul TEMPLATE

GMs can apply the Ghoul template to any humanoid race (adding to its existing racial trait bonuses). Most Ghouls are NPCs of levels 1 through 3; more powerful Ghouls will have the appropriate abilities of their profession and level. The example Ghoul above is a 3rd level Human/Ghoul Fighter.

- Undead Abilities:
  - Aura of Fear
  - Consumption
  - Survival Instinct
  - Regeneration (Major)
  - Vulnerability: Hunger
- Natural Weaponry: Fangs (S-Puncture)
- Night vision
- Enhanced Scent

The Ghoul's Curse increases the strength, stamina, and speed of the Ghoul.

- Strength +5
- Constitution +3
- Agility +3

### COMBAT

Ghouls are a cunning and treacherous lot. They use tricks, traps, and stealth to ambush prey. They prefer to eat their prey alive, if possible. In some cases, they will stalk and observe someone they wish to bring into their clan. The criteria with which they choose such victims isn't quite clear, although some bands of Ghouls seem to pick strong members, others seem to thrive on electing the stealthiest and most intelligent.

### GHoul's CURSE

Someone wounded in combat by a Ghoul's bite must make a Stamina RR (90 + 5 per level of Ghoul). If the Resistance Roll fails, then the wounded individual has contracted the Ghoul's curse. Within 1 month the infected will become a Ghoul, losing 10 concussion points per day while in an incapacitating delirium that inflicts a -5 cumulative penalty for each day infected. A clerical Cure

Disease spell will halt the infection and cure the victim, before the victim dies. Once dead, the victim will rise up as a Ghoul in 1-5 days. See **Curing Undead** above, for information on curing victims.

### MYTHS & MISCONCEPTIONS

Many think that Ghouls are spreaders of disease and filth, and while this might be true, the vermin that accompany them are usually the ones responsible for spreading disease. Ghouls are often plagued with flies, rats, other insects and scavengers. Where a Ghoul travels these carrion creatures follow. That Ghouls spread disease may be a misunderstanding, since it is in fact the filthy creatures they live with that spread plague.

### TREASURES

Ghouls will always find some funerary item of value, especially when picking through the dead in the necropolis and graveyards of larger cities. Indeed some larger bands that have been around for some time, have quite a haul of riches in their larder, still picking through the bones is a gruesome and undesirable task so whatever there may be better be worth it.

### ENCOUNTERS

Ghouls might attempt to accost lone travelers or attack those trespassing on their territory. Powerful Ghouls might use magic to masquerade as human, luring their victims into solitude so they may feed in private.



# GHOST

<b>LEVEL:</b>	5	<b>SPECIAL ABILITIES:</b>	Flight; Undead Abilities (See Below)
<b>HITS:</b>	130	<b>STATS:</b>	St: 75 (6); Co: 75 (6); Ag: 75 (6); Qu: 75 (6); SD: 75 (16); Re: 75 (21); In: 75 (21); Pr: 75 (21); PP: 50
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 45; Will RR: 65; Magic RR: 85
<b>MOVEMENT:</b>	14'	<b>TREASURE:</b>	N2 N2 N2
<b>INITIATIVE:</b>	+30	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	35 (10 stats; 25 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (15) 97
<b>ATTACKS:</b>	90 (T-Crush)		
<b>#ENCOUNTERED:</b>	1-5		
<b>OUTLOOK:</b>	Aloof/Aggr.essive		
<b>LIFESTYLE:</b>	None		

Ghosts appear as apparitions, ethereal beings that float upon the air like some phantasm. Their appearance is often anachronistic, representing the age within which they lived, yet unchanged due to their oblivious sense of the world around them. Ghosts are a translucent memory of the past, a memory that lives with the uncertainty of a task unfinished in life.

Ghosts do not feed, do not eat, and do not sleep. They appear at appointed times, set by their perception of the world, and how they choose to appear often has nothing to do with the modern day. Most are nocturnal, appearing at night making their presence known by causing unexpected sounds, shifting furniture, opening doors, and moving about unimpeded by the barriers of the corporeal world. Their haunt is usually a place they held dear before their passing and is often the sight of some unfinished task.

A Ghost behaves without logic or reason, since its own motives and movements come from the shadows of its own memory. Such creatures are barely aware of the material realm, caught in their own phantasm. Once awoken to threats to their person, they respond with a frightening manifestation of their form, one that often leaves the weak of will running for their lives. They are, for the most part, harmless, but the observant can learn a great deal by watching them.

Most Ghosts are not very powerful, and are caught in some past task that they left unattended. Ghosts that are more powerful are more aware of the material world, and can interact with it more fully. Some Ghosts can even interact with other beings, carrying on conversations and asking of favors when needed. The manifestation of such creatures is unsettling and there is always a subtle disturbing air especially when one is near.

## GHOST TEMPLATE

GMs can apply the Ghost template to any creature (adding to its existing racial trait bonuses). Most Ghosts are NPCs of levels 5 through 10. More powerful Ghosts will have the appropriate abilities of their profession and

level. The example Ghost above is a 5th level Human/Ghost Fighter.

- Undead Abilities:
  - Aura of Fear
  - Incorporeal
  - Survival Instinct
  - Regeneration (Major)
  - Vulnerability: Fetter (Place or Thing)

The Ghosts' incorporeal form grants it supreme control over its mental faculties.

- Self Discipline +10
- Reasoning +15
- Insight +15
- Presence +15

## COMBAT

Ghosts do not usually enter combat; their bodies are not suitable for such confrontations. If harmed or threatened, a Ghost will manifest as a fearsome apparition that causes all who witness it to make a Will RR vs. the Ghost (using the Ghosts' Magic RR as its modifier for the roll). If pressed, Ghosts can exert force upon the world of the living, flinging small objects (T-Crush attack), or use magical abilities they may have had in life.

## MYTHS & MISCONCEPTIONS

Some say that by aiding a Ghost in completing unfinished business it had in life, the Ghost might be set free. In many cases this might be true, but some Ghosts have done enough in life to keep many a person busy for many years. In some cases, such deeds might not be able to be completed. Frustration and anger can build up within a Ghost to the point that it will transform from its benign incorporeal form to the deadlier form of a Specter.

## TREASURES

Ghosts often safeguard some hidden hollow or sanctum that contains items of worth to them in their life. In many a haunting this is a place that is in need of discovery in order to



unearth some fact or vital truth about the Ghost. Many Ghosts leave such rewards to their living benefactors. Others, if robbed, may choose to transfer their fetter to one of the objects taken, haunting it, and the person who took it, until that person aids them in some way.

## ENCOUNTERS

Ghosts can be found almost anywhere, in church cathedrals, abandoned ruins, and inns and taverns. Ghosts that are more powerful haunt older locations, and they may be able to speak to and even touch the living.

# LICH

<b>LEVEL:</b>	15	<b>SPECIAL ABILITIES:</b>	Dark Vision (Greater); Undead Abilities (See Below)
<b>HITS:</b>	270	<b>STATS:</b>	St: 75 (11); Co: 75 (6); Ag: 75 (11); Qu: 75 (6); SD: 75 (16); Re: 75 (21); In: 75 (21); Pr: 75 (21); PP: 230
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 120; Will RR: 130; Magic RR: 140
<b>MOVEMENT:</b>	14'	<b>TREASURE:</b>	R3 R3(10) R3
<b>INITIATIVE:</b>	+32	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	85 (10 stats; 75 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Duping (48) 140, Perception (45) 132, Pow. Pnt. Dev. (43) 230
<b>ATTACKS:</b>	100 M-Crush; 90 S-Crush;		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Dominant/Cruel		
<b>LIFESTYLE:</b>	Solitary		

The emaciated frame of the skeletal Lich is one that many adventurers will recognize on sight. Such creatures ooze with power, with brilliant green light pouring forth from the sockets of their skulls; the Undead masters of magic are a dangerous adversary for even the most powerful of adventurers. A Lich garbs itself in arcane robes and carries a staff filled with magical power. It will often wear an assortment of magical items to aid it.

Liches desire nothing more than power, and they seek it out at all costs. A Lich is the remains of once a powerful necromancer that, in a bid for an eternal existence, gave in to the dark power of undeath in order to continue on past death. The Lich is often turned into a soulless and evil being, stripped of morality and seeing all other creatures, living or non-living as nothing but pieces in the games of power it plays.

These Undead masters of the arcane can often be found in remote ruins, towers and laboratories seeking to further their arts and discover other secrets. Many are the servant magicians of Demon Lords and other deities of darkness, beings that they have sworn fealty to in order to maintain their Undead existence.

## LICH TEMPLATE

GMs can apply the Lich template to any race (adding to its existing racial trait bonuses). A Lich is usually a magic using NPC of levels 15 or higher. The example above is a 15th level Human/Lich Mage.

**Spellcasting:** A Lich is considered to have his level+5 ranks in 12 universal sphere spells of his choice. The Lich

must also select 10 spells at his level + 10 ranks, and 4 spells at his level times 3 ranks from either the Cleric or Mage Sphere (but not from both).

**Undead Abilities:**

- Aura of Fear
- Bane (living)
- Constitution Drain
- Corrupting Presence
- Survival Instinct
- Regeneration (Major)

The Lich has incredible arcane powers and mental abilities.

- Self Discipline +10
- Reasoning +15
- Insight +15
- Presence +15

## COMBAT

A Lich typically abhors combat, typically entering combat only when it is the last resort. Instead, a Lich will cast offensive spells and imbue itself with all manner of defensive arcane measures. Liches are not well known for their powers of finesse, and they will use overkill with glee, casting Elemental Ball for instance, in order to destroy something that would just as well be served with an Elemental Bolt.

## MYTHS & MISCONCEPTIONS

Many think that Liches are masters of necromancy and command vast hordes of Undead minions. While this might be true, many of the creatures are the puppets of Demon Lords and dark gods, and can no longer serve

their own agenda. In some cases, these creatures have been discovered working at cross-purposes to their masters own agendas, creating tense situations in which the potential for devastation was immense.

### TREASURES

Liches are uniformly rich and opulently garbed creatures with vast treasures in their own lairs. They often carry several powerful magical baubles to aid them in

times of need, and they are adorned with all manner of jewelry and wealth.

### ENCOUNTERS

Liches make an ideal nemesis or mastermind behind intricate plots. They often dwell in well defended strongholds or isolated domains ruled by their iron hand.

## MUMMY

<b>LEVEL:</b>	8	<b>SPECIAL ABILITIES:</b>	Undead Abilities (See Below), Dark Vision (Greater)
<b>HITS:</b>	165	<b>STATS:</b>	St: 75 (11); Co: 75 (5); Ag: 75 (9); Qu: 75 (5); SD: 75 (7); Re: 75 (5); In: 75 (5); Pr: 75 (7); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 60; Will RR: 65; Magic RR: 60
<b>MOVEMENT:</b>	14'	<b>TREASURE:</b>	R2 R4 R2
<b>INITIATIVE:</b>	+15	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	95 (10 Stats; 20 Armor; 25 Shield; 40 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Tracking (18) 78, Climbing (18) 81, Stalk & Hide (13) 72, Ambush (13) 72, Perception (27) 89
<b>ATTACKS:</b>	120 (M-Slash); 100 (S-Crush)		
<b>#ENCOUNTERED:</b>	1-5		
<b>OUTLOOK:</b>	Aloof/Aggressive		
<b>LIFESTYLE:</b>	Undead		

Dwelling in sandy tombs and ancient sarcophagi are the remnants of long gone civilizations, the enduring dead, stored within are Mummies are creatures with a will that withstands even the erosion of time and the passage of eons. Mummies rest either in burial robes, bandages, or sometimes in armor of battle. Their withered skin rests

beneath age-old linens, and empty eye sockets gaze with disdain for any living thing that might trespass upon the ground that is their domain.

Mummies are the animated bodies of ancient kings, great fighters and mages buried with great honors by their people. Their bodies preserved in ancient rites, their



consciousness dwelling within, waking when trespassers enter their tombs. Unlike Wights, who are bound to their tombs, Mummies can range widely to pursue those who may have desecrated their resting places.

Mummies typically come from dry desert lands or places where ritual burial is common practice, but they are not limited to that type of local. While some may be ancient, others might be recent burials. In some cases, a Mummy may have been a notorious yet well-regarded noble buried in some accursed ritual to keep his consciousness in an unliving prison, buried beneath the sands.

A Mummy's Undead abilities include the following:

- Undead Abilities:
  - Aura of Fear
  - Constitution Drain
  - Corrupting Presence
  - Death's Endurance
  - Survival Instinct
  - Regeneration (Major)

### COMBAT

Mummies are powerful in combat, and although they may seem frail in their funerary garb, they often wield falchions and swords with astounding skill and power. Even more astonishing is their endurance and ability to track those who have desecrated their tombs. To enter a

Mummy's domain and steal away with his gold or weapons is to draw his wrath. Lesser Mummies are about level 8, and Greater Mummies are level 12 or higher.

### MYTHS & MISCONCEPTIONS

Many claim that Mummies are simply the guardians of a tomb, but this is not the case. Most Mummies are nobility or well regarded individuals of power who earned the right to be mummified. In some cases these Mummies committed horrible crimes, and their internment into the earth is both a punishment and a blessing. Once released they can roam the earth and gain power over the forces of darkness. Such creatures serve their own agendas once free, and care nothing for the trinkets in their tomb, except items that might give them power.

### TREASURES

The burial tomb of a Mummy is invariably opulent, with items of gold, gems and perhaps even magical devices and weapons left in some ancient reliquary. Most often, these are guarded not only by the Mummy itself, but also by cunning traps and pitfalls placed by the tombs' architects.

### ENCOUNTERS

Mummies reside in their resting places, although a wandering Mummy may be in search of some thief or an artifact stolen from his tomb.

## SKELETON

<b>LEVEL:</b>	3	<b>SPECIAL ABILITIES:</b>	Aura of Fear; Survival instinct); Regeneration (Major)
<b>HITS:</b>	115	<b>STATS:</b>	St: 75 (12); Co: 75 (5); Ag: 75 (5); Qu: 75 (5); SD: 75 (5); Re: 75 (5); In: 75 (5); Pr: 75 (5); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 25; Will RR: 25; Magic RR: 25
<b>MOVEMENT:</b>	12'	<b>TREASURE:</b>	N N N
<b>INITIATIVE:</b>	+15	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	70 (10 stats; 20 Armor; 25 Shield; 15 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (10) 60
<b>ATTACKS:</b>	80 Weapon; 70 S-Slash		
<b>#ENCOUNTERED:</b>	1-10		
<b>OUTLOOK:</b>	Aloof/Aggressive		
<b>LIFESTYLE:</b>	Undead		

Skeletons are re-animated mindless Undead that are used as guardians or servants for necromancers or other dark magicians. Skeletons can vary in size depending on the type of creature that was used to create them. Some Skeletons might be made from Ogre skeletons, or even from the skeletons of larger creatures. If this is the case, then the level of the Skeleton, as well as the size increases.

**Tiny Skeleton:** Level 1, can inflict T-Puncture and T-Slash criticals depending on their natural weaponry.

**Small Skeleton:** Level 2, Skeletons this size can inflict S-Puncture and S-Slash criticals depending on their natural weaponry.

**Medium Skeleton:** Level 3 to 5, Medium sized humanoid Skeletons can fight as fighters of their level and can wield weapons and wear armor and shields. In addition, they may do S-Slash criticals with their claw-like fingers. The example above is a 3rd level Medium Skeleton.





**Large Skeleton:** Level 4 to 8, large Skeletons can use the normal natural weaponry that they had in life and humanoid Large Skeletons may use weapons as a fighter with a skill equal to their level. Humanoid Skeletons may also do an M-Crush critical with their club-like bones.

**Huge Skeleton:** Level 9 to 10, Huge Skeletons can use the natural weaponry that they had in life. Humanoid Huge Skeletons can use weapons as a fighter with a skill equal to their level. Humanoid Huge Skeletons can make L-Crush criticals by crushing with their massive fists or feet.

All Skeletons have **Frailty** (Crush). Skeletons are mindless and do not have skills or bonuses for mental attributes (SD, Re, In, and Pr).

### COMBAT

Skeletons are mindless, but they can be used much in the way regimental soldiers are. The advantage to Skeletons is that they follow orders very well, the innate spirits that animate them have a quick grasp of an orders' nature, and they direct their malevolence towards their opponents and

not the being that is in control of them. Guardian Skeletons will fight until destroyed, and are particularly tenacious.

### MYTHS & MISCONCEPTIONS

Some think that the spirits of dead warriors animate Skeletons. Actually, an Undead spirit uses the Skeleton as a channel for physical action and animates the bones. The command of such spirits is one of the tasks that necromancers train hard to master early, so that they may have sufficient skeletal minions to provide them with muscle.

### TREASURES

Some Skeletons guard treasures or may be armed with weapons of differing quality. They almost never are in possession of material goods or wealth. Although a rich necromancer might adorn a particularly beloved Skeleton with gold or jewels, this is rare.

### ENCOUNTERS

Skeletons might guard lair doors, serve as special troops in an army, or provide muscle for a necromancer.

## SKELETON LORD

<b>LEVEL:</b>	10	<b>SPECIAL ABILITIES:</b>	Undead Abilities: See next page
<b>HITS:</b>	195	<b>STATS:</b>	St: 75 (12); Co: 75 (12); Ag: 75 (12); Qu: 75 (12); SD: 75 (6); Re: 75 (6); In: 75 (6); Pr: 75 (6); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 95; Will RR: 80; Magic RR: 80
<b>MOVEMENT:</b>	14'	<b>TREASURE:</b>	R4 R3 R2
<b>INITIATIVE:</b>	+23	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	120 (25 Stats; 50 Survival Instinct; 20 Armor; 25 Shield)	<b>IMPORTANT SKILLS:</b>	Climbing (30) 104, Jumping (30) 104, Stalk & Hide (20) 88, Ambush (20) 88, Perception (30) 98
<b>ATTACKS:</b>	125 Weapon; 115 (S-Slash)		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Dominant		
<b>LIFESTYLE:</b>	Undead		

Like the Lich, a Skeleton Lord is a being that has sworn its soul to some dark power in order to live eternally. These creatures resemble the polished bones of a humanoid race, resting in a suit of armor or mail. Their eyes are alit with a red glow that betrays their hatred for the living.

Skeleton Lords are powerful fighters that have sacrificed their living bodies in order to serve their dark masters as Undead creatures. Filled with wrath, they yearn for battle, for that is the only way they can reclaim any sensation of their former vitality. Most are cunning tacticians and skilled warriors. Generals and noble fighters born to lead, their dark presence can sway the tide of battle if there is no champion of light to oppose them. When a Skeleton Lord enters battle, it is certain that many will die at its hands.

What a Lich is to mages is what a Skeleton Lord is to fighters. Many re-enter the realm of the living from the underworld, serving as generals in Undead armies so that they may seek favor in the fiery realms below. These individuals are usually once powerful generals and military leaders who were damned to some eternal punishment for their atrocities, or they may be tragic figures, damned for eternity and serving demonic masters to gain their only chance at redemption. Often who the Skeleton Lord was in life determines the biases and motives they have in death. Some may seek vengeance against rivals in life, or they may seek to conquer a kingdom they failed to subjugate in life. Many Skeleton Lords are power mad, and seize any opportunity to grasp at the reins of command in order to exert their might over the living and the dead.

**SKELETON LORD TEMPLATE**

GMs can apply the Skeleton Lord template to any race (adding to its existing racial trait bonuses). A Skeleton Lord is usually a Fighter or combat oriented NPC of level 10 or higher. The example above is a 10th level Human/Skeleton Lord Fighter.

- **Puissant Combatant:** A Skeleton Lord is considered to have 3 times his level +3 ranks in 1 combat style or martial skill of his choice. This is in addition to the skills the Skeleton Lord may normally have due to level and advancement.
- **Undead Abilities:**
  - Aura of Fear
  - Bane (living)
  - Constitution Drain
  - Death's Endurance
  - Survival Instinct
  - Regeneration (Major): Silver or Blessed
  - Frailty (Crush (Medium))

The Skeleton Lord has enhanced physical attributes; add these bonuses on top of the regular racial bonuses for the Skeleton Lord's original race.

- Strength +6
- Constitution +6
- Agility +6
- Quickness +6

**COMBAT**

Skeleton Lords employ all their skills of battle, schooled in many different fighting styles these creatures

are incredibly deadly combatants. Each Skeleton Lord's individual tactics and appearance also dictate the style of combat they prefer. Some might wade into combat wielding a long sword in each hand, while another might snipe at vulnerable targets with a composite bow. All of them carry weapons that are enchanted or have some spiritual link to them.

**MYTHS & MISCONCEPTIONS**

There are many Skeleton Lords in the service of the armies of hell, but there are also Skeleton Lords born out of alliances with dark gods, or by sacrificing their soul to some unspoken power. Many believe that by uttering an oath to a power of darkness or war, there is the chance that a mighty hero can live through death and become an undying warrior in the service of that power. Some Deity will grant such a favor, if they have the power to do so, since they always value a committed and undying servant. Still there are seemingly rogue Skeleton Lords who serve no master but their own lust for power.

**TREASURES**

Skeleton Lords are always armed with at least one magical weapon and at least part of a set of magically enchanted armor.

**ENCOUNTERS**

Skeleton Lords are usually the leaders of large forces or the major nemesis of characters in a long running game. When encountered their personality and hatred for the living often color their interactions with PCs to a great degree.

**SPAWN**

<b>LEVEL:</b>	2	<b>SPECIAL ABILITIES:</b>	Natural Weapons (Claws & Teeth); Undead Abilities (See Template); Enhanced Senses
<b>HITS:</b>	105	<b>STATS:</b>	St: 75 (6); Co: 75 (6); Ag: 75 (10); Qu: 75 (10); SD: 75 (6); RE: 75 (6); In: 75 (6); Pr: 75 (6); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 30; Will RR: 30; Magic RR: 30
<b>MOVEMENT:</b>	12'	<b>TREASURE:</b>	N N5 N
<b>INITIATIVE:</b>	+21	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	50 (20 stats; 20 Armor; 10 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (9) 67, Climbing (9) 61, Stalk & Hide (9) 61, Ambush (9) 61
<b>ATTACKS:</b>	70 Weapon; 60 S-Puncture; 60 S-Slash		
<b>#ENCOUNTERED:</b>	1-10		
<b>OUTLOOK:</b>	Cruel/Hungry		
<b>LIFESTYLE:</b>	Feral		

The emaciated Spawn, transformed by the bite of a Vampire, is a gaunt wreck of a once vital being. Long

sharp rodent like fangs protrude from their mouths over their bottom lip, giving them a rat-like aspect. Many are

bald, or hairless. Their ears and eyes have become larger and more angular, often animal-like, in order to accommodate a nocturnal existence. These creatures are a byproduct of the Vampire sickness, a disease that Vampires spread with their bite.

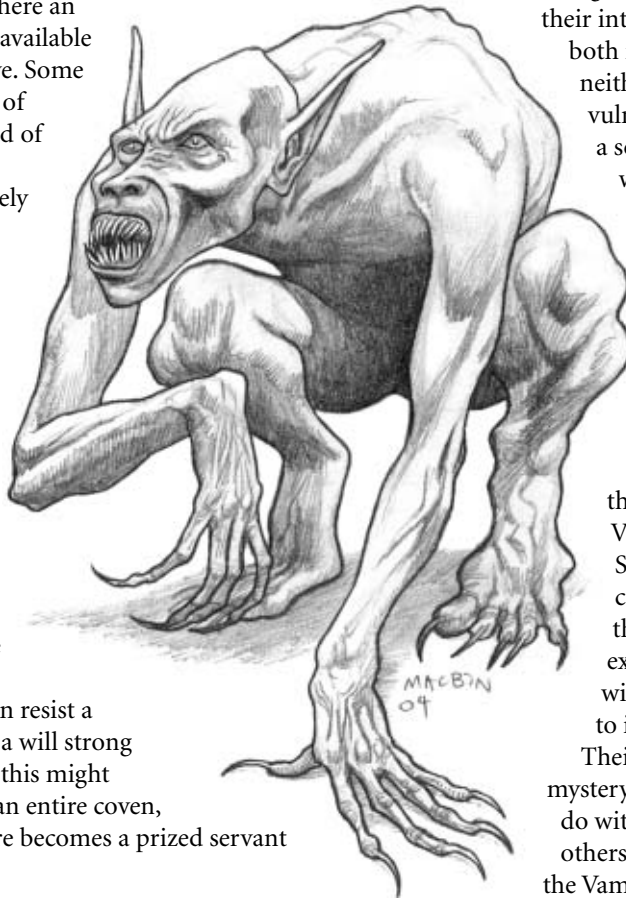
Spawn are bloodthirsty in the literal sense, craving the sweet salty flow of living blood in their stomachs. To them the beating of a heart is a lulling call, a hypnotic drum that whips them into frenzy. These creatures gather in small covens, often trading information, hunting, and feeding together. Many hide in catacombs or chambers under cities and towns where an ample supply of blood is available from those dwelling above. Some Spawn feed on the blood of rodents or animals instead of humans or other races.

Spawn are immediately servile to Vampires. For some reason the Masters of the Night have no problem extending mental control over these lowly creatures. Many Vampires keep stables filled with these creatures, sometimes Spawn infest entire catacombs under the Vampire's stronghold. While these creatures would never deign to rise up against a Vampire master, a single Spawn can resist a Vampire's orders if it has a will strong enough to. In such cases, this might mean the destruction of an entire coven, or simply that the creature becomes a prized servant for its ability to think.

### SPAWN TEMPLATE

GMs can apply the Spawn template to any race (adding to its existing racial trait bonuses). The example above is a 2nd level Human/Spawn Fighter.

- Undead Abilities:
  - Consumption (Blood)
  - Night Vision
  - Regeneration (Major): Silver
  - Survival Instinct
  - Vulnerabilities:
    - Frailty (Chest, Puncture (Wooden Stake)/Neck, Slash (Medium))
    - Repulsion (Holy Symbols)



### ▪ Sunlight

Spawn are agile and swift, but not strong, in some cases they are exceedingly frail creatures. Add these bonuses on top of the regular racial bonuses for the Spawn's original race.

- Agility +4
- Quickness +4

### COMBAT

Spawn are swift, acrobatic, and incredibly cunning. Their animal instincts, combined with their intellect allow them to have the best of both man and beast. While the Spawn is neither, its Undead form is extremely vulnerable to its frailties. Because of this a solitary Spawn might flee someone wielding a holy symbol or a wooden stake, others might group together and swarm someone using such tactics, seeking to bring them down before such weaponry or icons might be used to harm them.

### MYTHS & MISCONCEPTIONS

The common misconception is that Spawn are just another type of Vampire, but this is not the case. Spawn cannot breed or infect other creatures with the Vampire curse. It is the curse alone that allows them to exist, and it is not strong enough within a single Spawn to have the power to infect another being.

Their enthrallment to Vampires is a mystery, though some speculate that it has to do with the nature of the Vampire curse, others think it may be an innate ability of the Vampire to control beings with weak wills. Spawn however often serve for two reasons, the first being that Vampires will often give Spawn that serve faithfully enough victims to keep them well fed, the second being that a Spawn without a patron is usually easy pickings for the local village cleric.

### TREASURES

Spawn have a variety of trinkets and treasures, but they rarely have the strength to attack someone carrying any magic items of significance and win.

### ENCOUNTERS

Spawn might be wandering the countryside looking for victims, or they may plague the catacombs of a large city. Whichever way they are encountered, they are nocturnal, and during the day they aren't usually very active.



# SPECTER

<b>LEVEL:</b>	5	<b>SPECIAL ABILITIES:</b>	Undead Abilities: See Below
<b>HITS:</b>	90	<b>STATS:</b>	St: 75 (6); Co: 75 (6); Ag: 75 (6); Qu: 75 (6); SD: 75 (16); RE: 75 (21); In: 75 (21); Pr: 75 (21); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 45; Will RR: 65; Magic RR: 75
<b>MOVEMENT:</b>	14'	<b>TREASURE:</b>	P2 N N3
<b>INITIATIVE:</b>	+32	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	35 (10 stats; 25 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Tracking (18) 103, Climbing (18) 78, Stalk & Hide (13) 78, Ambush (13) 78, Perception (10) 87
<b>ATTACKS:</b>	100 (S-Slash)		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Cruel/Aggressive		
<b>LIFESTYLE:</b>	Undead		

Specters are apparitions of once living beings now caught in an eternal unliving fit of rage, a torment that extends beyond the grave and fills the air with the moans and cries of the lamenting creature. A Specter is in eternal pain, and has an undying hatred for the living. Only true oblivion can give such creatures release from their spiritual prison. Much like a Ghost, Specters appear in the clothing or raiment of their day. This visage is a ragged or torn version of their living selves, the welling rage within them manifesting even in the spirit's appearance.

Such loathing and hatred resides within the Specter that it can actually do physical harm to anyone too close to the creature. What makes the Specter even more deadly is that it is incorporeal and only magic and elemental attacks can cause it any harm. These creatures are only aware of their immediate surroundings, the constant anger inside them causes them to be blind to anything outside of their environment.

## SPECTER TEMPLATE

GMs can apply the Specter template to any creature (adding to its existing racial trait bonuses). Most Specters are NPCs of levels 5 through 10; more powerful Specters will have the appropriate abilities of their profession and level. The example Specter above is a 5th level Human/Specter Fighter.

- Undead Abilities:
  - Aura of Fear
  - Constitution Drain
  - Incorporeal
  - Survival Instinct
  - Regeneration (Major)
  - Vulnerability: Fetter (Place or Thing)

The Specters incorporeal form grants it supreme control over its mental faculties.

- Self Discipline +10
- Reasoning +15

- Insight +15
- Presence +15

## COMBAT

Specters attack anything that wanders into their sight, whether they have stumbled upon the Specter by chance or not. Specters will use their hatred like a lash, driving the vitality out of the person with the force of their undying anger. This attack does Small Slash Critical, and is also the vehicle for the Constitution Drain ability of the Specter.

## MYTHS & MISCONCEPTIONS

Specters are Ghosts with unfinished business, but the unfinished business is unfulfilled and the Specter has manifested its frustration as a tangible force that can destroy life. This is a focus of the power of Undeath so acute that one can feel the chills and cold of a Specter's presence often through a door or wall. Completing the Specter's unfinished business may quiet it for a time, but the creatures are so blind to the world that completing their tasks may only give them momentary peace. In most cases utter destruction seems to be necessary.

## TREASURES

Specters are unique in that they often reside near lost inheritance, forgotten mementos, or other reliquaries of valuables. Since this is the case, they will usually have something nearby of worth. Although whatever it is may be on the remains of a slain victim.

## ENCOUNTERS

Specters haunt solitary and usually abandoned places. When the places they haunt are not abandoned, they typically manifest at a specific time or place that others make an effort to avoid at all costs.

# VAMPIRE

<b>LEVEL:</b>	10	<b>SPECIAL ABILITIES:</b>	Enhanced Senses; Undead Abilities: See Template.
<b>HITS:</b>	210	<b>STATS:</b>	St: 75 (21); Co: 75 (21); Ag: 75 (16); Qu: 75 (16); SD: 75 (6); RE: 75 (6); In: 75 (6); Pr: 75 (11); PP: 102
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 120; Will RR: 90; Magic RR: 90
<b>MOVEMENT:</b>	14'	<b>TREASURE:</b>	N2 R1(10) N3
<b>INITIATIVE:</b>	+27	<b>CULTURE:</b>	Nomadic/Urban
<b>DEFENSIVE BONUS:</b>	80 (30 stats; 50 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Tracking (30) 92, Climbing (30) 117, Stalk & Hide (20) 92, Ambush (20) 92, Duping (18) 82, Perception (20) 92, Pow. Pnt. Dev. (10) 102
<b>ATTACKS:</b>	140 Weapon; 130 S-Puncture; 120 S-Slash		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Dominant/Hungry		
<b>LIFESTYLE:</b>	Undead		

Vampires are magnificent and powerful incarnations of Undeath. Their physical appearance varies from the terrifying to the alluringly erotic. Most appear as pale versions of their race of origin, some take on a feral form, and others may have attained physical perfection through their transformation. Long canine fangs protrude from the corners of their mouths, pushing their lips into a gruesome smirk of contempt for the living. Talons extend from the tips of their fingers, as sharp and tough as any beasts.

Some Vampires live in opulence, having inherited some manner of wealth, or seizing it from others in order to carry out a comfortable existence. Most are nomadic wanderers looking for some place to settle, or living from place to place trying to escape discovery at the hands of those who hunt them. The forces of good regard Vampires as vile monsters. Only the most powerful, that have set up their own fiefs governed by terror and fear, seem to prosper. These are the rare few, and they eventually live long enough to become Vampire Lords, capable of siring their own get, and creating Spawn to serve them.

Most Vampires are solitary, often seeking the same type of haunt that Spawn gather around. Less powerful Vampires sometimes live amongst a coven of Spawn. In such cases, the Vampire is usually the one in charge, assembling them to protect him at all costs. Other Vampires gather for protection, but usually find themselves hunted at all turns. Only in some older kingdoms, where Vampires have grown to great power, are they a prevalent power. It is more likely for a Vampire to live the existence of a fugitive, constantly on the run from those hunting him. Those that are on the run, sleep in the dirt by day, and travel at night; hunters often track them by the shallow graves they leave behind. Some prefer the protection of a city, where there are many bodies to feed off, and many places to hide.

Vampires themselves can only rarely sire another Vampire; it requires a permanent transfer of life energy that drains the creature of its connection to more mystical

aspects of the spirit. Although some Vampires are powerful enough to do this several times, they often do this when they meet an individual they covet or they do so in order to protect themselves from the predations of Vampire hunters, using a newly sired Vampire as a decoy for their own escape.

Some overconfident hunters have discovered much to their chagrin that a Vampire is a powerful creature no matter how you measure it. Despite their vulnerabilities, they are powerful, agile, and cunning, and they have ended the lives of many an overconfident Vampire slayer, not to mention others who did not know what they were dealing with until far too late.

## VAMPIRE TEMPLATE

GMs can apply the Vampire template to any race (adding to its existing racial trait bonuses). The example above is a 10th level Human/Vampire Fighter.

- Undead Abilities:
  - Consumption (Blood)
  - Enhanced Scent
  - Natural Weapons (Teeth & Claws)
  - Night Vision
  - Regeneration (Major): Silver
  - Survival Instinct
  - Vulnerabilities:
    - Frailty (Chest, Puncture (Wooden Stake)/Neck, Slash (Medium))
    - Repulsion (Holy Symbols)
    - Sunlight
    - Hunger

Vampires are agile and powerful. Add these bonuses on top of the regular racial bonuses for the Vampire's original race.

- Strength +15
- Constitution +15
- Agility +15

- Quickness +15
- Presence +5

### THE CURSE

Vampires can drain a being to death and then at that exact moment sacrifice 15 PP in order to sire a Vampire that rises up in 1-5 hours. The Vampire can't recover these points normally; they return at a rate of 1 per month. When someone kills a Vampire, the sire of that Vampire is immediately aware of the Vampire's demise and the rough direction and location of where that Vampire was when slain. Sired Vampires have all of the memories and knowledge they had in life, they gain all the benefits of the Vampire template. Vampires awaken with the Hunger.

**Sire Spawn:** Drained corpses sometimes spontaneously contract a lesser version of the curse. When draining a victim dry of Concussion Hits, the victim must make a Stamina RR(120), if the victim fails the Vampire loses 5 PP (which can be regained at 1 per day) and the victim becomes a Spawn within 1-5 hours. Spawn awaken with the Hunger.

**Charm Spawn:** Vampires automatically charm their own Spawn whenever in their presence. Spawn react to Vampires as if charmed by the Charm spell from the Harper sphere, and this lasts until the Vampire has been absent for at least one month.

See **Curing Undead**, above for information on curing victims of a Vampire's curse.

### COMBAT

Vampires rely much on the same tools that the living do when entering combat. Most rely on swords, weapons,

and other implements, not learning to use their natural weapons until conditions require that they improvise with what their curse has bestowed upon them. Vampires don't use their Consumption ability while in battle unless necessary, or if fighting a solitary opponent.

### MYTHS & MISCONCEPTIONS

The Vampire Lords of myth are much more powerful versions of the normal Vampire. Vampire Lords, the most powerful of the Vampire breeds, can change shape, fly, and have incredible powers of persuasion against mortals. The standard Vampire has powerful abilities for a creature of its type, but it isn't capable of the amazing feats that Vampire Lords can perform. While still dangerous, these creatures pale in comparison to the Vampire Lords that originated them. The reasons for the lesser Vampires are unknown, although some think it may be some twisted manifestation of a Vampire Lord's curse, these children may simply be the scions of a greater legacy.

### TREASURES

Vampires collect riches and gear from those they murder. Most Vampires travel light, and have enough coin to make good bribes and weaponry to wield.

### ENCOUNTERS

From a Vampire coven in a large city to a single Vampire leading a marauding pack of Spawn, there are many possible permutations for an encounter. Vampires typically lair in secret places where discovery is unlikely, if they lair at all. Alternately, Vampires that are more powerful might rule a remote village or town through intimidation and fear.

## WIGHT

<b>LEVEL:</b>	8
<b>HITS:</b>	145
<b>SIZE:</b>	Medium
<b>MOVEMENT:</b>	12'
<b>INITIATIVE:</b>	+17
<b>DEFENSIVE BONUS</b>	95 (10 stats; 20 Armor; 25 Shield; 40 Survival Instinct)
<b>ATTACKS:</b>	115 Weapon; 95 S-Crush
<b>#ENCOUNTERED:</b>	1-5
<b>OUTLOOK:</b>	Belligerent/Cruel
<b>LIFESTYLE:</b>	Undead

<b>SPECIAL ABILITIES:</b>	Undead Abilities: See Template
<b>STATS:</b>	St: 75 (14); Co: 75 (11); Ag: 75 (6); Qu: 75 (6); SD: 75 (6); RE: 75 (6); In: 75 (6); Pr: 75 (14); PP: 0
<b>RR:</b>	Stamina RR: 80; Will RR: 70; Magic RR: 70
<b>TREASURE:</b>	R N5 N1
<b>CULTURE:</b>	—
<b>IMPORTANT SKILLS:</b>	Perception (20) 82, Stalk & Hide (15) 72, Ambush (15) 72

Wights resemble the corpses of long dead men, draped in the armor and weaponry they wore on their burial day. Commonly found in the burial mounds of warriors and kings, Wights are the restless few that remain

to guard a tomb's treasures, or to punish any who might disturb the restful slumber of those interred within. The hateful spark that gleams from their empty eye sockets only intensifies the gruesome visage of the Wight.





Wights are typically interred warriors, sworn to defend a tomb at all costs for all eternity. The Undead sentinels exist in barrows and burial mounds or in complex crypts and catacombs where a king or leader of renown has been buried. The creatures take their duties very seriously, showing no quarter to those who intrude upon the hallowed ground of the grave. Those who enter typically end up joining them in a restless slumber.

### WIGHT TEMPLATE

GMs can apply the Wight template to any race (adding to its existing racial trait bonuses). The example above is an 8th level Human/Wight Fighter.

- Undead Abilities:
  - Constitution Drain
  - Death's Endurance
  - Dark Vision (Greater)
  - Regeneration (Major)
  - Survival Instinct
  - Vulnerabilities:
    - Fetter (Grave or site of significance)
    - Sunlight

Wights are brutally strong and ominous. Add these bonuses on top of the regular racial bonuses for the Wight's original race.

- Strength +8
- Constitution +5
- Presence +8

### COMBAT

At first glance, a dormant Wight might appear to be a normal corpse, but once animated a Wight moves with deadly speed and precision. The creature's hatefulness and rancor towards intruders manifests as a life sapping blackness that threatens to swallow the vitality of anyone they strike with their fists. Still most Wights prefer to use the weapons of their age as the primary mode of attack.

### MYTHS & MISCONCEPTIONS

Wights aren't necessarily bound to tombs and barrows. Indeed many wander ancient battlefields at night, when the moon is at its darkest. Others might travel along a specific road guarding it from trespass. Wights are Undead sentinels with a mind of their own, but with a specific purpose to serve. These creatures can be found outside of the confined spaces of a king's grave. Yet wherever they are, their grave will be nearby, within a few hours walking distance at most.

### TREASURES

Wights rest amongst items of quality and mementos of their former life. Weaponry, riches, statues, and idols of loved ones are examples the small treasures a Wight's grave will contain. Still these trinkets will be of no consequence to a Wight unless it is a weapon it can swing or armor it wears.

### ENCOUNTERS

Wights are always tied to a specific place or location; they will protect it or something within it at all costs. Seeking to kill or deter interlopers from gathering anything of worth, or trespassing onto ground they ought not to.

## WRAITH

<b>LEVEL:</b>	12	<b>SPECIAL ABILITIES:</b>	Undead Abilities: See next page
<b>HITS:</b>	170	<b>STATS:</b>	St: 75 (16); Co: 75 (16); Ag: 75 (6); Qu: 75 (6); SD: 75 (16); RE: 75 (6); In: 75 (6); Pr: 75 (11); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 105; Will RR: 105; Magic RR: 85
<b>MOVEMENT:</b>	12'	<b>TREASURE:</b>	R3 — R2
<b>INITIATIVE:</b>	+27	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	110 (10 Stats; 20 Armor; 25 Shield; 55 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (30) 110; Tracking (20) 92
<b>ATTACKS:</b>	130 Weapon; 120 (M-Crush)		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Dominant/Cruel		
<b>LIFESTYLE:</b>	Undead		

Wraiths are the former fragments of once proud beings, brought into the fold of darkness by some unworldly bargain; Wraiths are kin to the Lich and the Skeleton Lord. Shrouded in dark robes, the Wraiths form is an insubstantial shadow or dark cloud shaped roughly

like a man. It rests within its garments, giving them form with the vapor of its body. From where the head is, there is simply darkness, not even a gleam of hatred can escape the utter black that is a Wraith's Undead soul.

The energy of evil is enough to fuel them. Wraiths do not

require sustenance. Nearly invulnerable to the stabs and strokes of mortal weaponry, these creatures still have a nearly corporeal form that can exert its strength upon the world. Their bodies are insubstantial but still capable of wielding weapons and wearing armor that offers further protection from anyone who might try to harm them with bow or sword.

Wraiths are primarily solitary, yet often belong to a group of like creatures that share a common purpose. Such cabals of Undead servitors yield to a more powerful master, and they themselves often have some sort of hierarchy or organization within their group that dictates the responsibility of each Wraith. When Wraiths gather, dire circumstances abound, and it is certain that a time of great peril is near.

### WRAITH TEMPLATE

GMs can apply the Wraith template to any player race. Wraiths are typically NPCs of level 11 or higher. The above example is a 12th level Human/Wraith Fighter.

Undead Abilities:

- Aura of Fear
- Bane (Living)
- Constitution Drain
- Corrupt Presence
- Dark Vision (Greater)
- Incorporeal
- Regeneration (Major)
- Survival Instinct

The darkness within a Wraith gives it strength and a terrible will, add the following bonuses to the Wraith on top of its original races ability bonuses.

- Strength +10
- Constitution +10
- Self Discipline +10
- Presence +5

### COMBAT

Wraiths are powerful combatants, and quite powerful in their own right. Most will use their insubstantial form to their advantage, wading into combat and fearing no weapon that strikes them. If an attack surprises a Wraith and harms it, it will concentrate its efforts on destroying the offending target, or flee in order to recover.

### MYTHS & MISCONCEPTIONS

Many believe that Wraiths are destroyed once their dark power wanes, but such evil is enduring, and even a completely destroyed Wraith might one day return from the edges of oblivion. While it is true that often Wraiths are the corrupted servants of dark powers, in some cases they have become a Wraith simply through the amount of woe and evil they command, their bodies becoming corrupt and insubstantial to the point where becoming a Wraith is a natural evolution of their own evil heart's desire.

### TREASURES

Wraiths appear in enchanted armor and carry at least a few magical weapons. These items are often unique to the Wraith and make its appearance distinct and unique from its brethren.

### ENCOUNTERS

Wraiths are the archetypical master villain, commanding dark powers to do its bidding while serving an even viler master. Such creatures are the heads of organizations, leading dark forces into battle.

## ZOMBIE

<b>LEVEL:</b>	3	<b>SPECIAL ABILITIES:</b>	Undead Abilities: See Template
<b>HITS:</b>	125	<b>STATS:</b>	St: 75 (21); Co: 75 (21); Ag: 75 (6); Qu: 75 (6); SD: 75 (6); RE: 75 (6); In: 75 (6); Pr: 75 (6); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 85; Will RR: 25; Magic RR: 25
<b>MOVEMENT:</b>	12'	<b>TREASURE:</b>	P P P
<b>INITIATIVE:</b>	+17	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	25 (10 stats; 15 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (10) 62
<b>ATTACKS:</b>	90 S-Puncture; 80 S-Crush; 60 M-Grapple		
<b>#ENCOUNTERED:</b>	1-10		
<b>OUTLOOK:</b>	Hungry.		
<b>LIFESTYLE:</b>	Undead		

They clamber, creep, and crawl along on gnawed and broken limbs. A Zombie is an animated corpse ravaged by the passage of time and the wear of re-animation. Dull lifeless eyes stare from ragged sockets, and a dreadful

expression of idiocy and hunger rests upon their faces.

Zombies feed upon the flesh of the living, in search of the vitality of a soul, the hungry pit within a Zombie's stomach can only be filled with the flesh of the living, but



the slain soul escapes them since they have no way in which to consume it. The feeding habits of Zombies result in a cycle of eternal hunger, one that a cunning necromancer knows how to exploit and use for their own purposes. Easily mastered a horde of Zombies is ideal fodder for any magician that wants to rule through intimidation and fear.

Mindless constructs of a necromancer or the spontaneous spreading of some unknown blight, Zombies exist in almost any condition at nearly anytime of the day or year. These are the most common of Undead besides Skeletons, and while Zombies typically are not re-animated constructs of flesh, some may originate from magical methods of creation.

**Tiny Zombies:** Level 1, they can inflict Tiny criticals depending on their natural weaponry.

**Small Zombies:** Level 2, Zombies this size can inflict Small criticals depending on their natural weaponry.

**Medium Zombies:** Level 3 to 5, Medium sized humanoid Zombies may do S-Crush criticals with their hands or S-Puncture criticals with their bite. The example above is a 3rd level medium Zombie.

**Large Zombies:** Level 4 to 8, Large Zombies can use the normal natural weaponry that they had in life. Or they can make M-Crush criticals with their fists and M-Puncture criticals with their teeth.

**Huge Zombies:** Level 9 to 10, Huge Zombies can use the natural weaponry that they had in life. Huge Zombies can make L-Crush criticals by crushing with their massive fists or feet.

### ZOMBIE TEMPLATE

GMs can apply the Zombie template to any race. A Zombie's level is determined by its size as above. All Zombies gain the following abilities. The example above is a 3rd level Human/Zombie Fighter

- Undead Abilities:
  - Death's Endurance
  - Survival Instinct
  - Vulnerabilities:
    - Frailty (Head(any)/Neck (M-Slash))

Zombies gain the following bonuses to their physical statistics. Zombies are mindless and do not have skills or bonuses for mental attributes.

- Strength +10
- Constitution +10

### CONTAGION

At the GM's option Zombies may have a contagious bite. A person bitten by a Zombie with this option must make a Stamina RR (100) if the bitten victim fails the Resistance Roll then he has contracted the contagion. A

person afflicted by the contagion must make a Stamina RR roll once every hour or suffer 2-20 Concussion Hits. The afflicted continues to lose hits every hour they fail the RR roll until they reach a negative number equal to the infected victims Constitution score. When this happens, the victim rises up as a Zombie in a number of rounds equal to the victim's Constitution score plus 5. Healing or other means of preserving or stabilizing the character will not work as necrosis spreads through the body. A Clerical Cure Disease spell can cure this contagion, and normal or magical healing can restore the damage after the contagion is gone.

Victims slain by a Zombie with the contagion will rise up as a Zombie within 1-10 minutes of death. Victims with contagion that have been slain will also rise up within 1-10 minutes of death; decapitation will prevent a corpse from re-animating.

### COMBAT

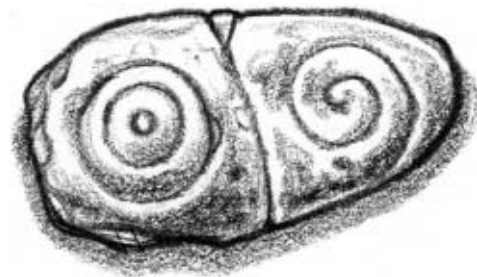
Zombies aren't particularly complicated creatures when it comes to combat. Swarm and bite, this is the typical mode of the Zombie seeking to feed. En masse, the creatures might be in numbers enough to grapple victims to the ground and consume them.

### MYTHS & MISCONCEPTIONS

Sages often assert the common misconception that Zombies are slow moving shambling imbeciles. Sages who claim this is the case have never observed a hungry Zombie in pursuit of flesh. Zombies can move quickly when properly motivated, and they react to almost any stimuli that indicate food is near, food being the flesh of the living. The scent of the living attracts them, the sight of a living being drives them into a frenzy, and the smell of blood is like a magnet for most Zombies. Animals and vermin seem to be immune to predations of a Zombie, but any sentient race can be the victim of a Zombie's hunger.

### TREASURES

Zombies rarely have anything of worth on them, most of their valuables or frenzied Zombies feeding on their corpse have torn off finery, or the re-animated corpse has just left it behind.







# BRUTES

**7**

**Not every living race wishes to co-exist peacefully. Some cultures and races might thrive on the conflict and strife around them. These races are the Brutes, beings that serve evil, obey no laws but their own, or simply plunder and kill for the pleasure of it. The standard enemies of most adventurers, these are the most likely obstacles a dauntless Fighter or cautious rogue might encounter.**



Brutes are the standard enemies of player characters in a campaign. They are the Goblins and Orcs, the tribes of beast men, and the pillaging Giants from the north. Brutes are a vital adversary because they provide consistency and conflict. A Brute race is a race that presents itself as a nemesis in a game, and is comprised of a race that thrives on raiding, conflict, and aggression.

### BORN TO BE BAD?

It's a common concept in fantasy gaming that a specific race, typically a Brute race, is inherently evil. Just because a given race or culture might be at odds with another we should not assume that any race is actually inherently evil. Forces oppose each other from time to time, and cultures clash when they are both strong. When this happens, conflict arises. In some cases, the practices of a given culture might seem inherently evil to another culture. Slavery, human sacrifice, and cannibalism are all crimes in our age, but to some ancient civilizations, these were perfectly acceptable behaviors. It is when one culture's set of customs are so abhorrent to another culture that the idea of evil begins to appear. The two cultures become as night and day to one another. If one culture happens to be inherently good, a culture of opposing values will seem to be inherently evil even if there are good aspects of that culture.

This logic begins to break down once you reach the level of the individual. Individuals have complex morality, capable of doing both good and evil depending on their needs. Selfish and cruel individuals tend to think more of themselves and serving their own needs, while giving and kind individuals will often sacrifice everything to help someone else in need, both can originate from any type of culture. Individually a Brute may be a possible ally, even a potential long lasting companion. Alternately, a Brute could be a perfect product of a culture of dark practices, and embody the evil that puts it at odds with the good in the world. Either way, evil as an absolute should have reason behind it, and not the simple assumption that a given race or culture is born out of darkness.

### BRUTES AND CULTURE

Civilization is no place for the cruder races of a fantasy world, and Brutes are not the best suited to cultures that require extended societies or complex laws. Because of this reason, most Brute races won't have the option of taking the Urban or Rural culture unless they originate from a hidden or otherwise isolated civilization. Brutes most often lead a nomadic existence, while some might come from Deep or Shallow Warrens. Rarely are Brutes from Sylvan trappings since such domains are anathema to the

world outlook of a Brute. Underhill Brutes just plain don't exist. Here are two new cultures that Brutes can belong to.

#### RAIDER

The Raider culture will travel far from its own settlements in search of targets to attack, plunder, and pillage. This type of culture often thrives on slavery and thrall taking, as well as importing new aspects of other cultures into its own by traveling widely. Raider settlements often supplement themselves with rural fields, and will sometimes appear to be remote rural towns or villages with good defenses.

**Preferred Locations:** Raider communities are typically far from normal civilization, and well defended with palisades and watchtowers. These settlements will be near coastal waterways or other means of rapid travel to other lands. Often the women and children of a raider culture will be quite capable of defending themselves while men are away raiding, and there will be slaves willing to defend the settlement as well.

**Clothing and Decoration:** Raiders will usually wear the customary clothing of their culture, wearing garb suitable for travel and different weather conditions. They often tattoo themselves or brand themselves so that they can easily identify each other, and frighten their enemies.

**Demeanor:** Raiders can be a confusing juxtaposition of barbaric custom and noble demeanor, or they can be outright brutal and bloodthirsty. What is a common trait amongst them is that raiding is a way of life, and that the strong should survive by taking from the weak.

**Starting Languages:** Racial Tongue (S 6/ W 3); Common Tongue (S 5/ W 2)

#### MARAUDER

Marauder culture is similar to nomadic culture. Instead of the normal practices of nomadic tribes, marauder clans will gain the resources they need by attacking other cultures and taking the supplies they want. The strongest being in a clan often rules it while being advised by the most intelligent or wise in the clan. The leader of the clan is often in command of a group of others who covet the chief position in the clan.

**Preferred Locations:** Marauders are always on the move, and usually follow a given trail only for so long. They never stay in a place long enough to be considered settled, but they often have strongholds or hidden camps where they hide and store goods and supplies.

**Clothing and Decoration:** Marauders wear a hodgepodge of stolen and modified clothing and armor.

Most have markings of some sort that allow the other clan members to easily identify them. Clans will adopt a symbol or mascot that will be marked on each member in some way, to aid in identification and intimidate enemies. Tattoos and body modifications are common among marauder cultures.

**Demeanor:** Marauders are typically dominating and aggressive. Their disposition is often determined by the satisfaction of their leader, the amount of success they have been having, and the strength of the clan.

**Starting Languages:** Racial Tongue (S 5/ W 2); Common Tongue (S 5/W 1)

**Table 7.1 Adolescent Skill Ranks**

Cultural Skills	Raider	Marauder
Ambush	1	2
Animal Handling		2
Appraisal	1	
Armor	2	1
Climbing	1	1
Endurance	2	2
Jumping	1	1
Navigation	2	
Perception	1	2
Riding		2
Sailing	2	
Swimming	2	
Tracking		2
Weapon Skills**	3	3
Weapon Skills**	2	2

## 7

## FIRBOLG

<b>LEVEL:</b>	1
<b>HITS:</b>	80
<b>SIZE:</b>	Medium
<b>MOVEMENT:</b>	11'
<b>INITIATIVE:</b>	+16
<b>DEFENSIVE BONUS</b>	60 (10 stats; 25 Shield; 20 Armor; 5 Dense Musculature)
<b>ATTACKS:</b>	55 Weapon
<b>#ENCOUNTERED:</b>	1-10
<b>OUTLOOK:</b>	Dominant/Aloof
<b>LIFESTYLE:</b>	Tribal

<b>SPECIAL ABILITIES:</b>	Night Vision; Enhanced Senses; Dense Musculature
<b>STATS:</b>	St: 75 (8); Co: 75 (7); Ag: 75 (5); Qu: 75 (6); SD: 75 (5); Re: 75 (5); In: 75 (5); Pr: 75 (5); PP: 0
<b>RR:</b>	Stamina RR: 30; Will RR: 25; Magic RR: 25
<b>TREASURE:</b>	N2 N2 N2
<b>CULTURE:</b>	Nomadic, Marauder
<b>IMPORTANT SKILLS:</b>	Climbing (6) 43, Tracking (4) 30, Ambush (4) 30, Perception (6) 50

Firbolg are tall and brawny Goblins, with dark skin and a rancorous demeanor. Dressed in piecemeal armor wielding weapons of various qualities, these brutish creatures often lead small tribes on raids and attacks on civilized settlements belonging to weaker races.

The Goblin like Firbolg is a half-breed of Orc and Goblin that has bred true. Goblins are often the victims of Orcish predilections and because of this, the Firbolg race has begun to appear as circumstances force Goblins and Orcs into proximity. For Orcish tribes, they make particularly good battle thralls, serving as war-slaves for Orcish warriors when required.

Firbolg lair with Goblins, with little regard for civilization. They live in extended warrens or abandoned keeps and ruins. Some might actually manage to overtake a stronghold and keep it as their own. Often they will harass Dwarven or Elven settlements, but their favorite victims are Humans. Firbolg themselves have no real culture, instead being part of a Goblin tribe, and adding to

the power and bulk of the group. Unlike Hobgoblins, Firbolg are just a brutish extension of the Goblin race. They gain physical power from their mixed heritage, but are significantly lacking in the brainpower required to use advanced magic and tactics as Hobgoblins do.

Orcs regard Firbolg much in the same way they view Goblins or War Hounds, as pets that prove useful in battle. Still some Firbolg manage to elevate themselves to enough of a level where they might be able to challenge an Orc for dominance. When this happens the Orc puts the Firbolg to the axe, or gathers a group to geld it. There is no such thing as a Firbolg leader amongst an Orcish clan. In fact, most Firbolg in an Orcish group are gelded eunuchs, to prevent them from interbreeding and diluting Orcish bloodlines.

In some cases enough Firbolg will breed so that they can break away from a Goblin tribe altogether and form their own, purely Firbolg, tribe. When this happens, they usually dominate Goblins into thralls, treating the Goblins as Orcs treat their own race.



**COMBAT**

Firbolg are handy in combat, and have a good grasp of tactics and fighting. However, they don't fare well against advanced concepts like cavalry or siege warfare. Skirmishing is a game they understand and play well. Small group tactics, night raids, and ambush techniques are more likely the type of strategies that a Firbolg group will rely on.

**MYTHS & MISCONCEPTIONS**

Some believe that the Firbolg race is simply a mixture of Orcish and Goblin bloodlines. However, they are learning more and more from their kin, and becoming much more versatile. Diminutive in comparison to a man or an Orc, Firbolg are still quite a bit larger than Goblins

or Dwarves, and they may eventually threaten to breed the Goblin race out of existence.

**TREASURES**

Firbolg don't have an eye for magical items, but they do have an eye for riches. Most often, they'll be in possession of goods raided or stolen from other cultures. Weaponry and armor seem to be preferable to silks and valuables, although gold and gems are still a commodity they recognize as worth keeping.

**ENCOUNTERS**

^Firbolg might be the shield thralls of an Orcish battle group, or the dominating leaders of a Goblin tribe. In some cases, they may be at odds with a Hobgoblin group that wants to obliterate them. Competition amongst Brute races is quite common.

# JOTUNN

7

<b>LEVEL:</b>	3
<b>HITS:</b>	125
<b>SIZE:</b>	Large
<b>MOVEMENT:</b>	16'
<b>INITIATIVE:</b>	+15
<b>DEFENSIVE BONUS</b>	75 (10 stats; 20 Armor; 25 Shield; 20 Tough Hide (Minor))
<b>ATTACKS:</b>	75 Weapon; 75 (M-Crush)
<b>#ENCOUNTERED:</b>	1-5
<b>OUTLOOK:</b>	Aloof/Aggressive
<b>LIFESTYLE:</b>	Communal

<b>SPECIAL ABILITIES:</b>	Dense Musculature; Tough Hide (Minor); Accelerated Healing
<b>STATS:</b>	St: 75 (512 Co: 75 (7); Ag: 75 (5); Qu: 75 (5); SD: 75 (6); Re: 75 (5); In: 75 (5); Pr: 75 (6); PP: 0
<b>RR:</b>	Stamina RR: 40; Will RR: 35; Magic RR: 35
<b>TREASURE:</b>	N2 N2 N2
<b>CULTURE:</b>	Raider, Deep Warrens, Shallow Warrens
<b>IMPORTANT SKILLS:</b>	Perception (12) 65

The Jotunn are a tall and proud race of many differing breeds, each touched by an aspect of the elements in some way. While all Jotunn share the same basic physical characteristics, their elemental affinity determines many factors of their habits, culture, and outward behavior as well as the special abilities their different breeds might have. All Jotunn have the outward appearance of a Dwarf, with the remarkable exception that the Jotunn are from between 8' to 10' in height. Jotunn males tend to be taller than females by about 2' or more. Jotunn men are handsome while Jotunn women are beautiful.

Further altering the Jotunn's appearance is the elemental aspect that they have been born with. Fireblooded Jotunn (Fire) have red hair and skin the color of obsidian. Their eyes gleam with an inner fire, and they use swords of enchanted volcanic glass. Stormblood (Air) Jotunn have cobalt hair, slightly bluish tint to their skin and eyes that sparkle with a voltaic energy. These masters of storms use copper spears and swords of beaten brass in battle. Iceblooded (Water) Jotunn have white hair and pale blue skin, frost gathers on their skin and their breath is as

cold as winter. They carry axes and hammers of iron into battle. Stoneblood (Earth) Jotunn have grey or black hair, their skin has a rough stone-like texture. In battle, the Stonebloods use their own fists; shards of sharp rock protrude from their knuckles.

Jotunn live in communal societies gathering with others that share their elemental aspect. The great tribes, formed under the banners of the elements have a single summit every 20 years. All Jotunn, regardless of their elemental nature, regard each other as family. The Jotunn tend to work together for a collective peace. They wage war and raid cultures that are not Jotunn born, such as Dwarves, Humans, and Gnomes. The Jotunn are not friends of Orcs or Goblins, and they will attack these races, using them as practice for the axe or the stony fist.

An Elder leads a typical Jotunn village; he decides what times of the year are best for raiding. The Season of Battle is what the Jotunn call this time. For the remainder of the year the Jotunn work as artisans building items of quality and enchanting weapons for battle. They are skilled artisans and they equal many of the more skilled

artificers of the world in their efforts. Jotunn villages have typically 30 or more in number, with larger communities numbering in the hundreds. They have many slaves, taken from any of the races that they raid from. The Jotunn treat slaves well, but many try to escape.

### COMBAT

Jotunn love to fight, especially other races, to them, there is no better test for a weapon than the test of battle. Since many Jotunn practice forge craft and make weapons for the Season of Battle, it is often a festive and exciting time for them. The Jotunn don't fear other races, in fact, Jotunn don't fear much of anything. Sometimes they prove to be too confident for their own good.

**Elemental Imbuement:** Jotunn weapons and hand-to-hand attacks are charged with a Small Elemental critical corresponding to the nature of their elemental affinity. For example, Stonebloods, who have an affinity with earth, do a Small Impact critical when they strike with their fists or a weapon they wield. This is in addition to the weapon's normal critical.

**Elemental Resistance:** Jotunn have an innate resistance to their elemental affinity. Jotunn gain a +40 to any RR made to resist criticals from magical attacks using their patron element. If subject to an elemental attack that does not receive a RR, any elemental critical received is reduced by one level (Tiny becomes Tiny -10).

**Elemental Weakness:** Jotunn suffer a weakness from elemental attacks from their opposite affinity. A Jotunn suffers a -40 penalty to any RR made to resist magical

attacks using their opposing element (Water opposes Fire, Earth opposes Air). They also receive double damage from elemental attacks from their opposing element.

### MYTHS & MISCONCEPTIONS

Some have said that the Jotunn are powerful Devi or the children of the gods, but like many myths, this isn't true. The

Jotunn are an ancient people that have existed for millennia in places where magic and raw nature combine to create unpredictable storms and conditions that would kill a mortal creature. The Jotunn have simply adapted through the same forces to the tumultuous nature of the lands they live in. They do worship gods though. The Firebloods worship Bidis, Mother of Flame. The Stormblooded worship Ryxis the God of Storms. Icebloods worship Fenrir the Frosthound, and the Stonebloods worship Urmir, God of the Moving Mountains.

### TREASURES

The Jotunn enjoy working metal, precious stone, gold, and crafting weaponry and armor for use in the Season of Battle. They will usually have such trinkets on them when traveling or even when wandering about their own homelands.

### ENCOUNTERS

Jotunn can be encountered while raiding during the Season of Battle, or even in their own remote lands. Most are fighters, but some are skilled Mages or Clerics. Wandering Jotunn might be on a quest of some sort.





# FOMOR

<b>LEVEL:</b>	5	<b>SPECIAL ABILITIES:</b>	Dark Vision (Greater); Aquatic; Dense Musculature; Tough Hide (Minor)
<b>HITS:</b>	120	<b>STATS:</b>	St: 75 (9); Co: 75 (5); Ag: 75 (7); Qu: 75 (5); SD: 75 (7); Re: 75 (6); In: 75 (5); Pr: 75 (5)
<b>SIZE:</b>	Medium		End: 40; PP: 20
<b>MOVEMENT:</b>	14' (Swim 30')	<b>RR:</b>	Stamina RR: 50; Will RR: 40; Magic RR: 40
<b>INITIATIVE:</b>	+15	<b>TREASURE:</b>	R3 R3(10) R3
<b>DEFENSIVE BONUS:</b>	35 (10 stats; 20 Tough Hide (Minor); 5 Dense Musculature)	<b>CULTURE:</b>	Urban, Raider
<b>ATTACKS:</b>	100 M-Puncture; 80 S-Slash	<b>IMPORTANT SKILLS:</b>	Swimming (18) 82, Stalk & Hide (12) 68, Ambush (12) 68, Perception (15) 72
<b>#ENCOUNTERED:</b>	2-20		
<b>OUTLOOK:</b>	Dominant/Cruel		
<b>LIFESTYLE:</b>	Aquatic		

The scaly, dripping hide of the fish-like Fomor is often a dark blue-black in color, giving way to fringes of iridescence and frills of red around the creature's gills. Deep-set black eyes sit within its sockets. To the casual observer a Fomor appears to be some monstrous hybrid of fish and man, a monster without reason or intellect. To those who have battled against the Fomor, they are all too familiar with the guile and cunning of this aquatic race of mer-creatures.

Their society rests on the idea of conquest and tribute; to them anyone who fishes above Fomor seas must pay a tribute or suffer the consequences. This has been the downfall of many a small fishing village or remote settlement by the ocean. Fomor are all too eager to dine on the flesh of those they conquer, and a single foolish fisherman can spell disaster for an entire town.

Deeply alien, these creatures do not think in human terms. To them, the acts they carry out on trespassers are simply an extension of their own cruel and harsh laws. Slaves they take often drown before they reach the ocean floor, but some survive. Moreover, the Fomor often intermingle with the more remote fishing villages, creating half-human/Fomor hybrids that serve as their emissaries to land dwellers. These hybrids are often cult leaders and Clerics to the Fomors own gods of the deep.

The worship of bloodthirsty deities seems to be a common aspect of Fomor society. Even the most peaceful of Fomor gods demands a blood sacrifice on a regular basis. Instead of culling victims from their own ranks, these demons of the deep often turn to the shore and raid for land dwellers to bleed dry to appease their gods.





Fomor are matriarchal. The eldest female serves as both high priestess and wife to the community. These creatures reproduce based on privilege and only the most noble and chosen can fertilize the eggs of the priestess at an appointed time. This leads to much frustration and in fighting in Fomor society, and the creatures stage coastal raids during the high priestesses mating time to unleash pent up aggression. Violence is sport for these horrid denizens of deep and dark waters.

### COMBAT

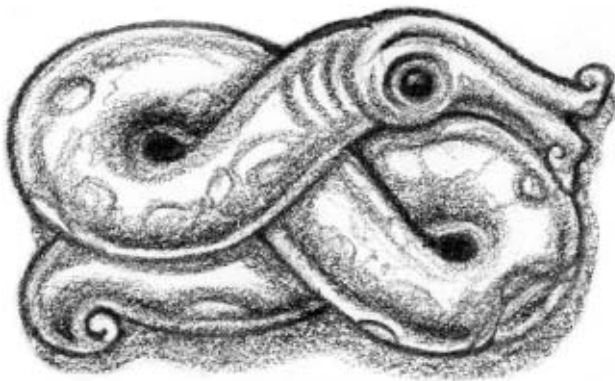
Fomor are comfortable fighting with weapons of all types. Most common among them is the use of the javelin or the spear. Instead of fighting with weapons like swords or daggers, they prefer to use their own knife like claws and needle sharp teeth. The Mages among them resort to using spells that augment physical abilities rather than spells that do direct damage. To put a weaker foe to the claw is the duty of all Fomor.

### MYTHS & MISCONCEPTIONS

Often thought to be deviant hybrids or some sort of monstrosity from the depths, this is far from reality. They have a complex and ornate civilization older than the civilization of man. The cities of the Fomor lie deep beneath the waves in abyssal trenches so black that the light of the sun has never been there. Many of their elders have lived long enough to see Dragons age, and their gods are as ancient as eons. For the Fomor, humanity, indeed even elvenkind are trespassers on a world that has always belonged to them.

### TREASURES

Fomor wear complex and alien jewellery and wield ranged thrown weapons of complex design. They often use javelins and enchanted spears or tridents to hunt prey. Other than that, they sometimes embed jewels into their bones and flesh, setting them directly into their living skin.



### ENCOUNTERS

Fomor raiders might plague a coastal town or village, while some may be more insidious and have founded a cult to their ancient gods among the folk dwelling in a town. A plot to awaken one of their dark gods under the waves might result in the destruction of coastal cities and towns at the hands of a Fomor army.

## FIEND

Unlike other Brute races, with complex cultures and societies, Fiends are without culture, and as an exception to the rule, are inherently evil. Fiends are brutish, cruel, dominating, and evil creatures, and to say that there is any doubt about the absolutes of morality when referring to a Fiend is laughable. Fiends serve their own selfish motives first and their hunger second. They see other creatures as potential prey, victims, or bait.

Despite the wide variety of appearances, all Fiends share the same inherent traits, although some are diminutive and others gargantuan, Fiends have a common physiology, eating habit, and language. Fiends all typically have exaggerated features, long pointed noses, sharply pointed ears that jut out from their heads, and powerful bodies (although some might be fat from feeding off of sheep and other livestock, or even farmers). The eyes are often beady and small, sometimes the color of amber or a deep red that is similar to the color of fresh blood.

All Fiends have the following abilities.

- Regeneration (Minor)
- Night Vision
- Enhanced Scent
- Dense Musculature
- Survival Instinct

### BREEDS OF FIENDS

There are several breeds of Fiends, and while the breeds often differ in size and shape, they still originate from the same stock. Fiends cannot reproduce on their own, although some might gather into small social groups. The only Fiend capable of birthing other Fiend is the Hag. Unless noted elsewhere all Fiends are male in gender.

The largest factor that keeps Fiends in check is the way that they grow. Most Fiends, except those born female, are born as Banes. Banes can only grow bigger if they eat other Fiends. Some Fiends grow into Fetch or Grime and others remain Bane for their entire lives. Only female Fiends grow into Hags.

# FIEND - BANE

<b>LEVEL:</b>	1	<b>SPECIAL ABILITIES:</b>	Tough Hide; Blazing Speed; Fiend Abilities
<b>HITS:</b>	65	<b>STATS:</b>	St: 75 (5); Co: 75 (5); Ag: 75 (9); Qu: 75 (7); SD: 75 (8); Re: 75 (5); In: 75 (5); Pr: 75 (5) PP: 0
<b>SIZE:</b>	Small	<b>RR:</b>	Stamina RR: +20; Will RR: +25; Magic RR: +20
<b>MOVEMENT:</b>	12'	<b>TREASURE:</b>	P N N3
<b>INITIATIVE:</b>	+17	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	45 (15 Stats; 20 Tough Hide (Minor); 5 Survival Instinct; 5 Dense Musculature)	<b>IMPORTANT SKILLS:</b>	Mimicry (6) 93, Stalk & Hide (6) 47, Ambush (6) 47, Tracking (6) 93, Perception (6) 43
<b>ATTACKS:</b>	55 S-Puncture; 45 T-Slash		
<b>#ENCOUNTERED:</b>	1-10		
<b>OUTLOOK:</b>	Cruel/Aggressive		
<b>LIFESTYLE:</b>	Gangs		

Bane are short stunted Fiends with stocky bodies, roughly the size of a Halfling. Their voices are high pitched and squeaky and they often have tufts of thick hair or quills on their heads. Their noses are incredibly huge and their eyes are typically pure black in color. They range in skin color from a tan to dark blue, and usually have freckles of darker color on their shoulders and arms.

These diminutive Fiends live to torment others. Their sole purpose is to cause mischief and trouble that usually ends in injury or death for the person at the receiving end. These creatures are the mischievous servants of Hags and larger Fiends. Often beaten into servitude, these creatures tend to have little love for their masters, but serve them out of their own selfish need for protection from things that might kill them, like angry villagers, adventurers, and predators. Still the Bane usually have time for a trick or two on an unsuspecting farmer, or they find enough courage to ambush a lone traveler that looks to be easy prey.

Carnivorous, the creatures love to eat the flesh of the recently killed, and if a corpse isn't fresh enough to eat, then they usually leave it lying where they killed it. Natural scavengers, save Crows and Ravens, will often leave the remains of Bane victims untouched. Bane will eat livestock, children, anything small enough to cram into their mouths.

The diminutive Fiends inhabit small groves in bogs and swamps, and living in makeshift mud huts built under the roots of large trees. Bane can't make fire or cook, so they often are cold and eat their food raw. They have a child-like intellect and are quite vindictive.

## COMBAT

Bane are one of the breeds of Fiend that gather in groups, often a half dozen or more will group together to do mischief and cause trouble. Bane that hunt prey will usually bait their prey with one member of the group (the weakest) and then ambush their quarry, swamping it with their bodies and biting with their sharp teeth. The biggest tactic that Bane use is mimicry, they can perfectly imitate

any sound they hear, including the voices of others and the crying of small children. This tactic works fairly well for them, and is the source of many folktales.

**Mimicry:** A Bane can imitate the sound of any creature in nature, and gain a +50 bonus when using the Mimicry skill.

## MYTHS & MISCONCEPTIONS

Folktales claim that the Bane are stolen children raised by Hags and given suits of Troll leather to wear. Obviously this is just a warning for children not to go wandering too far, but there is some truth to the fact that Hags do raise the Bane. Hags, another breed of Fiend, usually give birth to a litter of Bane Trolls once or twice a year. The Hag brings up these creatures in the crudest semblance of parenthood. Bane fully develop within days of birth, and in some cases, if a Hag is too weak to resist, the Bane will eat their mother.

## TREASURES

Bane Trolls love little shiny things, and collect treasures whenever they find them. Since these creatures aren't too bright, this usually means shiny pebbles or bits of string, but in some cases coins and valuables are found in their lairs. Mostly they steal clothing, which they stitch into their own clothing using a surprising amount of skill at tailoring.

## ENCOUNTERS

A Bane gang might terrorize a local farm or town, stealing things of value, killing pets and eating the local chickens. The creatures are also the diminutive scouts and informants of larger Fiends, and usually keep secrets from them, in fear that the "big'uns" might punish them for not doing as told. Solitary Bane are rare, although they do on occasion make homes near farmlands where the occasional missing chicken might go unnoticed, these Bane are usually quiet and reserved, keeping to themselves and playing with toys they steal from homes in the community.

# FIEND - FETCH

<b>LEVEL:</b>	3	<b>SPECIAL ABILITIES:</b>	Fiend Abilities
<b>HITS:</b>	95	<b>STATS:</b>	St: 75 (8); Co: 75 (7); Ag: 75 (8); Qu: 75 (5); SD: 75 (5); Re: 75 (5); In: 75 (7); Pr: 75 (5); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 40; Will RR: 35; Magic RR: 40
<b>MOVEMENT:</b>	12'	<b>TREASURE:</b>	N N N
<b>INITIATIVE:</b>	+17	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	30 (10 stats; 15 Survival Instinct; 5 Dense Musculature)	<b>IMPORTANT SKILLS:</b>	Mimicry (9) 105, Stalk & Hide (9) 58, Ambush (9) 58, Tracking (9) 107, Perception (10) 62
<b>ATTACKS:</b>	80 S-Puncture; 70 S-Slash		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Aloof/Aggressive		
<b>LIFESTYLE:</b>	Solitary		

Fetch are lanky Fiends that at first glance appear to be an elf or fey creature of some sort. At closer quarters, the rows of sharp teeth and the gruesome glint in deep-set black eyes betray the nature of the creature. The skin of a Fetch is usually a pale greenish grey, and their webbed hands and feet are much larger in proportion to the rest of their bodies. They still have the pointed nose and ears of a Fiend, but their bodies are much more manlike.

The evolution of the Fetch is triggered by eating the flesh of a Bane, and then consuming the flesh of an elf or human shortly after. Somehow, this triggers a change in the creature's body that transforms it into a Fetch. The webbed hands and feet allow a Fetch to navigate river waters with ease, and to dwell in lairs near or on the water. In many cases, these lairs will be underwater caverns filled with air pockets where the Fetch takes its prey to eat. When a Fetch is discovered, it will usually swim downriver to set up shop near another town or village.

The Fetch's preferred diet is the flesh of human or elven children, sometimes the flesh of adolescents and young adults as well. It cannot bear the taste of animal flesh and it has to eat the flesh of intelligent creatures at least once a month. The reason why is unknown but, it may have something to do with its transformation, or perhaps some urge to try and absorb the characteristics of the race even further, and to become more like that race and less like a Fiend. Fetch are notoriously patient for moments of vulnerability, and often covet a specific child or adolescent, waiting for the right opportunity to drag the victim into its lair.

## COMBAT

These dire creatures use their claws and sharp teeth to deliver pain to anyone trying to subdue or kill them, but Fetch are not a courageous bunch of creatures. They try to escape through any means they can. They will even bargain and deal for their worn pathetic hides selling out others if they think it will help. Sometimes they will attack Halflings and other diminutive creatures, mistaking them for children. They also have the mimicry ability of the Bane.

## MYTHS & MISCONCEPTIONS

Fetch do not eat just the flesh of children and adolescents of intelligent races, they are also quite fond of adult human and elven flesh. For them children are simply easier prey, but they might take the opportunity to attack a full grown human if they are either hungry enough to, or have the time to stalk and wear the human down. Some say that salt will burn them, and that they can't regenerate wounds made from rubbing salt on their skin.

## TREASURES

The covetous nature of the Fetch often leads it to gather treasures from its victims. A little horde of valuables and mementos are often found in their lairs. Toys and necklaces, trinkets of gold and reasonably valuable gems sit in the watery lairs of these creatures. Invariably they also collect the bodies of the prettiest of their victims, and will tie these skeletons together with twine and wire to make macabre dolls.

## ENCOUNTERS

A Fetch might move into the river near a town or village and soon after children and animals will begin to disappear. Such a creature might exist undiscovered for a long time, only eating when the opportunity to do so strikes it.





## FIEND - GRIME

<b>LEVEL:</b>	5
<b>HITS:</b>	130
<b>SIZE:</b>	Medium
<b>MOVEMENT:</b>	14'
<b>INITIATIVE:</b>	+15
<b>DEFENSIVE BONUS</b>	65 (15 stats; 20 Tough hide (minor); 25 Survival Instinct; 5 Dense Musculature)
<b>ATTACKS:</b>	105 S-Crush; 85 S-Grapple
<b>#ENCOUNTERED:</b>	1-5
<b>OUTLOOK:</b>	Dominant/Cruel
<b>LIFESTYLE:</b>	Gang

<b>SPECIAL ABILITIES:</b>	Tough Hide (Minor); Fiend Abilities
<b>STATS:</b>	St: 75 (10); Co: 75 (9); Ag: 75 (10); Qu: 75 (5); SD: 75 (5); Re: 75 (5); In: 75 (5); Pr: 75 (7); PP: 0
<b>RR:</b>	Stamina RR: 60; Will RR: 55; Magic RR: 50
<b>TREASURE:</b>	R R3 R
<b>CULTURE:</b>	Raider
<b>IMPORTANT SKILLS:</b>	Climbing (18) 86, Stalk & Hide (13) 71, Ambush (13) 71, Perception (15) 70, Tracking (15) 120

These Fiends have a hunched build and the standard characteristics of their race, but their arms and legs are a bit too long and seemingly built for hanging from ledges. Their muscles are powerful, even though their frames might be bloated and heavy. The skin of the Grime is a sickly pale green; often the translucency of the skin allows one to see the veins underneath, filled with black blood. They stand between 6' to 7' tall and are stocky.

Grime are the least predatory of the Fiends, having given in to the greedier side of their nature. Extortionists and toll masters, these creatures exact prices from anyone who wish to pass through their territory. One can pay in gold, services, or flesh depending on the Fiends particular needs at the time. Most prefer to toll in gold and gems, although some ask for goods to make their lives more comfortable.

Groups of the creatures will gang together in order to unify their strength. In these cases, the largest among them leads them, and the others refer to him as “Boss” or “Chief”. The leader of a Grime gang often calls the toll to those who wish to pass, while the others wait in ambush ready for the first sign of resistance. It’s easier for a merchant to pay a toll than it is to hire a bunch of mercenaries to kill Grime. Besides, Grime often do keep less dangerous threats away, and if Grime clear out of an area because of danger, the merchant probably shouldn’t be there in the first place. Adventurers and Grime are often at odds, since some adventurers are cocky enough to challenge Grime to pay a toll, or they will exact payment.

These Grime gangs usually lair under bridges or near stretches of road where it is ideal for them to exact tribute they tend to stay away from the sun. On bright days, it’s rare to see Grime about.

Still a carnivorous monstrosity, one can deal with Grime in an intelligent manner. Because Grime deal

with civilization on a regular basis, they often take on the trappings of civilization. It’s common for Grime to wear clothes, shoes, hats, and act in a civilized and almost polite manner. This should not lead a person to let their guard down however. Grime are capable of putting on a charming facade and taking a toll with a smile but they are vicious and violent beasts when incited and capable of gruesome acts of brutality. These beasts often mimic the nearest culture to some degree, and they are vain to a fault.

The primary diet of the Grime is salted meat or the flesh of a toll breaker. Sometimes the diet of the Grime also includes various sweets and delicacies they choose to take as tribute for their *protection* in a given area.

### COMBAT

Grime are incredibly athletic despite their bulk, and they can leap and swing with great agility. The bulk of the Grime is often used to its advantage as it levers its body in swings and leaps to do massive crushing attacks with both of its heavy feet. Grime often wear metal shod shoes in order to do the most amount of damage. These creatures will leap and kick, or grapple and throw opponents rather than resort to getting anything under their nails.

### MYTHS & MISCONCEPTIONS

Grime don’t just live under bridges. Sometimes they build houses and cabins, although the ramshackle homes are usually no more suitable for habitation than the underside of a bridge. Most prefer to use old ruins as a lair, and they do tend to avoid the sun. However the sun doesn’t harm them in any way, it just irritates their eyes because it is too bright for them to bear. Some Grime wear goggles in order to avoid this problem.

## TREASURES

Grime are well off for Fiends, and the tolls they exact are usually paid if they don't get too extravagant. It's not uncommon to find incredible amounts of money in a chest at a Grime lair.

## ENCOUNTERS

These creatures protect bridges and roadways, this is the center of their environment, and the fringes of civilization attract them, they enjoy the benefits of proximity to it. Solitary Grime will only challenge those he can get away with intimidating, while groups of the creatures will first make an example, and then allow survivors to spread the news.

---

## FIEND - HAG

---

<b>LEVEL:</b>	10
<b>HITS:</b>	175
<b>SIZE:</b>	Medium
<b>MOVEMENT:</b>	12'
<b>INITIATIVE:</b>	+21
<b>DEFENSIVE BONUS</b>	70 (15 stats; 5 Dense Musculature; 50 Survival Instinct)
<b>ATTACKS:</b>	120 S-Puncture; 110 S-Slash; 80 Weapon
<b>#ENCOUNTERED:</b>	1 + 2-20 Banes
<b>OUTLOOK:</b>	Dominant/Cruel
<b>LIFESTYLE:</b>	Solitary

<b>SPECIAL ABILITIES:</b>	Sense Magic; Shape Changer; Fiend Abilities
<b>STATS:</b>	St: 75 (11); Co: 75 (11); Ag: 75 (7); Qu: 75 (7); SD: 75 (10); Re: 75 (5); In: 75 (9); Pr: 75 (9); PP: 150
<b>RR:</b>	Stamina RR: 90; Will RR: 90; Magic RR: 100
<b>TREASURE:</b>	R3 R2(4) N3
<b>CULTURE:</b>	Raider
<b>IMPORTANT SKILLS:</b>	Herbcraft (20) 84, Perception (30) 99, Duping (25) 93, Pow. Pnt. Dev. (31) 150

The appearance of the Hag is a terrifying and legendary countenance. A scaly-skinned woman with a withered body, this Fiend is the only type of creature that can birth other Fiends. Appearing as an ancient crone, the hooked nose and pointed ears of the Hag add to her gruesome appearance. With her rheumy eyes she can see all the things her children see, and she can call to them from any distance with her barking voice. She is every fairy tale gone wrong, and her form is both familiar and terrifying.

Hags lead solitary lives, living with a litter of Banes, and often attended too by a favored child that has been born a Fetch. The Hag lives in isolation as well, far from the eyes of man, where she can live in peace, waiting for a daughter to be born. Most Hags live for several centuries, giving birth to all manner of monstrous Fiends during that time. Her daughters grow old and become Hags, but for a short time, the Hag is beautiful.

Hags are born looking like perfect human children with blue eyes, the only thing indicating their different nature is the fact that they are born with a row of sharp teeth. As they grow older, Hag daughters become beautiful women, the envy of the Banes and Fetches around them. These perfect daughters often seek human lovers, becoming pregnant with child and discovering that their lives are damned to an existence as a Hag early on. Once a Hag becomes pregnant, she

stays pregnant until her three hundredth year. Each year of her pregnancy, she gives birth to a litter of Banes, or on occasion a Fetch or Grime. Only once in a hundred years does she have a daughter.

With the birth of each litter and the strain of constant pregnancy, the Hag becomes more and more bitter. By her twentieth year pregnant, she has taken the shape of a Hag, and no longer appears as a mortal woman. By this time most Hags take to studying arts of revenge and cruelty, trying to exact torment on the men who have cursed her with her lot in life. Some become skilled witches, learning spells of dark intent, and brewing poisons, and dangerous concoctions. Others become skulking terrors disguised by illusion as beautiful women, seeking to punish any mortal man that approaches her. Their transformation comes as a shock to lovers caught surprised in a moment of passion.

Hags revel in causing terror and fear, even among their own children. A Hag has no heart; the pain of becoming a Hag itself removes any vestige of emotion and turns a Hag into pure bitterness. Her driving motive becomes to cause woe and pain to those who lead a life she covets. She treats her litters of Bane as servants to discard without thought. Her favored children, the Fetch, bring her pretty things and they dote upon her as she does them. Her more selfish children, the Grime, only visit when they need something or are fleeing from danger.



What a Hag eats varies from one Hag to another. Some only eat the bones of dead children, gnawing upon them with iron teeth. Others dine on the entrails of handsome men, reveling in the gore and horror of their ruined bodies. Hags are mostly carnivorous, needing meat to fuel their constantly pregnant state, but they do dine on poisonous herbs, mushrooms, and bitter mosses as well. These garnishes provide their bodies with strength and fill them with power.

### COMBAT

Hags are physically powerful. Their small bent frames belie the ability to rend a man in half. However, their true power lies in their mystical knowledge and shape shifting abilities. Hags rely on trickery and confusion as their allies in combat, using illusion and misleading their enemies to sudden deaths. Their considerable mystical arsenal is never overt, always subtle. Poisons and herbs round off the types of tricks they use in combat. If a Hag can, she will dip her claws into poison and scratch her enemies with them.

**Spellcasting:** Hags can cast any spell from the Universal Sphere, and 8 appropriate spells from the Mage Sphere. She casts these spells as if she had 15 ranks in them.

**Poison:** Hags have at least one or two poisons prepared at any given time. They often coat their talons in poison, or have a vial they can throw at an unprepared victim.

### MYTHS & MISCONCEPTIONS

Some believe that Hags cannot love, but this is not true. Some Hags fall in love with a mortal man, but their evil nature often consumes that love. Others fall in love with a mortal child, raising it as her own favored loved one. Such children are often powerful mages when they reach adulthood, and often take on missions at their adoptive mother's behest.

Undoubtedly, the mortal children of a Hag, their personality bent and twisted by their upbringing, may find redemption in good and honor. Some discover that the world is not as full of hate as their Haggish matrons have led them to believe.

### TREASURES

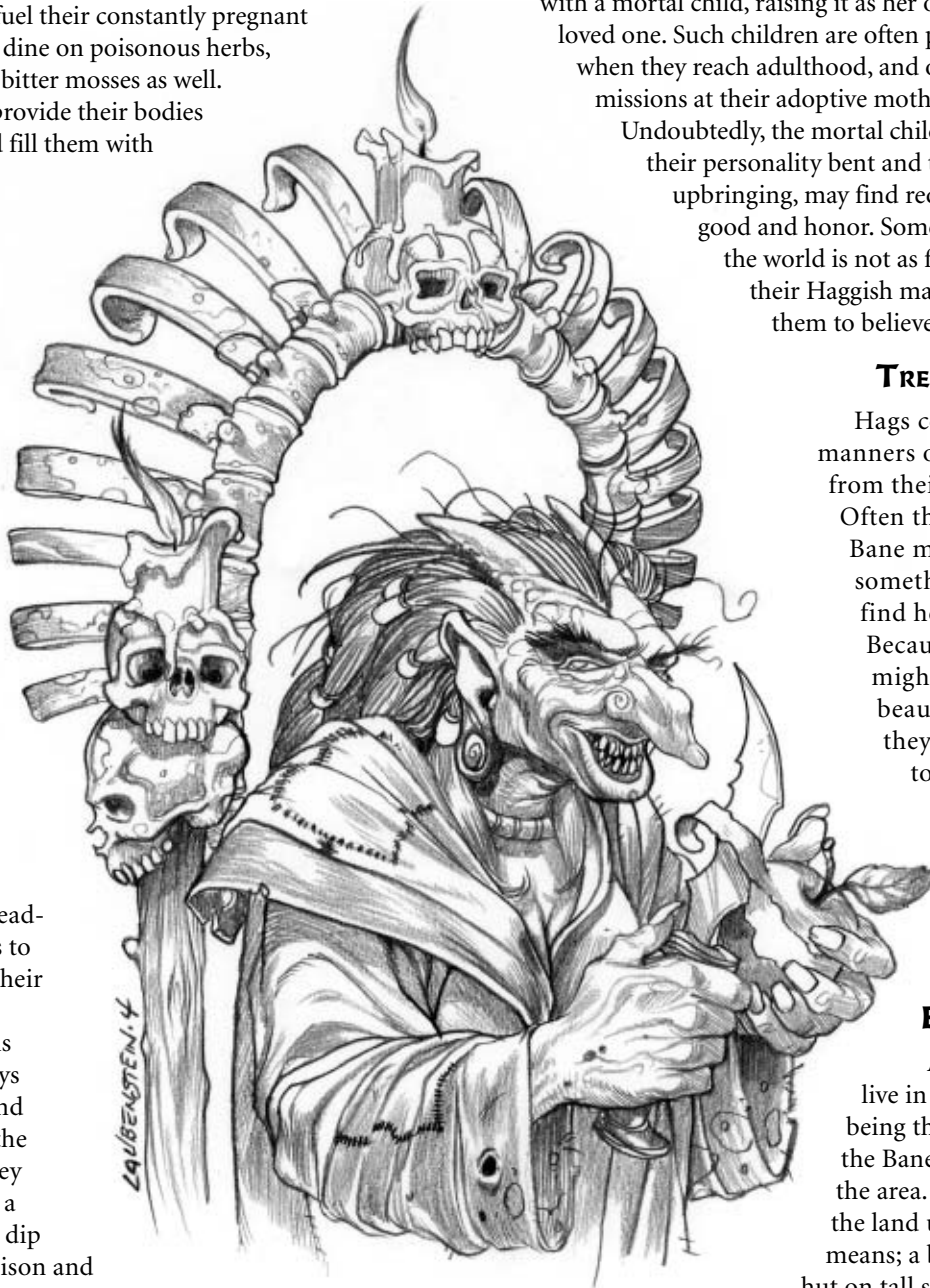
Hags collect all manners of valuables from their victims.

Often the Fetch or Bane might bring her something pretty to find her favor.

Because of this a Hag might often have beautiful things, but they are usually torn and ruined by the passage of time or her hatred for anything that reminds her of her fate.

### ENCOUNTERS

A Hag might live in a deep swamp, being the origin of all the Bane and Fetch in the area. She may travel the land using magical means; a broomstick or hut on tall spindly bird legs might take her from place to place. Some Hags will deal for favors, offering their services as witches to kings or vagabonds alike in exchange for simple favors. Always treacherous, Hags cannot be trusted for even the simplest of their tasks will leave some soul broken and full of sorrow.



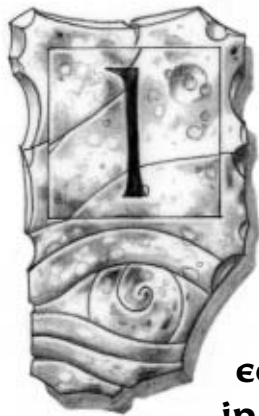




# DEMONKIND



8



**I**f the Dragons are old, the demons are older still. The Dragons date back to the creation of the universe. Demons were born in the darkness before the first dawn, before the first light, before any voice echoed in the empty void. The Demons were born in the void, some say, the last mad intelligences of an elder universe. Others say that they were the children of the gods who rose up in rebellion against them. Some say that they are younger still, the souls of the restless dead, grown fat and dark on the mead of misery and greed.

Perhaps all these things are true; perhaps none of them are. What is true is that the Demons have been banished from our world and forbidden to ever re-enter. But they do not accept their banishment. They force themselves against the thin skin between the worlds, looking for places to slip back into the living world. Sometimes their whispers carry across the shadows of the world, finding listeners who would do their bidding.

Necromancers and other, worse, magicians have long sought to entreat with Demonkind, to learn what Demonkind knows and to bind those Demons to the sorcerer's will. But Demons are older and cannier than even the most intelligent mage. There is nothing they have not heard before, no stratagem they cannot defeat, no binding they cannot undo. The magicians ever seek the Demons as tools and pawns; the Demons have been using those seeking magicians since the dawn of time. Each magician who deals with the darkness will be swallowed by it. Each summoning frays the membrane between the worlds that little bit more.

One day the Demons will open the ways again, and they will shatter the world of light and life and take their revenge on creation. One day.

The least amongst the Demons are dangerous, spiteful creatures, given to torture and murder and trickery. The worst amongst them have the powers of the gods.

Magi have often argued over the naming of demons, and their classification. Clerics have their own lists, naming them for the sins they inspire, or the dark gods they serve. The Order of the Dragon's Claw, a group of reclusive monks, eschew such conventions and have distilled such classification down into the Seven Hierarchies, or in simple terms: the seven classes. A Class I demon is a minor, but dangerous spirit, with limited powers on earth. A Class VII Demon is a dark god, beyond the capabilities or imagination of humanity to comprehend. As such, the Class VII Demons are beyond the scope of this product and will not be covered here.

### DEMONIC POWERS

Demons possess a number of innate abilities determined by their Class. There are a number of abilities that are shared by all Demons equally. They draw upon the infernal energies of the planes where they dwell to power these abilities. Individual types of Demons may have additional abilities besides those shared by all or by others of their Class.

### ALL DEMONS

**Survival Instinct** – All Demons gain a bonus to their DB. Using the normal skill progression rate, Demons gain a bonus to its DB equivalent to having 1 rank for each level.

**Dark Vision (Demonic)** – All Demons possess the ability to see in total darkness out to a range of 100'.

**Enhanced Senses** – All Demons have extremely acute senses.

**Natural Weapons** – All Demons are possessed of either cruel sharp claws or teeth that can be used as weapons. Some Demons may even have both.

**Demon Fear** – All Demons may, at will, generate an aura of fear about themselves. This aura has a that depends upon the Class of Demon (i.e. a Class I has a range of 10'; a Class II has a range of 40'; a Class III has a range of 90'; a Class IV has a range of 160'; a Class V has a range of 250'; a Class VI has a range of 360'). All those within the aura must make a Will RR(80 + 20 per Class) or flee from the Demon in abject terror for a number of rounds equal to the level of the demon, or until they are free from the aura of fear generated by the Demon, whichever takes longer.

**Immunity to Poisons** – Demons, coming from the twisted place where they normally dwell are completely unaffected by mortal poisons.

**Regeneration (Major)** – Nearly unstoppable, the energy that Demons draw from for their abilities also rejuvenates them. Demons regain 2 Concussion Hits per minute; however they cannot heal damage that is done to them by magical attacks or by weapons that have been blessed.

**Death's Gate** – Should a Demon be destroyed on the mortal plane, it is not truly dead. It is merely banished back to its original plane of existence until the next time it is summoned. The only way to truly destroy a Demon is to kill it on its home plane of existence.

### CLASS I & CLASS II DEMONS

**Tough Hide (Minor)** – All Demons of these Classes have an extremely tough hide that protects them in and out of combat. This gives them a +20 to their DB.

**Soul Burn (Minor)** – This is a special attack that a Demon may use. It has two methods of being used. The first method is as a secondary attack that accompanies its natural attacks. The second method is a bolt of baleful energy that shoots from their hands to engulf the target. In either case, the target must make a Stamina RR (80 + 20 per Class) or they lose 1d10 points from their Constitution and 10x that amount from their Concussion Hits. This ability may only be used a number of times per day equal to the Demon's

Constitution bonus. Not every Demon may be able to use both types of attacks.

### CLASS III & CLASS IV DEMONS

**Tough Hide (Major)** – All Demons of these Classes have an extremely tough hide that protects them in and out of combat. This gives them a +40 to their DB.

**Soul Burn (Major)** – This is a special attack that a Demon may use. It has two methods of being used. The first method is as a secondary attack that accompanies its natural attacks. The second method is a bolt of baleful energy that shoots from their hands to engulf the target. In either case, the target must make a Stamina RR (80 + 20 per Class) or they lose 2d10 points from their Constitution and 10x that amount from their Concussion Hits. This ability may only be used a number of times per day equal to the Demon's Constitution bonus. Not every Demon may be able to use both types of attacks.

### CLASS V & CLASS VI DEMONS

**Tough Hide (Greater)** – All Demons of these Classes have an extremely tough hide that protects them in and out of combat. This gives them a +60 to their DB.

**Soul Burn (Greater)** – This is a special attack that a Demon may use. It has two methods of being used. The first method is as a secondary attack that accompanies its natural attacks. The second method is a bolt of baleful energy that shoots from their hands to engulf the target. In either case, the target must make a Stamina RR (80 + 20 per Class) or they lose 3d10 points from their Constitution and 10x that amount from their Concussion Hits. This ability may only be used a number of times per day equal to the Demon's Constitution bonus. Not every Demon may be able to use both types of attacks.

**Dark Immolation** – The Demons of these Classes may immolate their bodies, surrounding them with baleful energy, out to a radius of 1' from their bodies. Any foe coming into contact with this immolation must make a Stamina RR (150 + 20 per Class) or will receive one each of a Heat, Cold, Electrical, and Impact Critical (1d100 + Demon's Class x 10), ignoring all Damage Caps.

### OTHER ABILITIES

The following is a list of other abilities that specific Demons may possibly have.

**Bane (Living)** – Some Demons have such a hatred for the living that they gain the Bane effect against any living thing. This is rare, and only the most powerful Demons have the required amount of dark energy to fuel this ability.

**Corrupting Presence** – Animals do not take well to the presence of the Demons and are very sensitive to the energies that the dark creatures exude. Animals with the Enhanced Scent or Enhanced Senses talent begin to act more aggressively when a Demon is within their sensory range, with their reactions being identical to the effects of the demonic ability Demon Fear, but with 10x the normal range. Small plants, such as flowers, grain plants, and small shrubs and saplings will often wither and die when within 10' of a Demon. Supernatural plants and large plants like trees are not affected by this ability.

**Demonic Endurance** – Demons with this ability ignore stuns.

**Incorporeal** – Material attacks such as sword strikes and fists cannot hit the creature, only magical attacks or elemental attacks can actually harm the creature. Magically enchanted weapons can hit but do criticals two sizes smaller than their normal critical type. Demons with this ability may only use it a number of times per day equal to its Constitution bonus and the effect lasts a number of rounds equal to its level. While incorporeal, the Demon may not physically attack a foe, it may however still use any spells or abilities that do not produce a physical effect.

### DEMONIC WEAPONS

Some demons will carry specialized infernal weapons. These weapons are hideously warped and hugely powerful. They can rend and tear both flesh and soul. Not all Demons will carry these weapons, but many will.

If a PC claims a demonic weapon, the demonic item will do its best to claim the PC's soul. Use the Will Contest table on pp. 168 of the **HARP** rulebook. Demonic weapons tend to be quite magically powerful, so the weapon gains a bonus equal to 2x the magical bonus to the OB of the weapon which is added to the Will as determined in the **HARP** rulebook. Thus, the Flaming Sword receives a bonus of +40 (+20 x 2 = 40) to the Will that is determined for the item. If the GM rolls a 37 on the



table to determine the demonic item's Will, it will have a total Will of 80 (40 (from roll on table) + 40 (double weapon's bonus to OB) = 80).

### EXAMPLE OF DEMONIC WEAPONS

**Flaming Sword** – These swords flame with the black flames of the utter dark of the underworld. The sword is a +20 bastard sword, which can be used both one handed and two handed. The Sword is a Huge weapon when considering damage. It has a +10 damage modifier when used against clerics or other servants of the gods.

**Trident** – Forged from the bones of the damned, demonic tridents are symbols of authority and weapons. When a demon gains a title in the infernal hierarchy, he receives a trident of office (or more likely, he takes it from the dead hand of a foe). The Trident is usually heavy and long, way too big for a normal human sized character to carry – only the demon who wields it can carry it without modification. The Trident is a +25 weapon. The Trident is a Huge weapon for damage purposes. The trident does +15 damage to clerics and other infernal forces (since the wielder of a trident of office will often find himself fighting rivals).

**Flaming Whip** – Many demons have these whips, created for the purpose of tormenting trapped souls in the abyss. The whips vary in power and effectiveness, but a typical whip is a +15 whip, with a range of about 20' that does both a Large Slash and a Large Heat Critical when it hits.

### DEMON SUMMONING

Many is the Mage who thought that he could summon and bind a Demon into service. Unlike animals and some magical creatures, Demons are

extremely difficult to bind against their will. They are, however, often willing to make a deal. They may agree to serve a Mage in exchange for certain favors later on.

**HARP** contains no spells for summoning Demons. Doing such should require a specific ritual for each type of Demon and that ritual should contain the Demon's True Name. The Mage should be cautioned though, that many Demons have given erroneous information regarding their true names over the centuries. While they will answer to these false names, and perhaps even appear to be bound, they may be just laying in wait for the most opportune moment to wreak the most havoc.

The primary motivation of Demons is to corrupt the souls of those who would seek to treat with them. This slowly wears down the Mage so that he is eventually willing to trade his soul for the power that a Demon can provide him. Demons love to feast upon mortal souls. However, they can only procure these through the willing co-operation of the owner of the soul. Being nigh eternal creatures, Demons have the patience to wait a few centuries or more for a soul to ripen.



# BINDLINGS (CLASS 1)

<b>LEVEL:</b>	1	<b>SPECIAL ABILITIES:</b>	Demonic Abilities; Flight
<b>HITS::</b>	70	<b>STATS:</b>	St: 75(5); Co: 75(9); AG: 75(7); QU: 75(7); SD: 75(5); RE: 75(5); IN: 75(6); PR: 75(6); PP: 0
<b>SIZE:</b>	Small	<b>RR:</b>	Stamina RR: 35; Will RR: 25; Magic RR: 25
<b>MOVEMENT:</b>	10' (Flight 20')	<b>TREASURE:</b>	N — —
<b>INITIATIVE:</b>	+18	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	40 (15 Stats; 20 Tough Hide (Minor); 5 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (6) 51
<b>ATTACKS:</b>	50 T-Slash; 40 T-Crush		
<b>#ENCOUNTERED:</b>	1-20		
<b>OUTLOOK:</b>	Hungry/Cruel		
<b>LIFESTYLE:</b>	Demonic Servitor		

The weakest Demons make useful servitors; they do not have the power or the magical authority to resist a wizard's summons. Though the Demon may be old and devious, these low creatures are no match for mortal magic, or so they lead Mages to believe. For a short time, a mere mortal lifetime, a Demon will serve his magus master as a servant, enforcer and guide in the dark arts. In truth, they often agree to serve, acting as spies for their more powerful demonic masters.

Bindlings come in all shapes and forms. They somewhat resemble miniature Gargoyles, having a scaly hide, wings, and small horns protruding from their heads. Most Bindlings stand between 2' and 3' tall.

## COMBAT

Bindlings attack both body and soul. They can all do physical, slashing damage with their sharp claws, but where they can do the most harm is with their Soul Burn attacks. They may use the Soul Burn with either their claw attacks or separately as they see fit.

## MYTHS AND MISCONCEPTIONS

Some Harpists sing that the Bindlings are the black magician's soul taken form. They say that if the Bindling is destroyed then the magician will die. Unfortunately this is not true. If the Bindling is destroyed, the magician will merely be annoyed. However, if the Bindling is captured, maybe the Bindling might reveal certain of the magician's secrets in return for its freedom. Most Bindlings won't talk unless the reward is well worth it.

## TREASURES

The Bindlings have no treasure, beyond what the magician owns. Perhaps if the Bindling could be offered its freedom, it might be convinced to reveal where some treasures are hidden.

## ENCOUNTERS

Many magicians would use these demons as spies of assassins, sending them away towards their enemy's homes. The Bindlings can be encountered far from the mage's base. The Bindlings are, however, incapable of truly independent behavior, when they are bound. Eventually, when the Bindlings have completed their mission, they will return to their masters by the direct route. A clever party of player characters might be able to track the Bindlings back to their dark masters.





# MURROUGHSHIE (CLASS II)

**LEVEL:** 5  
**HITS:** 130  
**SIZE:** Medium  
**MOVEMENT:** 12'  
**INITIATIVE:** +22  
**DEFENSIVE BONUS:** 65 (20 Stats; 20 Tough Hide (Minor); 25 Survival Instinct)  
**ATTACKS:** 70 S-Slash; 60 Weapon  
**#ENCOUNTERED:** 1  
**Outlook:** Hungry/Cruel  
**LIFESTYLE:** Scavenger creature

**SPECIAL ABILITIES:** Demonic Abilities; Bane (Living)  
**STATS:** St: 75(7); Co: 75(10); Ag: 75(8); Qu: 75(10); SD: 715(5); Re: 75(5); In: 75(7); Pr: 75(5); PP: 0  
**RR:** Stamina RR: 55; Will RR: 45; Magic RR: 55  
**TREASURE:** N2 — —  
**CULTURE:** —  
**IMPORTANT SKILLS:** Perception (15) 82, Stalk & Hide (15) 73, Ambush (15) 73

The Murroughshie are hideous, green-grey skinned creatures who dwell in the sucking black mud of the swamplands. They are often mistaken for undead creatures, and some say they are the twisted spirits of those who perish in the swamps. They aren't. They are demons of the infernal realms, released from the darkness an age ago. It is rumored that an ancient feud between two wizards brought a number of these creatures to the mortal plane centuries ago and that they have been living here, and slowly spreading since that time.

Murroughshie are poisonous creatures, tainting the land with their presence. They are squat, inhuman creatures who sleep in the darkest depths of quagmires. Their claws are long, bone yellow, and sharp. They smell of death and rot. Where the Murroughshie live, trees grow gnarled and stunted, water pools into fetid ponds, plants die and lichen and fungi thrive. No wind stirs the Murroughshie's lair and sounds are bent and lost. The Murroughshie live on human flesh, although any physical being will do – be they elf, dwarf or other.

They wait, and they dream, and the swamps die, rotting away, turning into foul reflections of the dark realms from where the Murroughshie were born. And those who are foolish enough to enter the Murroughshie's swamp make warm, raw, tasty food.

## COMBAT

The Murroughshie tends to hunt alone – but lair in packs of three or more. The Murroughshie will attack with its long sharp claws and jagged teeth. It will fight defensively – it is not a particularly strong creature, bound as it is in the physical world. It will use its knowledge of the terrain and natural camouflage (that sickly green-grey hide blends in rather well with the swamp) to ambush PCs and pick them off, one by one.

The Murroughshie will rarely use its Soul Burn ability, saving it for the direst of circumstances. It cannot use it with its claws, only the bolt of baleful energy is its to command.

## MYTHS AND MISCONCEPTIONS

Many believe the Murroughshie is either a form of Troll, or a form of Undead. It's neither. It's a demonic spirit. Weapons for slaying Trolls and Turn Undead spells will have no effect. Moreover, the creature seems to be animalistic, but it is driven by an ancient and evil intelligence. It's not smart, most of the time, but when it is threatened, that intelligence manifests itself, and it acts with a deadly cunning and a malign way of calculation. It will play the PC's misconceptions against it, pretending to be a Ghost, or pretending to be a Troll. It will pretend to be animalistic and pretend to accept baited traps.

## TREASURE

The Murroughshie collect the dry bones (they love sucking marrow) and personal effects of their victims and





keep them near their lair, somewhere in the heart of the swamp. Much of this treasure will be of dubious quality – some coins, a trusty but otherwise unremarkable blade – but some will be magical or valuable.

It requires an Extremely Hard Tracking Maneuver to find the Murroughshie's lair, though if a PC decides to search by smell, this drops to Very Hard. The closer one gets to the lair, the stronger the noisome miasma and stink of rot and death gets.

### ENCOUNTERS

The Murroughshie marshlands expand slowly. The Murroughshie befouls its home and the foulness spreads, seeping outwards tainting all in its path. It could take

generations for the marshlands to expand significantly. People learn to fear the swamp, and no one believes the old folk who say that "once upon a time, a man could seek out herbs in the wetlands." However, sooner or later, someone is going to notice, and they might have the knowledge to guess that a demon dwells nearby. That someone, a mage, or a nobleman might offer gold or other gifts to adventurers willing to enter the Murroughshie's realm and kill the thing.

Or a party of adventurers might need to take a shortcut through the forbidding swamplands to the south of their enemies' lair. Trapped between enemy warriors and the mysteries of the swamp, they may decide to brave the swamp – and walk into even graver danger.

Unfortunately, the Murroughshie does not dwell alone...

## THE VLATCH

### LESSER VLATCH (CLASS I)

<b>LEVEL:</b>	2
<b>HITS:</b>	90
<b>SIZE:</b>	Small
<b>MOVEMENT:</b>	9' (Flight 18')
<b>INITIATIVE:</b>	+20
<b>DEFENSIVE BONUS</b>	50 (20 Stats; 20 Tough Hide (Minor); 10 Survival Instinct)
<b>ATTACKS:</b>	75 S-Slash; 65 S-Puncture; 50 Weapon
<b>#ENCOUNTERED:</b>	1
<b>OUTLOOK:</b>	Hungry
<b>LIFESTYLE:</b>	Servitor creature

<b>SPECIAL ABILITIES:</b>	Demonic Abilities; Bane (Living); Flight; Demonic Endurance
<b>Stats:</b>	St: 75(10); Co: 75(10); Ag: 75(10); Qu: 75(10); SD: 75(10); Re: 75(5); In: 75(5); Pr: 75(5); PP: 0
<b>RR:</b>	Stamina RR: 40; Will RR: 40; Magic RR: 40
<b>TREASURE:</b>	N — —
<b>CULTURE:</b>	—
<b>IMPORTANT SKILLS:</b>	Perception (9) 70

### GREATER VLATCH (CLASS III)

<b>LEVEL:</b>	8
<b>HITS:</b>	150
<b>SIZE:</b>	Medium
<b>MOVEMENT:</b>	12' (Flight 24')
<b>INITIATIVE:</b>	+25
<b>DEFENSIVE BONUS</b>	115 (30 Stats; 40 Tough Hide (Major); 45 Survival Instinct)
<b>ATTACKS:</b>	125 M-Slash; 110 M-Puncture; 100 Weapon
<b>#ENCOUNTERED:</b>	1
<b>OUTLOOK:</b>	Hungry
<b>LIFESTYLE:</b>	Servitor creature

<b>SPECIAL ABILITIES:</b>	Demonic Abilities; Bane (Living); Flight; Demonic Endurance
<b>STATS:</b>	St: 75(15); Co: 75(10); Ag: 75(15); Qu: 75(15); SD: 75(10); Re: 75(5); In: 75(5); Pr: 75(5); PP: 0
<b>RR:</b>	Stamina RR: 80; Will RR: 80; Magic RR: 70
<b>TREASURE:</b>	N — —
<b>CULTURE:</b>	—
<b>IMPORTANT SKILLS:</b>	Perception (30) 105

**LORD VLATCH (CLASS V)**

<b>LEVEL:</b>	25	<b>SPECIAL ABILITIES:</b>	Demonic Abilities; Bane (Living); Flight; Demonic Endurance
<b>HITS:</b>	300	<b>STATS:</b>	St: 75(20); Co: 75(15); Ag: 75(15); Qu: 75(20); SD: 75(10); Re: 75(5); In: 75(10); Pr: 75(5); PP: 170
<b>SIZE:</b>	Large	<b>RR:</b>	Stamina RR: 135; Will RR: 125; Magic RR: 145
<b>MOVEMENT:</b>	15' (Flight 30')	<b>TREASURE:</b>	N — —
<b>INITIATIVE:</b>	+35	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS:</b>	175 (40 Stats; 60 Tough Hide (Greater); 75 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (75) 155; Pow. Pnt. Dev. (50) 170
<b>ATTACKS:</b>	190 L-Slash; 175 L-Puncture 150 Weapon		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Hungry		
<b>LIFESTYLE:</b>	Demon Lord		

Vlatch appear much like Bindlings, with a few minor exceptions. First off, even the smallest Vlatch are larger than Bindlings, and secondly, Vlatch are possessed of a pair of muscular tentacles located just under their arms. These 5' long tentacles are tipped with sharp, hooked claws that the Vlatch use to grab prey with as they fly past. Their hands are tipped with sharp claws that can rend metal as easily as it does cloth. Vlatch will most often keep their tentacles hidden behind their backs, and/or under their wings in order to surprise foes at the most appropriate moment.

Mages value Vlatch as guardians and warriors to protect them from enemies. Vlatch value the chance to foster terror and to shed blood, anybody's blood. Lesser Vlatch like serving Mages in this manner most especially, while Major Vlatch tend to lead demonic armies to battle, and dislike wasting their time.

**COMBAT**

The Vlatch are some of the nastiest Demons around. If they have the room, they prefer to swoop in and grab their prey with their tentacles, impaling them on the hooked claws at the tips, and then carrying them up high while ripping them to shreds with their claws. If they do not have the room to maneuver and fly, then they will use either their claws or demonic weapons in battle. They will often hide their tentacles in order to surprise their foes. All Vlatch possess the ability to make multiple attacks per round with each attack beyond the first receiving a -20 modifier. This allows them up to 4 attacks per round, 2 claw and 2 tentacle attacks. However, the Vlatch may also use both tentacles in concert, to make a grappling attack that does both a Grapple and a Puncture Critical, however this results in a -40 to any attacks made with their claws during the same round.

Vlatch are able to use their Soul Burn ability through any of their attacks, even those made with weapons.

Lord Vlatch are often able to cast spells as well. They seem to prefer air based spells of an elemental nature such as the *Vacuum* and *Stun Cloud* spells.

**MYTHS AND MISCONCEPTIONS**

Most people have never heard of the Vlatch, but some magicians have. Even those who have heard of them usually have not heard about their tentacles. Rumors have it that the Vlatch may sometimes attack foes without ever touching them. This information is usually gleaned from the departed spirits of those who have angered the Vlatch and not realized that their death had been caused by a tentacle that they had never noticed.

**TREASURE**

The Vlatch do not normally carry treasure, but it is possible that they have taken some item as a trophy to show others of their kind.

**ENCOUNTERS**

Vlatches have been dragged into this world to serve various dark magicians. They are used as guardians and assassins, and may be sent after nosy PCs by some foe.

At other times, the Vlatches seem to have burn their way through into the world of the living all by themselves. The Vlatches have been known to manifest during battles and stalk through the crowds of warriors to fell as many foes as possible.

# NASUAI (CLASS III)

<b>LEVEL:</b>	9	<b>SPECIAL ABILITIES:</b>	Demonic Abilities; Corrupting Presence
<b>HITS:</b>	120	<b>STATS:</b>	St: 75(11); Co: 75(7); Ag: 75(9); Qu: 75(10); SD: 75(8); Re: 75(7); In: 75(7); Pr: 75(7); PP: 0
<b>SIZE:</b>	Medium	<b>RR:</b>	Stamina RR: 80 Will RR: 80 Magic RR: 80
<b>MOVEMENT:</b>	15'	<b>TREASURE:</b>	N3 — —
<b>INITIATIVE:</b>	+22	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	135 (20 Stats; 40 Tough Hide (Major); 45 Survival Instinct; 30 Armor)	<b>IMPORTANT SKILLS:</b>	Perception (30) 105
<b>ATTACKS:</b>	110 L-Krush; 100 Weapon		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Cruel		
<b>LIFESTYLE:</b>	Agent of evil		

Nasuai are thought to be the totem spirits of the Hobgoblin shamans. The Hobgoblins believe they serve their ancestor spirits. They are wrong. They are serving the disembodied spirits of the utter dark.

The Nasuai were once arch demons, cast down from their lofty position at the centre of the Dark Realms. Now they are servants, doing the bidding of beings who were once their slaves. They hate this. But they are powerless to stop it. Instead, they have decided that they must become gods. To become gods they must be worshipped: not as shadowy demons, but as actual gods of the true pantheon. To do this they need worshippers. The Hobgoblins, the most intelligent and strongest of the goblinoids make a useful tool to this end. They hope that the Hobgoblins will become the true leaders amongst the Goblin races, and then lead the Goblin races into war against the other mortal peoples. When the mortal races are defeated, and enslaved, they will be made worship the Nasuai, and in this way, the Nasuai will become gods.

The Nasuai interact with the mortal world by taking possession of Hobgoblin champions through dark rituals. The Hobgoblins, chosen for their strength and loyalty, sacrifice their soul under the hands of the shamans and their soul is cast out into the darkness. The Nasuai then take control of the empty shell and use it to rule over some of the Hobgoblin tribes and feast on mortal flesh. Other tribes have driven out the Nasuai, either because the Nasuai challenge the humans or other creatures who also seek to use the Hobgoblins, or because the other Hobgoblins do not trust these dark messengers after the Nasuai has gone too far in its bloodthirsty acts.

The Hobgoblins called the Nasuai possessed: "black eyes." Upon possession, the Hobgoblin's mortal eyes burn away, leaving the empty shadows of the demon's eyes. The Hobgoblin becomes strong and intelligence, but this is

nothing compared to the power held in those dark shadows.

In all other ways, the Nasuai looks like a normal Hobgoblin. The Nasuai do detest their Hobgoblin forms and seek magic to make them more beautiful. Some are even said to hunt down elves and use the corpses of the dead elves in unspeakable ways so that the elves' beauty transfers to the Nasuai. Unlike other Hobgoblins, the Nasuai wear human armor and carry human broadswords.

## COMBAT

Nasuai do not have any physical weapons other than their fists. The Nasuai alter the body of their chosen vessel to make it tougher and stronger than it ever was before. They





will most often pummel a foe into paste with their fists.

If they decide to use weapons, they rely on weapons looted from the corpses of fallen enemies. They enjoy testing themselves in combat and rarely try to ensnare an enemy – they prefer killing their enemies honestly, in combat. Sometimes, when an enemy has been seriously wounded, they like to enter the mortal and make the mortal watch as the Nasuai slowly hacks their body to pieces.

The Nasuai may also use its Soul Burn ability, but only as a bolt of dark energy that shoots from their eyes. They may not use it in conjunction with physical attacks.

### MYTHS AND MISCONCEPTIONS

The Nasuai are commonly believed to be a group of Hobgoblin clerics, in the service of one of the dark gods of the pantheon. While the idea is somewhat disturbing, it is nothing like the truth. What the Nasuai intend is to rise up and cast the heavens down, something that might undo creation itself. The Hobgoblins are merely tools. Because they are few (as yet), few have heard of them and an adventurer reporting an encounter with the Nasuai will be laughed at (if he's lucky – he can be thrown into the madhouse, if he isn't).

Those who know more about the Goblin peoples believe that the Nasuai are merely some elemental power

being channeled by the shamans, and while that is a dangerous enough, most believe that the shamans can be defeated by a decent mage. A few adventurers have tried this before, and have never come back.

### TREASURE

The Nasuai have little treasure. The Hobgoblins are reasonably poor, and the only possessions the Nasuai have are those looted from the dead on the battlefield. They have no artifacts or other things worth stealing or recovering.

### ENCOUNTERS

The Nasuai often travel with small Hobgoblin raiding parties, to experience the thrill of battle and to get hold of nice warm mortal flesh to dine on. A party of adventurers could come across a small Hobgoblin raid and foolishly try to attack it...only to come face to face with the Nasuai.

Alternately, higher level characters might be called on to stop an invasion by a new alliance of Goblins and discover that a coterie of Nasuai is ruling the alliance. This could form the basis of an epic saga, as the PCs must match wits with these ambitious Demons and fight the Demons' armies too.

## INCUBI (CLASS IV)

<b>LEVEL:</b>	15	<b>SPECIAL ABILITIES:</b>	Demonic Abilities; Shapechanger
<b>HITS:</b>	215	<b>STATS:</b>	St: 75(10); Co: 75(10); Ag: 75(10); Qu: 75(10); SD: 75(5); Re: 75(8); In: 75(8); Pr: 75(10); PP: 125
<b>SIZE:</b>	Large	<b>RR:</b>	Stamina RR: 110; Will RR: 85; Magic RR: 90
<b>MOVEMENT:</b>	16'	<b>TREASURE:</b>	R2 — —
<b>INITIATIVE:</b>	+23	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	120 (20 Stats; 40 Tough Hide (Major); 60 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (45) 121; Pow. Pnt. Dev. (30) 125
<b>ATTACKS:</b>	155 M-Slash; 135 Weapon		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Cruel		
<b>LIFESTYLE:</b>	Servitor creature		

The Incubi are creatures of lust and hunger and nightmares. They are powerful Demons who do not serve the infernal hierarchies. Instead they are human-like creatures, equally of the dark realms and the physical world. Burning with demonic desire and demonic hunger, the Incubi have stalked the dark nights of the world since the beginning of time seeking mortal flesh and human warmth.

Unlike other Demons, the Incubi need humanity, indeed they love humanity in their own cruel and twisted way. While other Demons want to see humanity cast into

the abyss or enslaved, the Incubi want humanity to continue, even to prosper. The Incubi will fight other Demons who try to kill humans under the Incubus' care.

Incubi are creatures of three worlds: of the dark realms, the mortal world and of the world of dreams. While magi debate over the nature of dreams, whether dreams are a realm, or a way of visiting other realms, or merely an internal psychic landscape with no connection beyond the mind, the Incubi seem to have some power over them. The Incubi can infiltrate a mortal's dreams, and drive them to

the edge of sanity and reason. In dreams, the Incubi blur nightmares with the deep physical urges that all mortals are prone too. So driven, the victim's soul and body heat becomes so much more delicious to the Incubi.

The Incubi rarely drive a victim to death. They prefer to leave the victim drained but alive. Many though have their sanity, morality and essential humanity so drained by the Incubi's attention that they fade away, kill themselves or commit acts of unspeakable evil. Some become obsessed with regaining the Incubus' attention, and will do anything, anything at all, to recall the terrible power of the Incubus.

The Incubi are shapechangers. Their most common form is that of a beautiful young man with jet black hair and shadowed eye that one can never describe. Their true form is that of a hideous imp that sits on one's chest or by the bedside of a sleeping human while it drains them. Many Incubi will use their human form in order to get close to their target.

### COMBAT

The Incubi are at their most powerful and most vulnerable in their human forms. They can use any of their wide range of magical attacks against their foes in human form – but they can also be struck by weapons and left vulnerable to counter magics. The Incubi concentrates on mind altering magics for those spells that it does learn.

When the Incubi steal into a victim's dreams, the victim must make a Will RR (120). Failure means the Incubus steals 1d10 from the victim's self control and 1d10 of the victim's constitution. The attacks stop when either score reaches 10 points. These stats may be recovered normally.

To fight an Incubus in dreams one can visualize a "physical" combat with the Demon, pitting the victim against the Incubus in a "normal" one on one combat. If the Incubus "dies" in the combat, it flees and never bothers

the victim again. If the victim "dies" in the combat, the Incubus can make a second attack that night, and drain the victim's soul without a Resistance Roll.

While in Imp form, the Incubi may use its Soul Burn, either with its claws or as a bolt of evil energy shot from their hands.

### MYTHS AND MISCONCEPTIONS

Many believe that victims of the Incubus' attentions are witches or other "fallen" people who have no morals and no worth to society. Some will sagely note the obvious signs of the Incubus attention as evidence of poor character or black magic. In many places, many families will refuse to marry their son to a girl who shows signs of the Incubus' possession – or demand a double dowry.

Others assume that the Incubus is a creature of lust and assaults its victims. It is not merely a creature of lust. It is one of hunger, desire, ambition, love, longing and dreams. It finds the thing the victim desires most and torments them with it.

### TREASURE

All Incubi wear necklaces denoting their heritage and their kinship. These are often magical in nature, and usually give some bonus to skills of interaction with others. Other than this, the Incubus rarely carries much treasure on their person.

### ENCOUNTERS

The Incubus can be encountered most often in the company of somebody else. The party may be asked to help a relative of the person who hires them, or perhaps it is the relative of one of the party members. The relative has been acting strange recently and their health and sanity has been declining rapidly, ever since the relative acquired their new companion.

## CACODEMONS (CLASS V)

<b>LEVEL:</b>	20	<b>SPECIAL ABILITIES:</b>	Demonic Abilities; Giantism; Flight; Demonic Endurance
<b>HITS:</b>	285	<b>STATS:</b>	St: 75(15); Co: 75(10); Ag: 75(10); Qu: 75(15); SD: 75(10); Re: 75(10); In: 75(10); Pr: 75(10); PP: 0
<b>SIZE:</b>	Large	<b>RR:</b>	Stamina RR: 120; Will RR: 120; Magic RR: 120
<b>MOVEMENT:</b>	20' (Flight 40')	<b>TREASURE:</b>	N — —
<b>INITIATIVE:</b>	+30	<b>CULTURE:</b>	—
<b>DEFENSIVE BONUS</b>	160 (30 Stats; 60 Tough Hide (Greater); 70 Survival Instinct)	<b>IMPORTANT SKILLS:</b>	Perception (60) 140
<b>ATTACKS:</b>	170 H-Crush; 160 Demonic Sword, 140 Demonic Whip		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Dominant/Belligerent		
<b>LIFESTYLE:</b>	Demon Lord		

The Cacodemons are not subtle; they are not cunning. They do not make deals with mortals. They are the essence of destruction. When they cross into our world, the sky shakes and civilizations fall.

The Cacodemon manifests itself on earth in any number of forms – a thunderhead, a tidal wave, a blizzard...or a giant black creature with wings a dozen arm spans across, wielding a dark whip and a burning sword or warhammer. The Cacodemons are the warrior class of the infernal realms – the captains of the dark hordes who constantly war with each other in the underworld.

When summoned onto this earth, they can devastate armies, or smash the walls of impregnable cities. Fortunately, they cannot dwell on the physical plane for too long – the old wards erected by the gods would destroy them – and they cannot be bound to do more than one task at a time. A cacodemon can be summoned to destroy the approaching army, or summoned to cast down the walls of the King's City, or to destroy a mighty hero or wizard.

The Cacodemons have many names (indeed, no one knows this type of creature's true name). They are all conjured by carving a portal between the world of the living and the underworld. The portal can only be opened by a mage of great power – and by the spilling of blood. A lot of blood. One story even tells of a mage sacrificing a trapped Dragon, and unleashing a Cacodemon on the armies besieging him. Their most common form is a huge, ebony skinned giant – standing perhaps 20' tall – surrounded by shadow, lightning and a halo of dark fire.

### COMBAT

Like other Demons, the translation from creature of spirit to monstrous entity of flesh gives the Demon both temporal power and weakness. The creature will assume its common, almost humanoid form if directly threatened. The humanoid form gives the demon the ability to attack those threatening it directly. It usually carries some form of weapon. The weapon scythes through armies, cutting heads as if they were corn. The death and terror unleashed by the Demon usually breaks the

morale of most forces and scatters the demon's foes.

But if a mighty hero, or just some brave and (or) mad soul can directly challenge the Demon, it will focus all its destructive force and attention on the one brave enough to stand its ground. While the dDemon looms over the one victim, others can attack the creature from behind or rally troops. Cacodemons have been overwhelmed by multiple attacks from mere mortals before...

### MYTHS AND MISCONCEPTIONS

The creature's huge size and strength make this Demon a formidable foe, but most scholars and witnesses are too shocked by the creature's appearance to note its weaknesses. For one, the creature is never as big as it seems – it may appear as a horizon filling tidal wave, but it only can affect a reasonably small area such as the breakwater of a port. It may appear as a monstrous giant, invulnerable to all foes, but if it is peppered with arrows and its feet attacked, the creature will slow down.

For this reasons, most dark wizards use the Cacodemon as terror weapons, to sow confusion and break enemy ranks than as enforcers.

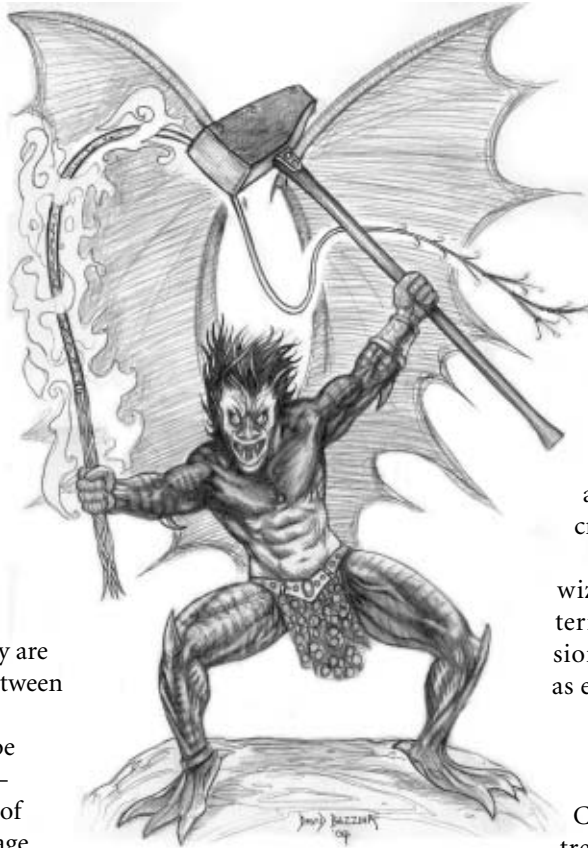
### TREASURES

Like most Demons, the Cacodemons have no real treasure. However, stories persist of heroes claiming a Cacodemon's

sword, whip or hammer – the weapon magically shrinks to fit the hero's hand. The weapons are not said to be infernal, but rather ancient elemental constructions which have no interest in the human soul. The weapons are mere tools, to be used for good or for ill. The effectiveness of the weapon is said to depend on the hero's abilities and strength (if a PC were to claim a Cacodemon's hammer, it might be a +7 weapon if the hero is a seventh level fighter).

### ENCOUNTERS

A Cacodemon has been loosed by an evil wizard while fighting another dark magician. The mages killed each other, but the demon is now free. It rampages mindlessly across the countryside. Are there any heroes willing to hunt this most dangerous of prey?





# THE LORDS OF FIRE (CLASS VI)

(Avatar Stats)		<b>SPECIAL ABILITIES:</b>	Demonic Abilities; Bane (Living); Corrupting Presence; Demonic Endurance; Eloquence
<b>LEVEL:</b>	50	<b>STATS:</b>	St: 75(25); Co: 75(20); Ag: 75(20); Qu: 75(25); SD: 75(15); Re: 75(15); In: 75(15); Pr: 75(15); PP: 190
<b>HITS:</b>	535	<b>RR:</b>	Stamina RR: 190; Will RR: 180; Magic RR: 180
<b>SIZE:</b>	Huge	<b>TREASURE:</b>	R3 R2 —
<b>MOVEMENT:</b>	30'	<b>CULTURE:</b>	—
<b>INITIATIVE:</b>	+45	<b>IMPORTANT SKILLS:</b>	Perception (150) 240; Pow. Pnt. Dev. (50) 190; Various Spells (50) 155
<b>DEFENSIVE BONUS</b>	210 (50 Stats; 60 Tough Hide (Greater); 100 Survival Instinct)		
<b>ATTACKS:</b>	275 Flaming Sword; 275 Flaming Whip; 275 H-Slash		
<b>#ENCOUNTERED:</b>	1		
<b>OUTLOOK:</b>	Dominant/Cruel		
<b>LIFESTYLE:</b>	Servitor creature		

Beyond, in the deepest plane of Demons, the Lords of Hell rule, with powers to challenge the gods. They never touch the mortal plane. Instead they wait in the darkness for eternities, waiting for their chance at revenge. It is said that they do not truly rule the infernal realms. The lords are as far above the common ruck of Demonkind as the gods are above humankind. Instead, in the time before the making of the world, the Lords of Hell anointed lieutenants who rule demonkind for them.

These rulers, these viceroys and viziers of hell have powers that rival demi gods. They rarely manifest in the mortal plane, and when they do, they appear as avatars. These avatars are incredibly powerful – more than a match for the greatest heroes. And when they are slain, the Lord of Fire safe in his infernal fortress will howl...with irritation.

The Lords of Fire are the archetypal Demon of myth, the winged and scaly skinned reptile creature born from the black flames of hell. They are summoned by powerful (and ambitious or foolish) mages seeking to trade their soul, or trade their service, for greater power or greater knowledge, or else to fill something more numinous like their heart's desire. The Lords of Fire love entreating with such desperate souls – it entertains them, and somehow helps their strange and ineffable ambitions. A Demon king never knows, one might suppose, when a mage's soul or eternal service might come in handy.

## COMBAT

The Lords of Fire do not have to fight their enemies, but they like doing it. They will wade into a press of foes with wild abandon, flaming whips or flaming swords swinging. They will loose their formidable set of spells

before charging though – just in case. Even if the Demon drops its weapon, it can still defend itself with its scales, claws and fire attacks.

## MYTHS AND MISCONCEPTIONS

Most heroes, when they have slain the avatar of a Lord of the Darkness, will believe that they have achieved the impossible – destroyed one of the Lords of the Void. The apparition which appears on the physical plane is just an extension of the elder Demon's will, and all its slaying will achieve is to irritate the powerful Demon. However, there are stories of a secret order of clerics who will take the blood of a slain demon avatar and use it to weave a spell which will bar the Demon Lord from this plane for eternity.

## TREASURES

If the Demon avatar is occupying a permanent base of operations, it will have accumulated a fair supply of magical items, both from offering by worshippers and taken from slain enemies. The demon's weapons will fade from the physical world when the avatar is slain.

## ENCOUNTERS

An avatar of a Lord of Fire is a powerful and overwhelming foe. It should be used as the focus for a major story arc, or a campaign. A Lord of Fire is a serious challenge even for powerful adventurers. Direct encounters for lower level PCs will be almost instantly fatal. A Lord of Fire will tend to send his minions after adventurers before taking a hand himself.



# CREATURE CREATION



**From concept to completion, a monster can add dimension to an ongoing game. With a good set of guidelines and some guidance, a GM can easily create a creature for his own game, or customize an existing one to suit the campaign.**

**Here we discuss the guidelines for monster creation as well as introducing the monstrous bloodlines that will allow you to customize creatures for play.**

Imagination and creativity are the keys when monster making. Working from a basic concept, taking into account the scale of power and then going forward from there, you can have a complete monster quickly. This isn't intended to be a definitive guide to creating monsters for HARP, but this section should offer you enough guidance and tips that the creatures you create will be scaled to the level of power they are supposed to have, and your party won't end up running from everything you create, although that can be fun too.

The rules presented here use a very loose set of guidelines to ensure that the GM can have creative freedom while creating a monster, yet have clear guidelines on how to create something that will be balanced for play. Obviously rules were meant to be broken, and many of the creatures created for this book used these rules as guidelines, but not as absolutes for determining their statistics, level, and the challenges they represent. This rules set is intended to be fun to use, quick, and dirty so you can get on to playing and have the most fun with your imagination.

When creating a monster, follow these guidelines from concept to completion. Downloading the **Monster Template** from the HARP website ([WWW.HARPHQ.COM](http://WWW.HARPHQ.COM)) is highly recommended. Fill in the template as you go, much as you would a character sheet. Refer to the example provided when you're not sure of how to go about using the rules presented here.

## CONCEPT

Concept is crucial in creating a monster. However, in some cases you might already have the work done for you. If you want to create a monster from scratch, it's usually a good idea to start with a concept. The concept takes into account a few things. What does the monster do? What does it look like? What level of power is it? Whom does it serve? Why does it do what it does? All of these are questions that might be answered in a concept but in only the most general of terms. Looking at the underlying elements of a monster, we need to consider a few things, but before you go headfirst into creature creation, you need to write your idea down, or at least get a nice solid idea of what the monster is supposed to be.

Monster concepts at the highest level should maybe be a sentence or two in length and maybe a descriptive paragraph at the most. For instance, the concept for a Dragon might be "A giant flying lizard that can breathe fire." The concept for an Orc might be "A brutish humanoid creature that dwells in dark lands. These creatures gather in tribes where they worship dark gods and make war upon their enemies." At this point, you might or might not have a name for the creature you want to create. You might only have an idea. The most important part is to capture that idea and distill it into what you are looking to create. Writing down the concept is one of the best ways to get

started. Concept is also important in that it will help you describe your monster later on. The concept should nicely sum up the creature, but without being overly complicated. Once you have the concept you need to decide on what level of power the creature is going to have.

**Example:** *Sebastian has decided to create a creature for a new adventure he is working on. He wants to have a flame theme for the creatures in his game, so he decides to create the Ashling, a small fire elemental that enjoys setting things alight. As a concept, he writes own the following:*

*"The Ashling is a small imp of elemental fire that enjoys setting things ablaze. They often play near lava flows and smell like sulphur and ash."*

## POWER LEVEL

The concept should give you the rough outline, but the power level of the creature helps you define the parameters of what the creature is going to be able to do, what attacks it uses, what skills it has and all sorts of other factors. Most importantly, it measures how well the creature will stack up against a group of adventurers. A monster's level in HARP is equivalent to a character level in the Fighter profession. Monsters can be broken down into classes depending on the number of levels they have and their special abilities. Remember these are general guidelines, not exactitudes, there is always going to be a bit of wiggle room when deciding on what level of power your monster has.

**Class I (Minor Dangers):** Creatures of Class I tend to have 1st – 3rd character levels. They usually have only a few special abilities and should provide a good challenge for low-level characters. Giant Rats, Goblins, and Lesser Spiders are all good examples of Class I monsters.

**Class II (Challenging Targets):** This Class of creature sits squarely in the 4th – 7th level range, and you'll find Orcs, Lizardmen and Lycanthropes in here. This power level is a good challenge for mid-level characters and a tough challenge for low-level characters.

**Class III (Powerful Adversaries):** Monsters that are in this Class are significant challenges for mid-level characters, and impossible for low-level characters to deal with. Most of these creatures will be from 8th – 12th level, and you'll find Giant Spiders, Sabretooth Tigers, Golems and Lesser Giants in this Class. In a long-term campaign, this is the type of creature that provides a big obstacle to low and mid-level player characters.

**Class IV (Titanic Nemesis):** Powerful Demons, Greater Undead, Greater Spiders, and other significantly powerful monsters reside at this level. Class IV monsters tend to be between 13th to 15th level and



are usually quite potent in the abilities they wield.

**Class V (Legendary Foes):** At this Class, monsters are the big bads of campaigns, the kind of creatures you spend the entire game working up to confront. Everyone fears these uber powerful monsters. Liches, Demons from the flaming pits and worse come from this class. These creatures are usually 16th to 22nd level. Most of them are around 20th level or so.

**Class VI (Godlike Entities):** Dragons, Devi, godlike emissaries, Major Demons, these are earth shattering monsters of myth and legend. Level 23-25 creatures sit within the realm of the Class VI. These are truly all powerful creatures that can destroy cities or nations, and summon up armies of Undeath.

Deciding on the Class your monster should belong to is important. If a creature belongs in Class III and you're pitting first level characters against it, people will be making new characters pretty fast. Scaling the challenge is important, and making the challenge appropriate is important if you want to pit the monster against PCs right away. You can always make creatures more or less powerful by altering their levels and using their ability adjustments in the same way you would a characters

**Example:** *Sebastian has a group full of brand new players, folks who have never even played an RPG before let alone HARP. Therefore, he wants to make sure they have fun, but don't end up dying all over the place. He decides that the Ashling sits squarely in the Class I category.*

## DESCRIPTION

Describing the monster and writing out the monsters statistics are both equally important steps. You can't have a monster without a description; it's just a collection of numbers if that's the case. Without the numbers to back up the creature, well the description might make nice text, but its pretty much going to be useless when you have to roll to see if its attack will hit. The description is primary, it guides the way you assign the monsters statistic bonuses, and determine special abilities. At this point, look at the concept again; by now you should have selected an appropriate power level and determined what role the monster is going to play in your game. With the description of the creature in mind, you can go on to breaking it down into an entity composed of the following pieces.

- Name
- Visual Description
- Ecology
- Power & Skills

**Name:** Naming the monster is important but not crucial, since it will often give the creature the mythological air required to strike fear into the hearts of players. Choosing an appropriate name is a good idea, so you can

take your time on this and come back to it when you think you have the right name. The name can be whatever you want; silly names tend to make people laugh though, so unless it's a silly monster try to make the name menacing.

**Visual description:** The description comes from the concept; this is what the creature looks like. A description should be, well, descriptive. It should evoke the feeling characters get when they see the monster for the first time, and it should be capable of creating a lasting image in their imaginations. When you describe an Orc do you call it "A tall, green-skinned creature with tusks," or do you say, "This humanoid stands as tall as a man, its arms and legs are covered in piecemeal armor and it leers with a bestial face. Long thick tusks jut from its slaving jaws." When being descriptive go as over the top as you want too, just make sure you establish what the creature looks like, and maybe some details that players can infer from its appearance.

**Ecology:** This is where the creature dwells, its lifestyle and its living habits. Ecology is just as much about the natural behaviors or culture of a creature as it is about what it eats and where it sleeps. You can get as specific or as vague as you want, not all creatures have well documented habits. It is important that as a GM you are able to give the creature some sort of origin in your world. Having an outline of the creature's habits and behaviors allows you to build a niche for it in your campaign or game.

**Powers & Skills:** What can the creature do? What are its capabilities? Is it a fire breathing Dog with the skin of a Lizard? That probably means it has tough hide and some sort of elemental attack, maybe an elemental affinity. It also means it can probably bite with its fangs. What size is the creature? This will help you feel out how you handle the next few steps in the creation of your monster. List the powers and abilities you think the creature will have. You might not want to choose all of them since they can make monsters too powerful for a given level, but you should have a list of everything you want the creature to do.

**Example:** *Sebastian doesn't have a lot of time before the players arrive, so he wants to get this little critter done fast. He already has a name, Ashling, so he jots a few quick notes on the creature. He knows it's a fire elemental made from ash, and that it's not very big. He jots down the following:*

*"Ashlings are small grey imps made of dark ash, their eyes gleam with a burning fire. The creatures flit about volcanic flows, using their wings to propel them around on thermal air currents. They feed of the ashes of creatures they incinerate, and aren't very fussy about their prey.*

*These creatures have a burning touch, and can be very sneaky when they need to be. They like to tear with their claws, but don't have very sharp teeth since they*

*feed mostly on ashes. They can sense heat with their eyesight, so that they can perceive the flows of thermal air currents and watch for the cooler heat signatures of intruders in their fiery domain.”*

Table 9.1 Monster Base Points I

Creature Size		Base Total Attribute Bonus	Base Endurance Bonus	Base Power Point Bonus	Base Resistance Roll Bonus
Tiny	(Cat or oversized insect)	5	0	0	0
Small	(Ape or war dog)	5	25	10	5
Medium	(Human or Elf)	10	50	25	10
Medium	(Large) (Wight)	10	100	30	20
Medium	(Huge) (Devi)	20	200	40	30
Large	(Ogre or Bear)	20	150	50	40
Huge	(Dragon or Giant)	40	300	60	50
Huge II	(Greater Dragon, Greater Demon)	40	400	70	60

## ABILITIES

The abilities of a monster are comprised of the rules breakdown of the creature capabilities. These add quantity to the descriptions that you have constructed for the creature. The creature's abilities are its stats, skills, special attributes, talents, and powers. Building a monster, you need to do a few things before you actually completely stat the creature out. Primarily determining its size, and the class of power you want it to be.

## STAT MODIFIERS

Monsters have stat modifiers just like any character race in **HARP**. This also means that they get attribute bonuses and a base Endurance and Power Point score. While there are no absolute rules, here are some guidelines to provide you with a scale with which to assign modifiers to stats, and establish what the Base Endurance, Power Point and Resistance Roll modifiers for your creature will be. At this stage, you need to make a very important decision about your monster, can it be played as a player race, or is it purely a monster?

There are different criteria for creating potential player races as opposed to pure monsters. Monsters are unlimited in what they are capable of at various levels. Player races however have to exist in a balance with other player races in order to avoid undue imbalances in play. Certainly, this idea of balance is arbitrary, since a GM can scale challenges to match an imbalance, however the races in **HARP** have been created under specific criteria, and it's a good idea to create a balanced playable race so that other races aren't left behind in the dust.

Table 9.2 Monster Base Points II

Creature Class (Power Level)		Base Total Attribute Bonus	Base Number of Skills	Base Stat Value
Class I	(Goblin, Giant Rat)	0	1	75
Class II	(Human Mercenary, Orc)	5	3	75
Class III	(Nightlord, Greater Troll)	10	5	75
Class IV	(Class IV Demon, Lich)	20	8	75
Class V	(Greater Giant, Class V Demon)	30	11	100
Class VI	(Dragon, Class VI Demon)	40	14	20

Once you have decided on race vs. monster, you can proceed to assigning the creature attribute bonuses based on two factors: size and class. Smaller monsters are usually not as sturdy or powerful as larger monsters, of course there are always exceptions, but using the following table you can establish some parameters on the maximum abilities a creature should have.

To determine the stat modifiers a creature should have, combine the base total attribute bonuses for both class and size. This amount is the number of point's worth of racial modifiers a creature should have. If you exceed the racial modifier cap, then the creature's class is slightly higher than its base level indicates. For tiny and small creatures, having higher racial adjustments is fine, especially when it is primarily in attributes that would makes sense for the creatures to have high adjustments in. Agility and Quickness might be modified slightly (or even much) higher than normal for swift rodents and insects for example.

Using the creature's description and the abilities outlined in powers and skills, you should be able to determine very quickly using the table above what class and size the creature is. With those criteria, you can begin to assign points to the creature's basic racial stats, as well

as the creature's basic Endurance and Power Point values. Keep in mind what you want the creature to be able to do. Is it strong or agile? Does it have no intellect or is it a genius? These are all important in assigning the racial modifiers to a creature. For racial stat modifiers don't assign any negative numbers. There are different levels of intelligence (instinctual, smart animal, human-like, etc.) and the stat should reflect the creature within the confines of this, rather than giving them penalties that affects skills that they may have such as Perception or Stalk & Hide. Most animals and monsters can often perceive things better than humans can.

With modifiers for RRs, it's okay to pool the combined values for all three modifiers and re-assign them point by point to each RR category.

**Example:** *Sebastian has decided that the Ashling is going to be a Small Class I creature. Referring to the table above he figures out the following:*

*Ashlings ought to have Base Endurance of 25 and a total of 6 points to use for attribute bonuses. The creature has 10 PP as its base, and it has a +5 modifier to each RR. He determines all of this from Tables 9.1 & 9.2. Sebastian decides that since the creatures are used to intense heat, they will have a +3 modifier to Constitution, and since they are small and swift he decides to give them a +3 modifier to Quickness. Feeling that they need a bit of oomph in the attack department, he gives them an extra couple of points for Agility, and gives them a +3 racial modifier in that attribute as well.*

*Since the Ashlings are used to intense flame, he pools the RR modifiers and redistributes them to give them a higher Stamina resistance. He decides that the Ashlings are probably impulsive, so he recalculates the RR modifiers to reflect a low Will RR modifier as well.*

*He writes down:*

*Ashling: +3 Co; +3 Qu; +3 Ag; 25 Hits; 10 PP; Stamina +10; Will +0; Magic +5.*

### MONSTER SIZE

Creature sizes use the standard parameters of human size as a point of comparison. This means that all creatures in **HARP** are compared in scale to a normal human being. You can rely on a normal human being between 5'4" and 6' in height and weighing around 160 pounds give or take depending on gender and build. While this might seem arbitrary, it isn't. Humans are the standard race in **HARP**, providing a mean to the range of different races that exist in fantasy worlds. As well, we can all relate to how big things can be in relation to how big we are.

When I say a monster is the size of a house, you can immediately imagine its scale based on the size of houses you have been in. Normal human size is a good measuring stick for how big monsters should be.

Tiny creatures are usually creatures that a human can pick up and hold with ease. Small creatures are roughly half the size of a normal human, although this can fluctuate significantly. Small creatures are always smaller than a normal human is. Medium sized creatures are roughly the size of a normal human. Medium (Large) creatures are human sized creatures that take criticals on the Large table in **HARP** Chapter 10. Medium (Huge) creatures are medium sized creatures that take criticals on the Huge table in **HARP** Chapter 10. Such creatures can range from Bears, to Undead, to Demons. Most are supernatural in nature. Large creatures are up to twice the size of a Medium creature. Huge creatures are roughly twice the size of a Large creature, and Huge II creatures are roughly four times the size of a Large creature. Refer to the examples in Table 9.1 to gauge size.

Creatures that are Large in size must have at least a +5 in their Strength and Constitution ability modifiers. This becomes +10 for Huge creatures, and +15 for Huge II creatures.

### RACES

Building a potential race has different requirements than building a monster. Because races are supposed to be playable with each other, when designing a race, balance is necessary in order to keep races all on a relative power level. If you can't get the desired results with the following rules, remember that GMs and Players can further customize a race with Blood Talents (Racial Hybrid Talents) and other talents to get the desired result, paying DPs to do so.

#### Rules for Races:

- Racial Endurance and PP bonuses must total no more than 60 points
- Racial RR bonuses should total no more than 30 points
- Racial stat bonuses should total between 8-11 points.
- The race can have no more than 3 base racial abilities, and PC races cannot have Survival Instinct as a special ability.

**HARP** assumes that all player races aren't too far from medium in size. If a race is taller than an average human, consider the race medium in size unless the race is physically taller than 10'. If this is the case, one of the racial abilities of the newly create race must be Giantism.



## TALENTS, ATTACKS, AND SPECIAL ABILITIES

Once you've got the racial statistics mapped out, you can then begin to decide on what the creature can do. Begin by listing the powers you managed to gather from your description. It can be a challenge to build a framework for a specific power. There are a few ways you can identify what a power needs in order to figure out how to resolve it in game terms.

**Attacks:** A monster will have a number of ranks in a regular primary attack as if it were a Fighter of its level (unless built on another profession). Secondary and tertiary attacks may have equal or lesser ranks, but never more than the primary attack. A creature's natural attacks are usually one size category smaller than it is, and never larger than its actual size category. Creatures that use weapons use the weapons' critical type for determining damage in combat.

**Special Attack:** Special attacks are attacks that have an additional or different outcome than a normal tooth and fang attack. This means that the attack has something that further augments it or imbues a special condition or result upon the target. The most common are

**Additional Critical:** An additional critical, smaller than the main attack, is done as secondary damage when a successful critical result is scored with the primary mode of attack. For instance, a creature attuned to the element of fire might make a Small Slash attack and be able to deliver a Tiny Heat critical in addition to its normal attack's critical result.

**Poison:** A CRR table accompanies the creature. If a bite or talon attack scores a critical hit, the target of the attack rolls on the CRR table, results determine how the poison takes effect. See Poisons in Chapter 12 of the **HARP** rulebook for examples.

**Multiple attacks:** The creature can make multiple attacks against one or more opponent. Additional attacks are usually at a cumulative penalty, each additional attack adding a -10 or more to the base of each attack roll.

**Combat Styles:** The monster has the use of a specific combat style, such as a Martial Arts Style or Two Weapon Fighting.

**Grenade like attacks:** Some aspect of the creature allows it to spit or fire something like a hurled grenade attack.

**Magical Attack:** Attacks that use spells are considered magical attacks. Resolution is typically with an offensive

spell, or a similar ability. A Dragon or a Lich's spells would qualify as a magical attack. These are resolved usually as attack spells normally are, with the expenditure of PPs and the use of the spell as a skill. If a creature does not have ranks in the spell listed, use the creature's maximum number of skill ranks (determined by the creature's level) divided by two as the rank score for the spell. Assume the creature can use the scaling options for the spell it casts.

**Breath Weapon:** Most breath weapons are resolved as elemental attacks as per the spells Elemental Ball or Elemental Bolt. These use the creature's level times 5 as the Offensive Bonus for the attack, and are modified by SD/AG. Other breath weapons might be resolved as spell like attacks or grenade like attacks depending on their nature. Choose one method of resolution.

**Special Ability:** Talents and Monster abilities are all viable as special abilities. Anything from Night Vision to Survival Instinct fits in this category, and these are usually abilities that augment the creature's own considerable senses and attributes. The most common are:

- **Skill use:** The creature has access to a skill it normally wouldn't have.
- **Special Circumstance Bonus:** The creature gains a bonus to a skill or ability under certain circumstances.
- **Spell-Like Ability:** This ability mimics the use of a Utility Spell or some other spell that does not attack a target.

Resolving the mechanical aspects of a special ability can be tricky, but what you want to do is stay consistent with the rules of **HARP**. If an attack forces an RR, determine what factors oppose the targets success in resisting. If a spell-based attack uses the spell Elemental Weapon, determine how the creature uses it, what its ability with the spell is, and how often it can use it.

Most special abilities have a number of daily uses, or draw from a creature's PP reserve. Stay consistent with this. If a creature uses its PPs to do things, then most of its abilities will do the same. If a creature has a limited number of daily uses of a power, then determine how often.

### LIMITS

- No creature should have more abilities than 3 plus the creatures level divided by 2. Special abilities count towards that total.
- Daily power use depends on the creature's level. If a creature may use its powers on a daily basis then use the following criteria to determine how often. Remember, the more special abilities a creature has, the more powerful it is. If a power

has a daily number of uses, the minimum it can have in uses is 1 use of a power per day.

- **Greater:** This type of ability is devastating when used by the creature, and the power is a major function of its existence. The creature's level divided by 5 (round up) is the amount of times per day a creature can use this power if it has multiple uses per day. Powerful spell like abilities, mind control, greater elemental affinities, and other far-reaching effects are greater abilities.
- **Major:** These abilities are significant. However, the creature may have one or more of them in place of a primary power. The creature's level divided by 3 (round down) is usually how often it can use a major special ability if it has multiple uses per day. Spell like abilities, breath weapons, major elemental affinities and the like are major special abilities.
- **Lesser:** Lesser special abilities actually have more frequent uses, but are less powerful. A creature can use a lesser power a number of times per day equal to its level divided by 2 (round down) if it has multiple uses per day. Single spells, skills, and circumstantial skill bonuses are good examples of this type of ability.

**Example:** *The Ashling is coming along quickly and Sebastian is happy with what he has so far. He knows that the Ashling is a level one creature, so it's going to have 4 special abilities. He decides on an elemental affinity to fire, so that they can cause a Tiny Heat Critical with their claw attacks, and he also decides that while Heat Criticals heal them, Cold Criticals do double damage. He writes these details down underneath its racial modifiers:*

*Ashling: +3 Co; +3 Qu; +3 Ag; 25 Hits; 10 PP; Stamina +10; Will +0; Magic +5.*

**Special Abilities:** *Flight; Tough Hide (minor); Dark Vision (Greater)*

**Elemental Affinity:** *Heat Criticals heal, Cold Criticals do double damage. Claws deal an additional Tiny Heat Critical.*

**Skills:** *Ambush; Perception*

Note that a creature doesn't have to have all of the types of powers. For instance, a creature might have any combination of greater, major, and lesser powers. This all depends on how you have selected to create the creature. **HARP** doesn't have a definitive formula for creating monsters, instead relying on an intuitive method to create the framework for a monster. Based on the monster's level, size, and class you can determine how powerful it is going to be quite quickly. This brings us to the next step.

## MONSTER LEVEL

The level chosen for a monster indicates an average mature creature of that type. While it might seem odd to conclude with this step, it is final part of the process in putting a monster together. A monster's level determines how many hits it has, resistance roll values, power point values and other factors such as skill bonuses, offensive bonuses, and defensive bonuses.

GM's should treat monsters as fighters with a 75 in each attribute; this gives them a blanket +5 bonus in all attributes. Calculate the attribute bonuses by adding in the racial attribute bonuses of the monster. The level of the monster determines the maximum skill rank and the maximum skill bonus a monster can have at that level. Use the following formula to sketch out the monster's skills and attacks.

- Its Primary attack is equal to the maximum skill rank bonus and the Strength and Agility (St/Ag) bonus of the creature, determined by its level.
- Secondary attacks can be equal to or less than the primary attack total.
- A creature has the maximum number of ranks possible in Endurance. This gives it a number of hits equal to its Endurance rank bonus and its Constitution and Self-Discipline bonus (Co/SD).
- Each creature has 1 rank in each Resistance skill for each level it has.
- Magic using creatures will have 1 rank in Power Point Development for each level, unless you choose to make the creature exceptional with magic. Creatures with exceptional magical ability will often be a given level, but belong in a higher class of monster due to their ability with magic.
- Refer to table x-x to see how many skills the creature tends to have. At least one skill will be at the maximum skill rank allowable for the character. Several skills can be listed, it is not

necessary to list all skills; just important ones (decide which ones are important by determining what skills the monster is most likely to use in play). At the most, list a number of skills equal to the creature's level divided by 2.

- Finally calculate the Base Movement Rate (refer to Table 5.4 "Base Movement Rates" in Chapter 5 of the **HARP** main rulebook), Initiative Value and the Defensive bonus of the creature. When calculating the defensive bonuses remember to include modifiers for armor (if the creature wears it), shields, and special abilities like tough hide or dense musculature.
- Round all totaled values to the nearest multiple of 5 (rounding down), except for BMR, Initiative and skill bonuses.

**Example:** Knowing that the creature is a small first level monster, he determines the following from a quick glance at his **HARP** rulebook.

Sebastian notes that the max skill rank for first level is 6, with a basic modifier of +30

The Ashling's statistics modifiers are: St 75 (5); Co 75 (8); Ag 75 (8); Qu 75 (8); SD 75 (5); In 75 (5); Re 75 (5); Pr 75 (5).

The Ashling's primary attack is a claw, since the Ashling is size small this means the claw attack is a Tiny Slash. He annotates it with the modifiers for Strength and Agility as 30 (skill rank bonus) + 5 (Strength bonus) + 8 (Agility Bonus) for a total of 43. Since creatures are created as Fighters, Sebastian also adds in the +10 bonus that a Fighter receives at 1<sup>st</sup> level for a new total of 53. Sebastian writes this down as 50 T-Slash. He also decides that the Ashling has no other attack types.

He determines that it has 6 ranks in Endurance for a total of 30 (skill rank bonus) + 8 (Constitution Bonus) + 5 (Self Discipline bonus) for a total of 43 and adds this to the base 25 hits the creature has due to its size. Rounding this down to the nearest multiple of 5, he determines the Ashling has 65 hits.

The creature has 1 rank in each Resistance skill. With modifiers the Ashling's Stamina Resistance is 5 (skill rank bonus) + 16 (Constitution bonus twice) + 15 (racial modifier) and = 31 rounded to 30. The creature's Will Resistance is 5 (skill rank bonus) + 10 (Wisdom bonus twice) + 0 (racial modifier) for a total of 15. Finally, its Magic Resistance is 5 (skill rank bonus) + 10 (Insight bonus twice) + 5 (racial modifier) for a total of 15.

Since the creature doesn't use any magic spells, he just records its Power Points as 10.

He sees that the creature should have one skill, but since he wrote down two, he decides to use both of them. The Ashling's Perception bonus is going to be 30 (skill rank bonus with 6 ranks) + 5 (Self Discipline Bonus) and +5 (Insight Bonus) for a total of 40. Deciding to give it maximum ranks in Ambush, he determines the bonus is going to be 30 (skill rank bonus with 6 ranks) + 5 (Self Discipline Bonus) and +8 (Agility Bonus) for a total of 43. He doesn't round it down since it is a skill bonus.

Sebastian quickly figures out the BMR for the Ashling; it's small, so he decides on a height of 3'. Looking that up on the BMR table in **Chapter 5** of the **HARP** rulebook he determines its BMR is 4' and with a Quickness of 75 that is modified by +1 for a total BMR of 5. While the Ashling is flying it will have a BMR of 10.

Next, Sebastian figures the Ashling's Initiative. Since the Ashling is built as a Fighter, it automatically gains the Talent, Lightning Reflexes, for +5 bonus. This is added to the Qu bonus (8) and the Insight bonus (5) for a total of +18 that Sebastian records.

The creature's Defense Bonus is equal to 16 (the Ashling's quickness modifier times 2) + 20 (the modifier for Tough Hide (Minor)) for a total of 36. Rounding to the nearest multiple of 5 the Ashling has a Defensive Bonus of 35.

### OTHER FACTORS:

**Number Encountered:** The number of creatures encountered depends on the ecology of a given creature. Solitary creatures are most likely seen 1 at a time. Creatures that gather in packs gather in multiples of 5. For instance, a small group would be 1-5, while a large group might be 2-20. Depending on the type of encounter, you can customize this, but for a standard creature think about the monster's ecology and their hunting habits. This should help you determine the number of creatures that would gather at a given time. Remember that every multiple of 1-5 is on average a three result. Therefore, if on average you could find a dozen creatures, the right annotation would be 4-40. 4 being a small group, and 40 being an exceptionally large group.

**Outlook:** The basic ideas behind the concept of a creature determine its outlook. Aggressive and dangerous creatures' outlooks will reflect their nature. Thinking about the creature's inherent character often allows you to determine the creature's outlook. You can find the different outlooks in **Chapter 13**, page 149 of the **HARP** rulebook.



**Lifestyle:** This sums up the creature's lifestyle in one or two words. Extrapolating from the concept you can quickly determine the lifestyle of a creature. This should just be a quick and succinct summation. Words like Predatory, clan-based, mates for life, or other quick descriptions can work to describe the creature's basic lifestyle very quickly.

**Treasure:** Treasure is a variable that often depends on the class of creature. The higher the creature's class, the more substantial the treasure it will have. Determining treasure is not too difficult, but use your imagination. If a creature is Class I, but specializes in stealing trinkets and small shiny things it might have a treasure code like P N2 P, or even a code like – N2 –. This all depends on your ideas of what treasure the creature will most likely have, and how it would be distributed. Use the following as a guideline. For details on treasure types and treasure codes see in **Chapter 13**, page 149 of the **HARP** rulebook and **Chapter 14** of the **HARP** rulebook.

**Class I:** At least one treasure category should be P (Poor), while the rest might be either Poor or non-existent. An N in a treasure column is not out of the question, but is relatively rare.

**Class II:** N, for normal is the standard here. Most of the treasure categories will be normal, with only exceptional circumstances leading to R (Rich). Multiple rolls for money or mundane items are the norm.

**Class III:** N is still quite common but many creatures will have treasure in the R (rich) category in at least one column. Rolls tend to reward with the monetary and magical rather than the mundane.

**Class IV:** R is very common now. Such creatures either have lots of treasure or single items of power. Dragon hoards, spoils of war, and items of sacrifice are common. R in all categories, usually with a great deal in one specific column (typically Money).

**Class V:** Much like Class IV, but with even greater rewards. However, such treasure will often be guarded by many creatures, and usually heavily trapped. Items coveted by kings and gems worthy of royalty are simple trinkets in this vast deposit of wealth.

**Class VI:** Even further protections and guardian surround massive hoards of magical and material wealth. Don't expect this treasure to be easy to move or easy to sell. Even a few handfuls can make a man as rich as a king, and greed will often lead some players to act unrealistically. Remember that a Class VI monster's servants might want a cut of this massive treasure as well.

**Culture:** Monsters that can be used as races usually have one or more cultures that they can belong to. Again, refer to your concept, think about how this creature fits into your world. If all else fails check out chapter 2 Monsters and use the ideas present there as guidelines in establishing what cultures your race will realistically belong to. A race should have a choice of at least 2 cultures. Monsters that aren't races may have cultures as well, but they tend to come from one single culture, not from many. If a monster comes from more than one culture, you may want to consider making it a race.

Once you have calculated the monster's level, attacks, hits, and resistance roll values, you may then round it out by filling out the other factors and then dropping the creature into the format described in the Introduction.



# ASHLING

<b>LEVEL:</b>	1	<b>SPECIAL ABILITIES:</b>	Flight; Tough Hide (Minor); Dark Vision (Greater)
<b>HITS:</b>	65	<b>STATS:</b>	St 75 (5); Co 75 (8); Ag 75 (8); Qu 75 (8); SD 75 (5); In 75 (5); Re 75 (5); Pr 75 (5); PP 10
<b>SIZE:</b>	Small	<b>RR:</b>	Stamina RR: 30; Will RR: 15; Magic RR: 20
<b>MOVEMENT:</b>	5' (10')	<b>TREASURE:</b>	N P2 P
<b>INITIATIVE:</b>	+18	<b>CULTURE:</b>	Nomadic
<b>DEFENSIVE BONUS:</b>	35 (15 Stats; 20 Tough Hide (lesser))	<b>IMPORTANT SKILLS:</b>	Perception (6) 40; Ambush (6) 43
<b>ATTACKS:</b>	50 T-Slash		
<b>#ENCOUNTERED:</b>	1-10		
<b>OUTLOOK:</b>	Aggressive/Cruel		
<b>LIFESTYLE:</b>	Unknown		

Ashlings originate from some Eldritch Plane of Fire, but now reside in volcanoes and places where magma bubbles up from the earth. The beasts' bodies are made from a dark grey ash, which gathers and glows with the burning embers of the creature's blood. They have wings made from the same ash, but with flexible hollow bones that allow them to fly without falling. When they sit perfectly still the creatures resemble small Gargoyles.

## COMBAT

Ashlings ambush their victims in groups, usually sitting perfectly still while unsuspecting victims walk into the midst of them. They then ambush their victims causing much turmoil and terror.

**Elemental Affinity:** When struck with an attack that does a Heat critical, Ashlings treat the damage done as points of healing. Ashlings take double damage from attacks that do cold criticals

**Elemental Imbuement:** Ashlings claws do a tiny heat critical when the slash with them. This is in addition to any damage done by their regular claw slash attack.

## MYTHS & MISCONCEPTIONS

Many believe that the Gargoyles are the original parents of these creatures, or that they share some sort of kinship. Ashlings are actually an entirely new species of Gargoyle created by a mad wizard obsessed with the element of fire.

## TREASURES

Ashlings gather few precious items, only hanging onto gems and trinkets that can endure the heat of their homes.

## ENCOUNTERS

Ashlings are usually found in the caldera of the Maw of Asteroth, a volcano near the Diresmoke range of mountains. The creatures gather in small groups, hunting unsuspecting creatures, and adventurers that come to find the lost treasure of the wizard Zaz.





**Table 9.3 Monster Racial Stats**

Name	Racial Stat Modifiers									Resistance Bonuses			
	St	Co	Ag	Qu	SD	Re	In	Pr	Endurance	Power Points	Stamina	Will	Magic
<b>Unusual Creatures</b>													
Barghest	+5	+5	+0	+2	+0	+2	+2	+0	50	20	10	10	10
Cerebus Hound	+10	+5	+5	+0	+0	+0	+0	+0	50	20	10	10	10
Devi	+10	+10	+10	+10	+10	+10	+10	+10	200	40	30	30	30
Elemental Bird	+10	+0	+10	+10	+0	+4	+2	+5	150	50	30	30	70
Gorger	+5	+0	+0	+5	+0	+0	+0	+0	50	0	20	0	10
Harpy	+4	+2	+4	+3	+0	+0	+0	+0	50	20	10	10	10
Lernean Serpent	+12	+5	+3	+3	+0	+0	+0	+0	150	50	50	20	50
Kachenjunga	+5	+5	+3	+2	+8	+4	+2	+2	100	30	20	30	20
Kirin	+0	+0	+5	+10	+10	+5	+5	+10	100	30	20	20	30
Lycanthrope	See Individual Templates for Details												
Medusa	+0	+0	+5	+2	+0	+0	+0	+4	30	30	5	5	20
Minotaur*	+8	+3	+0	+0	+0	+0	+0	+0	50	10	20	5	5
Nightlord	+5	+5	+5	+5	+5	+5	+5	+5	100	30	20	20	20
Patago	+0	+0	+8	+4	+0	+0	+0	+0	25	10	5	5	5
Shape Thief	+0	+0	+3	+3	+5	+0	+0	+0	20	20	10	5	15
Sphinx	+12	+6	+3	+3	+3	+15	+5	+10	150	50	40	40	40
Unicorn	+0	+0	+5	+5	+4	+3	+5	+10	100	30	20	20	20
Wendigo	+10	+6	+3	+2	+3	+0	+0	+0	150	50	40	40	40
<b>Dragons</b>													
Earth Dragon	+40	+20	+5	+10	+0	+0	+0	+5	300	60	50	50	50
Tia	+40	+20	+5	+10	+0	+0	+0	+5	300	60	50	50	50
Fire Dragon	+40	+10	+10	+10	+5	+0	+0	+5	300	60	50	50	50
Sea Dragon	+30	+10	+15	+15	+5	+0	+0	+5	300	60	50	50	50
Amphitrichina	+20	+10	+0	+0	+5	+10	+10	+5	150	50	40	40	40
Spirit Dragon	+20	+10	+5	+5	+0	+0	+10	+0	150	50	40	30	30
Dragon of Kingship	+50	+15	+20	+20	+10	+10	10	10	400	70	60	60	60
<b>Dragon Kin</b>													
Basilisk	+0	+0	+3	+2	+0	+0	+0	+0	50	10	5	5	5
Cockatrice	+0	+0	+5	+5	+0	+0	+0	+5	25	20	5	5	10
Dragonet-Fey Drake	+0	+0	+5	+5	+3	+0	+0	+5	20	5	5	5	10
Drake	+15	+10	+10	+10	+0	+0	+0	+5	150	50	20	20	20
<b>Creatures of Undeath</b>													
Ghouls	+5	+3	+3	+0	+0	+0	+0	+0	50	30	10	10	10
Ghosts	+0	+0	+0	+0	+10	+15	+15	+15	50	50	10	10	20
Lich	+5	+0	+5	+0	+10	+15	+15	+15	150	100	40	40	40
Mummy	+6	+0	+4	+0	+2	+0	+0	+2	75	50	10	10	10
Skeleton	+6	+0	+0	+0	+0	+0	+0	+0	50	0	10	0	0
Skeleton Lord	+6	+6	+6	+6	+0	+0	+0	+0	100	30	20	20	20
Spawn	+0	+4	+4	+0	+0	+0	+0	+0	50	30	10	10	10
Specter	+0	+0	+0	+0	+10	+15	+15	+15	50	30	10	10	10
Vampire	+15	+15	+10	+10	+0	+0	+0	+5	100	40	30	30	30
Wight	+8	+5	+0	+0	+0	+0	+0	+8	50	50	20	20	20
Wraith	+10	+10	+0	+0	+10	+0	+0	+5	50	30	20	20	20
Zombie	+10	+10	+0	+0	+0	+0	+0	+0	50	0	30	0	0
<b>Brutes</b>													
Firbolg*	+3	+2	+0	+1	+0	+0	+0	+0	40	20	10	10	10
Jotunn*	+7	+2	+0	+0	+1	+0	+0	+1	60	10	10	10	10
Fomor*	+4	+0	+2	+0	+2	+1	+0	+0	40	20	15	10	5
<b>Fiend</b>													
Bane	+0	+0	+4	+2	+3	+0	+0	+0	20	10	5	5	5
Fetch	+3	+2	+3	+0	+0	+0	+2	+0	30	20	10	10	10
Grime	+5	+4	+5	+0	+0	+0	+0	+2	50	20	15	20	15
Hag	+6	+6	+2	+2	+5	+0	+4	+4	70	50	20	20	30
<b>Demons</b>													
Bindlings	+0	+4	+2	+2	+0	+0	+1	+1	25	10	10	10	10
Murroughshie	+2	+5	+3	+5	+0	+0	+2	+0	50	25	10	10	15
<b>Vlatch</b>													
Lesser	+5	+5	+5	+5	+5	+0	+0	+0	25	10	10	10	20
Greater	+10	+5	+5	+10	+5	+0	+0	+0	50	25	15	15	15
Lord	+15	+10	+10	+15	+5	+0	+5	+0	150	50	30	30	50
Nasuai	+6	+4	+2	+5	+3	+2	+2	+2	50	25	20	20	20
Incubi	+5	+5	+5	+5	+0	+3	+3	+5	100	30	30	15	15
Cacodemons	+10	+5	+5	+10	+5	+5	+5	+5	150	50	30	30	30
Lords of Fire	+15	+10	+10	+15	+5	+5	+5	+5	300	60	40	40	40
<b>Creation Example</b>													
Ashling	+0	+3	+3	+3	+0	+0	+0	+0	25	10	10	0	5

\* = This race may be used for player characters upon GM approval.





<b>A</b>		Drake ..... 73	Nightlord ..... 47	
Abilities ..... 120	Earth Dragon ..... 57	<b>O</b>		
Adversary ..... 8	Fire Dragon ..... 60	Obstacle ..... 8	Origins ..... 9	
Ally ..... 9	Sea Dragon ..... 62	Other Factors ..... 124	<b>P</b>	
Animal Racial Statistics ..... 26	Spirit Dragon ..... 66	<b>R</b>		
Animals, Land	The Dragons of Kingship ..... 68	Patago ..... 49	Power Level ..... 118	
Badger ..... 20	Tia ..... 58	<b>S</b>		
Bear ..... 20	The Amphitrichina ..... 63	Races ..... 121	Raider ..... 93	
Birds ..... 20	Drake ..... 73	<b>T</b>		
Bison ..... 21	<b>E</b>			
Boar ..... 21	Earth Dragon ..... 57	Tables		
Camel ..... 21	Ecology ..... 11	Table 1.1 Monsters by Terrain ..... 6	Table 3.1 Natural Animals by Terrain ..... 17	
Cat, Small ..... 21	Elemental Bird ..... 33	Table 3.2 Animal Quick Stats ..... 18	Table 3.3 Animal Racial Stats ..... 27	
Dog ..... 21	Encounter Tables ..... 6	Table 7.1 Adolescent Skill Ranks ..... 99	Table 9.1 ..... 120	
Donkey ..... 22	Encounters ..... 6	Table 9.2 ..... 120	Talents, Attacks, and Special Abilities ..... 122	
Elephant ..... 22	Example of Demonic Weapons ..... 107	<b>The Amphitrichina</b> ..... 63		
Lizard ..... 22	<b>F</b>			
Mammoth ..... 22	Fiend ..... 98	<b>The Dragons of Kingship</b> ..... 68		
Monkey ..... 22	Fiend - Bane ..... 99	<b>The Lords of Fire</b> ..... 116		
Rhinoceros ..... 23	Fiend - Fetch ..... 100	<b>The Vlatch</b> ..... 110		
Snake ..... 23	Fiend - Grime ..... 101	Tia ..... 58		
Animals, Sea	Fiend - Hag ..... 102	Treasures ..... 6		
Alligator ..... 24	Firbolg ..... 94	<b>U</b>		
Barracuda ..... 24	Fire Dragon ..... 60	Undead		
Dolphin ..... 24	Fomor ..... 97	Ghost ..... 79	Ghoul ..... 77	
Eels ..... 24	<b>G</b>			
Jellyfish ..... 25	Ghost ..... 79	Lich ..... 80	Mummy ..... 81	
Octopus ..... 25	Ghoul ..... 77	Skeleton ..... 82	Skeleton Lord ..... 83	
Shark ..... 25	Gorger ..... 34	Spawn ..... 84	Specter ..... 86	
Squid, Giant ..... 26	<b>H</b>			
Turtle ..... 26	Harpy ..... 36	Vampire ..... 87	Wight ..... 88	
Whale ..... 26	How to Use This Book ..... 5	Wraith ..... 89	Zombie ..... 90	
Ashling ..... 126	<b>I</b>			
<b>B</b>		Undead Abilities ..... 75		
Barghest ..... 29	Incubi ..... 113	Undead Vulnerabilities ..... 76		
Basilisk ..... 69	Insects	Unicorn ..... 53		
Bindlings ..... 108	Destrier Beetle ..... 24	<b>V</b>		
Born to be Bad? ..... 93	Locust ..... 24	Vampire ..... 87		
Breeds of Fiends ..... 98	Tomb Scarab ..... 24	<b>W</b>		
Brutes and Culture ..... 93	Intellect ..... 13	Wendigo ..... 54		
<b>C</b>		Wight ..... 88		
Cacodemons ..... 114	<b>J</b>			
Cerebus Hound ..... 30	Jotunn ..... 95	Wraith ..... 89		
Classes of Undead ..... 77	<b>K</b>			
Cockatrice ..... 70	Kachenjunga ..... 39	<b>Z</b>		
Combat ..... 6	Killing the Undead ..... 76	Zombie ..... 90		
Concept ..... 118	Kirin ..... 40			
Curing Undead ..... 77	Know Their Role ..... 8			
<b>D</b>				
Dangerous Animals ..... 17	<b>L</b>			
Demon Summoning ..... 107	Lernean Serpent/Hydra ..... 37			
Demonic Powers ..... 105	Lich ..... 80			
Demonic Weapons ..... 106	Limits ..... 122			
Demons	Lycanthrope ..... 41			
Ashling ..... 126	<b>M</b>			
Bindlings ..... 108	Marauder ..... 93			
Cacodemons ..... 114	Medusa ..... 44			
Incubi ..... 113	Minions ..... 14			
Murroughshie ..... 109	Minotaur ..... 46			
Nasuai ..... 112	Monster Level ..... 123			
The Lords of Fire ..... 116	Monster Name ..... 5			
The Vlatch ..... 110	Monster Size ..... 121			
Description ..... 119	Monsters and Evil ..... 15			
Devi ..... 31	Monsters Versus Civilization ..... 15			
Dragonet - Fey Drake ..... 72	Monstrous Motives ..... 14			
Dragons	Monstrous Society ..... 12			
Basilisk ..... 69	Mummy ..... 81			
Cockatrice ..... 70	Murroughshie ..... 109			
Dragonet - Fey Drake ..... 72	Myths & Misconceptions ..... 6			
<b>N</b>				
Nasuai ..... 112				



# Monsters: A Field Guide™

*What do monsters really want? Why is there seemingly an endless supply of monsters? What do they eat when they can't get peasants and livestock? What are they doing when they're not making trouble? Take a new look at monsters in this HARP supplement. More*

*than just a monster compendium, Monsters gives players new insights into their perennial foes and Gamemasters dozens of new plot hooks and adventure ideas—and of course new monsters for many fantasy settings, including ICE's own Cyradon.*

1-55886-607-1 ICE1100

This specially-priced PDF is available through the ICE Online Store at [www.ironcrown.com](http://www.ironcrown.com)

Made in USA #3002P

Produced and distributed by:



Iron Crown Enterprises  
112 Goodman Street  
Charlottesville, VA 22902

<http://www.ironcrown.com>  
<http://www.harphq.com>

